



Light novel by Ryo Mizuno. Jump by Aehriman.

In the year 2300, the Planetary Nation of Kibi is rocked by a declaration of war from their neighbor the Kingdom, formally the Planetary Alliance of Henrietta, an expanding space monarchy. The democratically elected government of Kibi, only recently victorious on a platform of peace and safety, surrenders without a shot fired.

However, the 73rd graduating class of the Defense Force Academy are completing their training cruise aboard the third Guard battleship *Amaterasu* when all this goes down. When the officers are ordered into an escape ship to be escorted home the cadets, spurred by Technical Officer Yuuki, seize the ship to form the nucleus of resistance. Lacking the means to keep the ship in fuel, munitions and repairs, they make a deal with the Galaxy News Network (who technically purchased the ship, it's complicated) to turn their desperate struggle for survival and freedom into a reality show. And after the first episode, to not cut the show short by having a live feed of the bridge during battle.

Will you help free Kibi? Or use it, as other foreign powers are? Have **1,000 cadet points** (cp) to help, whatever your choices. You will be here for one solar year.

ORIGIN

Command - You are trained in the leadership of men and the macro-scale of operating a starship, how to keep each section running smoothly.

Tactical - A starship's sensors become your eyes, vigilant for the enemy, and its weapons your mighty hands of retribution.

Engineering - Even the best armor sometimes lets damage through. You know everything there is to know about the maintenance and repair of starship systems.

Medical - Famously, the section that drinks the most, but what can you do when maimed cadets keep getting dragged to you while their shipmates beg for you to do something?

Press - *Amaterasu's* greatest weapon is its audience! Whether a journalist or a politician, displaying, and spinning, the truth is your livelihood and you do it so well!

AGE, RACE, SEX, ETC.

Pick whatever you like, change it as you like. Most of the Cadets are University-aged. The days of one race serving another, or chivalrous gentleman paying for all of a date are ancient history.

LOCATION

- 1) **Kibi** - the system all this fuss is about.
- 2) **Phoenicia** - The nearest neutral system to Kibi.
- 3) **Earth** - Headquarters of the Earth Federation, and also Galaxy News.
- 4) **Red Dwarf** - the system of Shu, a Chinese colony increasingly divided between pro and anti-Kingdom forces.
- 5) **Parnia** - an actual neutral port and trading hub.



FRIENDS

Who could put a price on friendship? No charge.

Sinon - The Amaterasu's XO, and the one with the most reservations about the planned resistance. Sinon is a gamer and keeps a cool head in battle, coming up with creative tactics.

Kisuke - the nominal captain, chosen as much for popularity with viewers as anything. Competent enough, but not really creative.

Dita - the Galaxy News Network's embedded correspondent on the Amaterasu. A true believer in the power of the press and revealing the truth of the galaxy. She can be pushy, however.

Recruit - Recruit whoever you like.

Old Friends - Import any Companions you have with 800 cp of their own to spend. Companions cannot take drawbacks for more points.

SKILLS

Gene-Mods (Free all) Most people in this age have had genetic tweaks, removing susceptibility to a variety of conditions both medical and psychological, like immunity to all known diseases. Spacers in particular almost have to have any tendencies towards motion sickness, vertigo, or claustrophobia removed, and do not suffer unduly from cosmic radiation or long stints in microgravity. So if you like, we'll go ahead and fix all these issues for you.

Language (Free all) Despite at least four languages in the show, nobody is ever seen having difficulties understanding each other. Perhaps the elusive universal translator? Ah well, you can understand and fluently communicate in all languages. Call it a bonus.

Spacer (Free all) Maybe you did or didn't go to the Academy, but you have been trained in everything a spacer needs to know, like how to get around in the parts of the ship without a rotating ring, how to use the showers and such. You have an understanding of the tech around you and the skills for damage control and EVA.

Space Marine (-100 cp) Ground combat, firefights, hand-to-hand aren't often covered in the Academy, due to how unlikely it is that they'll come up. Which is fine, until your neutral port turns hostile. You have tactical training and can handle yourself, even outnumbered three to one.

Digital Instructions (-100 cp, free **Command**) The captain's attitude is picked up on and mirrored by their officers, which is then translated to the crew. The one thing an officer can never do is visibly panic. You keep a cool head in a crisis, and have a way of issuing calm orders that prevents your subordinates from fear and dismay.

Lateral Thinker (-200 cp, discount **Command**) In three centuries of space combat, nobody previously tried to use their Warp drive to send the enemy far away. Given three or four options, you're really good at coming up with a better, outside-the-box plan.

AESOP (-400 cp, discount **Command**) The *Amaterasu* has an advanced AI for simulating battle tactics, recommending to command how likely a given tactical plan is to work. You've never needed the crutch, though. You can run the numbers just fine in your head, as well as distance, relative velocity and bearing calculations. You have a really solid idea of what plans are workable, and which ones are marginal.

True Commander (-600 cp, discount **Command**) Of all the 'great generals' of history, George Washington probably has the worst win-loss record. The man is legendary not for winning battles, but turning a ragtag collection of militias (with help from Lafayette & Von Steuben) into a Continental Army, and holding them together through bitter defeats and harsh winters, without payment or supplies. Like him, you know how to inspire greatness in others, when to comfort and when to put steel in their spines. How to allay their fears and doubts and get them to gel as a proper unit. You fundamentally get your people, how they think and how to get them to want what you do, act as you need them to. In short, you're the kind of leader who only appears once in a very long time and capable of leading thirty cadets against a space empire with confidence.

Readout (-100 cp, free **Tactical**) When you're duelling from hundreds of thousands of miles away, you need a wealth of sensors to identify threats. You are an expert at picking up the subtle nuances that indicate a hostile contact, or some chicanery. Making sense from static and anomalies.

Analysis (-200 cp, discount **Tactical**) You can look at a ship and dissect its capabilities and design, quickly realize from a flash and the range what kind of weapon you're facing. If war is deception, you're at least half a step ahead because you're incredibly good at cutting through it to realize what the tactical situation really is.

Manual Override (-400 cp, discount **Tactical**) No matter how good computers get, they can't match your precision, reflexes or instincts. You are a true master gunner.

Three Moves Ahead (-600 cp, discount **Tactical**) The enemy has a pattern, maybe imposed by their hardware, their doctrine or their psychology. You can see the pattern, the weakness and exploit it to the fullest. Once you've seen a foe dodge once or twice, you have a really good idea which way they will go the next time. You are a master of war, able to engage two or four-to-one and be confident of victory. You find your mastery of battle tactics easily transposes to other forms of combat or contest.

Shipshape (-100 cp, free **Engineering**) You can tell when something is off, just by the feel of the engines. You can spot any problems in your workspace, and always know when someone has touched your tools.

Five More Minutes! (-200 cp, discount **Engineering**) Always the rush. You can shave time off a critical job, it may not be pretty, but the ship will be combat ready in a few hours.

Spit and Baling Wire (-400 cp, discount **Engineering**) You can jury-rig a ship up enough to limp to port. Or engage in a frantic battle, why not? Just keep blowing holes in my ship, at least we can move easier with less mass! You excel at performing repairs, even if you really shouldn't have the parts or materials, you can come up with a creative solution.

Miracle Worker (-600 cp, discount **Engineering**) You know just about everything there is to know about starship technology, from designing to modifying. Given a new system you can divine its basic functions at a glance, and figure out how to reverse-engineer, design a counter, or even improve upon it within hours.

Triage (-100 cp, free **Medical**) In every crisis, there are three kinds of people. People who will live whatever you do or don't do, people who will die whatever you do or don't do, and people whose lives can be saved if you act quickly. Quickly and accurately sorting people into these three groups is one of the key responsibilities of a nurse, but everyone makes mistakes. Everyone that is, but you. You can always tell when you're

wasting time on a lost cause of a patient, and have developed the emotional calluses needed to do what you must.

Red Cross (-200 cp, discount **Medical**) Most rules of war have nasty things to say about targeting medics. As long as you aren't engaging in hostilities, you won't be targeted and won't even catch any stray bullets.

Surgeon (-400 cp, discount **Medical**) You have the skills to perform every operation, from brain surgery to a root canal to gender-reassignment, and to make it look easy.

Not Today (-600 cp, discount **Medical**) If a patient still has vital signs when they enter your care, they will not expire, nor will complications or infections arise. You may not be able to save all their limbs, but you will save their life.

Perfect Makeup (-100 cp, free **Press**) You're always camera-ready, you look fantastic, 9/10, definitely want you on the recruiting posters.

Friendly Chat (-200 cp, discount **Press**) You have a very friendly, disarming personality. You easily make connections and can talk people into informative interviews.

The Right Question (-400 cp, discount **Press**) You know how to present things with the slant you want, tug on people's heartstrings, and flip the other side's narrative with one simple question.

The Truth is Out There (-600 cp, discount **Press**) You are a skilled investigator who gets all kinds of lucky breaks when it comes to revealing scandal and conspiracy. Eager informants will turn up on your doorstep, misplaced messages fall into your lap.

ITEMS

Uniform (Free All) A sharp fitted outfit, could be a military uniform or whatever it is Kita is wearing. Always clean and self-repairs.

Cell Phone (Free All) A space age cell phone, like the crew uses to text mission-critical information. Always has battery, always has signal, cannot be traced or hacked. Is at least as capable as the best phones or equivalent devices you've encountered.

Numbered Account (-100 cp) You have a bank account that each month fills in with two billion credits. Now, that's only enough to buy a single battleship-scale missile, but that's still the equivalent of something like \$20 million in modern Earth money. In future Jumps get an equivalent income.



STARSHIP BUILDER

+400 sp just for this section. Can convert cp to sp at a 1:2 ratio.

Cruiser (Free!) You have a standard cruiser, armed with a 'revolver' laser battery and two dozen missile tubes. Your ship has a single shuttle that can enter the atmosphere, land, and lift out, and can fit the entire crew for a few hours in an emergency.

Import (Free!) Import any ship you may have to be yours and receive these improvements.

Fiat Lux (Free!) The *Amaterasu* crew have a huge interstellar corporation backing them. You likely don't but never fret. Your ship doesn't require fuel, all stocks of food, medicine and munitions are self-replenishing, battle damage takes a week to go away,

faster if you actively try to repair it. Even full destruction will see your ship replaced in two weeks. You also get a competent and loyal NPC crew if you like.

Battleship (-200 sp) Upgrade your cruiser to a Battleship, three times the size of a cruiser, with most of the extra mass being a huge reactor and over five times as much armor. Your ship now comes with a second laser battery, twice the missile tubes and a plasma beam cannon that outranges the lasers (half a million miles) and can one-shot most ships, but takes a bit to charge up.

Carrier (-200 sp) Your ship carries a squadron of starfighters a dozen strong. More purchases will add a squadron each time.

Flotilla (-200 sp) Friendship is power! For each purchase, add two ships all with the same upgrades as your main ship.

Stealth (-200 sp) Your ship is a submarine. Normally stealth is all but impossible given the need to radiate heat, but your ship has an arbitrarily capable heatsink and radiation-absorbing materials, giving you an excellent chance of sneaking into laser range undetected, if you avoid using comms, active sensors and huge bursts of delta-V. Do be aware that the energy signature of a ship warping in and out of a system can't be hidden. Otherwise, you can only be detected by pure visuals, silhouetted against a light source, or by someone getting extremely lucky with a search laser.

Dragonfly (-200 sp) Mostly, ships count themselves fortunate to hit the right star system with their warp drive on the first try. Using tactical FTL isn't even a consideration. Your ship, however, has very precise power regulation to the warp drive and a dedicated supercomputer to make the calculations so you can Jump into the middle of an enemy formation, or above and behind the enemy, or out of danger. Just don't get pinned in a gravity well.

VIP Standard (-100 sp) Like the *Conquistador*, your ship has luxurious facilities in the crew/passenger areas, being outfitted more like a cruiser liner without compromising tactical readiness. Great for morale to have hot showers and entertainment options.

Rail Cannon (-100 sp) Your ship has a massive railgun that can strike at triple the effective range of other starship weapons, though accuracy may suffer. Better, your ship has facilities for taking or docking with asteroids and rapidly converting them to worthwhile projectiles. You're unlikely to run out of ammo in your average star system.

Defensive Plasma Cannon (-100 sp) in this setting, plasma beam cannons are the real ship-breakers, able to one-shot even many battleships from half a million miles out, and nearly impossible to evade or defend against, and many battleships have just one. This is a shorter range, wide-diffusion, comparatively faster-firing plasma cannon that will let your ship disperse incoming plasma, a terrific defense and way to close in for a laser-duel.

Kasumi Drones (-100 sp) Your ship has a pair of remote platforms that can keep pace with it in space, and deploy a mirrored shield a kilometer in radius. Fantastic for guarding against laser attacks, and obscuring precisely where your ship is and what it's doing.

Hotaru Armor System (-100 sp) A system that can rapidly cool the hull from thermal shock by converting heat into light.

Hammerhead (-100 sp) One side or aspect of your ship is a big armored block, four times as thick as your regular armor. This can be taken multiple times for different sides, or to further armor your hammerhead.

Pulse Lasers (-100 sp) Rapid-fire lasers, less than half the range of most laser weapons, but able to shred anything that gets within range. Each purchase adds another bank of pulse lasers.

Extra Revolver (-100 sp) Most lasers powerful enough to seriously threaten a battleship need a full thirty seconds to cool off and recharge between shots. This is a hard limit of the hardware, but a Revolving Laser can cope by using five or six lasers, swapping out the mechanisms as needed. As long as you don't have to fire more than every five seconds, you should be fine. Multiple purchases adds an extra revolver turret.

Macross? (-100 sp) Add a dozen missile tubes to your ship. This can be taken multiple times.

DRAWBACKS

To Be Continued...(+100 cp) Now instead of a year, you'll be here for a full decade. This can be taken multiple times, each subsequent purchase adding ten years to your stay, for up to forty years if you like.

Hate Feeling Different (+100 cp) Forget about the free Genemods, you are far more vulnerable to cosmic radiation than almost all the characters. Shouldn't be a problem as long as you never go EVA.

Shy (+100 cp) You have trouble asserting yourself in social situations, especially if it involves deep and sincere feelings.

Sound Effects (+100 cp) There's no sound in space, the studio adds that all in post. Unfortunately, you'll be hearing the SFX in real time, and the person managing them is an idiot. How else do you explain how the drive can sound like a jet engine one minute, like the Jetsons' car the next? Or the slapstick noises if you bump into someone? Don't get me started on the weapons...

Little Guy (+100 cp) You seem, like that one officer, a whole lot younger than anyone in the military should be. Really you're just small and developmentally behind, but try

convincing anyone that this prepubescent actual child before them is deserving of respect.

Nemesis (+100/200 cp) You have an enemy, a rival, someone who wishes you ill and will sooner or later be in some kind of position of power or authority over you. Still just a petty bully though. For an extra hundred cp, your enemy is a rich man or an admiral and means you deadly harm.

Honest (+200 cp) You always tell the truth as you understand it. Even withholding information or half-truths feels uncomfortable and deeply wrong.

Indecisive (+200 cp) Which way, Captain? What do we do, Captain? You're fine planning things out carefully or following a script, but not so good at making choices on the spot.

Two-Dimensional Thinker (+200 cp) You have a lot of trouble visualizing space in three dimensions, reading a plot, tracking which dots are which on the screen.

Zealous (+200 cp) Of course you'd happily die for your star nation, and you can't contemplate the kind of cowardice that would make some people answer 'maybe' or even 'no.' Be careful your nation may not love you as much as you do it.

Contract (+300 cp) You are contracted to the Starship Channel to provide them footage, and must heed their instructions. Say goodbye to privacy, but more than that, they will sometimes order you to do pointless things like fire on a ship that can counter your weapons, or break into a military base during a civil war for your evac landing zone, because of visuals or to make more thrilling television.

Shoestring Budget (+300 cp) No Items or land (Properties) or money from previous Jumps, you're stuck with local resources.

Betrayal (+400 cp) Those you should be able to trust most, don't have your best interests at heart. You will suffer a major betrayal during this Jump, and your memories of taking this drawback will be removed to prevent you from preparing.

Hard Science Fiction (+600 cp) Superpowers? Psionics? Outright *Magic!*? Not here, buster. You lose access to any powers but what is normal in this setting. Knowledge and skills still carry through.

END

What now? Go home, settle down here, or on to the next adventure?