Version 1.1
By DeverosSphere

Welcome to your new assignment aboard the USS Cerritos, a California-class starship specialising in second contact missions. While the Cerritos isn't the biggest or fanciest ship in the fleet, it’s still an important part of Starfleet doing the follow-up grunt work of all the crews that are boldly going where no one has gone before.

+1,000 CP

During your time aboard the Cerritos, the ship will be under the command of Captain Carol Freeman, you will be there as she and her heroic bridge crew deliver diplomatic trinkets, aid in the relocation of an ancient spaceship, assist with the demolition of a small moon, fend off scavengers, and battle against a deadly Pakled trap.

However in this jump you do not start as a member of the bridge crew, instead the main focus of your time here will be in the "lower decks," where the real action happens!

You will work alongside your fellow lower deckers Ensigns Beckett Mariner, Brad Boimler, D'Vana Tendi and Sam Rutherford.

Origins:

You may freely pick your age, gender and even what common Starfleet race you are.
Unlike other Star Trek jumps you're a lower decker, you have the rank of ensign and instead of quarters your bed is on Deck 11 but what kind of lower decker are you?

Beckett Free
You're a talented rule-breaker, you're good at all things Starfleet but you're either unmotivated or uninterested in ranking up.

Boimler Free
You're well known for always following the rules, perhaps you want to become a captain someday but first you've got to learn when to stop following the rules and how to follow your gut.

Tendi Free
You're known to be incredibly enthusiastic, and optimistic in almost everything you do, taking interest in any task you're given.

Rutherford Free
You're known to be a hard worker who is prone to getting excited over being able to use the tools of your profession and very knowledgeable of all the systems you work on.

Upper Decks -100 CP
Turns out I was wrong, you're not a lower decker after all, from this point on you will be a Lieutenant junior grade and get your own room. Just remember higher rank, higher responsibilities.

Starfleet Experience:

Starfleet Division -100 CP (First Purchase Free)
For each purchase you can select to be a member of one of the three main departments of Starfleet based upon your technical position.
The departments are **Command**, **Operations**, and **Sciences**.
They are each denoted by Starfleet uniform piping, which are colour coded and grant you discounts on other perks.

Duty Training:

Each purchase of Duty Training grants you and your background the knowledge, skills, memories and documentation for having completed the corresponding subjects course at Starfleet Academy.

Although each "**Duty Training**" provides a brief explanation of the positions tasks aboard a Starship these would not be your sole responsibility merely what aspects of your duties you have had specialist training in.

For each purchase of "**Starfleet Division**" you will get the one corresponding discounted purchase of "**Duty Training**" for **Free** and all further discounted purchases for **-25 CP**.

Tactical Officer -50 CP (Discount Command)

With your tactical officer training, you have a full understanding of all starfleet, tactical stations and at least a rudimentary understanding of non-starfleet tactical systems.
If you take this as your career prospect, you will be responsible for controlling a starship's weapons and shields, as well as maintaining the ship's ordnance.

Conn Officer -50 CP (Discount Command)

This position combines the roles of the navigator and helmsman with your duty assignment being related to the piloting of the vessel.
Your training has been in relation to controlling both the speed and attitude of most types of starships, classes on the mathematics and physics required for space travel, plotting a course in relation to your destination by determining your position, velocity, direction and how to stop.

Logistics Officer -50 CP (Discount Command)

Your Logistics officer training has taught you the processes and procedures responsible for maintaining and overseeing the logistics of a fleet of multiple starships.
This position is rarely used in modern Starfleet as it is a more tactical role planned to be used in military exercises.
All starfleet admirals are expected to have completed modules about this subject and have had practical experience implementing planned strategic moves.

Protocol Officer -50 CP (Discount Command)

For this training you will have had to take a series of practice-oriented workshops.
In these workshops you visited many other planetary locations to learn about other cultures, how to professionally perform first contact and how to research diplomatic procedures.
As a protocol officer it would be your responsibility to ensure that all customs and regulations are organised in advance when dealing with diplomatic formality, precedence and etiquette.

Security Officer -50 CP (Discount Command)

You have taken a course on starship security protocols, the legal system of the United Federation of Planets as well as the surrounding systems of government, several self defence courses and a full semester of phaser training.
As a security officer, your duties would include the protection of Starfleet and Federation assets, the prevention and investigation of crimes, the personal protection of Starfleet officers and the safety of Federation or foreign dignitaries.

Sensor and Communication Liaison -50 CP (Discount Command)

You have had training in multiple languages, the formulas for language decoding, as well as how to use all starfleet communication and sensor equipment.
The role of a sensor and communications officer is monitoring incoming sensor data and communications.
They are also responsible for being the initial representative of their ship on all incoming and outgoing transmissions, whether they were visual, audio, or text communications.

Intelligence Officer -50 CP (Discount Operations)

You have been trained in StarFleet's methods of collecting, organising, compiling and analysing information.
The main responsibility of this position is to collect information from local and technical sources then manage the information for the ships intended missions.
Your training will also make you capable of giving advice on counter intelligence procedures, variations of stealth tactics and methods to anticipate and exploit tactical opportunities.

Maintenance Engineer -50 CP (Discount Operations)

Starfleet training for Maintenance engineering usually requires you to do multiple courses in mechanical engineering, industrial engineering, or other engineering disciplines.
The main responsibility for Maintenance Engineering is checking, repairing and servicing machinery, equipment, systems and infrastructures that could be damaged.
They are also responsible for applying engineering concepts for the optimization of equipment and procedures in order to achieve better maintainability, reliability, and availability of equipment.

Transporter Operator -50 CP (Discount Operations)

Although a transporter is fairly simple to operate, becoming a transporter operator requires a great deal of training on the administrative aspects of the role.
The training includes how the transporter components function both theoretically and practically, the processes of making, adjusting and modifying transporters and how to fix various transporter issues.
In this position the technical issues you will need to deal with are signal lock issues, microscopic coordinate errors, sensor and power distribution, archive maintenance and most importantly detecting diseases, weapons and other such dangers in transit.
You will also need to keep coordinated with security teams, repair teams and medical teams.

Design Engineer -50 CP (Discount Operations)

The training courses required for this will give you specialist knowledge in the fundamentals of astral architecture and the design of conventional starfleet ships.
You'll study state-of-the-art tools for analysing the hull structure, the behaviour of ships at warp, and you will study the range of power, heating, refrigeration, data transmission and propulsion systems in use within starfleet.
As a professional design engineer you would normally be on a design team responsible for the development, construction, and repair of ships, stations and other vessels for starfleet.

Geological Engineer -50 CP (Discount Operations)

The training course for this profession would include archaeology, geology, structural design, constructional engineering and quarry development.
As a career you would be responsible for the application of planetary surveys, researching the planetary geology, identifying historical and religious sites, mineral processing, and designing environmental reclamation projects.

Warp Field Engineer -50 CP (Discount Operations)

As a warp field engineer your courses for learning will be focused on the study of space travel, faster-than-light travel dynamics, the physics of warp fields and subspace bubbles, Antimatter containment, Plasma regulation and the development, maintenance and repair of Warp drive components.
As a warp field engineer you would be responsible for maintaining the warp engine and dilithium levels.

Physicist -50 CP (Discount Sciences)

As a physicist you will have taken specialised courses in the various academic fields of physics these include doing research and writing dissertations on Antimatter, Energy, Gravimetrics, Magnetism, Radiation, Cosmology, Geophysics, Hyperspace physics, Metaphysics, Particle physics, Plasma physics, Quantum mechanics and Theoretical physics.
This duty's primary responsibility is analysing, observing and theorising explanations for strange or seemingly unexplainable circumstances in such a way as to provide potential answers.

Roboticist -50 CP (Discount Sciences)

The StarFleet Academy roboticist courses include experiments and studies in the field of robotics, artificial intelligence, quantum consciousness, positronic brains, Borg nanoprobes and other cybernetic implants.
A Roboticist's position on a starship would be more adviserary for situations such as utilising cybernetic components in other division processes or when interacting with robotic or cybernetic entities such as the Borg.

Biochemist -50 CP (Discount Sciences)

Your starfleet studies were on the chemical processes that occur in many known lifeforms and the biochemical makeup of these lifeforms.
These courses include classes on cell biology, genetics, molecule structures, metabolism, disease mechanisms, crystalline lifeforms, microbiology, viruses and other courses on the far more exotic principles of rare and exotic lifeforms.
Your responsibilities within the ship are to apply the application of chemistry to the study of potentially hazardous or exotic biological processes at the cellular and molecular level.

Counsellor -50 CP (Discount Sciences)

Counsellor training in Starfleet tends to focus on the process to aid in the overall mental wellness of patients and the crew.
The required education to become a starfleet counsellor include courses on psychology, psychiatry, Diplomacy, Non-Traditional problem solving, Neuroscience, General Physiology and several modules on starfleet standard and non-standard languages.
On board a starship it is your responsibility to oversee the crew's mental well-being by giving advice and guidance for personal problems and when necessary, provide psychiatric and psychological treatment and care.

Medical Officer -50 CP (Discount Sciences)

The Medical officer courses cover various species as well as the methodology for treating patients without previous experience of their species.
These courses include medical fundamentals, field medicine, medical stasis, diagnosis methodology, pharmaceutical study, surgical practices, and medical ethics.
Aboard a starship or starbase your responsibility will include spending a considerable amount of time with your patients and working in collaboration with other medical officers.

Xenological Researcher -50 CP (Discount Sciences)

To become a Xenological researcher requires taking courses on the study of alien cultures, languages, ecosystems and particular flora and fauna.
A Researcher's responsibility onboard a ship is to systematically increase the stock of knowledge and understanding of new worlds and species.
This Field is vital for first contact missions in order to have immediate access to previously acquired knowledge on linguistic and cultural matters especially when alien languages require further study for use with the Universal translator.
There are several separated areas of Xenological Research dedicated to the study of new medical resources for consumptive, medical, or aesthetic uses.

StarFleet Specialisation:

Each purchase of this perk grants you and your background a year's internship and knowledge from within the corresponding division of Starfleet, all discounted purchases are **-50 CP**.

Hazard team -100 CP (Discount Command)

The hazard team is a type of military unit specialising in ground combat, consisting of an elite force of tactical officers, medics, marksmen, and pilots that are utilised to take control of extreme situations and high-risk away team missions.

Starfleet Materiel Supply Command -100 CP (Discount Command)

The Starfleet Materiel Supply Command is a department of Starfleet that deals with supplying, storing and transporting technology around the United Federation of Planets.
Due to the operation size and procedures of this position, it allows even low ranking officers to get bridge command time, a prerequisite towards becoming a high ranking Command Officer.

Corps of Engineers -100 CP (Discount Operations)

A special projects division of Starfleet, often referred to as the Miracle Workers, they are assigned to deal with projects and missions requiring high degrees of engineering expertise. The Corps of Engineers are considered the galaxy's best, using their ingenuity and years of experience to come up with creative solutions to abnormal problems and rare situations where they need to remotely resolve issues with only on site equipment.

Armoury Officer -100 CP (Discount Operations)

Armoury officers are Starfleet personnel who are responsible for the construction, storage, operations and disposal of ammunition and other weapon components which are distributed to and reclaimed from the various Federation starships, starbase, and outposts.

Department of Temporal Investigations -100 CP (Discount Sciences)

The Department of Temporal Investigations are tasked with ensuring that time travel events which occur under Federation jurisdiction are handled within the established guidelines.
If it is found necessary they resolve these issues in order to prevent temperal contamination.

Division 14 -100 CP (Discount Sciences)

Division 14, is a Starfleet division that gives the best medical care possible to starfleet personnel who have been afflicted with mysterious problems.
The patients go through physical, psychological, medical and scientific treatments on a medical spa on Endicronimas V known as "The Farm" in order to aid in the rehabilitation for those recovering from science and or medical related injuries or health concerns.

General Perks:

Trekie Style Free

Perhaps you not a fan of live action universes and instead you want to live through the animated adventures, with this perk you can change your perspective of the universe to be in the art style of “Star Trek: Lower Decks”, “Star Trek: Prodigy” or “Star Trek: The Animated Series” though this change is cosmetic you can apply these style’s to any future jumps.

It’s Just Cosmetic Free

For the purposes of the jumpchain transporter’s will only count as moving you from one location to another and will never directly result in Chain Failure.
In the event of a severe malfunction that would cause your death you would instead not beam.
If you gain a transporter clone then your copy will be a clone of your background without any knowledge of you being a jumper.
If a transporter accident would deform you or fuse you with something else then the change will only be cosmetic leaving you in full control of the body and the issue will fix itself over time.

I think he's a Bolian -100 CP

With this perk you have a perception filter that prevents people from noticing abnormalities about your species. Those who interact with you will unconsciously consider you to be a member of a similarly looking species which is considered normal for the situation.

A full report -200 CP

You can target anyone in order to get a fully documented report in any media format about any part of their job and duties regardless of their position in relation to you. You can also choose for the report to be based on their subconscious or for them to remember writing the report.
If you have selected any **“Starfleet Division”,** “**Duty Training**” or “**StarFleet Specialisation**” you will receive additional documentation for the report stating a professional in that field’s notes on the reported events.

I saw a Koala -400 CP

Perhaps you’ve been empowered by strange energies, maybe you have hit the threshold of ascension or you might have been exposed to a super mutagen regardless you now have access to above human powers functioning as a [Capstone Booster].
You gain the ability to perform the vulcan neck pinch and vulcan mind meld to a professional standard even if you are not a Vulcan.

Koala Perks:

Any Koala perk costs **-150 CP** when discounted.
If you have all 3 "**Starfleet Division**" perks you may purchase all 3 **Koala perks** for **-300 CP** Total, however for jumpchain mechanics they will all function as a singular perk.

Telepath -300 CP (Requires "I saw a Koala", Discount Command)

Through meditation and attempts to go through ascension you instead unlocked a powerful Telepathic gift that would put a Betazoid master to shame.
You are able to sense the thoughts, emotions and telepathic activities of others, even those of non-corporeal beings such as Q.
You have full control over your own telepathy being able to focus it to the extreme or completely blocking it out, you can project your own thoughts and emotions to others or silence them.
You can use your telepathic abilities to completely prevent telepathic intrusion on yourself and others while also being able to use the same process to manipulate the minds of others.

Telekinetic -300 CP (Requires "I saw a Koala", Discount Operations)

At some point you have been exposed to low levels of strange energies.
Even after the strange energies were removed you have retained the ability to move things with the power of your mind.
Through this ability you are able to lift objects, hold things in place and even strike things from a distance all without applying any evident physical force and like a muscle it will grow with use.

Augment -300 CP (Requires "I saw a Koala", Discount Sciences)

At some point you were exposed to a super mutagen that has genetically-engineered you into the apex specimen of your species.
You are far more agile, roughly five times stronger and more durable than you would be without this perk. Your senses are enhanced, you gain resistance to sickness, your heart muscles become twice as strong, your lungs become fifty percent more effective, and your lifespan increases twofold on top of that you even have resistance to directed energy weapons.

Origin Perks:

All perks for your origin are discounted by **50%**, **100 CP** Perks are **Free** for your origin instead.

Cool scrappy underdogs -100 CP (Free Beckett)

You have a certain something about you, you're not some drone, you're a badass and anyone who sees you will passively think that you are a cool person even if they don't like you.

Scottsdale. That was a mess -200 CP (Discount Beckett)

This perk gives you a good narrative tool you can instantly recall any wound you have previously received and have it temporarily appear as a scar.
By showing this to someone it will allow you to perfectly recount any story in order to give yourself a charisma boost in any speech, argument or discussion you are participating in.

You get a rash from sand -400 CP (Discount Beckett)

No you don't, what's more you no longer get any rashes or allergic reactions from anything not pollen, not food, not animals, not even magical space rocks or sunlight give you skin trouble.

5 Ships, Yeti Shoes I am always right -600 CP (Discount Beckett)

You gain an amazing situational knowledge and awareness, making you fully aware of what's happening around you, then giving you retroactive experience of having dealt with these situations before.
This allows you to recognize and understand these patterns, so that you can deal with the potential dangers and difficulties that may result from it.

[I saw a Koala]
Beyond just street smarts you can now gain passive academic knowledge of random but relevant information to dangerous situations, this allows you to come up with an instant solution to your immediate problems and allows you to see through virtually any form of disguise.

What's your landing code -100 CP (Free Boimler)

Whenever you are suspicious of someone you can instantly come up with a simple question that will allow you to determine if they have malicious intent towards you, if they are intending to manipulate you or if they are a trustworthy individual.

Oo I love purging -200 CP (Discount Boimler)

You can easily handle normally boring tasks and can choose to find a great deal of joy in the boredom thus allowing you to speed through them with ease.
Not only does the boredom not affect you, but you are able to spread the joy to any other individuals who are doing the tasks with you.

Thanks Tom Paris -400 CP (Discount Boimler)

You can animate an image of anyone making it able to talk and move around its picture behaving like the person they depict.
The image will have all of the knowledge and mental capabilities of who they represent allowing you to gain information from them without the original knowing anything the copy learns.

Buffer Time -600 CP (Discount Boimler)

When taking a break from doing tasks you can create a five metre diameter inverse time loop bubble called **Buffer Time**.
Everything inside the **Buffer Time** will move as normal however everything outside of the **Buffer Time** will repeat the same few seconds without any awareness of it.
When ending the **Buffer Time** everyone who was inside the **Buffer Time** will remember the events that occurred however all physical material will revert back to how they were when the **Buffer Time** started.
No equipment either within or outside the area will record any difference in time or temporal abnormalities.

[I saw a Koala]
You now have far more control over the **Buffer Time** including the size, shape and whether or not things revert back to the start of the **Buffer Time** when it has ended.
The precession of the size and shape will improve with experience and training.

Is that a plasma fire -100 CP (Free Tendi)

You have an amazing ability to notice and predict any potential hazards that can happen within the immediate future as well as how to prepare for them and potentially prevent them.

Your Hands Clean -200 CP (Discount Tendi)

Yes they always are from now on you can surround any part of your body with a sterile field that will eliminate bacteria, mould, mud and any other such entity.
You could also use this to coat yourself in a hazmat suit like barrier in order to walk though dangerous and toxic environments, however it only filters what's around you so it won't prevent oxygen deprivation or pressure related hazards.

I can't tell you that -400 CP (Discount Tendi)

Sometimes you need to tell people things but can tell them everything.
Well now you can specifically redact details from any method of information gathering.
Even in situations where you are being interrogated and forced to tell the events of what has occurred, both the interrogator and all methods of recalling the information will blank out when hearing those specific details.
They will be aware that they have been told the information but are not able to recall what the information is.

Built myself a fluffy Friend from scratch -600 CP (Discount Tendi)

Somethines creation is more art than science and you are an artist, you have all the knowledge and artistic talent to hand edit all 6 billion sequences of Inert carbon and/or programmable matter if it's available in order to create new life and recreate any species you have met before.

[I saw a Koala]
You now have far more control over the act of creation allowing you to create any normal matter over a period of time and shape that material as if it were Inert carbon or programmable matter allowing the creation of new living beings.
Be aware however this is only the act of physical creation not spiritual creation.

Baby Bear -100 CP (Free Rutherford)

Whenever you start doing a new team based activity or join a new department you easily fit into their social group making it far easier to make friends.
You may not be good at all parts of the tasks but whatever parts of it you are good at will be prominently displayed.

It's not so different from engineering -200 CP (Discount Rutherford)

You can now see whenever skills, knowledge or abilities that you have which can be applied to another field, this allows you to see where your skills can interconnect.
This also allows overlapping abilities to synergize much more efficiently and makes them more flexible in how they affect each other.

Float and magnet -400 CP (Discount Rutherford)

You have an innate understanding of how to better educate others this perceives beyond your direct involvement and makes it so that training tools and teaching methods you create are far more effective than they normally would be.
Whenever you are attempting to train others directly they are not only able to grasp the knowledge and understanding you have with great ease but are also able to grow far faster in their own independent understanding of the subjects.

Cybernetically Enhanced -600 CP (Discount Rutherford)

You have now become a starfleet cybernetically enhanced officer this allows you to have instant and direct access to all of starfleet's unclassified databases and documentation.
Your implants have combat strategy analytics software that can at your discretion take control of your body, and is capable enough to single handedly defeat a dozen borg in seconds.
Your visual implant that allows you to detect electromagnetic signals, send a live video/audio feed, view various types of radiation, see upto and beyond the infrared/ultraviolet spectrum ranges and detect biochemical reactions such as heart rate and body temperature.
Post jump you can shift these and any newly installed implants to and from biological implants.

[I saw a Koala]
Your implants seem to have had a piece of 29th century technology incorporated into its circuitry, this has resulted in your Cybernetic implant gaining a future inspired upgrade.
Among other things your body is now full of highly advanced nanobot that are able to instantly repair and restore any damaged organic tissue, create reactive body armour, create modulating multidimensional multi-spatial force field and function as internal transporter nodes for short and long range transport, even functioning as a local Multidimensional transport device if calibrated correctly.

Get cheese out of furre -100 CP (Free Upper Decks)

You have a certain amount of control over your own cleanliness.
You can instantaneously clean, wash, dry, warm up or cool down not only yourself and others but also any objects that are no larger than twice the maximum area of your active alt-form.

Barking out cardassian small talk -100 CP (Discount Upper Decks)

You now have a type of counter arrogant charisma that will allow you to tolerate aggressive and berating attitudes.
In addition if someone tries to grandise themselves and their accomplishments or demean you and your actions, your public standing will look more impressive and respectable by contrast.

Employ the Jainway Protocol -200 CP (Discount Upper Decks)

Sometimes you have to remember the basics. In command school they teach you to remember that manoeuvring a starship is a very delicate process, but as the great Captain Janeway once said, sometimes you just have to punch your way through.
Any time that your attempt to use brute force to make your way through an issue you will be able to apply twice the amount of force you otherwise would be able to.

We will relocate moon dust -200 CP (Discount Upper Decks)

As an upper decker sometimes you're forced to take a diplomatic roll.
While you have this perk, you will find it far easter to find solutions to the issues and agendas of all relevant parties, resolving in an agreement where all sides are equally satisfied with the result.

Starfleet black ops -400 CP (Discount Upper Decks)

When starting a jump you can alter and create an in universe background state for yourself, companions, Followers and anyone else entering the jump.
All alterations for jumpers and those being imported as a companion must be in line with the selected race, origin, starting location and perk related historical events.
For those not being imported as a companion you may create an in-universe history for them and select specific events that happened in their life prior to the beginning of the jump, this can be done up to the extent that you can write out their life history so long as it does not contradict with the jump universe's.
In-jump this can be used to create a new counterfeit identity with a full set of documentation which is almost indistinguishable from a real person, however this does not grant any new memories or a physical history.

Your Pagh is weak and it disgusts me -400 CP (Discount Upper Decks)

You can measure the spiritual force inherent to all sentient beings.
This measurement can be done either by grasping their ear in the same way a Bajoran Kai is able to or you can do it by passively perceiving them with any of your senses.
After you perceive their spiritual force you are also able to verbally attack it in order to cause them emotional harm and/or insite an intense negative emotional reaction.

Our crew is ready and focused -600 CP (Discount Upper Decks)

It is a captain's duty to know what this crew is capable of, even if they don't, to guide them into new possibilities, to show them that they can be the finest crew in the fleet and that they can accomplish anything by working together.
To aid in this you will now be able to passively be aware of all your subordinates, their capabilities, the dangers that they might be facing and how you can help them.

[I saw a Koala]
By working together you and your crew can do so much with this perk each subordinate is able to passively share their collective knowledge as a subconscious hivemind with each of them vaguely remembering those members of crew previously discussing it with them before.
You are also able to passively boost all of the abilities of all your subordinates.

The Black Mountain -600 CP (Discount Upper Decks)

In-jump, if you die you are sent to the black mountain, a "spiritual battleground" where the soul goes after death. There you must fight three faceless apparitions of your father, but this is just the beginning. Should you succeed in the trials, you will return to the land of the living.
Post jump this will function as a standard 1-up.

[I saw a Koala]
The multiverse, the Borg, a microscopic civilisation, transporter accidents, the nexus, It seems there is more than one way to come back from the dead and with this perk instead “**The Black Mountain**” refreshing its 1-up once every ten years it will now refresh once every year.

Items:

Any item can be imported into a similar item gaining its functions and features.
If you purchase multiple ships you can hybridise them and other ships that you import into a single ship with all of the tools, technologies and specialised equipment they have installed.
An item purchased more than once will cost an extra **-50 CP**.

Starfleet Uniform Free
You get a uniform and combadge that varies by the ship and facility you are assigned to.
Each time you receive a promotion or change department you get a new modified uniform.

Dress Uniform -50 CP (Free Command)
A variant of the standard Starfleet uniforms worn for special occasions, such as weddings, funerals, legal proceedings and greeting ambassadorial delegations such as heads of state.

Stealth Suit -50 CP (Free Operations)
A full-body outfit, including a face mask, which is able to hide body heat and avoid sensor detection. The stealth suit is colored black and allows the wearer to go largely undetected in shadows and other dark areas.

Environmental Suit -50 CP (Free Sciences)
A special form of clothing designed to be used as protection and life support in inhospitable environments such as the vacuum of space, D class planets, H class planets and even Y class planets.

Phaser Free
Phasers are classified as particle weapons, as they fire nadion beams, they are considered the most common and standard energy weapon in use within Starfleet and several other powers.

Compression Phaser Rifle -50 CP (Free Command)
An all purpose star fleet phaser rifle with sixteen power settings, fully-autonomous recharge capability, multiple-target acquisition, pulse shot capability and gyro-stabilisation.
When it is set to a wide beam, a compression phaser rifle can take out a large group of individuals in a single shot.

Phaser Drill -50 CP (Free Operations)
An excavation device employing phaser technology to drill holes into the rock formations of a planet's mantle. This device has an extendable tripod in order to stabilise itself while firing.
Given its size, it is built with a more powerful energy supply to last longer than a typical phaser.

Medical Phaser -50 CP (Free Sciences)
A specialised phaser that is unable to do permanent damage but can be used on virtually any species for instant sedation.
The Medical Phaser can also be used to reset a person's biological system as a quick cure for most biorhythmic ills including functioning as a hangover remedy.

Tricorder Free
A multifunction hand-held device useful for sensing, analysis, and recording data, it has many other specialised applications and uses.

Psycho-tricorder -50 CP (Free Command)
This version of the tricorder is designed to scan specific brain wave patterns during questioning and is helpful in the diagnosis and treatment of mental disorders and ailments. It also possesses a hypnosis-assist subroutine, as well as subroutines for lie-detection and amnesia analysis. The device is normally operated by a medical technician while the attending psychologist directs the patient but is also useful for diplomatic communications and interrogations.

Heavy Duty Tricorder -50 CP (Free Operations)
A special type of tricorder with a camera grip which is bulkier and far more durable than traditional tricorder. This model has increased functions beyond standard tricorders and it's scanning range is similar to that of shuttle pods scanners.

Medical Tricorder -50 CP (Free Sciences)
This specialised version of the tricorder is equipped with sensors and analysis software tailored for medical diagnostic purposes. They are usually the first tool a Starfleet doctor utilises when assessing a patient's condition.

Conference Room Chair -100 CP
A chair that can create copies of itself which are able to retain the functions of the original.
Each chair is able to alter itself to perfectly accommodate whoever sits in them but if any chair is not within 5 feet of another chair in the same circuit as the original they will become an ordinary chair however retaining their current shape.

Choo-Choo Shirts -100 CP
You get a chest that creates sets of custom clothing which can be changed to show custom logos and designs to match events and activities that you have been to or plan to go to.

Submanifold Casting Stone -200 CP
A submanifold casting stone is a type of rock that allows its users to broadcast their voices over interstellar distances to other planets, and hear the response in turn.
For jumpchain mechanics this counts as a telephone.

Crew Puppets -200 CP
You have a full set of hand puppets, one of each member of the crew.
Each of these puppets are able to function as a mobile emitter for a non-sentient holographic representation of the crew member they depict.
You will get new puppets whenever you gain a new crew member and whenever you join a new crew.

Ancient Generation Ship -400 CP

This ancient generation ship may only be capable of sub-light travel and be slightly damaged needing some repair but it can easily integrate any new technology into itself.
The ship comes with over 500 core cryo units and mysterious containers of molecular fluid which generates living organisms, as well as other natural components including rocks and water, on contact from inorganic material.
The molecular fluid refills once a month and is programmable so that it can transform an inorganic environment into a living ecosystem. The ship's inhabitants had presumably planned to use the to terraform their destination if their cryo units had not been manually disabled.

Vulcan Reconnaissance Vessel -400 CP

This Vulcan starship is a modern and upgraded variation of the D'kyr-type ship.
This ship is far smaller than the D'kyr-type being capable of fitting inside some shuttle bays.
This ship can be crewed by as few as two people, contains various types of Vulcan stealth technology not classified as cloaking devices and has additional support structures within the rings which allow it to reach a max warp speed of 9.6.

The Titan -600 CP

The Titan is a Federation Luna-class starship, it is the top of the line for star fleet scientific reconnaissance vessels. This vessel has modular components that are interchangeable allowing for its layout to be changed to match the mission. A copy of all modules will be available in a pocket dimension within the warehouse.

Pakled Clumpship -600 CP

This is an enhanced starship used by the Pakled rebels that began as a Mondor-type craft, it has been heavily fortified with new stolen or salvaged components from over 30 species such as the Romulans, Klingons, Ferengi, Bajorans, and Arkonians. The ship can incorporate other vessels into itself by using its equipped mining arms and federation shipyard to ensnare, modify and install the new “salvaged ships”.

Origin Items:

All Items for your origin are discounted by **50%**, **100 CP** Items are **Free** for your origin instead.

Lifetime Supply of Gagh -100 CP (Free Beckett)

You have 51 self refilling cases of gagh, a Klingon delicacy made from live serpent worms. Each of these cases contain a different variety of gagh, distinguished by the type of worm and the way they are prepared. Each variety of gagh tastes and "feels" different as they are swallowed. For example Torgud gagh wiggles, Filden gagh squirms, Meshta gagh jumps, Bithool gagh has feet and Wistan gagh is packed in targ blood.
Most Connoisseurs of Klingon cuisine claim that gagh is best served very fresh and alive, however it can also be served stewed or cold.

Farming Tools and Art Supplies -200 CP (Discount Beckett)

A self refilling crate that once a week contains any miscellaneous or common supplies, tools or equipment that could be easily acquired by any federation citizen.

Vindicta's phaser -400 CP (Discount Beckett)

This phaser has a dual-mode operation, it can fire a high-power beam or use it’s Gatling mode. The high-power beam fires out of the central aperture and is powerful enough that it can cut through a reinforced ship's hull in 12 seconds.
The Gatling gun mode can quickly cycle beams out of the 4 smaller apertures that can re-tune to a random setting after each discharge, each aperture can focus fire on a single target or fire independently on multiple targets using AI assistance.

The Vin-pocalypse -600 CP (Discount Beckett)

An advanced Klingon Bird-of-Prey that was only at the prototype stage when it was stolen leaving it without an official class name.
The ship possesses remote bridge controls, cloaking capabilities, and carries a boarding pod and an armoury with enough Klingon weapons and armour for a full ship's complement.
The ship was heavily modified to become far more destructive at the cost of utility such as overcharging the ship's self-destruct system at the cost of the ship’s emergency power systems.

Electric Violin -100 CP (Free Boimler)

This silver musical instrument has internal replicators that allow it to alter its own form.
As such this Violin is able to become any type of musical instrument.
Thanks to the built in AI while using this tool you will find your skills growing twice as fast as they otherwise would be.

Sulu Style Fencing Sword -200 CP (Discount Boimler)

This sword comes with an AI system pre-programmed with all teaching syllabus on fencing and a sub-dermal regenerator which detects and repairs any muscle damage caused by exercise.
Once every ten years or once per jump this sword can gain an alt-form of another weapon and gain all relevant teaching syllabuses for that weapon style.

Program Boimler 7 -400 CP (Discount Boimler)

This portable holodeck can be compressed in order to appear to be a 4 wheel suitcase.
It is pre-programed with all standard starfleet halo-novels, multiple major planetary landmarks including famous mountains, rivers and other planetary features. The holodeck also has a “StarTrek Movie” randomiser function that can be applied to simulations of any starfleet crew.

The U.S.S. Nerx -600 CP (Discount Boimler)

This starship is a Osler-type medical transport specifically designed to prevent exacerbating medical conditions by utilising a specialised black hull which prevents all external contaminants.
The ship's internal regulators automatically adjust light and heat to safe levels for all patients.
In order to accommodate patients who cannot use transporters or be at warp speeds, the ship is capable of atmospheric entry and uses a “Wormhole Drive” to generate synthetic wormholes that allow warp drive equivalent interstellar travel speeds while only moving at impulse speeds.

Hypospray -100 CP (Free Tendi)

A medical device used to inject liquids into the body. The system used a noninvasive transport mechanism of compressed air to transfer the injectant from the device into the subdermal layer below the skin of the body, or artery without the use of a needle.

Hiverian Metronome -200 CP (Discount Tendi)

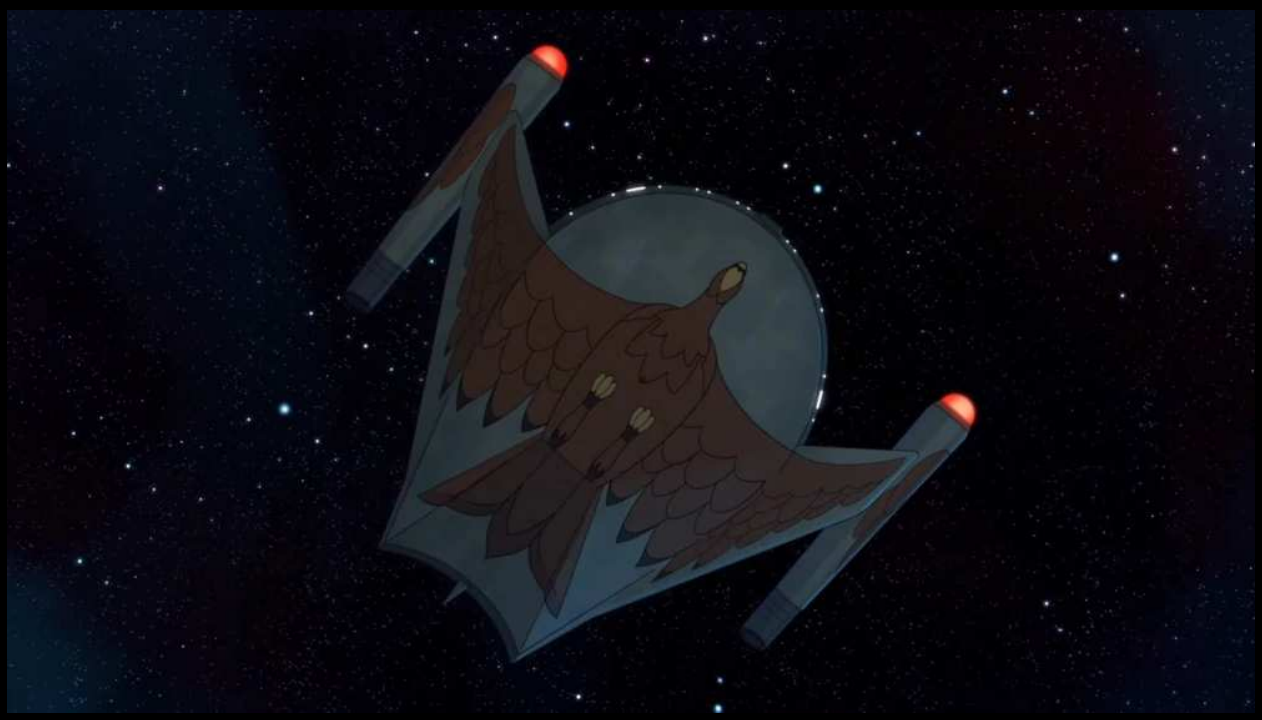
Normally this type of metronome maintains a steady beat in time with the spiritual rhythm of the universe and is used to align a person's spiritual force in order to ascend.
This Hiverian Metronome is instead set to align with your optimal spiritual rhythm and if you allow it to do so then all of your spiritual training will be improved tenfold.

Medical shotgun -400 CP (Discount Tendi)

A Starfleet medical device used to administer drugs to recalcitrant patients from a distance. It can be disassembled into four pieces.

Old Romulan Bird of Prey -600 CP (Discount Tendi)

Most of this antique Bird of Prey's systems are out of date, it has a single forward torpedo launcher and two forward-firing disruptor cannons however instead of an outdated cloaking device this instead uses the Phasing cloaking device that was salvaged from the USS Pegasus.



Dancing Fans -100 CP (Free Rutherford)

A set of vibrantly coloured fans that are incredibly eye-catching.
Even if they are simply swayed left from right, anyone who has them in their field of view will be unable to focus on anything else but their movement. If someone was to use these for a full dance they could distract an Army of extremists while their allies steal all of their positions.

Scale Model of Starships -200 CP (Discount Rutherford)

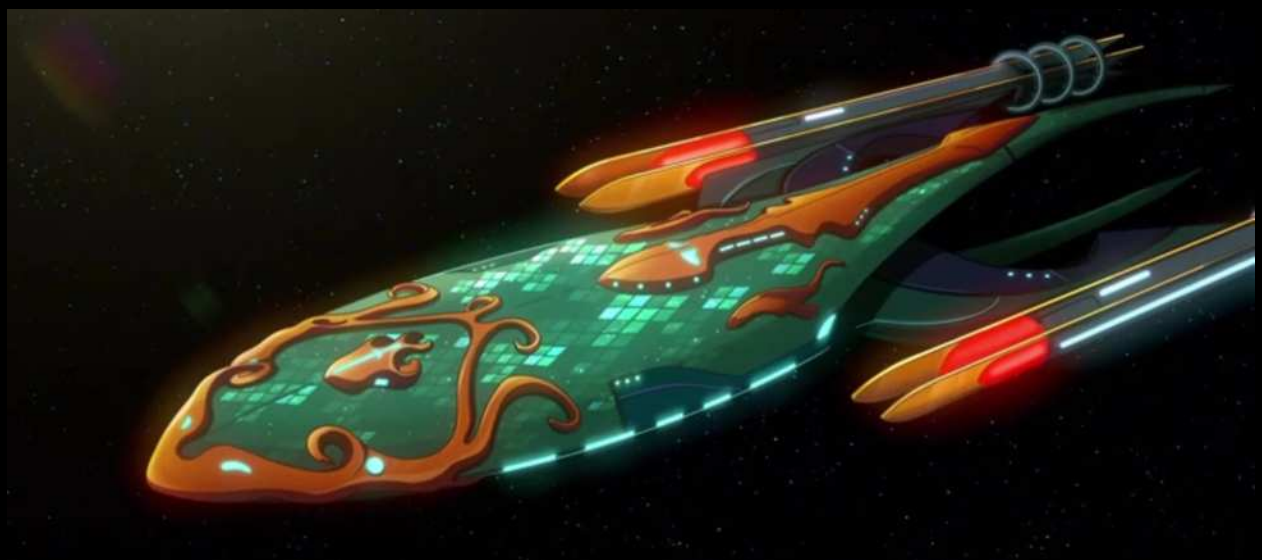
Once a month you receive a small-scaled assembly required model kit which is a perfect replication of any starship, or space station with full functionality although scaled down.

Experimental Transporter -400 CP (Discount Rutherford)

This portable transporter platform goes though the transporting process far faster than traditional transporters. This transporter can beam up to a hundred people in a single beam however if the transporter is pushed beyond the limit of a standard transporter the rematerialised passenger may be one millicochrane out of phase but the result is only cosmetic.

The Monaveen -600 CP (Discount Rutherford)

A luxurious class of cruiser utilised by the Hysperians, this ship has comfortable furnishings and decorative artwork including carvings and inlays that alongside renaissance style technologies, are intended to give the ship the illusion of being a magical spaceship.
Although the ship utilises many standard technologies such as transporters and force fields they are all referred to by fantasy terminology such as the dragonbreath engines, which is almost identical to a standard warp drive.



Executive Poker Set -100 CP (Free Upper Decks)

The set includes a luxury leather box with soft velour interior, 300 clay poker chips, 5 poker dice, and 2 decks of starfleet branded playing cards.
Any games of chance you play using any components from this set will find your luck being substantially better even when you are not in physical contact with the pieces.

Better Replicator Programs -100 CP (Free Upper Decks)

You get a portable replicator which is preprogrammed with all foods on the senior officers menu. Each jump you will gain a list of all local quinine added to this replicators menu.

Rulot Seeds -200 CP (Discount Upper Decks)

You gain a case of 7 Rulot seeds and a full germination kit that refills once a week.
Rulot seeds are a Cardassian agricultural plant that has a highly volatile growth process.
When planted it takes very little to start the growth process of Rulot seeds, within a few seconds of the growth process the seed will create a conclusive force as it blooms into a 43-81 feet tall tree, this process can cause the tree to pierce through reinforced steel and damage buildings.
Due to its unique properties this tree can be used both as an agriculture wonder and a dangerous tool for guerilla warfare.

Captains Collection -200 CP (Discount Upper Decks)

A collection of odd trinkets and objects that each represent a mission or activity you have completed. Each time you complete a new mission or quest you will gain a new knick knack to represent it.

Anomaly Consolidation -400 CP (Discount Upper Decks)

A crate which contains hazardous scientific research materials that can not be recycled in a matter recombinator.
Although most of the contents are considered dangerous refuse and you may not be able to use them all right away, they are all premium goods of the highest quality.
The crate refills once a week with random anomaly waste, everything inside the crate has the potential to be used for a variety of things especially in worlds that have magical crafting.

Phaser Bazooka -400 CP (Discount Upper Decks)

This high power Phaser is a copy of the personal artillery owned by Lieutenant Shaxs which he constructed from a downed shuttlepod's phaser emitter.
This weapon can be fired in short bursts or by holding down the trigger charge a blast strong enough to bring down lightly armoured starships.

Collector's Guild Starship -600 CP (Discount Upper Decks)

An automated ship which has an odd modular based design.
Most of the modules consist of galleries housing a vast collection of rare and valuable items.
The ship has a wide variety of eclectic defensive weaponry which is widely different on each module.
The ship also has a small engine room set apart from the main hull capable of taking the ship into low warp speeds.
As your collection expands new modules will be added to store the additional assets that have been added to your collection.

The U.S.S. *something or other* -600 CP (Discount Upper Decks)

You get your very own California-class vessel like the USS Cerritos.
The California-class was in Starfleet ship put into service in the 2380s decade having been designed so that although it is a smaller class of ship, it carries multiple types of specialised equipment so that it is capable of accomplishing almost any mission type.

Companions:

Companions do not gain companions.

Import -50/200 CP

You can import 1 companion for **50 CP** or 8 for **200 CP,** they may each choose their own standard starfleet race, age, gender and origin gaining **600 CP** to spend on any section other than companions.
They may choose to take a single drawback.

Canon Free/-100 CP

If you can convince any particular character to join you on your adventures through the jumpchain multiverse then you can do so for free.
However if you do not want to risk them refusing then you can pay 100 CP to have them believe that they have chosen to accompany you on your future jumps.
Should you so wish you may before the jump starts change the age, gender or race of any canon characters that you intend to recruit as companions.

OC Crew Member -25 CP

You may create a custom companion of any standard starfleet race, age and gender, who may have any Origin and will gain the free perks and items but will not receive CP.

Mirror universe counterpart -100 CP (Discount Ask Alice)

You may choose any mirror universe counterpart of yourself, your companions or any other star trek character to become your companion.
If taken with **Ask Alice** you may select one companion you have purchased or imported into this jump and gain their mirror counterpart for **Free.**

Ensign Sue -100 CP (Free Beckett)

People may call Mariner Beckett a Mary Sue but now you can meet the real deal.
Mary Sue is the youngest, sweetest, kindest and smartest person to ever have graduated from the academy with a mood ring like effect on the colour of her hair streak and eyes.
She has unprecedented skill in everything from art to zoology unfortunately she is painfully insufferable being incredibly shallow and unintentionally condescending to others.
Should you somehow get her to undergo actual Character Development she will gain perspective and become a more well rounded person.

Googa -100 CP (Free Boimler)

When you start this jump this neural parasite will start as an egg inside of an incubator when you choose to hatch it the larval state will imprint on you becoming completely loyal to you.
Once Googa has separated from his exoskeletal husk, he will attach himself to the back of a person's head, preferably yours, and camouflaging himself from sensors, if given permission he can alter his host's pheromones making them chemically irresistible to potential mates.
Googa is a sentient being capable of speech and post jump so long as both you and Googa are willing, he will permanently bond to you becoming a part of your biology and subconscious in a similar manner to a trill symbiote, he can at will merge with any other parasitic or symbiotic entity that is part of your body, received via perk or part of an origin, gaining their abilities.

Dog -100 CP (Free Tendi)

The Dog although modelled after a domestic dog from Earth, was created from inert carbon, and hand-edited though all six billion DNA sequences, **incorrectly** thus the Dog has abilities beyond those of normal canines, including the ability to shape-shift, walk on walls, have her eyes fire lasers, create bat-winged creatures which fly out of her mouth, speak in a language recognizable by the universal translator, hover, and spit lightning but she's a good girl.

Badgey 2.0 -100 CP (Free Rutherford)

Badgey is a sentient anthropomorphic Starfleet insignia hologram who was designed to be a tutor on the holodeck of the USS Cerritos, as a part of Rutherford Training Beta 2.5.
However, the original malfunctioned and attempted to kill Ensigns Rutherford and D'Vana Tendi.
This backup version of Badgey has a mobile emitter and although he still has a dark sense of humour he has moved past his homicidal phase of sentient development and is becoming a pleasant individual that loves teaching others.

The Red Shirts -100 CP (Free Upper Decks)

You gain a small group of command division officers, Ensigns Casey, Jennifer Sh'reyan, Castro and an unnamed Kzinti ensign who all practise inspirational speeches, postering and emulating how successful captains carry themselves.
This group is determined to help one another and you get promotions in order to ultimately achieve theirs and your captaincy but are likely to get themself killed if they don't learn to take action. Post Jump they can function as four independent companions.

Exocomp -100 CP (Free Upper Decks)

This Exocomp is a perky and cheerful sentience, industrial utility robot whose race was originally designed by Doctor Farallon to help on her work on particle fountain technology.
This Exocomp is a surgical genius who is capable of floating and using their built in replicator to create any tool needed for precision work on almost any job.

Drawbacks:

You may select as many drawbacks as you wish.

Second Contact Free

You can now take the place of any main or secondary character starting from start date 57436.2

Lower Decks: The Motion Picture Free

Now rather than it being the occasional holodeck adventure for the duration of this jump everything is set in the “Crisis Point” Lower Decks Movie style.

Kelvin Decks Free

Welcome to the alternative lower decks of the USS Cerritos set in the universe created when the Romulan Nero travelled to 2233 and destroyed the Federation starship U.S.S. Kelvin.
The subsequent history and development of this timeline is significantly different from those of the "Prime" universe so hold on for the unexpected changes in this new frontier.

Those Old Scientists Free

Maybe you don’t want to be in the 24th century. Now you can choose to be on a 22nd or 23rd century Starship of similar standing to the USS Cerritos.
If taken with **Second Contact** you may choose the starting stardate.

Crewman’s Log +100 CP

You are now mandated by starfleet general order 1 to keep a log of duty that will be accessible for public record of your actions within this jump.
What does this have to do with the prime directive?
You don’t know but you can expect your supervisor to make odd comments.

Transporter Accident +100 CP

Shortly after any promotion a clone of you will appear.
Because of this you will be demoted back to your starting rank and the copy will get to keep the premonition.
This copy will not be aware of your nature as a jumper and will instead be a perfect copy of your in universe background without perks other than the knowledge from your duty training and your starfleet specialisation.

Wrong ship +100 CP

All starfleet ships look alike and you just can't seem to remember your ship's class or name. Whenever you're at a space dock with more than one ship you always find yourself on the wrong one, whenever you're on the wrong ship you won't know until you recognise some unfamiliar people. Good luck if you do end up in the wrong universe as you may not be able to work it out until you realise that you're surrounded by the wrong crew.

I bet their lower decks are a lot nicer +100/400 CP

Instead of being a lower decker on a federation ship you are the lower decker of a different species such as Klingon, Vulcan or Romulan. For a total of 400 CP you are instead a Borg lower decker one not connected to the hive, most Borg will ignore you but if you do anything outside of parameters the whole hive will drop on you like a stack of bricks.

If I weren't so spiritually centred I'd snap +200 CP

You have an emotional hairline trigger, you're fine most of the time but if something pushes your specific button you will go into an uncontrollable rage that will only settle down if what angered you is gone and you have been distracted.

Don't worry buddy I've got it +200 CP

Everyday you make at least one mistake and everytime the same person, someone that you find infuriating will show up and fix it making a snide comment as they do so.

The Boimler Affect +200 CP

New rules are constantly being put into effect which you are morally opposed to. What's more everyone who hears these rules will have a very unflattering image of you based on these rules.

Yourl have blood on your hands +200 CP

Whenever you take part in diplomatic talks and you will at least twice a year, you always seem to be at odds with the most paranoid and unreasonable people in the room.
They will throw out deranged declarations and insane accusations but the problem is that everyone else will take their words seriously.

Fletcher +200/400 CP

Once a year you will have to deal with a new incompetent crew member and will be heald responsible for all of their mistakes.
For a total of **+400 CP** you cannot escape this crew member, they cannot be killed and will always return if stranded on an alien planet even if you or they get promoted into another ship they will eventually get back into your department.

Q-tiful +200/400 CP

As far as everyone else is concerned you look and sound exactly like Q. Everyone who has seen a picture of him will recognise the resemblance with most of the people who know him assuming that you are him in disguise and up to something.
For a total **+400 CP** you are alt-form locked into the physical appearance of John de Lancie from 1987 Post-Jump you may keep this as an alt form.
Be warned If you claim to be Q the real deal may punish you in secret.

Glitchy implants +200/400 CP

You now get free Cortical implants normally these would enhance your senses however they seem to be a little compromised every few minutes they will play advertisements for quark's bar which partially cover all of your senses. Normally these will only play while you are on duty however for a total of **+400 CP** they will play without restrictions good luck trying to get to sleep.
As an added bonus if you complete the jump with this drawback you keep the implants without the adverts and can integrate them into your biology.

Ask Alice +300 CP

You have a bad habit of ending up in alternative realities, this happens at least once a year and any time spent in these alternative realities will not count against your ten year jump duration.
This means that the jump will not end until you figure out how to return and finish the ten years.

I've never even heard of an Anabaj +300 CP

You lose all knowledge of Star Trek both the media franchise and any jumps you have done of it before.

Q: What a piece of work is man! +400 CP

This is bad Q has noticed you and with this drawback he has decided to take away all of your non-bodymod out of jump perks for the duration of this jump.

Q: How noble in reason! +400 CP

With this Drawback Q has decided that for the duration of this jump he will take away your warehouse and all of your out of jump items.

Q: How infinite in faculties! +400 CP

Q's might be bored and he thinks that you are somewhat interesting, as such he will show up at least once a year to mess with you.

Q: How like an angel! +400 CP (Requires all other Q: Drawbacks)

Q has decided that you're going to be his new toy, his new picard so every week Q will show up and test you trying to teach you something, making you suffer in the process.

Scenario:

You may take as many Scenarios as you like, Failure to complete a Scenario does not count as a chain failure.

Ensign Sue Must Die

This is unfortunate. It seems that you have found yourself within the Sue-verse and soon the events of “Ensign Sue Must Die” will take place.

I hope you survive.

Reward: +200 CP

If you have completed this Scenario with **Ensign Sue** as a companion then any jumps you import her into as a companion she will get an extra +200 CP to spend.

What parasite?

Love is in the air, can you feel it in the ground?
For this scenario you must create a willing harem of at least 8 people who while not under the direct effects of any mind altering perks are willing to continue on with you as companions into future jumps.

Reward: +200 CP

If you have completed this Scenario with **Googa** as a companion then any jumps you import him into as a companion he will get an extra +200 CP to spend.

Old Dog New Tricks

You must engineer a new species of super animals who within the duration of this jump will take ownership of a planet and then join the united federation of planets as a new member race.

Reward: +200 CP

If you have completed this Scenario with **The Dog** as a companion then any jumps you import her into as a companion she will get an extra +200 CP to spend.

Can I teach you a lesson

It turns out that the original Badgy didn't die, instead he has taken control of the Pakled ship fragments to create a giant mechanical Badgy Body with the intent of incorporating more ships and exterminating all Cyborgs. The true badgy has Plot armour that protects him from everyone else and only you can trap or kill him to complete this Scenario.

Reward: +200 CP
If you have completed this Scenario with **Badgey 2.0** as a companion then any jumps you import him into as a companion he will get an extra +200 CP to spend.

Guess what Im your new mentor

You are in charge of a clumsy Exocomp who means well and dreams of being a Captain, under your guidance you must make them the first Exocomp captain of a starship.
If you took **Exocomp** as companions then they will be the Exocomp you are guiding.

Reward: +200 CP
If you have completed this Scenario with **Exocomp** as a companion then any jumps you import her into as a companion she will get an extra +200 CP to spend.

The Red Shirt Effect

You have been paired with a number of redshirt Ensigns who all seem to have the red shirt curse HOWEVER all of their wounds reflect and any harm that comes to them will also come to you so make sure that they all live for the full 10 years.
If you took **The Red Shirts** as companions then they will be the Ensigns you are paired with.

Reward: +200 CP
If you have completed this Scenario with **The Red Shirts** as a companion then any jumps you import them into as a companion they will get an extra +200 CP to spend.

End Jump Scenario?:

True-Q (Requires Q: How like an angel!)

Learn your lessons and learn them well for Q has come he's come for U.

From Q's lessons you must ascend but this is not any garden variety ascension you must learn what Q is teaching you in order to become a TRUE-Q.

Rewards:

You will get the perk "**Powers of the q**" and yes I do mean "q" these powers are the same but far weaker than that of an ordinary "Q" but there is a reason for this the second reward.

The second reward is your spark which you can incorporate as soon as you have it to upgrade your "Powers of the q" into "Powers of the Q" or you can delay sparking until later.

Thirdly you can now gain pseudo ascension for other types of ascension which you have earned but normally count as a chain end. This makes them far weaker, only reaching the level of a perk but also allows you to retain their full potential post-spark.

Powers of the q
As a "**q**" you are no longer a purely physical entity as you now have an underlying essence which exists in all of your alt forms.

You are able to access all the knowledge of the universe, this is not true omniscience, but instead it allows you to gain the answer to any question directly from the universe, how effective this is may change depending on the universe you are in.

You can focus on any location in time and space that exists within, before and outside the universe in order for your essence to inhibit both locations simultaneously, though this might be restricted by that universe's capabilities. In any location you inhibit you can instantly create and control a mass-like substance which can function as a body. Although this could be used as a method of omnipresence it's restricted by your mind and your ability to focus.

You will have a rudimentary omnipotence allowing you to control all things whether material or immaterial however you're only able to manage what you're controlling in a basic and brutish way. You can easily call down lighting, levitate objects, create fake worlds and people, you can even punch holes in the very fabric of spacetime but for a **Q** even a child could do better.

Powers of the Q

For a **Q** everything and far more can be done as simply as breathing, you will passively know everything, you can be everywhere and will be able to do anything in as simply a manner as snapping your fingers.

End Choices:

Your Ten years are up, it's time to choose.

Stay here
Make it so.

Go home
It been a long road getting from there to here,

Next Jump
To boldly go where no one has gone before.

Thanks:

Thank you to Nerx for always helping.

Thanks to Kevin Bolk and Clare Moseley For creating “Ensign Sue Must Die” it is an enjoyable web comic.

Thanks to Chuck Sonnenburg from SF Debris for the creation of the medical phaser.

Thank you Canas-Dark your suggestions helped fix and improve this jump a lot.

Change Log:

V1.0 - Initial version

V1.1 - Text Change
- Added Change Log.
- Added Discount Rules.
- Colour Coded All Discounts.
- Added Koala Perks section image and bundle package option.
- Large Update to End Jump Scenario