

Dead space

Jumpchain

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Humanity has spread among the stars. Scarred by a history of internal conflict and struggling with resource shortages, it endures thanks to the practice of planet cracking, literally tearing apart worlds to more easily process their resources. Hailed as the solution to humanity's woes, it is at best a stopgap. Secretly the Earth Government Colonial Alliance is experimenting with an alien artifact that seems to produce a limitless amount of energy. If the secrets of the marker are unlocked, it could be the key to solving all of humanity's problems. That same artifact inspired the creation of the Church of Unitology, a religion of ever-growing influence that believes the marker is a gift from an advanced alien race that wishes to guide humanity towards enlightenment, immortality, and freedom from suffering.

They are both completely wrong.

The artifact, the black marker, is a trap. One of many that were created millions of years ago and scattered across the galaxy. It is the answer to the Fermi Paradox. Humanity has not found alien life because the marker's creators consume all life they find. The marker emits a signal that manipulates the mind, altering DNA and changing the course of evolution to prepare any species that finds one for harvesting. When all is ready, the marker triggers a convergence event that gathers a world's biological matter to perpetuate a parasitical life cycle.

That exposure to the marker's signal drives people insane before causing the corpses that inevitably result to revive as mindless monsters bent on slaughter was a clue that no one ever seemed to pick up on.

The year is 2508. The *ISG Ishimura*, the largest and longest-serving planet-cracker vessel, is in orbit of Aegis VII. Officially it was just another planet crack. Secretly, the mission was instigated by the leaders of the church to retrieve an artifact discovered during the initial planetary surveys. When contact is lost, a shuttle is quickly dispatched with a small crew including ship's systems engineer Isaac Clark to investigate and provide assistance.

His long nightmare begins.

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You will stay here for ten years. Your age and sex matters little, so long as you survive. Perhaps **1000cp** will be enough to break the cycle of death this galaxy is trapped in. If not? Humanity will be consumed as so many other species were.

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Location

You may arrive anywhere appropriate to your background that is within human-occupied space.

Solar

You begin somewhere in Sol, perhaps Earth or the sprawl of Titan Station. Here you are just another face among the grime and the teeming masses. Although full of opportunity there are multiple marker research facilities scattered across the system. Disasters waiting to happen.

Colony

You begin on one of humanity's extrasolar colonies. Few are very large, most are dedicated to research or resource extraction. This is not an easy life, even before the isolation takes its toll.

You may decide whether or not a marker facility is present on the planet.

Ship

You are aboard one of the many ships traveling the void. Crew or stowaway, it doesn't matter. Unless transporting one, there are no markers to be found. No ship is perfectly self-sustaining, and the resources you need to survive are found only near the things that want you dead.

Alone

If you have your own ship, you may choose to arrive 'off the radar.' Finding your way from there is your own problem, and if you are a drop-in your ship is not registered with Earthgov.

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Background

Any of these may be taken as a drop-in.

Earthgov

You work for the government in one capacity or another. Spook, soldier, researcher, it doesn't matter. Humanity is facing a crisis with no real solution in sight. Planet-cracking barely keeps things afloat, and the markers are a monkey's paw. Sacrifices must be made.

Engineer

You're one of the people keeping civilization going, from contracted government workers to corporate employees on the largest ships humanity can produce. You might even have helped crack open a planet like an egg while still on that planet and wearing barely-adequate safety gear. Perhaps your luck will hold and you'll avoid getting involved with anything worse.

Unitologist

A religion preaching a better future, its ranks are swelled by people seeking hope and meaning during the current troubles. In reality, the upper ranks of the church wield enormous political and economic power while some within it are already preparing for a new crusade. None alive know that in truth the figure they venerate died trying to destroy the markers they worship.

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Perks

Free - Unmarked

How deeply can people be manipulated by the marker signal? Was Unitology created as a cashgrab, or an incredibly subtle and long-term means of sabotaging humanity's defenses? Is Earthgov really this stupid, or are they being manipulated to create and distribute new markers no matter how badly things keep going? It's impossible to say for sure, but at least for you the influence of the markers is guaranteed not to be permanent. As long as you can get out of range any changes they make to your body and mind will be slowly purged. You should still avoid prolonged exposure, but if you can survive and escape you'll eventually recover fully.

Earthgov

100cp - Earthgov is here to help

You work for the government, so you know how to at least look capable. Even if you're dealing with a necromorph outbreak or deep in marker madness you can maintain a confident facade. You might be pontificating about the necessity of studying the markers even as things burn down around you, but at least you sound like you're in control when you talk.

100cp - Do you love the Earth?

No matter how many times things go wrong, Earthgov just can't stop poking the markers. Just like the marker signal, you have a real talent for getting people to gloss over the stupid parts of your plans. You couldn't make someone kill themselves...unless things were already utterly bleak, but convincing the higher-ups that your new facility is outbreak-proof and works better if built in the middle of a city? Sure, but dodging the consequences of failure is another matter.

200cp - EDF pilot program

You're a certified pilot, rated to fly anything up to the level of a warship. This includes both in space and in atmosphere, in and out of combat. You can dogfight just as easily as navigate across known space. By necessity, your training included a crash course in the relevant math and science to help you plot a course and deal with planetary and stellar phenomena in flight.

200cp - Marine

Although they may seem helpless most of the time, the Earth Defense Force is still a highly trained and well equipped fighting force. You've passed basic, giving you a respectable level of physical fitness and skill with all standard-issue weapons. You've also been drilled in a wide variety of tactical simulations, mainly how to properly fight in the confined environments common to ship and station boarding actions. Your training didn't account for necromorphs, but you should be able to handle them once you learn their tricks.

400cp - Oracle

Someone in EarthGov had enough foresight to train operatives specifically to deal with Necromorph outbreaks, but not in the sense of direct combat. Instead you sift through the aftermath to ensure that nothing of worth is left behind and that no evidence or witnesses remain. For the former, you're trained in investigation and interrogation. To accomplish the latter you have the highest level of security clearance within EarthGov and a licence to kill. So long as it is for the sake of completing your assigned mission, you have free reign and to do nearly anything and success ensures you'll face few, if any, consequences. Post-jump, you'll enjoy vastly greater freedoms and privileges within whatever organizations you are a part of.

400cp - Senior researcher

Odds are you're at least indirectly working on the markers, given your qualifications. You've got a broad grounding in the science of this setting and a field you specialize in, which could be anything from chemistry to the physics of shockspace travel. This is more theory than practical applications, you'd need a team of engineers to put together anything you come up with.

600cp - Necessary sacrifices

Don't ask 'how stupid is Earthgov?' ask 'how are they still around?' Like this. When bad things come your way, the worst of it is delayed or treats everyone around you like ablative armor. Assassins aim to pick off your bodyguards first, the bulk of a swarm of necromorphs go after people in the surrounding buildings, and disasters you create take just a little bit longer for their full effects to fall on you personally. Very persistent disasters or enemies will quickly burn through everything between your head and the chopping block, so use that window of opportunity, however small, to get the hell out of harm's way while other people are still dying for your mistakes.

600cp - The definition of insanity

Is doing the same thing over and over again and expecting different results. But what if being crazy was a good thing? Then all the experiments on the markers would be worth it. Now, if you face an insurmountable problem or a puzzle that seems unsolvable, just keep at it. Throw away lives and resources and endure all the fallout. Eventually, there will be a breakthrough. Somehow. It won't be much, but it will mean a step in the right direction. If that's enough to solve the problem, great. If not, keep grinding away, as long as it takes. Any problem that can be solved, will be solved. If you have the stomach for the price demanded.

Engineer

100cp - Uncommon sense

A bit of common sense is always nice to have, and a quick thought is more than enough to pick out most of the mistakes and pitfalls that await you in a plan or process. Just as importantly, you're exceptional at pointing out those mistakes and getting others to understand why those are all bad ideas. You benefit from a boost to volume and eloquence while doing so if you like.

100cp - Zero-G certified

Even if you don't often work in space, many planetside jobs are much easier to perform in reduced gravity. You have lots of experience in these areas, walking on the ceiling with grav-boots, getting around with suit thrusters, or landing gracefully after an unpowered jump. It'll take more than bouncing randomly between surfaces to disorient you as well.

200cp - Safety first

When you're expected to work around active machinery it's very easy to die, and long practice has taught you two important tricks to help you avoid getting turned into red lube. You can keep an accurate timer in your head even when stressed or focused on something else, so you'll know when the stasis is about to run out. Secondly, you have a very good mental sense of where the danger is, how far the arcs and emissions will reach and where you need to stand to avoid getting pulped if something does happen. Necromorphs aren't machines, but they can be put in stasis and have just as many dangerous bits you need to stay away from.

200cp - Can we fix it?

Anything you come across that hasn't been completely destroyed can be fixed, or at least coaxed into working temporarily. A winch left exposed to the elements for more than two hundred years? Need a shuttle from a ship that was scuttled working again? They'll get you down a cliff or down from orbit at least once. Beyond that, there's no guarantee that anything you find will keep working without a full overhaul.

400cp - Not the intended use

So you overcharged a plasma cutter, removed the safeties on a floating buzzsaw, and turned some fuel tanks and scrap metal into bombs. Ok, but how do you use them in a fight? Very well, actually. You find that your non-combat skills directly translate into using them in combat when using the tools of those trades. A man who spent his life as a miner could dig his way through a horde of necromorphs with a rock saw as fast as any career soldier equipped with the standard kit could gun them down.

400cp - Certified engineer

You've received a firm grounding in mechanical and electrical engineering. You're not a specialist, but you can easily diagnose and repair problems with even the most complex technology of this universe. This is more practical than theory, but you still know enough that kitbashing, jury-rigging, removing safeties and fine-tuning devices are well within your abilities.

600cp - Solving practical problems

If someone wants to turn a moon made of dead meat into deader meat then you're the one to ask. You're crazy smart, especially in the exhausted engineer's way of breaking complex problems down into manageable solutions. You won't know anything you don't know, but you know how to leverage everything you do have to work with in creative and sometimes hilarious ways to solve whatever issue you're on the clock for. Whether that's fixing a failing reactor with scavenged parts or saving the species with the same it's all just a matter of scale and steps to you, and if there's even a chance of a solution you can find it very, very quickly.

600cp - AND FUCK YOUR MARKER

What do you have to fear, after a lifetime of work in places where printing replacement limbs is cheaper than proper safety procedures? Necromorphs are just another workplace hazard to you, and marker madness has nothing on middle management and rationed coffee. Fear? Stress? Cosmic madness? Kid's stuff. You could start a farm with all the shit you've seen and it'll take more than your coworkers rising from the grave to take a bite out of you to put you off your game. In the time it takes for others to go crazy you've already deciphered at least half the things shoved into your head by these monolithic motherfuckers. Dealing with the rest of the problems presented is just a matter of proportions of plasma projected pugnaciously.

Unitologist

100cp - Love and tolerance

Unitology is widespread, but also infamous for a few reasons. You can duck that suspicion, and your religion or personal philosophy won't color the opinions of others. Mostly. Don't expect to be welcomed if someone is aggressively excluding you and yours from something, or ignored if you wear a marker pendant openly once the church declares war on Earthgov.

100cp - Oratory

The best way to deliver a message is with a personal touch. You've got a great voice and the training to use it. Sympathetic, confident, wise, you can shift your tone in any way that best fits whatever you're trying to convey. You can even sound sincere, no matter how much you aren't.

200cp - A useful tool

Regardless of how you really feel about Unitology or how the Brethren Moons feel about the cult in turn, something during the process of indoctrination into the cult has left a mark on you. Most necromorphs will ignore you as long as you don't attack or overtly interfere with them, but hive minds, ubermorphs, and other nexus organisms with higher intelligence will not. They'll both attack you and command other necromorphs in range to do the same. Post-jump, similarly mindless or primitive predators won't attack you without incentive or instruction.

200cp - Shadow assets

Unitology loves money as much as it loves unity. But preparing for war takes more than a head for numbers. While you are quite the talented financier, your real skill is in fudging those same numbers. Hiding assets, dodging taxes, disguising cash transfers, even building a small fleet of gunships in preparation for war without Earthgov noticing. Something on the scale of that last example will need support on par with the cult's existing financial and industrial connections to hide within, but if you have the cash and a way to shuffle it around it can be done.

400cp - Inner circle

Driven by extremism or marker madness, there is a sub-cult within Unitology preparing for war. More terrorist than professional, they are still trained to carry out acts of assassination and sabotage. This is a crash course in improvised explosives and amateur tradecraft, and it's functional despite being scraped together. More than that, it's easy to pass on. You know how to teach these skills to others quickly and turn zealots into serviceable soldiers for the cause.

400cp - Preaching convergence

To build a cult, you must first craft a philosophy. Anyone can spout a few idioms or dig through some history and art books to come up with a symbol. Understanding psychology is needed to make your cult truly great, and you are a master of how to read people, know what they need, tailor your message appropriately and hook them for life. You could make a great living in any number of fields with this, but your greatest talent is an almost supernatural knack for finding those that can be pushed beyond all reason and turning them into unthinking zealots. The kind that will follow the worldview you've tailor-created for them without hesitation, even unto death.

600cp - Make me whole

Transformation into a necromorph destroys everything a person is, but you are the singular, dangerous exception to that rule. Your mind will remain intact and capable of independent thought despite whatever transformations you undergo, no matter how complete or how much 'other' is joined to you in the process. Should a convergence event take place and your body is one of those absorbed while you still live, a new Brethren Moon will be born...with your mind in full control of the mass and everything within it.

600cp - Reanimator

The methods of transformation into a necromorph are well known. Exposure to a marker signal, or an injection into the brain from an Infector. You can replace the latter feat, just get a finger in there and poke a corpse's brain to start the transformation. The necromorphs created will be loyal to you alone and outside the influence of the Brethren Moons. Creating basic slashers is easy, but you're not a Brethren Moon. Anything else requires experimentation. The number of necromorphs you could create is limited only by the materials you have to work with, but control is the real issue. Like a marker, you exert a very faint signal, measured in meters, that allows you to mentally command your creations. You'll need to create hive minds or an artificial means of boosting your signal if you want to exert any real control or direction over a large number of creations. Yes, you can choose to poke your own brain, but it's a one-way transformation that will kill you under ordinary circumstances. If you have some way of surviving that without chain-failing, your new necromorph body becomes an alt-form post-jump.

Items

Resource Integration Gear

Purchases here may be combined into a single item and freely imported into similar equipment.

Free - R.I.G.

A piece of equipment used by everyone here in one form or another. The most basic model takes the form of a harness with a LED display running along the wearer's spine for at-a-glance diagnosis of their general health condition, holographic communication and navigation systems, a personal computer and modular connections for quickly integrating later upgrades.

100cp - Hazardous environment suit

While the details for different professions may vary, this upgrade always incorporates a heavy full-body suit, deployable helmet, internal air tank, grav boots and micro-thrusters allowing for brief operation in space. The suit has minimal armor and is designed primarily to protect against hazards found during the course of industrial work such as fire, shocks, and toxic spills.

100cp - Security suit

Designed for civilian security and low-ranking military forces, all variants of this equipment have better armor coverage than other types of suits. It's designed to protect against impacts, cuts, shrapnel and mid-caliber gunfire, but offers little protection against other kinds of hazards.

100cp - Research suit

Minimally armored but with enhanced sub-systems, this class of suits was designed for those working in scientific fields that required specialized equipment. The suit's systems are hardened against EM interference and are rated very highly against CBRN hazards. Integrated passive sensors allow for greater awareness of the environment, and a variety of sensors and scanners coupled with a very powerful on-board computer allow for field analysis of samples.

100cp - Kinesis module

A device in common use that creates an artificial gravity field to lift and move heavy objects. Anything suspended by the field can also be flung away with enough force to disable weaker necromorphs with a single well-placed hit. The version purchased here is far more advanced than normal, with enough fine control that you could manipulate objects at a distance as if you were using them by hand, and enough power to rip the limbs off necromorphs at close range.

100cp - Stasis module

Time dilation technology has been miniaturized, allowing for workers to work around active machinery in relative safety. Larger stasis modules can be used to keep the injured stable or criminals secure. This palm-mounted emitter system is better in every way than any other you might find here. Stasis lasts far longer and the dilation ratio is greater, the module's energy reserves are higher and regenerate without outside help. Uniquely, integrated shielding also prevents stasis effects from this universe from affecting you if you do not wish to be.

Earthgov

100cp - EDF standard issue

Motorized pulse rifle, seeker rifle, and plasma pistol. The pulse rifle is an all-purpose weapon designed to fire low-caliber rounds to avoid hull breaches, but can be loaded with specialized or even custom rounds. The seeker is a sniper rifle powerful enough to de-limb targets with a precise shot. The plasma pistol is a compact and powerful backup weapon. All are excellent designs, but they were not made with necromorphs in mind.

100cp - Strapping uniforms

You have a selection of formal clothes and uniforms suitable for any position within Earthgov. Nothing here is powered or valuable, but you'll fit right in. This includes every uniform seen in the series and every 'skin' for suits, DLC or otherwise. It also has Unitology priesthood and Circle zealot outfits, if you feel like a little espionage or just like the marker aesthetic.

200cp - Universal ammo

Somehow this...magazine? Battery? Fits into any device to provide whatever it needs to work. Saw blades, plasma, grenades, doesn't matter. The bigger or more energetic whatever you're throwing out, the more ammo is consumed. It holds one hundred units of ammunition. For reference, an underbarrel grenade launcher consumes five units with each shot while a sustained burst of pulse rifle fire costs only one. Spent ammo is slowly replenished.

200cp - Kiosk_kracker.exe

Don't let a few locked doors or supply crates stand between you and saving humanity. This fully automated decryption program will easily cut through civilian-grade electronic locks and might get you a freebie or two from a kiosk before it detects the hack and locks itself down. Don't expect it to crack mil-spec firewalls on its own, but a skilled programmer will find it a very helpful tool and can get more out of it than someone who can only point and click.

400cp - Particle slicer

Perhaps the smartest thing that EarthGov ever did was design a weapon specifically to kill necromorphs...but still didn't think to mass-produce it. This projector, almost small enough to be palmed, fires a beam designed to penetrate without cauterization to maximize the damage and loss of fluids needed to immobilize necromorphs. Little is known about the weapon's full specs but it is undoubtedly powerful, able to drill holes clean through the mass of a small hive mind and cause enough damage to disable it with only a few shots.

400cp - Sterilization gas

Created by scientists of the Sovereign Colonies more than two hundred years ago, the recipe for this potent weapon is now yours. A horrifically corrosive gas that can easily penetrate suits, it reduces organic matter into a slurry of inert chemicals even the markers can't reanimate. Lace projectiles with a concentrate of the gas or load it into a sprayer and you have a very dangerous weapon best used with caution. The gas will destroy even the largest growths and kill the toughest necromorph variants, if you use enough of it and give it time to work.

600cp - Dampening system

The systems used by EarthGov only partially block the EM fields spread by the markers. This one works perfectly. No marker madness, no corpses reanimating, no unwanted signals of any kind getting in or out. The canopy can be set to selectively permit certain signals, meaning you can safely work on a marker by remote without fear as long as the structure remains intact. Post-jump, the system works equally well on pretty much anything you can think of. Although this item isn't at all designed to keep something from physically breaking out, anything secured inside can be kept in perfect isolation, unable to sense or communicate with anything outside.

600cp - Noonlight diagnostics machine

Somehow the markers emit a signal that embeds information into the human brain. Most are driven insane, but stronger minds receive encouragement and instructions on how to build more markers. Scientists know how to stimulate the regions of the brain holding the information to bring it into greater recollection, but the version you purchase here can also perform a far more valuable function. Erasure. Implanted memories, programmed hypnotic or emotional triggers, even cognitohazards. Anything forced onto the psyche can be identified and deleted. Putting someone through this machine is the only way to ensure they are free of even the most subtle marker influence. It uses magnetomic forensic neurology, so no eyeball-needling required.

Engineer

100cp - Power tools

Whatever your exact profession, you need the right tools for the right job, and you've got three. The plasma cutter, arc welder, and hydrazine torch. All have been upgraded fully, but are otherwise no different from the same easy-to-weaponize tools used by everyone else.

100cp - Coffee

The most important tool in an engineer's arsenal, as any professional will tell you. Besides being an excellent blend that'll come out nicely in even the most unholy of improvised setups, this coffee helps with both focus and stress. It won't stop marker madness, but forcing someone caught in a necromorph outbreak to stop for a cup will steady their nerves much better than any prescription drug this century could provide.

200cp - Power nodes

Highly advanced modular components, many workers carry power nodes to perform spot repairs on damaged electronics. Skilled engineers can use them to improve devices beyond factory spec in minutes, a practice that would be far more common if these things weren't so damned expensive. You've got a packet of five which slowly replaces any you use or lose.

200cp - Overcharged gravity boots

Gravity boots are ubiquitous for performing tasks in microgravity environments, keeping workers steady on the 'ground' when needed. The basic model is pretty limited, but these boots have a much higher output to keep even explosive decompression or impacts from launching you into danger. You could even, with great difficulty, walk up walls and on the ceiling in 1g. Between the additional force generated and the heavy structural reinforcement you could easily stomp with enough force to crush an armored torso, if you wanted.

400cp - Portable workbench

The size of a large briefcase, this kit can work with anything that can fit on top of it. Parts can be tested and replaced, repairs made and machines assembled. The workbench is loaded with a large number of standard blueprints and processes and can handle basic tasks automatically. If you want custom work done or to deal with out-of-jump technology, you'll either need the know-how to direct the machine's tools manually or add to the bench's library of programming.

400cp - Scavenger bots

An old Sovereign Colonies design designed for search and retrieval. You get three. Set them loose and they'll soon return with a random selection of whatever could be found nearby. Circuitry, rare earth metals, food...in truth, they generate the salvage outright without depleting whatever is in the environment. They will also never be noticed or intercepted by security or enemies, and moving to a different planet won't stop them from finding their way back to you.

600cp - Dead Space datacore

This high-density data storage device holds vast amounts of information. Blueprints, equations, textbooks and technical guides, everything that humanity knows about science explained in a way that even a layman could follow. What the datacore doesn't hold is anything related to the markers and necromorphs themselves or the aliens of Tau Volantis.

600cp - Premium kiosk

Enjoy an enhanced shopping experience with this upgrade. While you still need to pay, kiosks will now sell you anything human-made in the Dead Space setting, including raw materials like somatic gel and weapon parts. Kiosks will also now never run out of stock or leave records of your transactions, but still cannot produce anything larger than a suit. You can also sell nearly anything of a similar scale to the kiosk and receive credit to your account. Post-jump, a kiosk will be installed into your warehouse or placed into your current jump at a location of choice.

Unitologist

100cp - Pamphlets

A large assortment of propaganda in both paper and electronic form. The slogans are catchy and the imagery professionally designed. They default to being aligned with Unitology, but you may change them to advertise for something else when distributing them.

100cp - Surplus mining equipment

Last generation's models but with the power tuned up and the safeties tuned down, few would question your possession of these machines despite their lethality. The javelin gun is used to launch survey sensors that can easily impale people and be overcharged to release lethal electrical arcs. The disc ripper keeps a cutting blade spinning on a gravity tether a short distance in front of the user, and removing safeties launches sawblades that will ricochet at random. The rivet gun is a rapid-fire tool for performing quick repair or fabrication work, and rivets can be overheated to the point of exploding with a simple signal from the user.

200cp - Marker fragment

It looks like nothing more than a small chunk of colorful bismuth that can be worn as a pendant, but a careful analysis will show this rock was once part of a red marker. Too damaged to pose a risk to anyone, this fragment will begin to vibrate when it's in range of a marker signal. A faint but constant tug will pull the fragment towards the closest active marker making it very easy to find them. Post-jump, at the beginning of each new jump you may select a different kind of energy for this fragment to detect and gravitate towards.

200cp - Outreach center

You have the deed to one of Unitology's outreach centers, the public face of the cult that acts as a recruitment center for new converts and semi-private facilities to perform various rites. This location is considered a church with certain benefits even in the current age, being free from taxation and enjoying a level of privacy EarthGov doesn't normally permit. What only the vetted faithful are aware of are the hidden areas reserved for far less legal operations. Post-jump, this building is considered a church when it would be beneficial to be so and those same hidden spaces remain unknown to any outsider and very well hidden.

400cp - Gunship run

Take one of Unitology's shadow fleet for your own use. Call in the attack, even just verbally, and the gunship will appear and start shooting. It has chainguns and rocket pods, but you cannot do anything with it beyond giving it a target and setting it loose. The gunship can be destroyed by enemy fire and it won't stick around for more than a minute, but that's more than enough time to do a lot of damage. If summoned indoors it will take the form of a small but still just as dangerous gunship-shaped drone. Can be called to attack once every 24 hours.

400cp - Business interests

For all their preaching, Unitology demands payment to ascend the ranks and the higher levels of the cult actively work to increase their wealth and influence across society. You have assets enough to let you live easily and enough stock in several companies to afford you a degree of influence in voting, especially if working in concert with other Unitologists. Post-jump, you'll have both wealth and some way of exerting influence in either government or economic circles.

600cp - Ubermorph

Artificially created by a single lunatic aboard the *Ishimura*, and rarely appearing elsewhere for reasons unclear, this necromorph resembles the common slasher but is far more dangerous. Stronger, smarter, faster, and capable of seemingly limitless rapid regeneration, this Ubermorph is loyal to you alone and the Brethren Moons have no control over it. It will happily kill anyone you point it at, even other necromorphs, and with its capabilities even those types that vastly outclass it might be brought down through sheer persistence. Very few things can truly kill an Ubermorph, total incineration and some chemicals, but even if that happens your pet needs only a single hour to regenerate and return to your service. Counts as a follower.

600cp - Red marker

A unique error during construction of this marker resulted in it operating on a different wavelength than the signal sent out by the Brethren Moons. Despite the flaw, core functions of this marker are still intact allowing you to use it as a method of instantly transmitting both power and information to other markers, even across interstellar distances. You know how to build more markers with the same modification and create a network outside of the Brethren Moon's control. Having the blueprints isn't the same as knowing the theory behind them, so if you want the markers you build to warp minds and bodies it's up to you to fully reverse-engineer it and somehow design a transformative signal of your own.

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Ships

All ships are equipped with a shockpoint drive that allows for FTL travel. Fuel and munitions automatically restock as do the followers that are provided to crew each ship.

100cp - Shuttle

Like the Wai-Lao class that took Isaac to that first fateful journey to the *Ishimura*, these ships are small and cramped with very limited storage and living space. They are not designed for extended habitation and are expected to have a crew of five, but can be operated by a single person if needed. Shuttles are the smallest class of vessel that can be equipped with a shockpoint drive, and do not have the structural integrity or power output to support weaponry.

200cp - Transport

A multipurpose hull averaging 200m in length, these ships are often retrofitted for any number of tasks that need a large amount of space in a mobile package. Minelayers, dedicated medical ships, research labs, troop transports, etc. Heavily modified transport hulls are also the ship of choice for the illegal scavengers and miners called magpies. Transports are not armed by default, but can be easily modified to mount light weapons.

400cp - Destroyer

Topping out at around 350m in length, destroyers are the smallest true combat ships used by the Earth Defense Force. Fast, maneuverable, and powerful, this class of ship can easily catch and kill anything that isn't a dedicated warship. SpecOps variants are much smaller but even more agile, designed for in-atmosphere close combat support. Armament varies, but railgun point-defense, guided torpedoes and plasma batteries are most common.

600cp - Planetcracker

Armed conflicts over dwindling resources only ended with the development of planetcracking, accomplished by these ships. The USG Ishumura was the largest, 1.6 km in length with thirteen hundred crew and operating now for more than sixty years. It is one of the largest ships humanity has ever built, designed to literally tear apart a world and process the debris. It is a miniature city growing its own food, with medical, scientific, industrial, and recreational facilities for the crew to operate and enjoy. Despite all of this, it remains just a mining vessel.

600cp - Frigate

After the Secession War, the newly-formed Earthgov had little need and even fewer resources to construct ships larger than a destroyer. While planetcrackers might still be larger, the number of warships above a kilometer in length currently in service are very few and purchasing one here grants you a level of force projection that will draw constant attention even with a legitimate reason for possessing one. Little information on ships of this class is available, but if you've got the mind to brawl with a brethren moon this is how you'll do it.

Variable - Wreck

There are many wrecks floating around here thanks to the number of battles, necromorph outbreaks, and deranged engineering standards. By means lawful or otherwise, you've acquired a half-broken ship that most would have sent to the breaking yards. It still has all the important bits, and the hull is mostly in one piece, but you're going to need a lot of time and effort to make it spaceworthy again. Purchasing one of the above hulls as a wreck halves the price, and you may take a single wrecked shuttle for free.

Companions

100cp - Companion import

You're going to need all the help you can get, so here you go. You may import up to eight companions. They get a background with its freebies and discounts, and 600cp to spend.

200cp - Canon or custom

A better use of points might be to get people out of here. You may create a custom companion or convince someone from the jump to leave with you. They get a background with its freebies and discounts, and 1000cp to spend.

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Drawbacks

+100cp - Plasma cutter supremacy

It's entirely possible to complete the games using only the starter weapon. With this drawback you must recreate that feat. Select a single weapon for your time here, and you will receive that weapon, fully upgraded, for free. While you are free to use any tool for their intended purposes, using anything but your choice in a fight will fail miserably. Parts will jam, shots will go wide, power cells will short out. If you purchase a ship, you must rely on the crew to operate its weapons, and any custom weapons you create can at most be multiples of the same weapon.

+100cp - Another environmental puzzle

Stasis and kinesis modules are very useful tools...but it can get downright absurd how some things here are designed to require them. Why not bolt a normal ladder to the wall, instead of slowly extending one with a kinesis-controlled winch? What maniac decided that workers needed to move around lethal hazards by slowing them down with stasis? None of these 'puzzles' are at all difficult, but they range from aggravating to lethal, it seems like they're everywhere, and there's no going around them.

+200cp - Resource wars

Even by literally cracking planets open to get at the resources inside, humans are still dealing with a resource shortage. Somehow. And so will you. Salvage is scarce, money is tight, and you can't afford to splurge on anything here, even ammo. Additionally, anything purchased in this document takes ten times longer to be replaced or recharged.

+200cp - Tactical engineer action

Necromorph tactics have evolved beyond 'scream and stab' with more information being retained through the transformation. Doors will be opened, power lines will be cut and the atmosphere vented. Places such as medical bays and command centers will be recognized for their importance. This isn't true planning or intelligence, just fragments of memory and priorities used to create new directives for the swarm. On a personal level, necromorphs are no longer inclined to randomly vocalize which makes it that much harder to notice their presence.

+300cp - Marker madness

The markers have got their hooks in you. The hallucinations they inflict are sometimes subtle enough to be indistinguishable from reality, manipulating you with visions of trustworthy figures or leaving you to wrestle with phantoms to avoid killing yourself. Other times the signal will resort to blunt emotional manipulation, attempting to drive you to distraction and despair. Episodes will be infrequent but you must always be on guard.

+300cp - Prime subject

Somehow you've ended up on EarthGov's radar and the information quickly made its way to the upper levels of the Unitologists in turn. Both of these groups want a look at your brain and you won't survive the examination. Both have enormous resources to throw at the search and will take different approaches, but human space is vast and neither is all-seeing. They won't cooperate, but even then it's unlikely you could win an open war against even one.

+600cp - Necromorph soup

It's a very simple recipe, just giblets cuts and goop. If you don't want your chain to end, you must kill one of every kind of necromorph shown in the Dead Space series, including a hive-mind sized mass, within ten years. You won't have any out-of-jump powers or items to help you, and a Brethren Moon is also a type of necromorph. Like the name implies, it's a mass of undead meat under a crunchy rocky shell, and it's the size of a damned moon. Good luck.

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Scenario

Co-op

For this scenario you'll replace one of the other crew members onboard the shuttle that brought Isaac to the Ishimura, awakening just after it crash-lands. Drop-ins will instead find the door of their holding cell on the Ishimura opening, listed in the ship's logs as a stowaway. Any items, ships or companions you purchased will be found in appropriate locations as you progress.

You face three challenges, and you must work with Isaac to solve them. While you are free to tackle them in any way you wish and aren't required to follow the canon plot exactly, fate will conspire to ensure you cannot circumvent the challenges or handle them alone in any way.

The first task is simple. Either completely destroy the marker taken from Aegis VII or return it to the location where it was found on the planet and bury it deep.

Afterwards you'll be separated from Isaac for several years, meeting up again on Titan Station. Your second task is to survive the necromorph outbreak and work with Isaac to destroy the marker he was manipulated into creating. You'll be hampered by damage to the station, necromorphs, the security forces under Director Tiedermann, and Isaac himself. Afflicted with marker dementia, he will need your support to avoid succumbing to the marker's influence.

If left alone, Isaac will then go into hiding from Earthgov and all the horrors he'd been put through. This would last until a group of Unitologists called the Inner Circle launches attacks on all known marker facilities, causing multiple outbreaks and enough damage to effectively cripple Earthgov. They will be opposed by a handful of the few surviving EDF soldiers who recruit Isaac in their mission to locate and destroy the apparent source of the marker signal. This is your final task, traveling to the world of Tau Volantis and destroying the dormant Brethren Moon found there by whatever methods are available to you.

If you're fast or clever enough, destroying the Moon before it can fully awaken means that humanity has earned a reprieve. Its death causes an interruption in the marker signal and disables the necromorphs in human space for a time. It also means that the other Brethren Moons are not yet aware a new species is ready for harvesting and remain asleep.

Of course if the Moon wakes up, even briefly, it will summon the others to consume humanity. The Brethren Moons will identify both Isaac and yourself as serious threats, spending every spare moment to hunt the two of you for however much time you have remaining to spend here.

Needless to say, you can't let Isaac die during your stay or your chain will end. Don't worry, unless you somehow tilt the odds against him you won't have to worry he'll die the moment you split up or let him out of your sight. But when the two of you are together, which you'll always be when things get really dangerous, keeping him alive will be your first responsibility.

For clearing this scenario, your reward is a copy of Tau Volantis accessed through a door in your Warehouse. The markers on the world are dormant and the necromorphs are truly dead. A crashed Brethren Moon is also very dead, crushed by the alien machine but left frozen and just intact enough for you to study its inner workings. The environment will be the only real remaining danger, allowing you to salvage and study what you can at your leisure.

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Outro

Still sane, or at least alive after ten years? I can't imagine why, but you could choose to **Stay Here**. Perhaps it would be better to **Move On** to a more pleasant place, you've certainly earned a vacation. But if it's all too much for you, you can always **Go Home**.