



NuTrek Jump

Space, the Final Frontier. You are entering a galaxy of strange worlds, with adventure and danger lurking around every corner. You are now a part of Starfleet, a galactic confederation of races living in peace and harmony. This peace, however, is fragile - and thanks to forces acting in nigh-incomprehensible ways, the galaxy shall be pushed to the brink many times while you are here. Shall you save it, or push it over the edge? To aid in your endeavours, you have, as always, **+1000 CP.**

Backgrounds



Species

Roll 1d6 or pay 50 CP to choose Freely

1: Human



Humanity is one of the most significant Federation species, and has played a major role in its Foundation.

2: Vulcan



The Vulcans are an extremely logical and intellectual species with a long, valued history in the Federation. Comes with limited psychic abilities.

3. Romulan



The romulan empire are distant cousins of the Vulcans, but are far more warlike. You may choose whether you start as a servant of the empire or as a member of Nero's time-Plung crew.

4. Klingon



The klingons are a hostile, warlike species that has made acts of aggression against the Federation countless times.

5. Ultimean



You may have started out as any humber of species, but now your DNA has become extremely damaged due to extensive splicing, making you a monstrosity.

Well, aren't you lucky? You get to turn into any species displayed within the NuTrek movies.

6. Free choice



Backgrounds, cont.

Drop-in: Free

Maybe you don't want anyone to see you coming, or maybe you like the idea of being a drifter. Whatever the case, this leads you to wake up with no history or memories. Roll 20+1d8 For age.



Cadet: 50 CP

The Future belongs to you and your peers. You begin as a student at starfleet academy, and in a few years you'll likely be able to gain a position in the main fleet. Roll 20+1d8 For age.



Officer: 100 CP

Someone's gotta keep the peace in this galaxy, and as a starfleet officer, there's no one better equipped. You start off, however, as an instructor at the academy. Roll 40+1d8 For age.



Rogue: 150 CP

Perhaps it was a difference of opinion, perhaps it was personal. Regardless, you now stand apart from starfleet and exist as an entirely separate entity. Be warned: They will hunt you. Roll 30+1d8 For age



You will arrive on the day that James Kirk joins starfleet. Roll 1d8 For location. Cadets and officers may

1: Starfleet HQ, San Francisco

2: Section 31 HQ, London

3: The planet Vulcan

4: Bar in Iowa

Freely select starfleet HQ.

5: The planet Quo'Nos

6: Starbase Yorktown

7: The planet Ultimate

8: Free choice!

Specialities and skills

This section is entirely optional, but leads to discounts on powerful items in this jump. A speciality costs 100 CP. Students and officers get one For Free, rogues get two. If you have a speciality, you may take any three skills below, though you cannot have more outside of your speciality than inside it. If you want more skills, you can purchase them For 50 CP each.

Sciences

Your job is simple: To understand the complex, countless mysteries that lie ahead.

Skills:

Medicine: You have extensive training in the treatment and healing of the sick and injured.

Physics: You have an extreme understanding of the laws of nature surrounding time, space, and matter.

Deductive reasoning: You are highly capable in matters of logical deduction, and can deduce the causes of any number of strange effects, given enough time.

Operations

You don the famous red shirt and do what's needed - you keep the ship running.

Skills:

Combat: You have advanced training in Hand-to-hand and phaser combat, as well as managing a starship's weapons systems.

Communications: You are highly proficient in managing communications, as well as the decoding of enemy transmissions.

Engineering: You keep the ship running. By your strength and knowledge, the core systems of a starship function.

Command

At the end of the day, someone needs to take charge on every starship - someone like you.

Skills:

Piloting: You have extensive training in maneuvering and piloting starships Outside of FTL.

Navigation: You have a near-prodigal ability to plot courses through uncharted space, nearly always finding the fastest routes.

Command: You have a great ability to coordinate and manage all those under your command.

Perks/Abilities

All perks are 50% off For the corresponding origin/speciality. 100 CP perks are Free For the corresponding origin, but not For the speciality.

Kinda a dick-100 CP

Discount drop-in

You kinda are one, man. But now, you can get away with it. This helps you come off as Funny, instead of just as an ass-hole.

Love 'em and leave 'em-200 CP

Discount Drop-in

You're always getting it - in all kinds of places, From all sorts of different people - and species. This will help you in your efforts to get quick, drama-free Flings.

Pull yourself together- 400 CP

Discount drop-in

You might Find yourself in bad ways, jumper, and often it'll just be your own Fault. This'll help you recognize when you're underperforming, and get the most out of your potential.

Stumbling into plot-600 CP

Discount drop-in

You may Find yourself in the ass-end of nowhere - marooned on a planet, or something similar. But somehow, something or someone important will nearly always present itself - if you look hard enough.

Academic aptitude-100 CP

Discount Cadet

Some may waste their time with thrillseeking and other ventures, but you know better. The only way up in this galaxy is hard work and study, and you have become exceedingly adept at both, to the point where few can match you academically.

Anomaly detector-200 CP

Discount Cadet

Often times, it's the smallest details that make the biggest difference. Fortunately, you have a remarkable talent for picking up on nearly anything that's out of place, though you may not understand it.

Teacher's pet-400 CP

Discount Cadet

It seems that authority figures always see you as one of their best students, always deserving of attention and rewards. While this is no guarantee, this will enable you to quickly gain your superiors' affection should you work hard enough in their service.

Brilliant deductions-600 CP

Discount Cadet

You'll come across countless perplexing quandries in your time here. Thankfully, starfleet has you - one of the most capable deductive minds in the galaxy. You are now able to solve nearly any logic puzzle, and figure out mysteries with astonishing speed.

I dare you to do better-100 CP

Discount officer

You'll meet many people who need your help and guidance. Some due to threats outside, some due to their own failures. Whatever the case, you're one of the best at helping them get out of their ruts and face the world, especially when you do so via oratory.

Potential vision-200 CP

Discount officer

Men always can have their worth determined by whether or not they have that little spark - the drive, the will to succeed. For some people, it can take years to determine if it's there. You, however, can tell if someone's got high potential in a matter of minutes.

Quick learners-400 CP

Discount officer

Sometimes, you won't have time to get your people to their best. But you'll always need a capable crew, even if that means bringing out cadets. That's why you're so good at turning cadets into officers, and in general helping your subordinates through on-the-job training.

Highly anticipative-600 CP

Discount officer

Many are those that will seek to catch you off-guard. Few are those that would succeed. You now have a high-supernatural ability to figure out when you're headed into a trap, and can deduce it from even the slightest trace or gut feeling.

Masked intentions-100 CP

Discount Rogue

This is a galaxy of weaklings, and is yours for the taking. Often, the fools in starfleet and elsewhere will actually believe you intend to help them, for you have become a master at hiding your true intentions and making them believe your lies.

The intimidation game-200 CP

Discount Rogue

You stand out in this galaxy. Where others whimper and gather like sheep, you stand alone and unafraid. You have the power to strike fear into the minds of the weak-willed with extreme ease, and can quickly make them know terror with just your words.

Superhuman-400 CP

Discount Rogue

Your enemies are weak before you, for you are a product of extreme genetic enhancement. Your strength, intellect, and all other capacities have been increased beyond the point of a normal human, and you can survive that which would kill most.

Just as planned-600 CP

Discount Rogue

Your enemies will always think they have you pinned down, figured out. They will always be wrong. You have an incredible talent for planning and executing great designs, and the odds that a small oversight could jeopardize your plans are always slim.

Perks/Abilities, cont.

Discounts apply to the speciality that matches their color- Refer to the speciality page if you do not remember these. 100 CP perks are not Free For their corresponding speciality.

Important Friends-100 CP

Someone once said that it ain't what you know, it's who you know. While you're no slouch when it comes to knowing things, you're even better at knowing people. You have an unusual ability to find and befriend those that seem destined for great things, and in getting them to pay you back down the line.

I like this ship!-100 CP

Things change fast in this galaxy. You can go from being nowhere to being on top of the world in the blink of an eye, and while others might get whiplash, you are uniquely capable of adapting to changing circumstances, and taking it all in your stride.

Captain's log-100 CP

Many people can't deal with whatever happens to be troubling them, and as such they simply bottle it up. You know, however, that that can lead to disaster down the line, and as such have gained a remarkable aptitude for dealing with your emotions by putting them into an audio log format.

Only Logical-200 CP

Some allow their emotions to get the better of them in the midst of engagements aboard a starship. This, of course, frequently leads to disaster. Through careful practice, you have become exceedingly adept at shutting out all other influences but sheer logic to solve problems.

Stubborn ass-200 CP

A lot of people simply let those in authority roll right over them, and never question it when their commander tells them to do something extremely stupid. You know better. From now on, you become exceptionally capable at standing your ground on your views despite what authority says, and you have better judgement in doing so.

I can do that!-200 CP

Most people in your position would let their talents go unused and wasted. You, thankfully, can avoid that fate, as you now possess a near-supernatural talent for detecting when and where your talents are needed, and when problems arise, you are guaranteed to know whether or not you have relevant skills.

Doctor's orders-400 CP

Sometimes you're just going to have to work outside the spirit of the laws while you're here. Fortunately, most people trust anyone that knows more than them to be in the right, and as a science officer, with the trust of nearly all that you meet, people will let you get away with a lot more, provided you give some vaguely scientific reason.

Punishment of exile-400 CP

Sometimes you'll fuck up, and it'll catch up with you. Fortunately for you, your superiors will be unwilling to give you a proper punishment, and will always seek to put you on an obscure, far-out posting, as de-facto punishment. Be warned, this only works when dealing with mere accidents, not malicious acts.

Subprime directive-400 CP

Rules, regulation, and stupidity - the starfleet code is full of these. Thankfully, you know how to work "around" it well enough, and you have become an accomplished rules lawyer. Your superiors will be more likely to accept your excuses, and let you off with a slap on the wrist-provided that your actions serve their goals.

I'm not the captain, you are-600 CP

When all other options have been rendered impossible, and your leaders have been rendered unable to lead, your crew will see you as the natural successor. For others now see you as qualified for command in direct proportion to your scientific knowledge. This can get you to becoming, at most, the #2 of an organization.

Loud and distracting?-600 CP

This is a big galaxy, Jumper, and you'll have to come face to face with some of its most threatening foes and scenarios. Thankfully, you happen to be one of the best there is at improvising, being creative, and figuring things out. You could escape a singularity with an explosion, or defeat an enemy with music.

Out of danger-600 CP

Sometimes, all that your crew and ship have to offer won't be enough, and you'll be called upon to make sacrifices of your own. This will help you make those ultimate decisions, and increase the odds of your success and survival in direct proportion to how heroic the sacrifice was.

Items

Discounts are 50%, 100 CP items are Free For their Corresponding origin. All ships are legally owned duplicates, and enter the next jump at a point of your choosing.

Nice ride-100 CP

Discount drop-in

Sometimes you need to get somewhere quickly, and in style. For that scenario, you have this bike - a machine that has a 500 mile range on its electric battery. The wheels are held in a constant position relative to the bike via magnets

Gel traps-200 CP

Discount drop-in

You have no idea where these came from, all you know is that this set of 24 pods contains a rapidly-solidifying gas that can trap a fully-grown man. Can be set to manual detonation or proximity detonation. Replenishes weekly in the warehouse.

USS Franklin-400 CP

Discount drop-in

One of the oldest ships in the Fleet, First to ever reach Warp 4. She's more than a bit of a fixer-upper, but she's off the Federation's radar, and can serve you well out in the uncharted regions of the Frontier.

Ambassador Spock Ship-600 CP

Discount drop-in

This ship is not of modern origin, though it appears to be of Vulcan make. It is the fastest ship in the galaxy, though it is entirely without powerful weapons and armor. It has an AI that recognizes you as its owner, and an ample amount of red matter.

Subroutine-100 CP

Discount cadet

Sometimes, all you've got isn't good enough. Sometimes, you need to cheat. For those times, you have this- a small subroutine that can hack through a wide variety of subsystems to help you win. Be warned - this isn't likely to work more than once, as your enemies will adapt.

Model Bridge-200 CP

Discount cadet

You'll always need to practice before you command a starship, Jumper. That's what this room is for, attached to your warehouse. It can run complex battle simulations from the perspective of any ship you own. Enough seats for all bridge crew.

Lecture hall-400 CP

Discount cadet

You'll always need to learn more, Jumper. Once per jump, you may pick a topic that is reasonably well-known within your setting, and take a one semester class on it within this lecture hall, now attached to your warehouse. These lectures will always be informative.

USS Enterprise-600 CP

Discount Cadet

The single most impressive ship that starFleet will produce for more than half your time here, and you get to own her three years early. Comes with a crew and commission, though you can lose both of these if you should happen to be disloyal. NPC crew post-jump.

Phaser-100 CP

Discount Officer

This silver pistol is the trademark weapon of starFleet - capable of killing, but understanding the need to leave one's enemies alive - to show mercy. It has two settings, kill and stun. The stun setting may have little effect on some species, though

Shuttle-200 CP

Discount officer

This light craft is capable of taking a crew of about 30 to orbit. Completely useless in a dogfight, and lacks FTL, however. Can enter and leave atmospheres without any issue.

Torpedoes-400 CP

Discount officer

The final word in mass destruction. These torpedoes can wreak havoc after traveling stealthily across star sectors, invisible to most sensors. They have a blast radius of 300,000 kilometers collectively. You get 72, and used ones replenish in the warehouse weekly.

USS Vengeance-600 CP

Discount officer

Now this is a warship. She was built by the secret faction within starFleet known only as section 31. It has weapons systems far beyond anything a standard starFleet ship would have, and is designed to be able to run with a crew of just one person.

Centaurian Slugs-100 CP

Discount Rogue

Sometimes, you just need answers from your enemies. That's what these are for - a set of beetle-like creatures that latch on to a victim's brain stem and force them to answer any and all questions truthfully. Replenishes weekly.

Lightning rifle-200 CP

Discount Rogue

This weapon is not of StarFleet design, and instead can be claimed by an unknown species of aliens. It shoots out a lethal chain lightning beam that can instantly kill 4-5 men. At risk of overheating, however.

Longevity device-400 CP

Discount Rogue

This device was created by the natives of a strange, uncharted world, and allows you to suck the youth out of any species you meet, quickly killing them in the process. You will also incorporate the characteristics of your victims, which will over time turn you into a monstrosity.

Narada-600 CP

Discount Rogue

This is a vast vessel. 3.3 KM long, originally designed as a mining vessel, but now a warship far beyond most of starFleet's conventional weapons. This is the ship of Nero of the Romulan empire. Possesses a Drill capable of going to the core of worlds.

Items, cont.

Discounts apply to the speciality that matches their color- Refer to the speciality page if you do not remember these. 100 CP items are not Free For their origin.

Vulcanite Necklace-100 CP

Unique to the planet Vulcan, the stone in this necklace emits a unique radioactive signature. While it will never be enough to harm the wearer, this radioactive signature can be tracked for hundreds of miles in quantities of only a few grams.

"Vaccines"-200 CP

It's a big galaxy out there, with nearly as many diseases as there are stars. You now have an immense set of vaccines, shots, and other forms of immunizations against them and most earth diseases. You also have a manual detailing their manufacture, use, and side effects... which can get pretty nasty. Useful for favors.

Medical scanner-400 CP

Sometimes, you need intel, and you need it fast. That's what this gets you. A holographic display can make an extremely detailed diagnosis of nearly any species' medical problems in but the blink of an eye.

Augment Tribble-600 CP

Normal tribbles are annoying. This one is impossible. Its blood has been mixed with that of the war criminal Khan, granting it extreme regeneration. You may use this once to bring back anyone except yourself from any medical state, including death (provided their body remains reasonably intact)

Sword-100 CP

Pretty useful if you want to slice and dice your enemies. Starts out with just the hilt, but unfolds into a monomolecular katana that is about as long as your arm. Comes with a manual on its use.

Kelvin Pod-200 CP

This one-man escape pod is highly useful in any efforts to escape a downed ship. Suffers nearly no damage from reentry and touchdown, and can be easily installed on nearly any starship bridge.

EVA suit-400 CP

You'd better hope you never need to use this, Jumper. It carries propellant sufficient for you to go between multiple ships that are several hundred meters apart at incredibly high speeds, with near no chance of detection. If the navigation systems go off, though, you'll not likely survive.

Vice admiral-600 CP

Now that's a promotion. This job will put you in charge of logistics and command for an entire fleet- at least, it'll make you number two. Still, it'll be one of the most influential positions you can get, though you probably won't be on any starships. Post-jump, you may choose to have a similar position in your next organization.

Phaser rifle-100 CP

An extremely useful, yet highly restricted starfleet weapon. This rifle is unfailingly accurate out to hundreds of meters, and has nearly a dozen settings from a mild annoyance to a lethal blast.

Light manipulators-200 CP

These nifty gadgets will quite often come in handy. They can project a holographic concealment field over a large structure, or can be used to project multiple images of one person. You start out with 5 of these, and a manual for their reproduction.

Beats and shouting-400 CP

Now this is ancient, Jumper. A centuries old set of classical songs from the planet earth, when broadcast onto an enemy's communications network in a loud and unexpected manner, they are all but guaranteed to be extremely disorienting, and will dramatically inhibit enemy coordination.

Transwarp beam equation-600 CP

Now this here is an equation that wouldn't see the light of day for some time, normally. Now, it can be used to beam individuals from place to a ship travelling at Warp. You can use it, though, to beam onto any ship using any means to travel at FTL

Companions

You can import 8 companions at a price of 50 CP each. They will all receive 400 CP and a free background. You may also take any canon companions with you at a price of 300 CP each, with a discount of 50% off if their speciality (or shirt color) matches yours.

Drawbacks

Take these for extra CP. 600 CP limit.

+50 CP: Lens Flare, shaky cam

The docs just can't figure out what's wrong, or what's causing it, but it seems that every light is ten times brighter, and every time you get into action, your vision wobbles as if you were drunk on Klingon liquor. Hope you didn't miss your vision!

+50 CP: Cupcake

You aren't the coolest guy around. In fact, you're kind of a doofus. Somehow, you're going to get a humiliating, yet funny nickname, and nothing you do will prevent it from being the primary means that people use to refer to you.

+100 CP: Ex-wife took the planet

Something happened to you, or maybe someone happened to you. Whatever the case, every time you try to settle down, things end with you broke. You'll only ever find anything approaching solace while in the employ of Starfleet itself.

+100 CP: Emotionally compromised

Whatever it is, somehow you keep getting unhinged, letting your personal issues get in the way of the mission, and becoming unfit for duty. This is a condition you are unlikely to be able to solve, unless you purge all emotion from your body.

+200 CP: Stranded!

Ignore your location roll. You now start on Delta Vega, a small, uninhabited world near Vulcan. Of course, near is relative, and you may well be alone on this hostile world until you're retrieved... If you're retrieved.

+200 CP: Aviaphobia

You suffer from the fear of space and everything in it. If you should ever manage to surmount this fear, it'll be replaced by a white-hot hatred for it. After all, it's easy to die out there in the big black, and you're no fool. Won't be easy for you to work in Starfleet.

+300 CP: Wrath of Khan

You've attracted the wrath of one of the most dangerous beings in this galaxy, Jumper. He is an extremely old, extremely capable adversary, with an intellect and a physique far beyond that of the average man. He knows your every power and weakness.

+300 CP: Object of revenge

There's a man out there, and he blames you for the loss of his home and his world. His name is Nero, and while you may not know what he's talking about, you'll understand him when he says he wants you to suffer as he has - to watch your own world die. This is a loss condition, as is dying by Nero's hand.

Post-jump options

You've made it through the worst this galaxy has to offer.
What now?

Stay here

You've Fallen in love with this place. And who can blame you? It seems a new Frontier opens up every day here.

Go home

This place is nice, but its adventure has just made you appreciate stability all the more. You go home, keeping everything you've gained from your journey.



Beyond

This place is nice, but it doesn't have anywhere near the "Final Frontier". New horizons await across the multiverse and as always, you shall be there, pushing them back!