

Honor Harrington CYOA

Jumpchain Compliant

Version 1.1

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Welcome to a world of spaceships, naval battles, politics and broadsides in spaaaaace!

Several hundred years ago, mankind made space flight not only feasible, but downright easy in many ways. In this they were aided by a series of wormholes that serve as ultra high speed highways, allowing for practically instantaneous transportation across immense distances.

Many colonists left in this time, all carving out nations and realms of their own in the vast, wild west-esque new world out there.

By far the oldest, largest and richest star nation in known space is the Solarian League, a nation state of over 2,000 member worlds, many, many more 'protectorates' and 'occupied territories'. The reputation that they have across known space is that of the 800 pound gorilla, which no one dares provoke. How deserved that reputation is...remains to be seen.

But that's for later. Right now, tensions are high in interstellar politics. The People's Republic of Haven, another powerful star nation, has been waging a campaign of conquest for the last few decades, stripping seized planets and systems of their wealth and all but enslaving their people, all so that they can sustain an incredibly unsustainable economy.

Opposing them is the Star Kingdom of ~~Mary Sue~~ Manticore, a nation small in size but quite rich, thanks to its positioning in a system that controls no less than five wormhole terminals. This allows it immense influence over interstellar trade, and the wealth that comes with such. They too have been gearing up for war for the last several decades, building their house of steel in response to the Havenite threat.

Apart from these three there's a smattering of smaller nations, single-system polities, including the ultra-religious and patriarchal nations of Grayson and Masada, and the highly pragmatic Andermani Empire, with the last major star nation, although it barely even qualifies as such, being the Silesian Confederacy.

This is the world you're going to, in order to have your own fun, your own adventures, to interfere with the locals or go alone, whatever you want, man!

Just take these **1000 CP** with you.

Age

Roll 1d25+20. This is Important, so do it carefully.

Gender

Your current one. Pay 50 CP to change.

There is no location roll. You start at the capital of your chosen faction... unless you don't want to. Then you may start wherever you want. You start at the beginning of the first book...or whenever you want.

Factions

Manty: The Star Kingdom of Manticore. Either the second or the third most powerful nation in known space, depending on who you ask, Manticore is a constitutional monarchy, although the Sovereign retains quite a bit more power than any real world examples. Currently Manticore is busy strengthening itself, through making alliances and rapidly expanding their navy, in order to face the coming threat.

Peep: The coming threat. The People's Republic of Haven is, in one word, a mess. The vast bulk of its population are 'Dolists', an official term for self entitled, worthless couch potatoes. Technically a republic, it's in fact an oligarchy underneath a feudal monarch, ruled by the Legislaturalist families in uneasy alliance with the Dolist voting block leaders, the Hereditary Presidency at their head.

Solly: The Big Guys. The Solarian League is the biggest, wealthiest and most powerful star nation in the world. It has 12,000+ Super-Dreadnaughts in its Battle Fleet, a Frontier Fleet of battlecruisers and smaller ships in addition to that, Hundreds of member worlds and many more as 'protectorates' and 'dependencies'. From the outside it's a shining beacon of democracy and greatness, but from the inside...well, why don't we let that remain a surprise?

Grayson: The Protectorate of Grayson is one of the many single-system nations out there, and one of the more backwards ones. It's a feudal monarchy, and the Patriarchy rules supreme here, with the Church and the state working in close association. It's not as bad as it may sound, but it can easily become so.

Mesan: The bad guys. No, really. This is the one place there's nothing redeemable about. Well, one of two places, the other being Grayson's evil twin Masada. We don't talk about Masada. Grayson are space Mormons. Masada are Space Spanish Inquisition. Anyway, Mesa is home to Manpower Incorporated, the dominant slave traders of the galaxy, an extremely rich and powerful force. *How* they are so, when their sole product is banned literally everywhere is best explained by... well,

spoilers. Suffice it to say that there's a lot of space to hide in and a lot of places that are less than entirely free of political corruption, for now.

Origins

Drop-in: You drop in as you are, in the location appropriate to your faction. No contacts, no obligations, a completely clean slate.

Navy: From a small age you were always interested in the Navy of your country, in fighting for your land, and in the sheer *thrill* of space. You are a commissioned officer in your navy, with your exact rank depending on your age.

Age between 20 and 30, you're a Lieutenant Junior Grade
Between 30 and 40, you're a Lieutenant Commander
And between 40 and 50, you're a Commander.

Civilian: Or maybe flying about in a spaceship shooting other spaceships down isn't your cup of tea. You are a civilian, again in your chosen faction. You may be a doctor, scientist, businessman or politician, up to you mostly.

Perks

All 100 CP perks are free for their origin or faction, and the others are at half price.

General

Prolong- Free

A simple, perfectly medical treatment performed in this world, prolong extends a person's lifespan dramatically, easily adding multiple centuries. You get a full treatment for free, as well all the knowledge and information you need to start doing it yourself elsewhere.

While in this jump you cannot give prolong treatments to people who are already too old to receive them normally (unless you solve that particular scientific breakthrough yourself, which no one in-setting has), but post-jump you may give them to anyone you like. Note that prolong is designed to work with human and mostly-human genetics, so you'll still need the relevant scientific chops of your own to adapt it to alien races.

Anti-Chaos Theory - Free/300 CP

With literally over two dozen books in the series set over a timespan of decades, with plots and backstories going back literal centuries and all intersecting like a plate of fourth-dimensional

spaghetti, to say that this place is vulnerable to the butterfly effect is an understatement. To prevent an inadvertent change from rendering the entire timeline an unrecognizable mess fate will cooperate so that all of the major canon events will still happen on schedule if at all possible. Unless a Jumper's actions *directly* crash into a particular plot point, a Jumper is deliberately intending to derail that particular plot point, or circumstances have become so wildly divergent that it would take an outright plot hole to even *have* that plot point, the overall storyline will remain reasonably intact.

This protection is free for the duration of this jump, but costs 300 CP to take into future jumps. The Jumper may toggle this protection on and off (even the free version), but once toggled off things may rapidly butterfly to the point where turning it back on won't help much.

Drop-in

Dueler's Pride- 100 CP

Life in the Post Diaspora world is mostly post-scarcity, but still, where there are people there are disagreements, and there are ways to settle those disagreements, some of the quite violent. You are an expert at dueling, be it the sword-duels of Grayson or the pistol duels of Manticore. In future jump you'll also gain similar skills at whatever analogue exists locally.

A Glowing Mind- 300 CP

You are a truly exceptional individual, Jumper. In Treecat terms, you have an unusually bright, clear 'Mind-glow'. You have an extreme empathy for people, with an instinctive understanding for how others may react to stimuli, and what words to use and what gestures to make in order to spark the desired emotion and reaction in others. This isn't the out-and-about psionic power based empathy of a treecat, but a simple awareness of how others feel.

Speaking of treecats, your mindglow makes it you incredibly attractive as an adoptee to any and all Treecats, and when and if you do form such a bond, you most certainly *will* develop the almost supernatural empathy that Honor developed through Nimitz.

Dancing Skills- 300 CP

You, jumper, are a fighter. An agent for freedom, for liberty and justice. But you're not a blinded idealist. You know, and have the ability to stomach and condone all sorts of things needed to achieve your goals, including things that the weak-stomached sheep would classify as crime and even terrorism.

More than that, you may accept these actions without compromising your moral compass like anyone else would be susceptible to. And you are so very, very good at it all. You gain the skills to run a whole underground organization, while at the same time being an active agent if you want.

You can get yourself or others in and out of almost any location, regardless of how secure it is, granted you make the appropriate preparations.

You can run multiple spies across several nations, all the while being able to keep nearly perfect track of them. Finally, once you designate something; it has to be an organization, such as a company of slavers or a hidden nation or a conspiracy; as your enemy, you become incredibly capable at predicting their movements and identifying weak spots in their organization and structure where you can strike for maximum effect.

Accurate Assessments- 600 CP

This world is full of people making ridiculously incorrect assessments of each other. Institutions hollow at the core are viewed as mighty and glorious, up-and-coming superpowers tend to be dismissed as ‘neobarbs’, so on. You are smarter than that, though. You have an incredible ability to view and study data utterly without any kind of bias, and extract unbelievably, incomparably exact analyses and assessments from it.

Not only may you make preternaturally accurate threat assessments, you also have the skills of a top-grade intelligence officer and analyst, capable of divining plans and intentions from incredibly sparse data. Obviously, you can’t make these assessments without data to look at though, so you’ll need to do the leg work, or have someone else do it for you, to actually go out and get all that data in order for your ability to really shine.

Navy

Commanding Presence- 100 CP

You are an officer of your nation’s navy, and your mannerisms reflect that. You have an intensely commanding presence, which allows you to take control of most situations, and guide and direct even the most panicky and recalcitrant people according to your plans. This is not mind control of any kind, just a knowledge of the right way to speak and act, that allows you to be decisive and authoritative.

Legendary Intuition- 300 CP

Training does a lot to beat good habits and practices into people, and turning newbie ensigns into seasoned officers. But beyond that, there’s a certain ‘something’ that sets the likes of Honor Harrington, Alexander Hamish and Javier Giscard apart from others. You have that *something*, that spark of Greatness. You have an intuition, to an almost supernatural degree, for when something is not right, and how you can take advantage of it. You can plan entire maneuvers out in your head, and you’ll rarely, if ever, leave a factor out.

In short, when it comes to leading ships and fleets, you're not just Good. You're very, very good.

Foraker-Hemphill- 300 CP

The brilliance of the officers and the planners does a lot to help, but in the end what wins wars is the equipment. The best equipment, a lot of it, and built really quickly and cheaply. That is where you come in. You are an innovator almost beyond peer, able to design and build technology literally decades ahead of your competition. Or if not that, you may build at the normal levels, but build it with an unbelievably tiny resource base or build it so quickly that the enemy simply can't believe their eyes.

Your specialization depends upon your faction perk, but at the very least you gain vast knowledge and an in-depth understanding of this universe's tech, enough to be a Jack of All Trades.

Flying High- 600 CP

Getting promoted rapidly and repeatedly seems to come slightly easier than breathing to you. You will always be among the first in line to be promoted up from your rank, no matter what or who you're up against. You will make your way to a full Captaincy practically on a Red Carpet, and ridiculously young for your age and seniority, but after that you'll need to put in actual effort. This may work in two ways, depending on your choice.

One option would be to take the Hero's route, to be a Trailblazer and Paragon without compare. You will get the most dangerous, critical missions, you will *suffer*, undergo pain and loss, and in the end, come out with glorious victories that will see your name highlighted quite effectively so it reaches the attention of top brass regularly and glowingly. In this process, your promotions will come few and far in between, requiring a lot of trials and tribulations, but when they *do* come they will be *leaps* instead of the steps others take, seeing you bumped multiple ranks on a dramatic pace.

Or you may choose the more...Traditional route, if you want. You may simply wait for accrued seniority to do the job for you, which it will, no matter what. Or you may actively work towards it, which will mean wheeling and dealing, networking for the right people, doing favors for them, leveraging political influence, and basically swimming in the deep rivers of corruption and patronage that invariably flow at the hearts of such organizations. This way your promotions will come steadily, but they won't be anything dramatic most of the time. Not attracting too much attention is the name of the game, after all.

Should you want you may choose to do a combination of both, and that path is entirely open to you. Indeed, it might be the most profitable one, when it comes to it. But it will have corresponding dangers and requirements, keep in mind.

Civilian

Professional Expertise- 100 CP

It's pretty hard to succeed at being a civilian without having the proper skills for it. Well, now you do! You gain a thorough, complete set of skills in whatever non-military, non-violent field you want. Medicine, Physics, Singing, Acting, whatever you feel like. You are one of the best in the world at it, meaning that you could be a holo-vid star, or a legendary singer, or a cook that makes people weep because they have sullied their tongue all their lives before they tasted your cooking.

Blackmail- 300 CP

It's so unfortunate, when people do *bad* things, when they're naughty. Well, unfortunate for them, at least. You, on the other hand, have a gift for exploiting these things, and doing it ridiculously well. You have a nose for scandalous, horrifying information about people, and extensive skills as to digging it up, complete with news.

As a matter of fact, it's weird how easily you tend to find incontrovertible evidence proving things you know to be true. It's just about impossible for you not to, anyway. You have the skills to use these skills, too, knowing just how to exert pressure using them, how to bend people and make them dance to your tune.

Religious- 300 CP

One would think that in this day and age, religion would have been relegated to irrelevance, what with the relentless march of science. One would be wrong. The Church of Humanity unchained, the Stellar Missionary Communion, there are many forms that religions have taken to keep up with the times, but they remain powerful still, as powerful as ever.

A good thing for you, then. You have all the skills of a properly ordained priest, knowing your scripture inside and out... *all* the scripture. Or a lot of it, at least.. You have dedicated your life to religion, and emerged one of the most knowledgeable in the galaxy. Your knowledge of holy books covers just about every religion still extant, and your understanding matches their greatest priests and scholars. You radiate an aura of calmness and authority, being a dab hand at resolving spiritual issues and conflicts in people.

The Perfect Combination- 600 CP

You are an upstanding pillar of the community, Jumper. Not only are you richer than most nations, and more influential and powerful than several heads of state, you have the ability to combine both

these aspects into an incredibly powerful mixture. Wealth, Power, Respect. You have all three of them, and you know just how to use them to maximum effect.

Firstly, your skills take a boost, catapulting you to a level of genius political and financial operator that the galaxy has rarely, if ever, seen. You have political skills matching Pierre and Financial skills matching Hauptman, and you know how to use them to boost each other. You donate to the right charities, support the right politicians, do all the things rich people do in order to get elected, and you do the correct political shenanigans, often but not always involving corruption, that allow you to get obscenely rich.

And more than that, you look like a saint and smell like roses doing it all. It would take a signed , notarized testimony supported with video evidence to get people to *consider* that you might not be the next coming of Gandhi, Mandela and Buffet all at once. And even if these things were to be *somehow* taken from you, you know how to get them back.

Using only one, you know just how to build the other two aspects incredibly rapidly and effectively.

Manticoran

The Saganami Tradition- 100 CP

The Royal Manticoran Navy has the best training in the galaxy, and now so do you. Pick one military specialty, or other profession involving violence and war. You are now an expert at it. You're not the best in the Star Kingdom (at least, not from this perk alone), but you are so, *so very* close. One of the top ten, at least.

Furthermore, a *proper* Manty has moral courage; from now on, unless you choose to, you will never let fear, pain, or even certain death stop you from doing what you sincerely believe to be the right thing to do.

Getting Along- 200 CP

So there are people of all types in Manticore. Conservative Sphinxians, libertine Manticorans(the planet itself), even more libertine Beowulfan immigrants, and they all rarely have any friction. Anything that *would* cause friction tends to get smoothed out almost magically. You have some of that magic too, now. Any organization you lead can have any and all types of people at all in it, and barring something catastrophic, they will all get along like one big happy family.

That doesn't mean there won't be disagreements or fights at *all*. This isn't mind control. But they will always be resolvable with even a token effort from you.

Jeune Ecole- 400 CP

When it comes to building new and improved things, there is no one quite like you. You're a genius among geniuses. While your skills cover a large spectrum, you specialize in communications and weapons, being able to design systems and weaponry decades in advance of your closest peers.

While this perk provides you no help when it comes to making whole ships or shipyards, within your field you're practically unmatched. You could take a normal design and come up with a hundred new ideas, and they will all be completely feasible ideas that will actually be massively helpful to your side. Getting them produced may be expensive and time consuming, but once they're ready they will be decades ahead of the curve.

The Harrington Effect- 600 CP

You are so consistently fortunate that your enemy's intelligence analysts are seriously considering the possibility that you have made a pact with infernal forces for luck. It's not that you are shielded from the slings and arrows of outrageous fortune on a day-to-day level. Your life can be as full of trials and tribulations as anyone else's. It's like someone wants a more interesting story or something. But at the end of the day, you will almost definitely win the war. You will reliably have that certain something in timing, in opportunity, in flashes of brilliance or insight, over your enemy. All other things being equal, you *will* pull out the win. And even if the odds are not in your favor, they're still good odds. Even if the odds would be outright *zero* for anyone else, you still have a chance -- maybe not much of a chance, but always a chance.

But don't get lazy and rely on this alone, or else it will abandon you. You have the plot armor because you are the hero of the story; if the hero doesn't actually *try*, then they're not the hero anymore. The Harrington Effect also despises incompetence; you don't have to be consistently brilliant but if you are ever conspicuously stupid then you'll have to live with the consequences on your own.

On a more survival-oriented level, you have death insurance on the level of a main character of a long-running popular series. Unless you really try to get yourself killed, you won't be. You might be maimed, imprisoned, tortured, slandered, shamed, discredited, discharged, or just plain beaten on, and watch out for your supporting cast because they do *not* share this protection, but you'll never be put permanently out of the picture short of outright committing suicide (whether intentionally or via epic stupidity) or being rendered completely helpless and then having your enemy deliberately confirm the kill "on-camera". No matter *how* many of your flagships explode out from under you.

Peep

Basic Living Stipend- 100 CP

It's not easy to make ends meet in an economy as badly in shambles as the Haven one. But somehow, you manage it. You are *good* at stretching things along. You need to cut corners, sure, and scrape the bowls clean more often than not, not to mention all the borrowing you do.

But one way or another, you manage to keep a roof over your head, decent-ish clothes on your back and 'good enough' food in your belly in pretty much any situation. Works on groups too, but the larger the group the tougher things get.

Rabble Rousing- 200 CP

Man, you know how to *talk* to people. You know words, you've got the best words. Be it through calmly explaining things to people, or by playing on their fears, emotions and less-than-savory tendencies, you can play a crowd right with the best of them.

You know just what to say to get your ideas clearly and exactly into people's minds, or whip them into a fury. You can even calm a rampaging lynch mob down and break them down until they all go home shamefacedly. And beyond just words, you know all the tricks needed to get your message to as wide a population as possible, be it through video editing tricks or broadcast manipulation.

Bolthole Protocol- 400 CP

While coming up with unbelievably advanced new designs may not be exactly your forte, what *is* is the reverse engineering of the same. You need only spend a few moments working at something to get a basic idea of how it works, and only get faster from there. No matter how advanced or obscure the technology, you can eventually work it out, with a thousandth the time and effort it would take anyone else.

Theisman Tough- 600 CP

You do not give up. **Ever.** Your government can betray you on every level, your faith in others can be let down time and time again, the universe itself can repeatedly go out of its way to vindictively punish every hope you've ever held and every dream you've ever had, and you will simply plant your feet and continue on.

You are neither blind nor stupid - if you know that what or who you had faith in has betrayed you, you will move on without it. If you know what you are doing is not working, you will try to think of something else. But you will *never* give in to despair. Through years of torment, through a lifetime of unrelenting bleakness and grimdark, through an infinitely long tunnel with not even the faintest glimmer of light at the end, you will still march forward without missing a beat so long as a single breath remains in your body. And one day, one way or another, you will finally find peace.

This perk also provides a vast amount of resistance to mind-affecting influences, both mundane and supernatural.

Solarian

A Gift for Graft- 100 CP

You have it! In any given situation you have a terrific nose for corruption and how it can be used to achieve your goals. You get a sense for who is likely to take a bribe, and what people around you would be willing to bend for. This also lets you readily find and clean any bribe-takers or corruption out of your own organization. You can't guarantee supreme efficiency with this perk alone, but you can at least help ensure that all the mistakes are honest ones.

Bewildering Bureaucracy- 200 CP

The Solarian League is infamous for its bureaucracy. It's the biggest group of slackers, good-for-nothing wastes of space in the galaxy. It's also one of the few organs of the League's government that can be said to function half-decently.

Not for you, though. Not only are you an expert at navigating, manipulating and getting 5 star efficiency from any and all Bureaucracies, no matter how labyrinthine, bloated or deliberately malicious, you can also help them improve, and at a truly unbelievable speed.

Cost-cutting, layoffs, changing regulations and advisories...whatever it takes, you can get them to drop the fat and get into shape.

If you wish, you can also reverse this, taking a good, functioning bureaucracy and reduce it to a morass of barely working useless desk jockeys

Rapid Engineering- 400 CP

When it comes to technology, quality may beat quantity, but quantity has a quality of its own. A quality you well understand. You have a deep knowledge and skill at building shipyards and support systems, not to mention ships and their weapons, that focuses on building a lot of them very quickly, instead of building them to be the best in the world.

Your product may not be the most lethal or best defended or longest sensing in the galaxy, but you know how to churn out entire fleets of the stuff in the time it would take others to make a prototype.

The Big Bluff- 600 CP

The big bluff is the one that never gets called, and you're very, very good at those. Something about you makes people overestimate you to ludicrous degrees. It's hard to pin down, more like an effect that just causes any information people have about you and your resources to be wildly exaggerated and embellished, to the point that you could be a borderline failed state and still be considered the big boy of the galaxy.

And if you actually *are* good, this gets boosted all the more for it. Your achievements, things you've built or destroyed, things you have, all will be regarded as people as being several times more effective and important than they are, to the extent people will fear even attracting your attention, let alone challenging you. This perk also gives you the skills to develop such a reputation manually, such that you could build a veritable mountain out of pretty much any molehill, no matter how tiny.

Grayson

Sacrificial- 100 CP

We can't have everything we want. Actually, we can't even have most of the things we want. Few understand this as well as a Grayson. Well, you do too, now. You have a talent for getting by in the absolute minimum possible, now. In any given situation, you find you can identify exactly what it is that you can sacrifice to achieve your objectives, while doing the least possible damage to your cause and retaining absolutely everything you possibly can.

Holding Steady- 200 CP

You have an incredible ability to set up long-term, stable societies that incorporate all sort of strange, ridiculous or plain *weird* things. Polygamy, institutionalized absolute monarchy, ridiculous tech-shyness... no matter what it is, you know how to shape ideas and bend them so they can not only survive for ages without issue, but indeed, can be incorporated as the founding tenets of one and still have the society remain functional.

Never Goes Out Of Style- 400 CP

Sometimes old technology is not quite as irrelevant as people would like to think it is. Fission can be useful in the far future, and ground combat is never *quite* completely irrelevant. You have an incredible talent for finding new uses for old technology. Things you build are incredibly robust and resilient, while remaining extremely adaptable and amenable to being modified to suit new purposes.

One thing the Graysons excelled in was environmental systems to stave off the harshness of their world's environment. You have an excellent working knowledge of their design, production, and maintenance. One might even develop domed cities.

Grayson Loyalty- 600 CP

Harsh circumstances can drive people apart or they can push them together. In your case, it tends to be the latter. You inspire loyalty, of the lasting, incredible sort. Through grand gestures, or simple interpersonal relationships, or just plain likability, people cleave to you, holding true through thick and thin, forming eternal bonds that would take a world's worth of misfortune or malevolence to break.

You can maintain the loyalty indefinitely, although it does require effort from your part. You have a gift for knowing just what could cause people's loyalty to you to fray, and exactly what to do to counter it and even subvert such things to strengthen you and yours instead. It will take a lot to bring you down, jumper.

Mesan

All for the Profit- 100 CP

You are surprisingly good at getting people to do horrific, monstrous things for you. As long as you can come up with a halfway decent reason or cause, you can get most upstanding, good people to get along with some pretty unethical things, and that's before we get to the butcher-iffic experiments and the slavery,

Behind the Shadows-200 CP

There is more to technology than just big booms, you know. Oh yes, you do. You are utterly incredible at all kinds of stealth based technologies. You can build up infrastructure and shipyards in total secrecy, with not a soul becoming aware, and the results tend to be some of the best cloaked and concealed ships and weapons in the galaxy. The spider drive, with all of the supporting tech needed for it, is only one of the examples of what you're capable of with this perk.

Alpha Line- 400 CP

Blood is important, genetics are important, and yours are far more important than most. Through fluke or planning, you happen to possess one of the Alpha Lines of the Mesan Alignment. In addition to the benefits to your physical and mental attributes that these provide you, you are capable of fully manifesting any and *all* genes and bloodlines you have, no matter how complicated the end result would be.

If sometime in the past one of your ancestors experimented with splicing animal DNA into themselves, you would, for all intents and purposes, *be* that animal, with all of its powers and abilities, with not one bit lost.

In addition, your genes have an incredible ‘stability’ to them, drastically reducing the risks that typically come with gene-modification or splicing. Finally, each and every one of your descendants will have all of these characteristics. That is, any powers that pass down your bloodline will only ever grow in power, since all of your children, and their children and *their* children, ad infinitum, will possess all the relevant powers in full potency.

Alignments and Factors- 600 CP

Conspiracies, spycraft, the game of shadows! It’s all very exciting, isn’t it? It’s been so all the way since its start, when the first two cave complexes sabotaged each other’s wheels. Kipling called it the Great Game, and a lot of people have expounded quite a lot on its importance. Not that you need anyone to tell you how important it is.

You are a master of the shadow arts, Jumper. Assassinations, blackmail, sabotage all come as easy as breathing to you. You could run a successful business with clients and contacts across the galaxy that trades in products entirely illegal in all sophisticated nations, build a spy network that covers a city in less time than it takes most people to get to know their neighbours, that sort of stuff. Building a massive, galaxy-wide conspiracy that pulls strings anywhere and everywhere while remaining entirely invisible would be a decently challenging project for you.

Given time and resources, you can weave information networks, place agents and spies, turn loyalists into double agents, and do anything and everything else required to be the kind of ridiculously influential yet entirely unknown entity that your faction is.

Items

Each origin gets their 100 CP item for free and the others at a discount.
Wherever applicable, you may import an existing item at no additional cost.

General

House- 100 CP

Not much to say here. This is a large sized, sumptuous house located in a locale of your choosing. In rural areas, it includes vast acreage, coming with multiple lawns and orchards and whatnot. The more upscale the locale gets the smaller it gets, but it will never get smaller than a mansion with about a dozen bedrooms, multiple dining halls and ballrooms and the assorted usuals. While mansions in the setting normally require a few living servants to help with the upkeep despite the

best that automation can do, yours seems able to run itself just fine with the housekeeping robots alone.

Commission- 200 CP

This is a letter of appointment, granting you the position of Captain SG in any one navy of your choice. It comes with a proper background, or an effect causing the *perception* of one in people, at least. For this jump it is set to your choice of factions, but you may pick any armed force you want in future jumps, and receive an equivalent position, with all benefits attached.

You can buy it multiple time, each purchase bumps you up two ranks.

Jumper Cartel- 400 CP

There are companies, there are conglomerates, and then there are Cartels. This is the latter. A vast, obscenely rich organization, the Cartel has branches in every single field you may care to name, with a huge array of real world assets, extensive lists of employees and experts on call and a laundry list of political connections.

Unquestionably one of the financial leviathans of the galaxy, this cartel is a massive, unspeakably immense business, with a total worth that makes it easily one of the largest business organizations in the setting.

In addition to the legitimate advantages of this business, by the way, you also receive the advantage shared by *the* biggest business in the setting. Somehow, your firm has the ability to trade in anything at all, with any nation, faction or force out there in the galaxy, with no repercussions. You can provide advanced weapons to primitive aliens, smuggle technology between nations at war, and even trade gene slaves if you're really devoted to destroying your soul.

It remains up to you if you have this as an official thing or something that's 'managed' somehow, but the point remains, nothing stops you from doing business. In future worlds too, this translates into one of the largest financial organizations in the settings with unlimited trading rights to trade with anyone, anywhere. If you want, it can be dressed up as whatever the local equivalent of such things is, but the advantages remain unchanged.

Star Nation- 600 CP (cannot be bought by Companions)

Okay, this is different. You're not a citizen of any of the factions now! Instead, you're the head of your very own Star Nation! This is a cosy little polity somewhere out of the way, with its own resources and treasures.

Like Grayson, this nation has been somewhat unknown for a long time, it's policies isolationist and it's foreign relations few. But now you're at the helm, and all that can change!

You may buy one of the package deals below or gain 1000 NP to be spent in the **Nation Designer** below, to build your nation. It starts diplomatically affiliated to whatever faction you chose for this jump, though that can change, obviously.

In future jumps, you may insert this nation, complete with any changes you make to it, into the local galaxy if the setting features space travel to any meaningful extent. Else, you may choose between having it in a pocket universe accessible through your warehouse or a new version of your nation just before entering the setting in question, scaled down to local levels.

Planets become cities, billions become millions, space navies become water navies, so on and so forth. Whatever you choose, the resources of your nation are replenished proportionally to what you have bought in this jump at the minimum, if you managed to deplete them somehow.

Package Deals

Erehwon & Torch

You now control the nation of Erehwon, a single star nation that possesses a strong economy, a two termini wormhole junction, and a very mafia-like system of government. The Erehwonese navy is not a joke, being the third largest in the pre-Second Havenite War Manticoran Alliance. You are now one of the four secret heads of the government. As a bonus, when you leave, you'll also gain the Kingdom of Torch in the Congo System, which also has a wormhole bridge.

Grayson & Masada

For your sins, you're now a Steadholder (or optionally, you may take the place of Protector Benjamin or his heir) of Grayson. While you may or may not control the entire system of Grayson until you leave, you're one of the governing body and part of the Protector's loyalists (Unless you'd rather side with Burdette and the others). Grayson has fairly impressive industry for such a small system and was able to mobilize incredibly rapidly. The Yeltsin system has multiple resource venues and a very nice shipyard will be built there eventually. After the jump ends, or if you decide to stay, you also gain control of Grayson's evil twin, Masada. What you do with her people is entirely up to you.

Manticore - an additional 400 CP

Well, well, you want Manticore itself? You've come to the right place. For this, you gain a seven termini Wormhole Junction, a central binary star system, three single star systems (Trevor's Star, Basilisk, and Sigma Draconis), and a total of 6 life sustaining planets (Manticore, Sphinx, Gryphon, Basilisk, San Martin, and Beowulf). There are numerous rich asteroid belts, verdant life, large populations, and a strong navy... but you'll only gain control over Manticore after the end of the jump. For another 600 CP, you also gain the Talbot Quadrant. You may either be Queen Elizabeth's successor or her Prime Minister.

Drop-in

Dueling Pistol- 100 CP

Well, that's unfortunate. This pistol is a remnant from less savage times, a genuine firearm used for dueling purposes. While its exact make and model are left up to you, the point of this gun is that it makes it very nearly impossible for you to lose any duel with this.

This weapon, upon being held, enhances your reflexes, aim and composure dramatically, letting you remain calm and shoot accurately and decisively, no matter the situation. It would take a lot to make shots fired from this gun miss, Jumper.

North Hollow Files- 200 CP

So people do bad stuff now and then. Then they hope it gets forgotten, because you know, it was bad stuff. And most of the world really does forget it! Not all, though. You have a collection of data files that detail various bits of naughtiness performed by a vast variety of people in incredible high places, things like financial fraud or missteps, deliberate malevolence and law-breaking, and even collusion with slavers.

This is political dynamite, in simple terms, enough to bring down entire aristocratic houses and change political landscapes across the map. These files cover a vast number of people, easily enough to let you control a major political faction. If you want, though, you can split them up and have the details on a wider variety of people, but fewer in any given faction. In any case, the influence and power this places at your fingertips remains about the same.

In future jumps too, the files update themselves with equivalent levels of information. And both here and elsewhere they have not just the information but solid evidence to prove it, not to mention that people will be far too willing to bend to this power rather than remaining solid on their principles.

Ballroom- 400 CP

The Audubon Ballroom is an organization dedicated to destroying the institution of Genetic Slavery. For this purpose it can go to any extent, do anything and everything deemed appropriate. And they are not without their resources in the galaxy. National governments are sympathetic to them their spies and informants are legion, and there is little shortage of financial backers.

Good thing you can take all this with you, then. In all future jumps, you find yourself at the head of a vast secret organization, with an extensive grasp and a reach so vast that it would be easier to name the places it *doesn't* stretch. It's capable of spying, terrorist actions, and everything else the Ballroom is capable of in this universe, scaled to the local universe and equipped with equivalent resources.

Navy

White Beret- 100 CP

The traditional RMN headwear of a ship's commanding officer, this white beret practically exudes authority. You are likely to be taken much more seriously with this on, and the sight of you in it serves as a massive morale booster to any forces under your command.

If you want, this can be replaced with equivalent headgear from any of this universe's factions without any loss in effect. As you continue your jumps, this may gain an Alt form of any military's faction headgear that you are a part of in future jumps. If you already have a favorite hat you may import it here for free.

Transfer of Command Order- 200 CP

A single piece of stark white paper, tightly folded. It serves as valid authorization for you to enter any military or law enforcement building. Furthermore, simply by reading this out you may take temporary command of any military operation or facility, at least until they check with base for the same, something they will be very unlikely to do unless you do something incredibly suspicion-arousing.

Shipyard- 400 CP

Well, look who struck big! This is a full-fledged Orbital shipyard, capable of making any and all ships you have the knowhow of making. It is automated to the absolutely maximum degree, and what remains is taken care of by an NPC crew of expert technicians who are not and may never become companions. It creates the resources to build both ships and space stations *ex nihilo*, generating enough to build one Manticoran Superdreadnought every three months.

It updates automatically, creating new docks of whatever sizes are needed as you acquire or design new schematics and technology, along with generating any materials required. Except, that is, for any super-rare materials, which are generated at a much reduced pace, enough to create a single ship using them in about a year.

In future worlds, too, it automatically updates with whatever parts and materials are required to build any starships or other space constructions that you know how to build. In case building a starship absolutely requires sapient people, it generates NPCs with the requisite capabilities.

It retains any and all improvements or expansions you make to it.

Civilian

Suit- 100 CP

A perfectly tailored, slick suit. Not only does it look like something designed for a movie star, it enhances your charisma dramatically, making everyone much more likely to agree with you. Also generates an aura of professionalism, allowing you to get practically reams of work done while you have it on.

Credentials- 200 CP

People can be quite obnoxious about what they'll allow others to do and what they won't. It's a kind of 'not made here' problem. Not for you, though. You gain the relevant documentation that will allow you to do basically any job you're qualified to. This includes degrees for any field of study you're certified in, references from any relevant job you did in the past (explained within the reader's context without leaking chain knowledge, of course), and all other relevant documents. You may selectively toggle this effect if there's any incidents or qualifications you don't particularly want on your resume, but only at the beginning of a jump.

Lands- 400 CP

You're no commoner, Jumper! You have your noble title, with an accompanying set of 'lands'. Although it says lands, it can be anything that you're expected to pay for the prosperity of your house from. It can be a mining monopoly over portion of immensely rich asteroid fields, genuine, actual lands which you can build a settlement or a hotel on or whatever else you want.

In any case, with half-decent management it provides you enough of an income that you won't have to work a day in your life, should you so choose, and with proper management...well, that depends on the management.

Furthermore, this is an actual noble title, making you an Earl or a Countess in Manticore. You have a seat and a vote in the House of Lords, and all the other rights and privileges that come with the same. In other factions this makes you the local equivalent, such as a Legislaturalist or just a member of an extraordinarily wealthy and well-connected family in the Solarian League.

Companions

Import- 50 CP

You may import any existing companion into this jump and provide them 800 CP, or create a new one with an appearance and personality as you dictate.

Treecat- 100 CP

A treecat of your own! This little murder machine of fur and claws has picked you as its human, and will be sticking around with you, with everything that this entails. While treecats normally bond only with highly empathetic people you seem to have found one that appreciates you just the way you are, however that might be. In addition to their talents at looking cute, sensing emotions, providing emotional support, and hand-to-claw murder, treecats also act as training boosters for whatever psionic potential their partners might have.

They'll still be sticking you with a treecat name, however. Let's hope you get something cool such as "Sees-Many-Worlds" instead of something like "Jumpchan's-Chew-Toy".

Canon Companion- 100 CP

Pick one person from canon to take with you!

Nation Designer

You may buy 100 additional NP at the cost of 50 CP.

Size

By default, there are probably more stellar bodies in your starting system than the ones you bought, but those are all worthless, utterly incapable of supporting life and possessing no precious resources in worthwhile quantities or purity.

System - First Free with purchase of Star Nation / Additional ones 400 NP

This is the number of star systems your nation covers. Every purchase of this gets you a Sun or two, five **Planets**, one **Satellite** for every planet, and two **Asteroid Belts**. You also get three purchases each of **Life-Bearing: Generous** and **Natural Wealth: Generous** to be spread around as you want, and one purchase of either **Life-Bearing: Absurd** or **Natural Wealth: Absurd**. Everything else starts off as **Natural Wealth: Decent** and not life-bearing.

Stars - 50 NP

You can buy an extra star or binary star for this price and split your planets and belts across the systems. A second star must be within 15 light years of your initial system, or linked to it via a hyperlink / wormhole.

Planet - 100 NP

The number of planets in your nation. Not much to say here, really. Every purchase comes with a free Satellite. Planets start off at Natural Wealth: Decent and incapable of supporting life.

Satellite - 50 NP

The number of smaller planetoids in your nation, revolving around your planets. Satellites purchased with this are always major moons (like Luna or Ganymede) or large ring systems, not trapped asteroids. A couple of minor minors like Phobos and Deimos aren't worth paying for. You could have those for free. Satellites start off with Natural Wealth: Decent and incapable of supporting life.

Asteroid Belt - 50 NP

What kind of Star System is without an Asteroid belt? This is the number of asteroid belts in your nation. Asteroid Belts default to Natural Wealth: Generous, but are never capable of supporting life naturally, and asteroid mining has its own issues, such as being highly vulnerable to raids and the need for enviro-suits and specialized haulers.

Astrogation Update - 50 / 100 NP

If you already have your own planet (with or without moons) you can import it into your star nation. For 50 you can import up to a star system. For 100 you can import another entire star nation. They come only with whatever they had before, but once imported, you may pay to upgrade their resources, environment, industry, or education level below.

Resources

Life Bearing - 50/100/200 NP

This is the life-bearing ability of one of your **Planets** or **Satellites**. This includes everything, from the orbit and size of the planet to the atmosphere, average soil and water quality, and the rest. For 50 NP, the planet is of the **Decent** quality, like Grayson, capable of supporting life but not very good at it. Getting the population of such a planet to a billion would take quite some work. 100 NP gets you a **Generous** class planet like Old Earth, rather well equipped for supporting life. For 200 NP, however, the class of your planet is **Absurd**, and going in the two digit billions is rather easily done.

This must be bought separately for every Planet and Satellite.

Natural Wealth - 100/200 NP

This is the Natural Wealth of one of your **Planets, Satellites** or **Asteroid Belts**. This includes everything, from precious metals and stones, chemicals and metals for industry, oil and other fuel sources, and just about anything else that would count as a planet's natural wealth.

Each Planet or Satellite of note starts at Decent, making it like Grayson, with significant deposits, more than enough to make extraction viable, but not really all that profitable. 100 NP gets you a **Generous** class planet like Old Earth, with plenty of steel, and oil, and y'know, the rest. All Asteroid Belts of note start here. For 200 NP, however, the class of your planet is **Absurd**, with deposits that would make Siberia and Venezuela weep in envy. Seriously, a sieve could count as mining equipment in some of the mines here. It costs only 100 NP to upgrade a Belt to Absurd.

This must be bought separately for every Planet, Satellite or Asteroid Belt.

Industry - 100/200/400 NP

This is the level of industry present in one of your star systems. Beginning with a basic, rather impoverished state like Masada if you invest nothing, you get a **Decent** level of industry for 100 NP, about what your average Peep world has. Not exactly bare, you have all the basics, a shipyard, some decent mining apparatus, and so on. But it's nothing to write home about. For 200 NP, it's **Generous**, about the level of the Manticore system planets, with a great Shipyard capable of extensive production, a comprehensive mining setup, and the rest. For 400 NP, however, the industry you have is **Absurd**, with multiple shipyards, a vast mining setup capable of utilizing the full breadth of resources to be had, accessing Methane pools and other fuel sources, and all the other hallmarks of one of the most advanced Industrial structures in the galaxy.

This must be purchased separately for each System in your nation.

Wormhole Terminus- 200 NP for the First / 100NP for each additional Terminus.

One end of a wormhole is placed within your territory, with the other end at a location of your choosing somewhere within or at least close to human-known space. That is, it can be at most ten light-years from a human occupied planet. Initially, you start with a wormhole that's part of a bridge, a two terminus wormhole.

You can upgrade your wormhole into a junction by buying additional termini for 100 NP each. If you have multiple systems and they are linked by a wormhole bridge, you only have to pay for the link once. Remember, you're only paying for ends. The base gets you two ends, each additional adds one more.

Population Base - 100/200/300 NP

Unlike the other Resource purchases, each purchase of this affects your whole nation. For 100 NP, you have an Established Population of about 1.2.-1.6 billion to each **Decent** level Life-Bearing planet in your empire, 2.5-3 billion to each **Generous** level planet, while the population of your **Absurdly** life-bearing planets tends to be just over 6 billion. For 200 NP spent here, each of your **Decent** level planets' have 3 billion or so each, your **Generous** level planets have about 7 billion or so, and your **Absurdly** life bearing planets have over 10 billion people.

With 300 CP spent, though, you get **Absurd** populations for all of your planets. There might be some slight challenges, but rest assured there are the resources to handle the numbers. Your **Decent** level planets all have about 5 billion people now, your **Generous** level planets all have just shy of ten billion people each and when you combine **Absurd** with **Absurd**, well... let's put it at about 17-18 Billion people per planet.

Education Base - 100/200/300 NP

Again, this affects your whole nation at once. For 100 NP, you get Standard Education Base which sets your average level of education as somewhere between Haven and the Solarian League, **Decently** advanced. For 200 NP it's a **Vibrant** Education Base which sets the average about equal to Manticore. For 300 NP, however, you've got an **Incredible** Education Base, meaning your people are among the greatest trailblazers in the galaxy, the best among them outpacing even the likes of the great scientists among the Manticorans and Peeps like Sonia Hemphill or Shannon Foraker. If you don't buy this, your education level starts equivalent to Torch's.

Starfleet - 100/200/300 NP

You know how it works by now. For 100 NP, you have a Small Fleet, barely enough to defend your nation. For 200 NP, you've got a **Significant** Fleet, where the tonnage totals up to just about the Manticoran navy as of *On Basilisk Station*. 300 NP gives you a **Massive** Fleet, similar to the Peep navy at the same time... size-wise. The technological level of your Fleet depends on your level of **Education**, and the Marine complement is enough to fully crew all your ships. If you don't buy this, your nation starts with three ancient frigates and six ancient LACs for system defense against pirates. They might be enough to hold off Fearless the Heavy Cruiser.

Note on Item Capstones

Each of the item capstones is multiplied by the number of Systems your Star Nation comprises, reflecting increased size and resources. The **Ballroom** is your official Spy Agency and has all the increases in its resources and abilities implied, your **Lands** are multiplied similarly, while each of your systems has its own **Shipyard**.

You can break this multiplication down if you want though, if you want off-the-book resources for whatever reason.

Drawbacks

Long-Running Series (+0 CP) - With all these books to get through, ten years might not be enough. Feel free to extend your stay as long as you want.

Self-Insert Mode (+0 CP) - You may import into a canon character whose age, origin, and faction matches yours, with Drop-In being the category for those who don't fit other categories. You don't have to take all the perks that the canon character had and any such differences (or, for that matter, differences in gender) will be handwaved away by the universe as a fanfic toggle. If you don't already have the skills and abilities to handle the challenges that character has scheduled for them in the plot, then it is very much advised that you buy some. If the character in question had vast wealth or social position then you will have it in this jump as part of their import, but if its not paid for with CP it will not follow you into future jumps.

Yes, you may import into Honor herself if you're feeling really ambitious. However, given the vast mass of unlikely events and improbable timing that was her life attempting that without a plot armor at least equal to **The Harrington Effect** is suicidal, and **Anti-Chaos Theory** will be of no help because the simple act of being Honor 'directly impacts' the majority of plot points in the series.

I Reject Your Canon And Substitute My Own (+0 CP) - There isn't much fanfic for this series, but if you want to explore what fanfics do exist for this you may feel free to pick any non-crossover fanfic to import into instead of canon. You may combine this with **Self-Insert Mode** if you really want to.

Sanctimonious +100 CP

Even if you are right, do you have to be so smug about it? You've taken your self-confidence in your abilities to quite frankly annoying levels. You just don't seem to have the knack for tactfully pointing out when someone else might be wrong.

You come across as preachy and pushy at all times. While whoever might already be in your cult of personality actually likes seeing you this way, everybody else tends to take your 'helpful' advice with gritted teeth. The only good news here is that when *you* are wrong, you're still capable of recognizing it.

Seniority +100 CP

Would it kill people to give you some benefit of the doubt? Just because you're rich and/or well-connected doesn't mean you're an automatic incompetent, but it seems like the entire universe automatically assumes you're the second coming of Lord Pavel Young. Even when you do

everything right the natural tendency is to assume that you just got lucky or were taking advantage of more competent subordinates.

Overcoming this bad reputation will always be a serious uphill climb, and you'll have to prove yourself all over again every time you're working with or for people who don't already know you well.

The Salamander +200 CP

They called Honor that because she was always where the fire was, and now you've got the same problem. You are a trouble magnet to outright fate-bending levels, always guaranteed to find risky adventures, death-defying battles, or harrowing crises on a regular basis. You can be assigned to the most placid and remote frontier outpost imaginable and all that means is that the first pirate attack known in that star system in decades will be showing up a few weeks later. If there's any plotline around that needs a hero, rest assured that you'll be the one getting the Call To Adventure. You will have opportunities to rest and recuperate, but leading a truly quiet life will forever be beyond you.

The one exception to this Drawback is if you happen to be near the Salamander herself and not on an enemy faction. At that point this Drawback simply guarantees you a place among her supporting cast for as long as you remain in her vague proximity, with all the upsides and downsides of that position. Watch out for exploding flagships!

Over-dueled +200/400 CP

People really need to learn to let the small stuff slide. At least once a year someone will take mortal offense at something you did, or something they thought you did, and challenge you to a duel. And you *will* have to duel them, or else face epic social disgrace that lasts for the rest of the jump. For 200 CP these duels will be fought under the Dreyfus Protocol, which has the duelists exchange single shots until first blood is obtained or one party yields. Death is still a risk if your opponent is able to and chooses to kill with the first shot, but usually doesn't occur.

For 400 CP these duels will be under the Ellington Protocol, which is 'both sides start shooting and don't stop until somebody is either out of ammo or leaving on a gurney'. Serious injury is the *minimum* outcome of an Ellington duel, and death is very common. Note that yielding or losing is considered the same as confessing your guilt to whatever you were accused of, and that people who regularly kill a lot in duels are regarded as being slightly 'off'.

You cannot take this Drawback unless you are based in or regularly visit the Star Kingdom/Empire of Manticore, as dueling is not legal in other jurisdictions.

Disgrace +200 CP

You are, with or without merit, believed to be an utter and absolute cad who only maintains a technically clean criminal record due to lack of evidence or other legal technicalities. If you had any position in a reputable government or military force you lost it when you were “asked” to resign “for the good of the service”.

Anybody who does a basic datanet search on you using your real name or biometrics will turn up evidence of your alleged misdeeds and treat you accordingly. Basically, anyone still willing to deal with you without prejudice is either an all-forgiving saint or a total scumbag themselves. It's up to you whether your horrible reputation is well-deserved or not, but either way, it's horrible.

Diaspora? +200/+300 CP

As you enter this jump you and your Companions lose all knowledge about the Honor Harrington novels, storyline, or setting, except for whatever “in-setting” knowledge your jump-identities would already have. Drop-Ins will get a ‘basic generic citizen’ level of knowledge for the locale they start in. Any attempts to cheese around this by leaving yourself reminders, stored memories, copies of the novels, etc., lying around will automatically fail - such things will mysteriously cease to exist until after the jump ends.

For +100 CP this becomes a total amnesia Drawback, where you forget *everything* you knew before the jump began. Drop-Ins are total blank slates with nothing but ‘process memory’ (language, skills, etc.) but no history who are treated as John Does by social services. Every other origin remembers only their ‘life’ in this jump. You will subconsciously avoid doing anything that is a chain-fail condition, but outside of that you're on your own. You will not remember any out-of-jump powers or abilities that you have but you will still possess them; this may lead to accidents.

Nemesis +300 CP

There is a powerful and influential individual out there who doesn't have the most microscopic shred of human decency whatsoever, and they *hate* you. Their dedication to ruining your life and causing you misery has gone to and beyond the point of mad obsession and they are utterly beyond reasoning with. Wherever you start out they will already be positioned there as someone with vast wealth and connections, enough of both to make it almost impossible to bring them to account for their misdeeds.

And they will be using every ounce of both to try and fuck with your life. Whether it be having you stalked and slandered by paparazzi, arranging ‘accidents’ or fatal duels for your loved ones, bribing your chain of command to sabotage your assignments or screw over your ship and crew, or whatever else their sick imagination can dream up, they'll do it and keep on doing it over and over again.

The only thing they *won't* do at first is try to kill you - dead people can't be hurt, you see. However, if you start going for their throat then self-preservation will kick in and they'll start going for yours.

And nothing short of killing them, or actually getting them successfully convicted and imprisoned despite all their money and influence, will make them stop. And even after they're dead they can still potentially make trouble for you, if you weren't able to get rid of them in a way that didn't have political blowback on you.

Most Wanted +300/500

What the hell did you *do*? One of the major galactic jurisdictions (such as Manticore, Beowulf, the Andermani, etc.) has an arrest warrant out on you for the sort of crimes that put you *well* up on a 'Most Wanted' list. We're talking "life imprisonment" type crimes. They have a full profile on you -- name, preferred aliases, fingerprints, DNA, the works -- and red flags out for all of them in every computer linked to their datanet.

Worse yet, absence is not making their heart grow fonder. Even outside the jurisdiction, any confirmed sightings of you will result in immediate requests for extradition with all the diplomatic blandishments or pressure they can bring to bear. Depending on exactly where you are and who's after you, outright black-ops snatch teams are a distinct possibility.

Getting this warrant cancelled will require somehow convincing the chief executive of the government in question to issue you a blanket pardon, or overthrowing the government in question.

Note, *you* have to overthrow it. You can't get 300 free points by picking a government already scheduled to get regime changed in canon, in such a case the new government would simply carry over the warrant as still valid.

For +200 CP your wanted level increases. You're an international criminal, or broke the Epsilon Eridani edict, or something on that level. At least, that's what people believe.

Everybody wants you dead now. You're on the "to be killed on sight" list in every major jurisdiction, just like confirmed pirates and slavers are. Any one of the navies of known space will shoot you in the head and dump you out an airlock the instant your biometrics are run through a database check.

While you start out with no one in particular pursuing you individually, you'll need to stick to the depths of wild space or known pirate hangouts to avoid continual trouble. Furthermore, cancelling a warrant of this level is all but impossible.

Dolist +300 CP

You're a lazy lump who's never done an honest day's work in your life and never intends to. The height of your ambition involves your couch and the latest HD broadcast. You have a horrible work ethic and whenever possible will try to live at the government's or other peoples' expense. If somehow forced to work (either by conscription or by facing 'work or starve') you will always put minimum effort into the job.

You may still take this Drawback if you are independently wealthy, but you'll not see the point of doing anything other than living the life of an idle rich parasite and you'd better hope the source of your income can manage itself because you certainly won't be bothered to do so. You can overcome this lack of motivation with a great act of will, but only in short bursts.

Thematically Appropriate +300/400 CP

Now, wouldn't it look silly if you flew around a space opera setting exploding planets with ki blasts or defeating pirate boarding parties with fireballs and Killing Curses? Well, we can put a stop to that! By taking this Drawback all out-of-jump superpowers and all abilities or items that could be considered "magical" are locked out.

However, as one of the main themes of the storyline is how technological advancements can upset the galactic balance of power you may still access your Warehouse and your advanced intellect, skills, or out-of-jump technology. Yes, even if you pull out the Death Star or Dahak, you cheeselord.

In the case of techno-magic, it will be considered 'magical' if only mages can do it and 'technological' if you could potentially teach in-setting scientists how to do it without using perk sharing or somehow giving them magical potential.

For +100 CP you may also forfeit even this much, and do the jump without access to your Warehouse or out-of-jump technology or skills in addition to all the other restrictions.

A Short Victorious War +400 CP

Well, that's step one accomplished... what was step two again? You are someone who has never learned about the Law of Unintended Consequences. While your plans may or may not be tactically competent, strategically you never seem to remember to account for known unknowns, unknown unknowns, or the fickle finger of fate.

You will always see only the most obvious consequences of a given course of action, and your immediate victories will only be consolidated into lasting conquests by either great good fortune or the foresight of people who aren't you.

Cat +400 CP

You're a Treecat. TC incompatible, obviously. None of your shapeshifting/transformation abilities work anymore, and nothing you can do will ever convince anyone that you're not a treecat.

After this jump, you do **not** gain the form as an alt-form unless you take this for no points

Mesan Target/Ballroom Target +600 CP

Albrecht Detwiler himself has decided for whatever reasons most made sense to him at the time that you *must die*. The Mesan Alignment and their cats-paws in Manpower Inc., the Jessyk Combine, the Mesan government, et al., will be devoted towards finding you and terminating you with extreme prejudice.

Alternatively, you can choose your mortal enemy to be Jeremy X instead. The good news is that the Audubon Ballroom is David to the Mesan Alignment's Goliath. The bad news is that they are perhaps the single most fanatically determined and efficient terrorist group in the history of the human race, to the point that they have survived having the aforementioned Mesan Alignment as their own mortal enemy for centuries.

Expect it to be a massive undertaking to get either of them to stop their pursuit, be it through diplomacy or violence. One good point is that both Detweiler and X consider you their *personal* nemesis, meaning eliminating them could go a very long way.

You cannot take this Drawback if you are a member of either faction (although being an ex-member hunted as a traitor is still possible), and you obviously cannot take it if you have used **Self-Insert Mode** to import into either Albrecht Detwiler or Jeremy X. No, not even if its the other one that wants to kill you.

Enslaved +600 CP

Your starting location is set to a Manpower slave depot, and you're one of the slaves. For the sake of common decency you won't be designated as one of the 'pleasure lines', but instead will be a slave in one of the unskilled or skilled labor categories.

You will lose access to all your out-of-jump powers and items, and your Warehouse. Slaves aren't allowed to have personal possessions either, so even the Items you purchased for this jump will not be found until after you've escaped. And you must escape on your own; the Ballroom and other such concerned souls can't hope to find and free even a fraction of all the slave shipments out there and yours will not be one of the lucky ones, unless you can somehow arrange otherwise by your own efforts.

How you get out is up to you. You can try crashing or sneaking out of the depot, waiting to escape on the slave ship scheduled to take you out, or waiting until you reach the end of the line (which will always be some slave-mined hellworld like Ndebele or Verdant Vista) and trying to escape there, or whatever else your imagination comes up with. You can escape on your own or try taking as many other slaves with you as you can manage. You could even try cutting a deal with Manpower as "Georgia Young" did, although you certainly can't let anyone else find out about that kind of thing or else the Ballroom or the Biological Survey Corps won't hesitate to kill you.

Once you've successfully gotten away you are as free to make your way in the galaxy as any other escaped and presumably penniless Manpower ex-slave might be. At least places like Manticore and Beowulf have very generous refugee and educational programs for ex-slaves... if you can reach them.

Your chain does *not* fail if you are unable to escape, but keep in mind that not only are you scheduled for shipment to one of the worst slave gulags imaginable but the average life expectancy for a slave in your labor category where you're going is less than ten years.

Whatever faction you choose will be the faction you gain a fiat-backed opportunity to join *after* your escape. If you are of the Mesan faction then you will have no useful connections from or special inroads into anything Mesan, just the discounts. Any special skills or genetics you may have are from your being an 'experimental' slave line that fell between the cracks of a bureaucratic error and got dumped into the general labor pool.

Cats Are Evil +600 CP

And in this case, we mean Evil with a capital E. By taking this Drawback you are sent to an alternate universe where treecats are no longer the tiny, furry, cute little empaths that the rest of the galaxy sees. Instead they are vicious, cunning, and powerful telepaths without the slightest trace of conscience or mercy. You thought the Dnyarri from Star Control 2 were bad? Well, the Treecat Conspiracy makes them look like the Care Bears.

Treecat telepathic powers are now boosted to where they can easily read and influence any unshielded mind in their proximity, but the worst is reserved for those who are "adopted". To become "bonded" with a treecat is in fact to become its helpless slave, a thrall so deeply bound by illusion and compulsion that they never even suspect that their wills are not their own. This horrible fate has befallen every "partner" of a treecat all the way from a young colonist named Stephanie Harrington on down to her most famous descendant, Honor Harrington herself. In addition to certain other known treecat "adoptees", such as Queen Elizabeth, and depending on where you are in the timeline will start including people on Grayson, up to and including the Protector's own family. And through their human cats-paws and their own formidable telepathic powers the treecats have secretly taken over the Star Kingdom without anyone noticing, just as they will eventually take Grayson, and with anyone who even suspects the truth either being branded as a total madman or else quietly 'disappeared'.

And they know that you know. And they are coming for you. They have the resources of an entire star kingdom through their slave-Queen, the most formidable military commander in known space to direct those resources against you, an entire law enforcement/black ops organization bonded to treecats through their "Sphinx Forestry Service" (which now has jurisdiction over all 'potentially treecat-related matters' anywhere in Manticoran space), full knowledge of your powers and abilities via their psionic gestalt, and ultra-advanced technology not yet released into general circulation invented for them by enslaved scientists.

In order to free Manticore from the Treecat Conspiracy you will need to find and kill 99% of the entire treecat population, and they're hardly going to make it easy for you. Worse yet, even the unenthralled population of Manticore has been taught for centuries that treecats are the most innocent, harmless, and cute sentients in known space and that only the most depraved people would ever want to hurt them, so they have no end of well-meaning dupes to use as human shields and hostages against your efforts. And treecats *always* fight dirty.

You cannot take this Drawback if you or any of your Companions are adopted by a treecat, or are a treecat. That's only possible in the universe where treecats *aren't* evil. Furthermore, taking this Drawback locks you into a win-or-die situation; your jump will not end until you have successfully destroyed the Treecat Conspiracy or they finally manage to kill you.

National Drawbacks

These wear off at the end of your stay here, and can be mitigated somewhat, but they apply to your nation instead of to you.

Bordering Haven +200 / +400

Your nation is situated somewhere on the edge of Haven Space, and is closer to Haven than Manticore is. This would be similar to Alizon, Zanzibar, Grayson, or Erewhon. For 200 NP, you're a flyspeck like those nations, someplace Haven would overlook in trying to get to Manticore. For 400, you're a prime target just like Manticore. Falling to Haven means they'll suck your economy away to fuel their own and your people to fuel the war effort. Worse, you'll lose control of the nation.

Rampant Corruption +200 NP

Your government is full of people like Northhollow and Young, or like the Legislaturalists. Even if you manage to clean out one batch, more will slowly accumulate unless you are extremely vigilante, making it extremely hard to get things done effectively.

Solar Flares +200 NP

Your star (s) keep pumping out waves that disrupt communications, damage technology, and cause random fluctuations in your system's hyper-limit or wormholes. Sensor platforms (both friendly and enemy) breakdown all the time and targeting systems are degraded 40%. Even inertial compensators can be hit by this, meaning you'll need to leave an extra 10% safety margin in system.

OFS Controlled +300 NP

Like one of the Verge Worlds or the worlds of Maya Sector, you're a puppet of the Office of Frontier Security, a despotic colonial overlord part of the Solarian League and one that is slowly bleeding your nation dry to fund the League's expansion. Your people are neo-serfs with limited rights and

your government is full of lickspittal appeasers. If you manage to overthrow the OFS, they'll use action both overt and covert to try to bring you back into the fold and you'll find many of your people to be sympathizers or in their pay. Yes, it is possible to be both OFS Controlled and Bordering Haven.

Mesa Slave Colony +500 NP

Your nation is now like Verdant Vista (Torch), before the uprising that threw off Mesa control. Your people are all genetically engineered slaves with the lifetime of trauma and oppression that comes with it. Worse, even if you manage to throw off Mesa Control, you'll find you're still full of infiltrators, programmed agents, and loyalists. Also, Mesa will automatically hate you and want you back.

Homegrown Opposition +300 / +500 NP

Congratulations, you now have your very own revolutionaries dedicated to bringing down your rule. While not impossible to reason with, they are diehard extremists dedicated to a form of government you don't use. For another 200 NP (500 total) they're religious fanatics, willing to die for their cause and kill for it too. If you're not in control, they're dedicated to bringing down the government no matter what the rest of the populace wants.

Toxic Environment +300 / +500 NP

Your environment is now similar to San Martin or Grayson or Masada, with either extreme gravity or heavy metal toxins or extremely bad weather or something else that makes human adaptation to the planet extremely difficult. This affects your capital / most populous world for 300 or all your worlds for 500. If you only have one world that supports life, you can take it for 500. It need not be the same problem for every planet.

Piracy +100 / +200 / +300 NP

You keep getting hit by pirates! For +100 it's maybe once or twice a year you face a minor raid, maybe costing you a few freighters or a mining platform or something. For +200 its two or three minor raids a year and a major raid every two or three years.

For +300 it's constant low grade harassment and major raids once or twice a year. They'll always strike where you're weakest and be unnaturally cunning about avoiding traps. Constant vigilance can defeat them... but can you spare the ships in this time of war. Even destroying one group of pirates will mean another will rise to take its place.

Out of Control +100 NP

You're not in control of your Star Nation. Someone else is and, for the duration of the jump, they're the legitimate government in the eyes of the people and under the law. Changing this will be very difficult, even for a jumper.

Economy? What's that? +200 NP

Your nation's economy has the current health of Haven's... i.e. pretty much dying. Either you have a disastrous balance of trade, a huge dolist problem, or are recovering from a near ELE, your productivity is all but non-existent and you have practically no money on the galactic scale. If you have personal economic strength to counter this, it starts the jump fully exhausted and will take at least a decade to recover.

Notes

Yes, the Shipyard will generate Bonesingers if you learn how to make an Eldar ship.

For any clarifications/suggestions/flames for daring to impugn on /tg/'s honor, please catch me at SB. Or don't and just fanwank.

I started the HH doc at March 17, 2017. And it's March 19, 2018 where I am today. It took a whole year, a lot of things being undone and redone... but we're through. At least for now.

Many thanks to the guys at SB. This couldn't be done without y'all, guys.

Upcoming:

Scenarios

Prodigal Sun

The Solarian League is a mess. Corruption is rampant, the government flat out doesn't work, and they don't realize how dated their technology is about to become. Worse, there are 2,000 planets in the League and more in the Verge under the control of the OFS. Somehow, within the next 100 years, you must transform the Solarian League into a functional, thriving star nation as mighty, prosperous, and free as it's touted to be, but preferably more so... all without using anything that could be considered mind control or reality modification.

Political savvy, charisma, genius, hard work... all those things are fine. If you fail, you go home in disgrace. If you succeed... you may take the entire Solarian League with you when you go. Also, if

you manage to bring other star nations under the umbrella of the League, you may gain them as well.

Space Age Spartacus

Genetic slavery is universally deplored and yet, endures in secret while making the people participating incredibly powerful. And you're the one meant to change all that, now. You're a top of the line, extremely strong, good-looking, prime Alpha line being... while being a slave to Manpower.

To be exact, you're a slave on *Mesa*, the heart of their power. And without leaving it, without using any magic or powers, or bringing in any weapons or equipment that one person can't physically carry, you must topple them and destroy all their power, come what may.

You can communicate with people on different worlds, and if people show up to help, so much the better. But until Manpower Inc and all its plans are in flames and a free nation exists on Mesa, you can't take a step off the planet.