

It's all about the adventure. It's all about the power. Or maybe it's all about the money. Whatever it is, space holds the key to your wildest dreams. You

+1000 CP!

Origin

- Drop In
 - No memories and no unfriendly connections, but memories and no friendly connections.
- Space Police/Bounty Hunter (100)
 - The long tail of the law or the man who skirts it every day. Either way you're out to catch the people who have done someone wrong.
- Mechanic (100)
 - Handyman general, capable of building a gun out of a rock or a ship out of broken dreams.
- Pirate (100)
 - The best of the best at quick raids and capturing cargo ships. Occasionally work for governments as Privateers, but unlikely.

Race (Roll 2d8+14 for Age, or pay for it and gender choice for 50 CP each. Otherwise natural gender.)

- Human (Free)
 - Standard human. You're still awesome, but in the jack of all trades way where you think around the enemy's strength.
- Bio-Android (Free)
 - You're human. Human genes, human form, human mind, human soul. But with something a little extra tagging along. With the right interface installed on the ship, or with the right interface installed in *you*, you can act as a navigational computer for your ship, supercharging your brain for such purposes, and possibly control other systems as well. Of course, you still need someone to act as a pilot.
- Saurian (100)
 - Large, scaly lizardmen reminiscent of Dragons. These people are hard headed and tough, but highly loyal.

- Ctarl-Ctarl (150)
 - Superstrong catpeople. Sharp claws, sharper senses, and you can transform into a Were-cat form which becomes more powerful based on the phase of the moon.

Location (Roll 1d8 or pay 100 for location choice)

- 1: Sentinel III
 - A small Agri-world. Out of the way of both space forces and pirates, it's a home to a handful of outlaws.
- 2: Oracion IV
 - Major businessworld with ships entering and exiting every day. Home to numerous security groups.
- 3: Ctarl-Ctarl
 - The homeworld of the Ctarl-Ctarl. Little is known about it to the common Terran, but it is surely a harsh world to bring about the Ctarl-Ctarl as its dominant species.
- 4: Heifong
 - Territory of the Ban Pirates, it is also one of the major commerce planets of its sector and the home of the biggest space race.
- 5: Prison
 - You're in prison. Whether you're in a normal prison for a few days for something like drinking, or a prison world depends on one thing. Roll an additional 1d8, if you roll 5 again you wind up on a dedicated prison world and must break out.
- 6: Blue Heaven
 - An Outlaw space station, high in traffic and materiel, low in laws and protection. Charlatans everywhere and pickpockets abound.
- 7: Tenrei
 - A planet of hot springs and tourists in bikinis. I'm not sure what the downside to this planet is, but it's probably that it's low in mana, materiel, and work.
- 8: Free Choice

Abilities

- Muscular (50, free Saurian, Ctarl-Ctarl)
 - Hard work, push-ups, and plenty of juice have led you to become a physical powerhouse in comparison to the normal person. While not at the peak of your race, you'd be hard pressed to lose in a battle of sheer strength.
- Dirty Fighting (100, Free SP/BH)
 - A fair fight is the one you can lose. You've always believed that, and considering that you keep winning you feel justified. Throwing dirt, attacking from behind, suckerpunches. You're adept in most dirty tricks in the book.
- Repair Savvy (100, Free Mechanic)
 - Your skills in mechanics are top notch. Your weapons, armor, and personal equipment are all easy to repair, and maintenance of all of them takes mere minutes instead of hours.
- Group Tactics (100, Free Pirate)
 - No man is an island. Working as a team is your forte, whether in a large army or in small strike groups. You send the right people after the right targets near instinctually, and protect assets with the right guards.
- Were-form (100, Free Ctarl-Ctarl)
 - It's your time of the month. Specifically, transformation time. You have the capability of assuming a stronger, more animalistic form at the cost of being much more energy intensive, allowing for feats you'd think impossible otherwise. The intensity of Ctarl-Ctarl transformations are based upon that of the phases of the moon, but there have been others noted in other species.
- Acquisition Specialist (400, Discount Drop In)
 - Whether you're looking for rare items to purchase, researching powerful magic, or just looking for a nice place to eat. You've got talent in finding anything you need, often at reduced prices if there is a monetary price.
- Trickshot (400, Discount SP/BH)

- Often you need to capture someone alive, or you need to escape without killing due to a misunderstanding, or maybe you're aiming at a small thermal exhaust port. Whatever it is, you are unnaturally accurate on shots to highly specific areas. This doesn't mean you won't miss, but you will have a better chance of winning it all with the right shot.
- Cross-wiring (400, Discount Mechanic)
 - Your mechanical skills allow you to see possible connections that make things more efficient. Things like taking the G-line and plugging it in through the port Pinlock to bypass unnecessary parts. Saving fuel, enhancing speed, better weapons. Anything you can do to get that extra edge in your ship or weapons.
- Fisti-ships (400, Discount Pirate)
 - You're a master of Grappler Ship combat. You know all the dirty tricks, just where to punch to disable the ship's systems, counters to common Grappler tactics, and can use fine manipulation to take the cargo without ever exiting your ship. Your understanding of just which ways to hit in hand to hand combat have also improved.
- Tao Magic (300)
 - Tao Magic is essentially ancient Chinese Magic. By chanting words to bring your desires to the forefront of your mind, you can create effects like shields to summons to even teleportation. With experimentation there's bound to be different effects and entirely new spells you can accomplish if you work for it. It should be noted that this magic has a massive amount of variety and uses, but if someone interrupts your chanting the spell fails.

Items

- Fancy Suit (FREE)
 - A colorful set of clothing, highly individualized and tailored to fit perfectly. The fabric also breathes well, and can be stylized towards the practical or the ostentatious.
- 5,000 Wong (50, Free Drop In)

- Money. Plenty of it too, since a mid to high level bounty is worth 10,000 Wong.
- Small Arms (50, Free SP/BH)
 - A collection of ballistic pistols and rifles, typical of the average bounty hunter.
- Diagnostic Tools (50, Free Mechanic)
 - A small data display with numerous connectors and scanners, capable of letting you know what is wrong with simple technology and what advanced technology that has been programmed into it.
- Melee Weapon (50, Free Pirate)
 - A well constructed sword, axe, or blunt weapon. Superior in construction to many ancient weapons of the same type, and can act as a minor magical focus if you can use magic.
- Space Suit (100)
 - A suit protective against the vacuum and hard radiation of space. Highly flexible, oxygen storage for 8 hours, and a small thruster pack for maneuvering.
- Body Armor (100)
 - From Chest Plating to Full Coverage, this suit can protect you from small arms
- Armory (100)
 - A dedicated workspace for tinkering with, repairing, or creating new weapons.
- Androids (100)
 - A set of eight humanoid drones. Not capable of particularly smart tasks, are quite capable of either rote physical work or basic melee combat. Look a little creepy.
- Dragonite (200, Discount Drop-in)
 - Raw materials with properties for absorbing the Ether through the universe for power generation.
- Light Shield Belt (200, Discount SP/BH)
 - A personal shield capable of absorbing large amounts of melee and small arms fire up to a certain point before overloading.
- Classic Car (200, Discount Mechanic)

- A ground vehicle. Highly stylish, runs off of highly efficient fuel cells. Can be treaded, wheeled, or floating, and even has a small deployable turret on the back (choice of missile and machinegun or laser weapon).
- Bionic Implant (200, Discount Pirate)
 - Anything from a bionic eye to a limb replacement (with or without tentacles). These implants are tough, flexible, and enough of them could make you near immortal.
- Tao Spellbook (200)
 - A list of minor support and attack spells, with some of the theory behind Tao Magic so you can learn to use it on your own, or even create your own spells.
- Starship Frame S/M/L (50 per Frame, 1 Free Small or Medium Frame for all Origins, can upgrade to Large for 50 CP.)
 - Small: 2 Slots
 - Crew: 1-3
 - Med: 5 Slots
 - Crew: 2-8
 - Capable of carrying 1 Small Ship
 - Large: 7 Slots
 - Crew: 5-20
 - Capable of carrying 2 Small or 1 Medium Ship
 - All ships come with sublight engines. Medium/Large ships come with FTL engines for free.
 - Starships may be imported for free into whatever size you have purchased. Please use sound judgment in determining what size correlates with a ship.
- Caster (300)
 - A gun capable of firing prepackaged Tao Magic Spells. Comes with 10 low level shells. In each world you get 5 extra shells per year.
- Caster Shells (100)
 - A collection of various shells for the caster. Contains 10 low level shells and 5 medium level shells. In each world you will get the full amount of these shells once per year.
- High Level Caster Shell (100)

- The rarest types of caster shells, one of each. The shells generate at a rate of one per three years outside of this world. High Level shells will draw upon your soul in low magic universes (including this one), making them dangerous to use and possibly deadly.
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Cramped Cockpits

- Crew (0/200+)
 - Every ship needs people to help run it, the more hands on deck the easier it is to keep things in check. If you choose this option for free, you may import any companions as a Human or Bio-Android. Companions may be imported as Ctarl-Ctarl or Saurian for 50CP each. Paying for companions gives 8 companion an origin and 300 CP to spend on Abilities.
- Passengers (200)
 - A great many people travel through the Galaxy, maybe even some that you know of. Taking this option will let you bring along a canon character with you.

Starship Upgrades

- Weapons
 - Grappler Arms (50, Requires 2 Slots, first set Free to all origins and does not take up slots)
 - Heavily reinforced arms meant for melee ship combat, can only be countered by highly precise strikes with conventional weapons or other grappler weapons.
 - Reinforced Grappler Arms (50, Requires Grappler Arms, 1 Slot, Free Drop In)
 - Grappler Arms much tougher than the typical ship's, capable of tearing apart all but the toughest hulls or arms.
 - Grappler Axe (50, Requires Grappler Arms, 1 Slot, Free SP/BH)
 - A large metal blade meant to cut off enemy grappler attacks quickly. Both the best defense and offense for anti-grappler warfare.

- Grappler Gun (50, Requires Grappler Arms, 1 Slot, Free Mechanic)
 - A large cannon fitting in the Grappler arm, using the arm's motors to help slow down the rate of recoil. $\frac{1}{6}^{\text{th}}$ the power of a Main Cannon. 10 shot magazine with two additional magazines in the container pod.
- Missile Pods (50, Requires 1 Slot, Free Pirate)
 - Clusterfire missiles capable of seeking multiple targets in the general direction at time of firing. Each pod contains 25 missiles at a time.
- Laser Cannons (100, Requires 1 Slot)
 - Light Speed weapons used both for point defense against missiles and long range against lightly armored ships.
- Torpedoes (150, Requires 2 Slots)
 - A forward facing torpedo tube with a magazine of six torpedoes, capable of surviving multiple laser blasts
- Main Cannon (300, Requires 5 Slots)
 - A large energy weapon or magnetic cannon mounted on the spine of your ship. The most powerful weapons available to any ship.
- Ammunition Upgrades (Upgrades can stack, but will reduce the rate of fire and increase in-universe cost, applies to one weapon per upgrade purchased).
 - Armor Piercing (50)
 - Scatter (50, Incompatible with Seeking)
 - Seeking (50, Incompatible with Scatter)
 - Explosive (100, Incompatible with Laser Cannons)
 - Incendiary (100)
 - Self Oxidising or Wider Frequency
 - Starflash (100)
 - Temporary Sensor Overload
- Other
 - Ship's AI (Free)
 - Capable of better directing repair drones, diagnostics, and limited navigational assistance.

- Repair Drones (50)
 - Capable of minor repairs such as hull breaches and rewiring the electronics of the ship. Work both inside and outside the ship. Advanced repair drones are capable of performing interior repairs during combat, some engine repair, and minor medical treatment. Can be purchased for an additional 50 CP
- Boosters (50, free Small Frame)
 - High burn, low efficiency engines, meant to accelerate your ship in emergencies or for quick escapes. Be careful that you don't run them too long, they may eat up all your fuel.
- Etheric Drive (50)
 - A standard FTL drive, meant to allow for interstellar travel. Not exceptionally fast, but it's durable enough to get you where you're going.
- Etheric Sails and Hull Reinforcement (150)
 - Most ships require sub-ether drive to reach FTL speeds, but your ship has an emergency backup. Your ship has a set of Etheric Sails capable of capturing the local ether currents for slower travel, or of entering an Etheric Stream for significantly faster FTL if absolutely necessary. Note: Non-reinforced hulls entering an Etheric Stream will have a 99% chance of destruction. Hull reinforcement also doubles the strength of your ship's armor.
- Extra-Large (100)
 - You are in possession of an Extra Large ship. While slower than all the other ships, this ship had 10 Slots available for upgrades.
- Room Upgrades (50)
 - Whether its more quarters for passengers to an armory, anything you can think of is here. Most ships have just enough room for basic cargo, quarters, and maybe an actual bathroom. With each purchase of this, you can improve the quality of your ship, whether it be an

armory, a galley, more rooms, better rooms, more cargo, or anything else you can think of.

Drawbacks (Choose up to 3, or 600 CP worth)

- Pheromones (+100)
 - Ctarl-Ctarl are driven mad by your scent, to the point that they'll wreck whatever is in their way to get to you. And unfortunately it's not the fun kind of driven mad. Their attempts to wound you will likely cause large amounts of damage to your property unless taken care of quickly.
- Hard Work for Luo Pay (+100)
 - You've got a regular contract to work for Fred Luo that you feel honor bound to keep. The contracts will barely pay for themselves, and will often take up enough cargo space that you won't be able to make any money on the outbound trip.
- Miscalibrations (+100)
 - Everything seems to work slightly worse for you than everyone else, even for mechanics. Weapons pull to the left, cars break down, and the cooling unit on your ship seems to break during long trips. *And no Ctarl-ctarl to be found.*
- Explosive Words (+200)
 - Magic does not react well around you. Magic cast on you seems to hurt more, while magic you cast has a 10% chance of rebounding upon you instead.
- Treasure Hunting (+200)
 - Rumors are always abound of fantastic hoards of riches, or of legendary caster shells. The problem is that finding them takes months of effort, and costs you more than it would the riches are worth, but your greed won't let you avoid these rumors.
- Friends in Luo Places (+200)
 - Fred Luo seems to be interested in you. Whether it's romantically, or due to the 100,000 Wong debt you owe him, or both, he's bound to send someone after you to collect. *Not compatible with Hard Work for Luo Pay.*
- Annoying Idiot (+200)

- The ship's AI is worthless. Its repair directions are sloppy and break down faster, its navigation skills wind up spending twice as much fuel, and he won't. shut. up.
- Twilight Assassin (+300)
 - You've got a bounty on your head large enough that Twilight Suzuka desires it. Expect an ambush from her any day now.
- Full Frontal Piracy (+300)
 - You've angered the main pirate group nearest you, and they'll send combat teams to try to deal with you on a regular basis, even going into each other's territory to reach you.

Notes

- Some known effects of Tao Magic include summoning Magic Dragons (Puff Status: Unknown), explosions, tracking, limited matter creation/destruction, and many others.
- Caster Shells were all created by thee Magi who were looking to cure a shortage of Mana in the universe. All three currently reside on Tenrei, though good luck in getting them to teach you or get you the really powerful (but self harming) shells.

Changelog v3

- Added in a proper Companion Import
 - Supplement: Canon imports now possible
- Starships
 - Starship Frame cost reduced, starship import added.
 - Imports
 - This jump provides the best possible operating instructions under most circumstances, but it is not a substitute for sound judgement. Multiple sizes, advanced weaponry, FTL engines, etc. may require modification of type in comparison to sheer length.
 - Other
 - Repair drones no longer take up a weapons slot
 - Boosters Added
 - FTL drive added for purchase for small ships
 - Room Upgrades added
- Grappler Arms no longer take up a slot for the first one
- New Race: Saurian
- New Perks: Transformation, Muscular

Have a nice jump!

-FFTA