

Red Dwarf Jumpchain V1.0 By Wukong

BEGINNING:

This is a space adventure, but not like any you are familiar with. This is the universe of Red Dwarf. Prepare to spend the next ten years stuck on a six mile long ship, 3 million years into deep space with only the dysfunctional crew to keep you company. You have to put up with a neurotic hologram, a completely self-obsessed man who evolved from a house cat, an insane service droid, a senile AI and the slobbiest (and last) man alive. I hope you enjoy British comedy.

Of course, you'll need a starting budget. Give yourself +1000CP to spend for this trip.

LOCATION:

You begin your journey on Red Dwarf, the day a certain David Lister is released from stasis. Your background corresponds to your method of arriving three million years in the future. Drop-In's were locked in stasis before the crew were wiped out. Felix Sapiens are of the last generation of cat people in the cargo holds. Holograms are generated by Holly, the computer. If you are an android, then the crew picks you up a few days later from some abandoned asteroid where you ended up.

BACKGROUND:

This is the part where you choose your identity. Who are you in this crazy place? Age and Gender is kept from the previous jump or can be changed by paying 50CP.

-Drop-In (Free): You begin as a human who once served in the Space Corp, although for some minor misdemeanour or other unusual turn of events, you were in stasis during the radiation leak. You have awoken 3 million years in the future along with Dave Lister

-Felix Sapiens (-100): You grew up in the cargo holds in Red Dwarf. Your race evolved from a single pregnant housecat and so while outwardly similar to humans, are far more fashion oriented and stylish than regular humans can ever hope to be. Also your pretty lazy at times and are far more catlike than you would care to admit.

-Hologram (-200): You're dead. But don't worry about it, jumpchain is still going. Only now you're dependent on your light bee, projecting your personality matrix to still work from keeping you from failure. You have a small device buzzing in your chest that functions as a projector, and this is your only physical presence. If this fails then so do you, although it will not break passively, only through your own actions.

-Android (-200) It seems you chose the life of servitude in this jump. Interesting. Or it would be if you hadn't broken your programming and learned to live for yourself and not others. While you still operate under programming, it's pretty much ignorable as you have achieved true sentience.

ABILITIES AND SKILLS:

Perks of a corresponding background to your own are half price, and the 100cp perk is free.

Human

Comedic timing (100)

You always know how to make jokes and funny references like its scripted. You are full of pop culture references and can always adapt to a new audience. Jokes come naturally to you, as well as a rough idea as to how the listeners will respond to them.

Inner Furnace (200)

You gain a resistance to all spicy food and can ignore the good and/or bad effects from drugs and alcohol. Should be pretty handy for surviving some of Lister's "Cuisine" and the many, many vindaloo curries.

What a stroke of luck (400)

It seems you often seem to get lucky, find what you're looking for or have things just generally go your way. Be warned though, don't rely on this otherwise fate may just screw you at a critical moment.

Ace (600)

It seems you have become something many aspire to be. You have inherited the traits of the great Ace Rimmer, the multiverses greatest hero. Chief among these is your phenomenal charisma and social skills, capable of making all but the most neurotic, selfish people at least have a grudging respect for you, if not outright admiration. Another is the space corp test pilot training, giving you a working knowledge of any practical skill that you could need, from ship maintenance and piloting to surgery. Finally you also gain a fantastic head of hair. Most people will look at you and think, "What a guy".

Felis Sapians

Cool Cat (100)

You look good. Like really good. Your sense of fashion is incredible, always keeping up on the popular trends and styles. Also you tend to look good in almost anything, not just flowing with the trends but setting them yourself.

Secular Skills (200)

Through growing up in a society in which religion tried to stem the natural instincts of the cat people towards vanity and good looks, you learned to craft amazing clothes and outfits from the most base materials and tools, and don't worry they all will look fantastic.

Catlike Grace (400)

You gain a sense of grace and flexibility almost impossible for regular humans to match. You would be the envy of world class contortionists. As well as this your reflexes become almost superhuman, able to react with speed few others can rival.

Nasal Integrity (600)

It seems you have a nose to be reckoned with. Even amongst your race, your skills stand out from the crowd. You can smell things even before scanners can detect them, even in the vacuum of space. If you really try, you could possibly even navigate your day to day using only your sense of smell. It's that good.

Android

Data Banks (100, first free for android)

You possess a large amount of knowledge across numerous different fields. You can often pull a helpful fact or two in a situation. Repeat purchases give either some very obscure knowledge or more in-depth of the range you already know with this perk.

Master Chef (200)

You are a fantastic chef, experienced and talented. You can make a damn good meal out of almost anything. Also gives you a pretty good knowledge of different types of food etiquette in different cultures. Never get caught out again.

...With only two problems (400)

You can easily identify flaws and mistakes in other people's plans and ideas. These may be subtle or glaring flaws but you have a knack for finding them. This does not apply to your own plans however, you have got to think those through yourself.

Nanobots (600)

You have little robots inside you that can rebuild most damage short of instant death. They can also synthesize new materials by messing with atoms, however these have to be on the periodic table and have no magical properties. They are not very imaginative however and so you may need to be very exact with the commands you give.

Hologram

Well Adjusted (100)

It seems your death didn't unsettle you as much as is usual. You have an amazing ability to cope with emotional and mental trauma very easily. You can even help others when in despair or troubled just as well.

Sustained Body (200)

No longer need to worry about bodily functions like food, drink and breathing. However you still need to sleep though.

600 Years? (400)

Time seems to fly when you have little to do. To you there is no boredom, a place of calm and feeling of bliss can sustain you happily for however long you need to wait.

Hard light body (600)

You are almost indestructible, while pleasure and pain responses do still remain. You can be affected by electric and digital attacks and you have a "weak point" where your light bee is which projects your hologram. Hard light does require a large amount of energy and is unsustainable for long periods of time without a fantastic energy source so you may need to use the soft light projection for the most part to save power.

ITEMS:

Armageddon Virus (100)

A really good computer virus. Its real hard to stop once it gets going.

Psi Scanner (100)

An auspex that lets the user analyse their surroundings and objects. This machine provides data about them. May be unreliable at times and require rebooting.

Light Bee (100)

A small cylinder used for creating a hologram of a recorded personality matrix or AI. System for recording matrices also included. Its very energy hungry though, so do ensure you have some batteries.

Extra 200- The light bee is upgraded to be able to project a hard light hologram.

AR Machine (200)

Alternate Reality machine allowing for highly accurate simulation, comes programmed with the Camelot Game, Zero G Kickboxing and Jane Austin World.

Extra 100- Comes installed with better than life

+100cp-Only programmed with The Rimmer Experience, you have to program other things yourself.

HoloWhip (200)

A whip made out of energy that can hurt a hologram. Not lethal at current energy output settings. Can be used by holograms on humans.

Rejuvenation Shower (300)

Restores the user to the prime of their youth. Will come as a flat pack and CANNOT be used to time travel, regardless how bad you are with an Alan key.

Molecular Destabilizer (300)

A gun that will make solid objects and surfaces act as if they are not there for a very short period of time (top limit of 10 seconds).

DRAWBACKS (Maximum of 600CP gain):

Slob (+100)

You become kinda trashy, not washing much and wanting to do little but drinking shitty lager and eating spicy food.

Vain (+100)

You're seriously obsessed with yourself. You will be checking yourself a lot for any imperfection and if you come across a dress mirror you will be spellbound.

Neurosis (+200)

You're an annoying asshole that people abide but don't really like at all. Be prepared to have your head up your arse for the next ten years (metaphorically)

Obedience Protocols (+200)

You have to obey the commands given by a human, or hologram. However other people don't know this yet so if you play it cool you might get away with it. Also you can't swear. Have fun with that.

Polymorph (+300)

One of these is loose on the ship and it's got you good once. You cannot feel the emotion you value the most. Also if it gets you again you lose another. This will not be fixed until you leave the jump and it can shapechange into any form. It's smart and knows how to get to you best within its range of its abilities.

Not a Comedy Anymore (+300)

This is red dwarf alright, but not like the show. Instead the humour and comedy show elements are removed, replaced with gritty realism and real danger. Expect the next ten years to be like something out of hell. Supplies will run low, things will break, simulants will attack with far more regularity and the crew will be all but useless as their negative traits are magnified. Good luck.

"Woke up on Mimas with no money and a passport in the name of Emily Berkenstein" (+600)

All jumper abilities and the warehouse is locked until the end of the jump for you and companions.

END CHOICE:

You've survived this world for 10 years, and you're presented with your choice. Where too next?

-The Journey Home: Maybe Lister's long journey home has reminded you of your own. Either way it seems as though you have chosen to end the chain, returning home with all your perks, companions and items gained as a farewell gift

-Better than Life: Well, you have chosen to stay in this world. Perhaps you can't leave this group behind after all you have been through. Your jumping days have ended and you spend your last days with your crewmates in red dwarf.

-The Jumper Experience: You've had your fun, but there are other sights to see and places to be. This is only a single journey in the face of many still to come. Keep jumping onwards!

Notes:

After the jump, if you chose to be a hologram, it becomes an alt form that you can turn on and off at a whim.