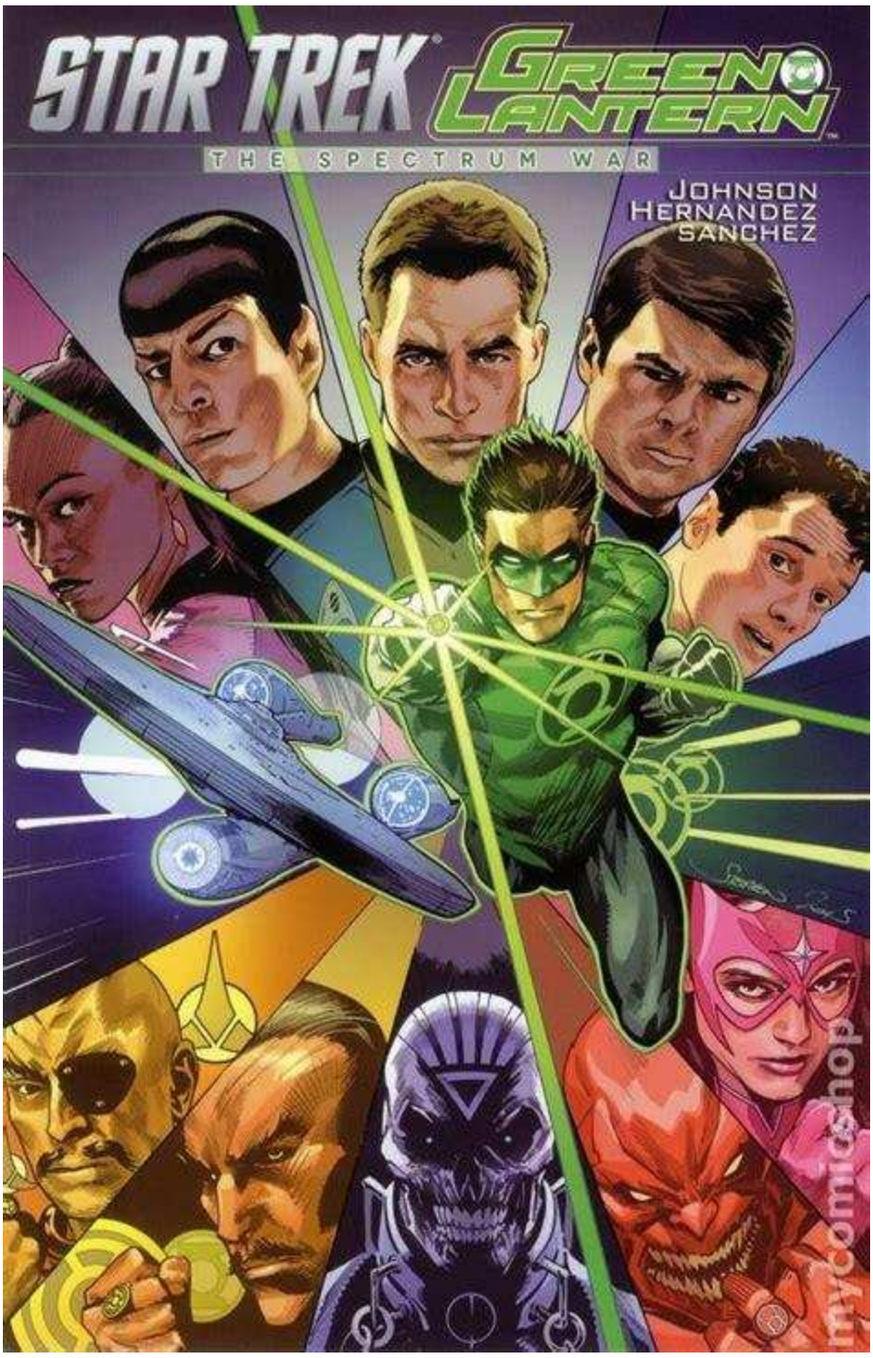

Comic by IDW, Jump by Aehriman.

The Blackest Night falls from the skies,
The darkness grows as all light dies.
We crave your hearts, and your demise,
By my black hand The Dead Shall Rise.

In a DC universe you are familiar with, the Blackest Night was barely averted by the joint efforts of all the Lantern Corps and all Earth's heroes, the surprise reveal of a hidden Life Entity on Earth. In another universe, things didn't quite gel together the right way, not in time. The Life Entity was slain before anyone could stop it, the stars are winking out as the last Lanterns struggle against an endless undead horde their equal in power. So it comes to pass that Ganthet, one-time Guardian of Oa and founder of the Blue Lantern Corps on Odym, activates the Guardian's Last Light Protocol.

Designed to bail on this universe, taking all Guardians and their Lanterns to start anew.

In the Star Trek (Kelvinverse) universe, the *Enterprise* responds to unusual energy readings on a rogue planet, discovering Ganthet's corpse still clutching six rings. Scanning these seems to activate them, in their seeker mode. Three attach themselves to Enterprise officers (Blue to Chekov, Indigo for Bones, Violet on Uhura) and three depart in search of worthy bearers, eventually settling on the Praetor of the Romulan Star Empire (Orange) a Gorn prince (Red) and a Klingon general, Chang (Yellow). Shortly after, a man named Jordan flies through the vacuum of space to intercept and demand to know what's going on.

The three 'evil' Lanterns revel in their new powers but are quickly let upon by Larfleeze, Atrocitus and Sinestro who are each confused about exactly where they are, but each independently decides on detecting a new Corpsman decide they might make a useful asset once they've been trained a little - starting with learning their place.

While Scotty tinkers with replica rings, the *Enterprise* is soon attacked by Chang with a flotilla of both conventional and construct ships, which quickly becomes a four-way battle with the Romulans and Gorn. The ship is saved only by desperate instruction of their new Lanterns, and the arrival of Lanterns Ferris, Guy Gardner, John Stewart and Kilowog. They have bad news, as Nekron has pursued them and 'revives' the planet Vulcan and its populace as Black Lanterns.

Racing to Vulcan, they are able to recreate the Life Entity by giving all Ganthet's six rings to Spock, and channeling into him the energies of the four Green Lanterns, which he is able to harmonize. Nekron is vanquished. Sinestro falls back to Qo'nos, while the Green Lanterns and sole Star Sapphire agree to proceed as allies to Starfleet.

Six months later, a minor crisis arises. The various Lanterns' personal power batteries (except, presumably Larfleeze's) are meant to draw power from a massive central battery. In short, they're running out of juice. The Lanterns are trying to conserve power, such as using ships for transport when possible, but are sorely pressed by the rapid expansion of Sinestro's Klingon Empire. However, they retrieve a distress call from another Lantern, Saint Walker, who was attacked by a Manhunter. On the assumption that the Manhunter can't have been pulled with them by Last Light, Jordan concludes that there must be a local counterpart to Oa and the Guardians. Sinestro feels the same, so the race is on to find/claim Oa and either revitalize the GLC or unleash Parallax. Also, Atrocitus tries to find a better disciple on a sleeper ship, finding Khan who straight up murders him for a second ring.

Have **1,000 character points** (cp) to help out.

Location:

1) *USS Enterprise* - Charting anomalies at present.
2) Doomed Comics Universe - Can you survive a couple hours until Last Light? Can you save anyone else?
3) Romulus - Lovely planet, if you're in the patrician class.
4) Qo'nos - Not… the best place to be an alien, not gonna lie.
5) Gorn - A desert world again, really?

Age and Sex, Species options:

Pick whatever you want. It's the future.
Pay -100 cp if your alien species has special powers or advantages.

Perks

These cost 100 points unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get anything you want here for free. 2 Tokens for perks over 100 points.

Academy Graduate (Free!) - You have the skills, training and general knowledge expected of a graduate of Starfleet Academy.

All Will Be Well - Call it faith, or hope, whatever. Even when all seems lost, you can get up and go on. By your example, you inspire others to the same level of psychological resilience.

Artist - You have a flair of creativity and style, a desire to refine and enhance. Also great skill at drawing and one other form of art.

Astrogator - You are an accomplished pilot, whether with a helicopter, shuttlecraft or a full-sized starship.

Beware Your Fears Made Into Light - You understand instinctively what frightens people, on both an individual and societal level, and how to use that fear to motivate or cow them or help them overcome.

Commander - You know how to manage a team, inspire them, keep them working together despite incredible stresses within and from without the team. You are charismatic and easy to get along with.

Diplomat - You are an expert in negotiation, in presentation, and mediation.

Engineer - You are familiar with all the common technology of the late 23rd century. You might not be able to build it all in the 21st, but you could patch up a shuttlecraft and at least build the tools you'd need to build the tools to build Starfleet tech. You are a practical problem solver.

Fearless - Jumper of Earth Prime, you have the ability to overcome great fear. Whether it's a psychic terror weapon or hopeless odds, you never freeze up or panic. You never make a decision driven by fear.

Inventory - You are a master of logistics, always aware of what your resources are and how best to use them.

Investigator - Green Lanterns are space cops, and it's hardly unheard of for Starfleet to encounter a murder. You know how to search a crime scene for clues, interrogate suspects, and logically build a case.

Kholinarhu - *Kholinar* is the Vulcan rite in which a seeker transcends all emotions and lives as a creature of pure logic. Yet *Kholinar* is itself a paradox. You have the training and discipline to set aside emotion when it's called for, viewing a situation with logical clarity, without losing drive or the ability to harness your feelings. Logic is the beginning of wisdom, not its end.

MacGuyver - Making a laser out of crude lenses? You'd be surprised. You can jury-rig all kinds of practical solutions even with improvised materials and no time.

Medic - You are trained in Starfleet medicine. More than enough to roll your eyes at the amateur fumblings of 21st Century physicians.

MINE! - What's yours is yours. People are strongly disinclined to try and take anything from you by stealth or force. Not unless, and often even if, they feel they've the power or skill to make it a sure thing.

Nok - You can find it in you to reach out and understand anything, even the most alien or wretched or eldritch of beings, and to make yourself understood to them. You may be able to redeem the unspeakable evil, assuming they want it even a smidge.

Outside-the-Box - You don't like to lose, and have a sense for the weakness in any foe, the flaw in any scenario. Maybe you can talk the god-computer into self-destructing with a logic bomb, or bluff your way past the hyper-advanced aliens. Even if the life within a show seems clear to the reader, Jenkins intuited it with little evidence.

Paradox-Proofing - You will never be retconned out of history, and if the timeline shifts around you will remember both lifetimes. Nor can you just be erased by some anomaly or cosmic god.

Peacekeeper - You are an expert in armed and unarmed combat. There are things nothing merely human can contend with, but for everything else, you'll do as well as anyone could.

Physics - You understand the advanced physics of the 23rd Century, especially astrophysics.

Poozers - It takes a lot of work to get a rookie Lantern up to the level of a capable ring-slinger. Luckily, you're an awesome teacher, even when working with a radically different power than you normally use.

Reputation - You either already have a reputation that discourages people from starting trouble, or you quickly develop one as word of your deeds spreads like wildfire.

Ship-shape - There's keeping a clean workspace, then there's whatever this OCD shrine is. All your gear is always freshly cleaned and serviced, your workstation spotless, everything where it belongs. If someone has touched anything, you will know.

Sweet Emotion - You are particularly strong in one feeling, like the sharpest of Honor Guard Lanterns. This can be taken multiple times.

Trader - You know how to haggle, and provide goods and services at competitive prices.

Wrath - Rage against injustice can be a noble thing. When you find a deserving target of your anger, your blows land harder, your powers work better, fueled by your righteous anger to an amazing degree.

Last Light (-200 cp) A +1UP, of a sort. If all is lost, if whatever lives you have are spent, and only once a century, you may reject death and launch yourself into the next Jump on your chain. This will be a traumatic event, and any personal drawbacks will follow you until their duration would have expired by the Jump-clock. Any enemies you have as a result of drawbacks are pulled with you, though they will not land in your immediate vicinity.

Items:

Communicator- A sophisticated communications device, capable of reaching any equivalent in the same star system or raising a starship comms channel.

Phaser - An energy firearm with a stun setting, wide beam, vaporize, heat, rapid-fire, and aim assist. A phaser on max power can dig a tunnel or level a small building.

Tablet - A tablet three centuries more advanced than any you know of. Also has limitless battery and extranet connectivity.

Tricorder - A handheld sensor unit of broad capabilities. Heat, motion, signals, life-signs, radar, radiation, meterology, all accurate to dozens of kilometers. Also a medical scanner, but that actually does require close contact.

Shuttle - A small unarmed shuttle, limited FTL, just Warp 3, but great for zipping around a star system.

Synthesizer - A device that can produce food, medicine and simple hand tools. Has the rough size and shape of the Box.

Starfleet Ring (-300 cp) Built by Scotty after examining the power rings. There's a lot of missing functionality compared to a proper Lantern - no constructs or FTL or exotic

emotional effects for instance. Still, it's pretty impressive to cram a communicator, life-belt, tricorder, personal shield and a phaser all in one little ring that can easily be charged off a ship's power. Get a box of twenty, the refined design with the Starfleet delta, and the schematics to build more.

Starship (-400 cp) Your own starship. Anything from the Constitution to Excelsior or even *Vengeance* class that was butterflied away. Could also be a Klingon or Romulan ship, as long as it is native to the Kelvinverse and thus not a Borg-enhanced nightmare.

Malthusian Power Ring (-600 cp) A power and battery (that will sustain itself, no worries of running out like these other poozers) in the color of your choosing, save white. Can be combined with any other rings or ring-like objects. Rings have a million functions, but in brief they can fly you through space faster than most starships, zipping to distant galaxies in minutes. They can destroy planets casually, or build ones by mashing asteroids together, making ice and catalyzing atmospheric gasses, and let Lanterns duel with fleets. Their most iconic ability is forming plasma-based constructs of anything the Lantern might need, from a complex hyperadvanced machine to a wall or a bubble. The strength of your constructs depends on your focus and pure emotion that corresponds with the ring's color, experienced Lanterns have made ones solid enough to tow a planet the size of Earth. It has access to a vast Galactic Encyclopedia, though not everything there will be relevant in the ST universe. Besides this, various colors have esoteric powers.
Normally rings influence the wearer, sometimes in extreme ways. Yours will not.

Canon Purist: You can choose to use this jump as a supplement and attach it to any Star Trek and/or DC Comics Jump. Perhaps you'd rather see the With This Ring Lanterns interacting with the TNG or Voyager crews.

Companions

All options free.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: Free! You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

Drawbacks

Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: +0 cp You can leave when you've brought the story to a conclusion. Or about six months, sooner if you can defeat Nekron, secure Khan and Parallax early.

Longer Stay: Alternatively, you'll spend 10 more years here. This can be taken twice.

Blistering Pacing: Life aboard a starship is hectic, but this is ridiculous. There's a new crisis every three days, or sooner.

Stubborn: There's having willpower, and then there's just being a stubborn ass. You are very set in your ways, slow to adapt to changing circumstances.

Cosmic Plaything: It's not like the DC or Star Trek Universes lack for cosmic forces and godlike aliens who enjoy messing with the rest of us. You'll be meeting pretty much all of them, as something about you seems to draw their interest.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse, or any Items within.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Real Last Light: None of the Lanterns are actually transported, just (maybe) you. On the plus side, no Sinestro, Atrocitus or Larfleeze to make trouble. On the other, that leaves just you to deal with the new native Lanterns and save the universe from Nekron.

End

What will you do now? Stay here? Go home? Move on to the next jump?