

Jupiter Ascending

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A sprawling civilization built on the destruction of worlds filled with sapient people. Inheritance based on genetic similarity. Wild and weird technology. Dog people with wings.

You're here for ten years. Take +1000CP; you need it.

Backgrounds

Pick your gender and demographic categories freely.

Aristocrat (free): You're one of the top dogs of this capitalist sci-fi dystopia. Your age is 1d100 millennia, or pick freely.

Enforcer (free): A militarist. A bounty hunter, a Legionnaire, a grunt. You are likely to be genomengineered. Your age is 20 + 1d40, or pick freely.

Recurrence (free): You weren't notable yourself, but you're genetically identical to a dead aristocrat, and you have a bequest from them. Your age is 20 + 1d30, or pick freely.

Intergalactic Advocate (free): It's hard to navigate the bureaucracy of an organization as vast as this galaxy's, so most people leave it to a specialist. That's you. Most advocates are robots. Your age is 1d100, or pick freely.

Perks

General

Aerial Gymnast (-100CP): You're at home in the air, whether on wings or hoverboots or any other sort of personal flight equipment or biology.

Trivial integration (-200CP): Despite 'home' being a high-tech ecumenopolis, Caine and Stinger had no problem navigating Earth society, and now you can extend that to your crew. All your companions may import to every jump with an import option for free, receiving 0CP and a free background / species worth up to 100CP. They may make purchases by taking drawbacks, and they may take free options (perks, items, etc).

Prosthetics (-200CP each): You have significant, relatively obvious upgrades from the baseline of your species. Working wings are the prototypical example. If the prosthetic is an additional limb or the like, you can trivially move it between a hidden, deactivated mode and an active, visible mode.

Dramatic Timing (-200CP): Need a moment to make out with someone mid-firefight? Worried about reaching Mount Doom ten minutes late? Worry no more! Actually, worry. You'll forget you had this perk when it comes into play. But it will make sure you arrive at a moment of high tension instead of a little too late. Or too early, but you can't have everything, right?

Despite the Budget Cuts (-400CP): You can cobble together advanced technology from lower tech scraps with minimal expenditure and woefully inadequate facilities. It's not easy or reliable, but it's quick enough that you can get your normal work done...usually.

Advocate

Re-engineered Patience Circuits (-100CP): Fighting through bureaucracy is enough to try a saint's patience. Your patience, though, is enough to match a god with waiting as their divine domain. Your focus doesn't wane, and you can always remember every detail of bylaws and regulations and procedures, especially as it pertains to you.

Bureaucratic Pathfinding (-200CP): You know how to navigate bureaucracy as if born to it. (Oh wait, you were!) Without trying, you can find a path through the most complex morass of regulations and committees and permits at no more than twice the cost and time than optimal, and significantly faster than average. Concentrate on it a bit, and you'll get the fastest possible route. And if you're focusing all your efforts on it, you can get through significantly faster.

Weirdly, this applies to navigating in other forms too, as long as you've got some bureaucratic task to perform. Need to make the Kessel run? If you're trying to file a building permit, you'll get there in less than twelve parsecs, even on a rusty hunk of junk. If you're just picking up cargo, though, you're just as slow as before.

You Dropped This (-400CP): It goes without saying that graft is incompatible with your programming. Still, modest amounts of money, favors, and goods may find themselves escaping you in

the vicinity of people you want things from. Even if they are wholly upstanding citizens who would never countenance a bribe, you find paths opening you to afterwards. Needless to say, your reputation is unaffected by this.

Interdepartmental Unity (-600CP): A small team of people can act much faster than a large one because it's easier for them to communicate and coordinate. For organizations you lead, though, that's no longer the case: no matter how large the organization, it suffers no penalties for coordination overhead, and everyone works to one purpose, to the best of their abilities. Members are less likely to suffer burnout or stress-related issues as well.

Aristocrat

Aristocratic Grace (-100CP): You can veer between perfectly polite behavior and throwing tantrums without anyone getting upset at you.

Good to Know We're Both Liars (-200CP): You instinctively know when the best time to betray someone is, and you lose less respect from betraying people.

Collateral Damage Reset (-400CP): What good is a world you rule when it keeps getting trashed? This lets you reset the world to a previous state, albeit only so far as things like infrastructure and terrain are concerned. Limit once per day at the city block scale, with the cooldown increasing when fixing things on a larger scale. Inexplicably, this ability doesn't seem to work at creating new infrastructure.

I Create Life! (-600CP): While the aristocrat class is more focused on wealth and business management, it started with innovation. You are in touch with every aspect of that, a paragon in one commercializable area of your choice, such as biological engineering or fashion. Your overall skill matches Lucius Fox from Batman and exceeds Carnegie and Rockefeller, but you can allocate it as you wish between business acumen and innovation.

In fields related to your specialization, you are competent enough to assist the best.

Enforcer

Legion training (-100): You're a military polymath with technical chops in addition. You can maintain and operate a wide range of military vehicles and equipment. You're quite skilled at hand-to-hand combat and combat with a variety of weapons. You are also a qualified instructor for these skills.

Pack dynamics (-200CP): You work with preternatural effectiveness as part of a team. You instinctively know how your partners will act and when to step in. You can tell the general condition of your allies, and you have a mild danger sense for them.

Perfect hunting machine (-400CP): When it comes to sniffing someone out and catching up to them, you're one of the best. You're familiar with every form of tracking and can quickly hone your skill in each form to genius levels. When all hope seems lost, you get a hunch that leads you toward the next clue.

Genomengineered (-600CP): Your biology has been expanded beyond human bounds. You're stronger, tougher, faster, and have keener senses. You can also have cosmetic animalistic traits. Normally, this

would be a decent boost, but you are able to hone your animal traits without limit, becoming stronger and tougher, keener of hearing, faster to heal. Matching Wolverine is achievable with training.

Recurrence

Code and Conduct Guidance (-100CP): You have an instinctive knowledge of all forms of courtesy and politeness wherever you go.

I'm Still the Same (-200CP): Power will never corrupt you or change your personality in ways that you wouldn't be okay with. You're extremely resistant to other forms of corruption, too.

Queen Bee (-400CP): What's the true indicator of royalty? BEES! Bees love you. They obey you. They'll give you your space when you need it. They come to your aid (the ones with giant stingers, not just the fluffy friendly bumblebees). They also give you the best honey in unending variety, even if you're stranded on a comet in the middle of intergalactic space, and they pollinate all your crops.

Your control only applies in a 500m radius, and you don't get to use them for anything too shenanigan-y regarding infinite summons. Moderate shenanigans are fine.

Those Who Came Before (-600CP): You're a recurrence, the second (or more!) instance of a person with your exact DNA. That entitles you to an inheritance, one for every alt form you gain, or for every setting you enter. These inheritances are not fiat-backed and not available in gauntlets and the like. You also gain a new talent in a direction appropriate to their deeds — not granting any immediate skill, but letting you learn it to a professional level far faster than normal.

Some options:

- Your prior was poor and not at all notable. You gain a token inheritance and family connections.
- Your prior was a scholar. Your inheritance is a wide range of texts on scientific, technical, and political topics, albeit significantly out of date.
- Your prior was wealthy as all get-out. You're rich.
- Your prior was noble. You gain lands and an estate, and if applicable, a minor title.
- Your prior was an adventurer, hero, or soldier. Your inheritance is a piece of gear suited for the role.
- Your prior was a traveller. Your inheritance is a vehicle — a ship, typically — that they used in their voyages. It's still seaworthy or spaceworthy as appropriate and still suited for use.

Items

All items come with instructions on creating more.

Holographic Tattoo Kit (free): You ever want a cool tattoo? Of course you do. Want one that glows and will go invisible when you want it hidden? This is your tool! At least as easy to use as a traditional tattoo kit, but you can tattoo any part of yourself.

Bug in a Box (free): A genetically engineered species of bee that will glow in the presence of royalty, glowing brighter the closer it is to the royal personage. They can be bred trivially to exclude certain people. This will be a self-sustaining colony that you never have to work to maintain. They produce honey that glows in the dark, but it's an acquired taste.

Hoverboots (-50CP): Iconic? Check. Awesome? Check. Practical? Well, two out of three isn't bad. These boots allow you to skate on, apparently, differential equations of gravity. Maybe a proper Lobachevsky could make them do something even more interesting?

Hoverbike (-50CP): Ride in style. Comes with two light antipersonnel guns, never requires fuel.

Light Arms (-50CP): A suite of suitably high-tech personal weapons, enough for one person to go Rambo. The typical loadout is two sidearms (pistols or swords), two personal mêlée weapons (on the scale of knives), and one main battle weapon such as a Gatling gun, but you can customize your loadout as long as it's similar in scale. You get an unlimited supply of ammunition delivered to your warehouse.

Energy Pavise (-50CP): A lightweight bracer that expands into a lozenge-shaped forcefield as tall as you are. It can take a few shots from a light anti-materiel cannon and no-sells anti-personnel rounds.

Insta-Deploy Emergency Suit (-50CP): A swarm of micro-machines and polymers that can deploy into a space suit for up to three people, with enough power and air to last several hours.

Versatile-Environment Light Fighter (-100CP): The VELF reconfigurable fighter craft that works well in air, water, and vacuum. It's extremely nimble and has two light repeating cannons, suitable for anti-materiel work.

Versatile-Environment Medium Mecha (-200CP): The VEMM is a humanoid fighter designed for dogfighting superiority, primarily in space. It can shred a VELF in one-on-one combat.

Cloaking System (-200CP): Adjustable in scale. This device will cloak you and your equipment up to the size of the VELF.

Nectar (-200CP): A regenerating supply, enough to regenerate one person to the prime of their health every ten years. This version works on any life form, but the plans that come with it are specific to humans. With some ingenuity, you can alter those plans to apply to other species, though a fully general solution is unlikely.

The Estate (-300CP): What is aristocracy worth if you have no place to relax? This is a large estate designed to your tastes. Visitors will find it imposing or inviting according to your will, but it will always be impressive. Resting and relaxation is trivially easy here. Comes with staff to maintain it.

In future jumps, this will appear as a warehouse attachment as well as a setting-appropriate estate, so you can have it arranged just to your liking while being presentable for people not in the know about your abilities (or in a society with significantly different aesthetic values).

Jumpgate System (-400CP): The faster-than-light travel here is good enough to have lunch at Jupiter and be back on Earth in time for golf. It isn't, however, suited for interstellar travel. For that, they use a system of jumpgates. You have a dozen large space stations capable of opening wormholes between any two locations within ten thousand lightyears, plus the technological documentation to make more.

Carrier (-600CP): A heavy warship designed for independent operations. This ship is equipped with an experimental FTL drive capable of traveling 75 lightyears per day (about four times as fast as Mass Effect FTL). Comes with the plans to create Medium Fighters.

Pristine Planet (-600CP): This isn't a planet ripe for harvesting, but it is suitable for colonization, with no indigenous sophonts to get in your way. It can attach to your warehouse or be imported to jump settings (pick at the start of each jump).

Companions

Tailor to the Stars (-50CP): The aristocratic class in Jupiter Ascending are always, always fashionable. The only way to get that sort of fashion is custom. You have a personal tailor as a follower who can keep up with fashion on an intergalactic scale. They are preternaturally fast and can produce most garments from materials they source with whatever discretionary budget you have. Higher budgets allow them to make better garments.

Their designs adapt to new forms, to some degree. They are able to supply you and your companions, and they can design uniforms for your followers. They're up for collaborating on the style of armor, but it's not their forté and they can't do the construction if it involves too much non-fabric material.

Ship Crew (-100CP): An amorphous blob of followers. Whenever you acquire a ship by any means, the Ship Crew expands to give you a prize crew. That prize crew expands to a skeleton crew in a day and a full crew in a month.

Old and New Friends (-50/-200/-300CP): Import, recruit, or create companions. They get 600CP to spend. For 50CP, you get one; for 200CP, you get eight. 300CP imports all your companions (and can create or recruit up to four).

Recruiting guarantees you an opportunity to recruit the person. You'll have several opportunities during the jump to talk to them in private and make your pitch. You will not have any negative repercussions from making the pitch, and it will be taken seriously. The person is a fiat-backed companion from the moment they accept the offer. You will get a final attempt just before leaving the jump, even if the person has died.

Drawbacks

Loyal Dog (+100CP): Every dog needs a master. You've got someone you call master, and you feel strong loyalty toward them. This doesn't mean obeying them in all circumstances (though you'll be inclined to); this just presses you to keep their interests in mind.

Emotional Overload (+100CP): Frustrations lead you to leak steam from your head, slowing your thinking and doing mild damage. Even if you have inhuman patience or emotional control, making use of that patience or control still strains your brain.

Cashiered (+100CP, Enforcer only): You got removed from military office. Your reputation is garbage.

Bickering Family (+100CP): You've got family ties that are somewhere in the vicinity of healthy. But your family is a bit cantankerous and tetchy. If you abandon them or disappoint them, you'll feel horribly guilty.

Why won't anything go my way? (+200CP): Your plans tend to go awry when you don't closely manage them.

Standard-Issue Abrasax Temper (+200CP): Why are you surrounded by incompetents?! You don't ask for much, and they still fail you! What good are they? Your temper is short, especially regarding underlings and pawns.

I don't believe my mother was ever as beautiful or as gullible as you (+400CP): There's one born every minute, and that's you. You'll be listening to the wrong advice, mistaking fraudsters for experts, and getting medical advice from ultra-religious anti-vaxx facebook groups.

Notes

- **You Dropped This:** To be explicit, you are able to bribe people.
- Combining **I Create Life!** and **Despite the Budget Cuts** allows you to conduct research on a shoestring budget as if you had a much higher budget on the R&D side. On the business side, it lets you get as far on your own as most businesses would with angel investment plus a solid Series A.