



Mega Corporations have led the way in colonization following the Noah's Ark wormhole disaster & the Martian War. These companies employ numerous spaceships in the solar system, with Jupiter becoming the hot spot for the Kissaki Syndicate's recent technological advancements. Spacetech is sending Marcus Cromwell to Sunflower base to investigate Kissaki's rapid growth in technology. Marcus will arrive at Sunflower base in April of 2112, this will become known as the start of the Jupiter Incident. Surprisingly, the Jupiter incident takes less than a year from beginning to end and you will stay 5 years in this jump. Take **1000 CP** to prepare yourself for the coming incident.

### Origin

Your Race and Origin are one and the same for this jumpchain. You may choose your gender and age for free. Any Origin may be Drop-In.

#### **Human - Free**

Plain old Vanilla human beings from Earth, because it's not like humans are anywhere else. Right?

#### **Alien - Free**

Gorg, Ghost, Raptor, Vardrag, and Locust are the aliens mentioned here. Aliens here can appear like cybernetic monsters (Vardrags), lizard people (Gorg), or mysterious ethereal beings (Ghosts).

#### **Machine - Free**

You may be an Illegal Earth AI or a Precursor Mechanoid. If you choose this option you have complete free will, and will not be under the control of a corporation or the Mechanoid entity.

### Starting Location

You may pick your starting location for free, you can't possibly make this incident any worse. Right?

1. Sunflower base orbiting Jupiter's moon Europa.
2. Kissaki Shukenja base beta orbiting Pluto.
3. NorthStar station orbiting Earth's moon.
4. In orbit of Noah Colony.
5. Raptor Base in the vicinity of Scoratus II.
6. Herlas System in Orbit of the Mining Station.
7. Near Chakris III the Vardrag homeworld.
8. Any location mentioned in the game.

## **Perks**

Both 100 CP Perks are free for each Origin. All Perks are discounted to half price for their respective Origin. Note you can buy perks from any category, they are only discounted for your origin.

## **Human**

### **Beauty - 100**

Sweetwater, Cromwell, and so many others here are easy on the eyes. Now you are a 10/10. You now have an equally athletic and charismatic build that will always maintain your attractive appearance. You never have to worry about your appearance deteriorating regardless of lack of exercise or food, as long as you consume enough calories to prevent malnourishment. Any injuries will fully heal without scarring, as long as you can naturally heal that wound. Your hair and teeth will always be perfect no matter the situation you are in.

### **Earth Knowledge - 100**

You have the knowledge of everything Earth has learned by the year 2112. Surprisingly enough there are complete blueprints to the Angelwing included in this, but the Earth is at least centuries away from the technological level required to build it. You may pick and choose what knowledge you receive from this perk.

### **Willpower - 200**

Perseverance defines the human race. Your willpower is limitless, you will never falter, will never succumb to your fears, & overcome every hurdle between you and your goal.

### **Survivor - 200**

The Noah colony was a major surprise to Cromwell, but honestly humans always find a way to survive. So do you, as long as there's a possible way out of a situation you will find it. This synergizes with other perks, technological knowledge, combat abilities, powers, and anything you can use to give you the best chance of getting you and your people out of impossible situations.

### **History of War - 400**

Where every other species failed humanity succeeded in being gods of war. You nearly instantly learn anything related to combat whether it be in space or on land. Everything from martial arts to piloting to tactics and strategy to even ship design are included in this. These skills and abilities for war will continue to grow and evolve as you experience combat, eventually making you best at every aspect of war. This knowledge you gain will never be forgotten and never lose its edge if put to the wayside in favor of peace. Humanity knows war like no other, and are always prepared for the next one.

### **Science & Engineering - 400**

Humanity has taken to the stars quickly and adapts that knowledge faster than any other known species. You can perfectly comprehend anything you learn and how it relates to your existing knowledge. You are the best at applying modularity, miniaturization, efficiency, comfort, robustness, and reverse engineering of all technology you find. This perk also applies to all esoteric science and technologies examples include magic, runes, psionics, etc.

### **Angels Ascension - 600**

Angel saved Earth, but could bring no one with her to finish off the Mechanoids because they would be a hindrance. You do not have to worry about your companions falling behind. All perks, except this one, you take in this jump may be shared with up to 10 people you designate. This also prevents the loss, theft, suppression, or removal of all the perks you share for yourself and those you choose. Those you designate must have some trust in you to receive this, and in return you gain their eternal loyalty. You may add one additional owned perk and add one person, every ten years or jump completed.

## **Alien**

### **Proxy - 100**

The Vardrags abhor fighting, and instead grant the Noah the knowledge to fight on their behalf. You can grant civilizations, organizations, governments, or people something of value to get them to fight for you.

### **Debts, will always be paid - 100**

Zatuk, leader of the Gorgs, returned the favor of saving his life by fighting for Cromwell in Earth's hour of need. People, organizations, leaders, and governments will feel bound to grant assistance to you after you help them.

### **Ghosts - 200**

Like the Ghosts you are a master at hiding your presence, thoughts, & abilities. Any technology involving stealth you can recreate upon seeing it once and use it to the best of its capability. Any skills, abilities, and powers that involve stealth you will quickly master to a godly degree.

### **Synthesis - 200**

The Vardrags were a blending of man and machine, and just like them you have found a synthesis of technology and organics. You have no chance of failure or rejection for technological or genetic alterations made to yourself. Any technology you modify yourself with will not deteriorate over time and if you wish it your body will slowly convert any implanted technology into an organic equivalent. These improvements will also continue to improve over time whether they are technological or organic in nature. Now you are considered both technology and/or organic according to any person or objects that scans you, this can be toggled to your desired setting at any time.

### **Alien Knowledge - 400**

You have the collective knowledge of the Gorg, Raptors, Vardrags, Ghosts, Locusts, and even the Noah Humans. You may pick and choose what knowledge you receive from this perk.

### **Swarm - 400**

You are a veritable master of using and fighting against swarm tactics. You can keep the pressure on opponents with numerous vessels and fighters hammering away with innumerable attacks, you can design and mass produce ships and fighters while both maintaining quality and reducing cost, and you always keep track of every part of the swarm. You utilize your assets to create bottlenecks to make numbers meaningless, set your vessels in perfect positions to wipe out fighter and ships without losing them, design and produce quality equipment that can eliminate numerous targets and specific targets, and can instantly pinpoint the perfect place to attack to defeat the swarm whether that be a command ship or sustained attacks to take out fighters.

### **Containment - 600**

The Vardrags attempted to contain the Mechanoids, but ultimately underestimated them and failed. You will not make that mistake. You are capable of designing, building, testing, and perfecting methods of trapping and containing opponents. On the flip side your mastery of containment also means you can never be restrained yourself no maze, barrier, or trap can contain you. Any kind of perk, skill, abilities, or power that has to do with anything related to this you will master as fast as you can learn it all.

## **Machine**

### **Technopathy - 100**

You have the ability to interface with all technology, the quintessential ability for any mechanoid or AI. What would happen if organics could do this as well?

### **Resistance - 100**

You have resistance to all damage. You will slowly adapt to all kinds of damage but can never fully eliminate the damage. You can also adapt to status effects, diseases, ailments, etc and these you can fully adapt to given enough time.

### **Immunity - 200**

Like a mechanoid you are immune to many of the dangers of space and war. You no longer need to eat, sleep, or breathe, but still can as it does not remove the pleasure from such activities. As an added bonus you are immune to poison, disease, heat, cold, vacuum of space, radiation, and the crushing pressure of celestial bodies. Now that the minor benefits are out of the way, the major gift of this perk is that unlike the mechanoids there is no instant kill attack that can take you out in one go. You no longer have to fear dying from one shot kills, but you can still from traditional combat.

### **Regeneration - 200**

Mechanoids always return to life shortly after snuffing them out, you also regain health quickly. You regenerate from any physical or mental attack in less than a minute. You will survive so long as even an atom of your being is left, and heal from wounds like you were never hurt at all. You will either stop aging once you reach the prime of your life, or deage back to the prime of your life.

### **Immortal Mind - 400**

The Mechnaoids are the remnant of the Precursors from an age long gone, yet the Mechanoids remain with their knowledge unforgotten. You have perfect memory with instant recall, unlimited storage, and perfect indexing. You can not lose your memories even if your head is destroyed or time altered. You can choose to erase memories, with an option to leave knowledge that something was erased and a basic description of what that memory was, and an ability to restore that erased memory later. Nothing can detect these erased memories or force you to restore them. You are also immune to corruption, change or copy your memories, mental attacks, hacking, mind control & possession. These are just the minor benefits of having an Immortal Mind. The real benefit of having a mind as great as the Mechanoids is a vast intellect that can think faster than any organic mind, can run multiple thoughts at the same time, learn anything near instantly, and never lose capability with said knowledge.

### **Built to Last - 400**

A long forgotten race built the Mechanoids ages ago, and after all this time the Mechanoids still exist. Anything you have a hand in creating from ships, items, organizations, governments, or even AI will survive where others would fall. Ships will maintain their quality, weapons will require less maintenance, organizations will be self sufficient, governments will be incorruptible, and AI will be more reasonable. Anything you have a hand in making will be the best it can be long after you are gone. Something you make can still be defeated or destroyed by a much greater foe, but they will acknowledge its quality.

### **Godly Protection - 600**

Angel was given the task to kill gods with the tools to do it, and now you have the ability to survive gods also. You have the ability to prevent any magic, divine, demonic, supernatural, psionic, or Eldritch ability from affecting you. This prevents a god from polymorphing you, but it does not protect you from a summoned meteor. If you trust someone you can mentally register them as safe and they can use their special abilities on you without this ability activating. Any abilities you possess won't be affected by this.

### **Spaceships**

You have one spaceship discounted, or free if less than 100 CP. You may import any ship to receive the appearance of any one of the ships below, the design of the ship will shrink or grow to fit the imported ship. You can customize the external and internal aesthetics of your ship for 100 CP. Check the notes for the default option for starship upgrades if you do not pick them for some reason.

### **Corvettes and smaller - 100 CP**



#### **Stiletto Class Corvette**

The Stiletto was the first Stiletto class corvette built by SpaceTech Industries. Currently, there are over 50 Stiletto class corvettes in service. Earth's finest spaceship and you now have one of your own.

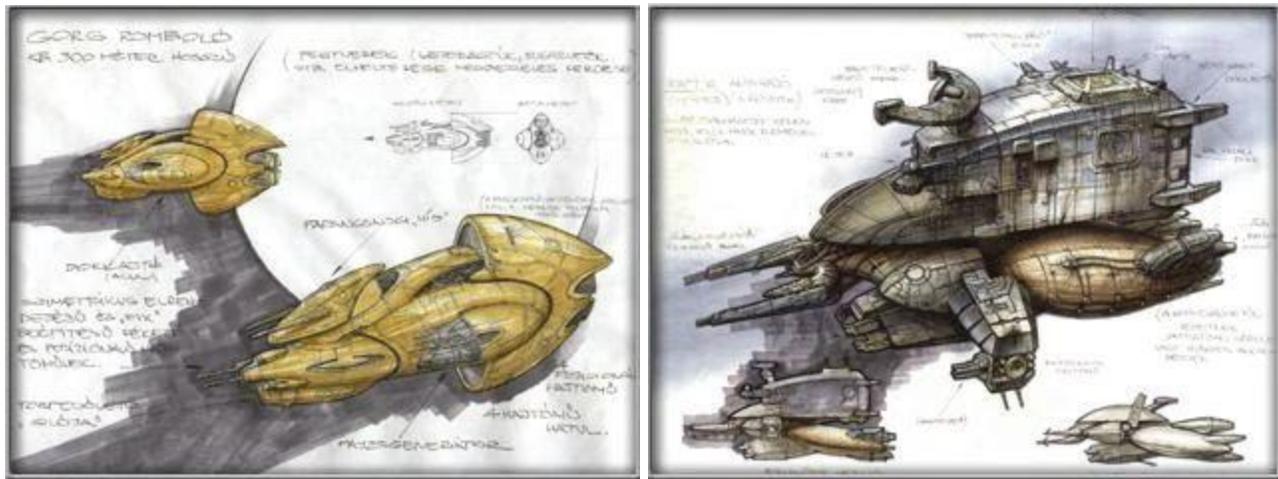
#### **Raptor Hunter**

Small agile ship that is often used to target subsystems and as anti-fighter ships. Pairs well with Killer.

#### **Raptor Killer**

Small ship that is often equipped with anti-armor weapons. Pairs well Hunter.

### **Destroyers & Cruisers - 200 CP**



### Noah Destroyer

A fast moving, very maneuverable light warship. Its weaponry is optimized to take out enemy equipment.

### Gorg Destroyer

Fast maneuverable ship intended to take out subsystems and fighters.

### Raptor Master

Medium ship that has minimal weapons, but acts as a carrier and command center for Raptor assaults.

### Ghost Destroyer

Small fast scout ship. Like all known ghost vessels known for cloaking devices and laser weapons.

### Ghost Cruiser

Medium scout ship, like all ghost vessels it uses cloaking technology and lasers.

### Vandrag Explorer

Medium sized ship. Mainly has been seen doing scouting, transporting, and Diplomatic missions.

### Gorg Cruiser

Medium fast ship that is used as both an escort for battleships and as protection for destroyers.

### Noah Cruiser

Medium fast ship that is utilized both as a pocket carrier and an assault vessel.

### Mechanoid

An ancient machine made up of nanites.



### Noah Battleship

Largest warship in the Noah Human arsenal. This vessel is designed as a slow armory of firepower to take out the enemy first.

### Noah Support Ship

This massive carrier acts as a support ship, offering supplies and repairs to other vessels.

### Ghost Battleship

Large warship that uses cloaking and numerous lasers.

### Locust Queen

Huge living Insectoid ship. All that is known about this is its large bay of fighters and its ionizing field.

### Vandrag City Ship

Large Battleship that focuses on defensive measures, in line with Vandrag doctrine.

### Gorg Battleship

Huge and slow warship, the most powerful Gorg vessel seen in combat. Uses powerful shields, numerous weapons, and a good sized hangerbay to be a tremendous threat to any foe.

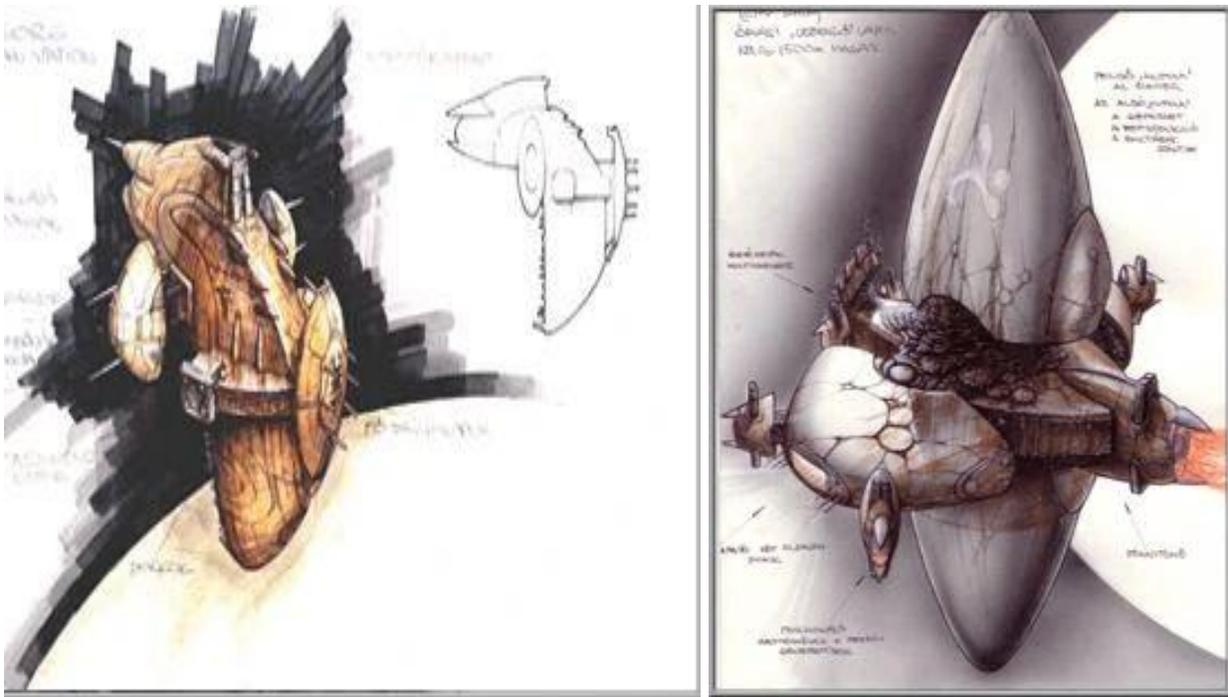
## **The Angelwing - 600**



You receive your own copy of the Angelwing. You receive an additional 500 CP that can only be spent in the Starship Upgrade section to outfit your new starship. Universal Technology Assimilation allows this vessel to scan, absorb, & incorporate any technology it comes across or is uploaded into its database. If any technology is too large or too small to be incorporated, instead your ship will build an acceptable version in its place. Technology that can be absorbed does include new types of alloys, technologies, or anything that is improvable or upgradable on ships. This spaceship's power sources

have infinite fuel and this will continue if they are replaced or improved. Any damage done to the ship will repair itself within minutes during battle and mere seconds outside of battle, and in the event the whole ship is destroyed it will either appear in your warehouse or near you within a day. This ship can be summoned to your location, fastest travel time should still be taken into account. Finally it can only be operated by you or those you allow, this approval can be removed at any time. If you add an AI to this ship, then the AI is considered part of the Angelwing. The Angelwing is a marvel of engineering that is always evolving after every fight, after every fight your ship will eliminate weakness and try to improve where it can. If you do not make any starship upgrade purchases then the Angelwing will get the following by default: Interplanetary Drive, Gravity Power Source, Crystal Energy Cells, Advanced Sensor Array, Torsion ECM, Advanced Targeting System, Datascanner, Blinder, Energy Skeeter, Cloaking Device, Integrity Shield, Antimatter Engine, Combat Drive, Deflection Engine, Stealth Engine, Lasernet Fak, another Laser Flak, Mirroreye Light Lasers, Anti-Gravity Gatling Guns, & Delektron Energy Shell.

### Space Stations



#### Earth - 100

You get your own Earth space station like the Spacetech Sunflower or Kissaki Shukenja to do with as you will.

#### Noah - 200

You get a Noah space station like the Sentinel or Avalon Base to call your own.

#### Raptor Colony - 200

You get a patchwork station built from the wrecks of Gorg and Vardrag ships.

#### Gorg Titan Base - 400

This is a huge space station used to defend locations against whole fleets.

#### Vardrag Gatekeeper - 400

A large space station designed with the Vardrag defensive mindset in mind.

#### Entity Orb - 600

Used by Mechanoids to move through space, these massive spheres house numerous Mechanoids. This vessel has no need to buy upgrades, but you still can if you wish, because it is made out of an incalculable number of nanites that can become or create whatever technology is needed.

### **Starship Upgrades**

You have 1000 CP to spend in this section only on your purchased starships with any of the upgrades listed below. You may select either weapons or equipment to get a price reduction of 50 CP on every purchase in that category, to a minimum price of 25 CP. Normally ships have a limited number of hardpoints, but since you are paying CP, your ship will accommodate all the hardware you purchase. You may import a ship to purchase these upgrades as well.

### **Weapons**

**Light Lasers** - Precision laser that sometimes pierces shields and damages specific devices. Works better when shields are down to damage devices.

1. Astronomical (25) - Very low powered cannon, generally used for destroying space debris.
2. Thornbird (50) - Standard noah laser for use against devices.
3. Crystalpin (75) - An improved version of the Thornbird laser.
4. Mirroreye (100) - Based on ghost laser technology, it pierces shields better than the rest of the light lasers.

**Heavy Lasers** - Lasers that pierce through shields and will damage the hull along with specific targets of the vessel.

1. Spacetech (25) - Military version of the Astronomical laser made by Spacetech.
2. Whitelight (50) - High powered laser to pierce through most shields.
3. Burning Fist (75) - More powerful version of the Whitelight laser.
4. Silverlance (100) - Based on Ghost laser technology, suffice to say this laser goes through shields like a hot knife through butter.
5. Siege (150) - This is based on Gorg technology and is currently the most powerful known weapon. This weapon pierces through shields and does major damage to vessels. This version of siege laser does not require other ships to transfer energy to fire, but they can still do so to speed up the firing speed. Speaking of firing speed, that is the one downside of this weapon: it takes a while to charge up and fire.

**Gatling Guns** - Gatling Guns fire at a rapid pace against the enemy vessel and do minor damage against shields, but shred the hull of ships.

1. Uranium (25) - Large caliber ballistic gun that is intended for use against other ships' hulls.
2. Linear (50) - This gun's only improvement over the Uranium gatling gun is that it has a higher rate of fire.
3. Silver (75) - By superheating the round with plasma its damage output is greatly increased.
4. Particle (100) - An improved version of the Silver gatling gun.
5. Anti-Gravity (125) - Now we are in the big leagues, this round accelerates in a friction-free vacuum. This increases the damage and accuracy of the projectile greatly.

**Plasma Guns** - Plasma guns are slow firing main weapons that do some damage against shields, but rip holes through hulls of ships.

1. Magma (50) - Huge railgun that heats an accelerated Aluminum cube to plasma-state during launch.
2. Volcano (100) - An improved Magma railgun.
3. Nova (150) - This is based on Vardrag design, and the end product reflects that. This projectile is heated to much higher temperatures allowing for much greater destruction.

**Energy Shells** - Anti-Shield weapon that rips shields to shreds, but does no damage to hulls.

1. Energy (50) - An Energy Shell that bombards the targets shields with massive energy clusters making it lose integrity.
2. Bubble Energy (75) - An improved Energy Shell.
3. Delektron (100) - Instead of releasing its energy in clusters this Energy Shell releases all of its energy in a concentrated area to interfere greatly with shields.

**Missiles** - A very accurate missile that when detonated has a large radius, but can be taken out by flak or fighters. (Takes onboard fabricator a day to replenish)

1. Tornado (25) - An Earth Rocket propelled weapon.
2. Diffuse (50) - Standard issue Noah missile.
3. Pulsar (100) - An improved Noah missile.
4. Big Bang (125) - Based on the Vardrags missiles, this one blasts huge craters in even the thickest of armors.

**Torpedos** A ship to ship weapon that does moderate damage to shields and hulls, but has limited ammo. (Takes onboard fabricator a day to replenish)

1. Neutron (25) - Standard issue Noah Torpedo.
2. Eliminator (50) - An improved Neutron Torpedo.
3. Tremor (75) - Antimatter warhead for increased damage.
4. Crisis Energy (100) - A large Tremor torpedo, usually reserved for battleship sized vessels or larger

**Energy Bombs** - Area of effect Anti-Shield weapons that are slow to fire but demolish shields upon detonation.

1. Overload (50) - Fires a high energy electro-bomb that drains shields.
2. Rad (100) - An improved Overload bomb.
3. Ion Scream (150) - The latest technology in taking out the shields of multiple ships at once.

**Flak** - These are the designed strikecraft and missile defense systems. They will automatically engage and attempt to destroy enemy fighters, missiles, and any type of ordnance that can be tracked. They

can also fire on life pods, but that requires deliberate action to do. Each purchase of Flak installs 2 of them on your ship.

1. Spacetech (25) - Lower-powered accurate laser canon.
2. Laser ring (50) - High fire-rate precision flak weapon for use against quick moving targets.
3. Laserglobe (75) - Upgraded laser ring that has greater firepower.
4. Lasernet (100) - Based on Ghost laser technology, suffice to say no species can equal it.

**Fighters** - Very agile squadrons of single seat fighters that are intended for use against targeting specific starship systems, fighters, gunboats, and bombers. With each purchase you receive one squadron of three fighters, that will repair themselves unless completely destroyed then you receive replacements after a week, and blueprints to make more.

1. Gemini - 25
2. Spark - 50
3. Flash - 75

**Gunboats** - Very maneuverable double-seat vehicle that is intended for use against enemy ship systems, fighters, gunboats, and bombers. With each purchase you receive one squadron of three gunboats, that will repair themselves unless completely destroyed then you receive replacements after a week, and blueprints to make more.

1. Sickle - 50
2. Scythe - 75

**Bombers** - Larger than a fighter or gunboat with the largest being just shy of 40m, it is slower due to its size. It makes up for this by having stronger weapons, and having a built in flak lasers making this the best against ships but can decimate fighters, gunboats, or bombers that come close. With each purchase you receive one squadron of three bombers, that will repair themselves unless completely destroyed then you receive replacements after a week, and blueprints to make more.

1. Meteor - 50
2. Comet - 75

**Boarding Craft** - A group of 10 soldiers and a few specialists with a shuttle to board targets. When you purchase a boarding craft you receive one that will repair itself unless completely destroyed then you receive a replacement after a week, and the blueprints to make more. These boarding craft are automated, you have to supply the troops.

1. Space Marines - 25
2. Commando Squad - 50
3. Cyborg Squad - 75

## Equipment

### **Interplanetary Drive - Free**

This Interplanetary Drive creates a sub-space bubble which surrounds the ship. While in sub-space the ship can travel safely and at very high speeds.

**Power Source** - Normally you have multiple generators to buy in game. Instead you get a primary, secondary, support, and backup generator with each purchase. If you make multiple purchases for the same ship you can make a hybrid powersource, results may vary unless you know your science.

1. Chemical (25) - This is the latest spacetechnology design, it's only 50 years old.
2. Fusion (50) - Works on a pure, high density gas mixture.
3. Plasma (75) - This is a Plasma Fusion power plant that accommodates almost every system's needs.
4. Antimatter (100) - Operates on antimatter reaction, output is one of the highest.
5. Gravity (125) - Collects charged plasma particles, radiation, and numerous other forms of energy from a contained blackhole. All of that near limitless power can then be used to power nearly anything.

**Energy cells** - Batteries for your ship, and Generators supply power to these. You get two of these for each purchase.

1. Energy Cell - 25
2. Electron Cell - 50
3. Plasma Cell - 75
4. Crystal - 100

**Sensor** - Passive detection system.

1. Spacetechnology Sensor array - 25
2. Sensor Array (Noah) - 50
3. Advanced Sensor Array - 75

**ECM - Electronic Counter-Measure** - These systems mess with Enemy sensors and scanners, it makes it harder for the enemy to target your ship and its systems.

1. Spacetechnology ECM - 25
2. Standard ECM - 50
3. Torsion ECM - 75

**ECCM - Electronic Counter-Counter Measure** - These Systems specifically target the ECM of enemy ships and render them useless.

1. Standard ECCM - 25
2. Advanced Targeting System - 50

### **Special Equipment**

1. Datascanner (50) - The Standard Datascanner requires you to drop your shield to scan, this one has been upgraded to be able to scan without needing to lower your shields.
2. Blinder (50) - This blinds sensors of any kind, the usage of this device helps greatly in stealth missions.
3. Energy Skeeter (100) - When developed this weapon was originally an Anti-Mechanoid only weapon to drain power from them. This has been upgraded to drain power from whatever you use it on now, but at a bit slower rate than it was as an Anti-Mechanoid weapon. When used this will recharge all of your ship's equipment until full.
4. Cloaking Device - (100) - This is an improved version of the Angelwings cloak, this can operate indefinitely as long as you do not use the weapons. If you wish to act like the Ghosts and jump in and out of combat that is doable now, and you can even use your shield while the cloak is in use.

**Shield** - Basic form of defense out there.

1. Hydron (25) - Stock shield, fairly outdated by Noah standards but still offers decent protection.

2. Layered (50) - Research into better power sources discovered how to prevent energy from escaping, and created this against energy and physical impacts.
3. Jamming (75) - A slightly improved Layer shield with reduced emissions.
4. Integrity (100) - This shield was developed by Angel by adding another energy layer on top of a Jamming shield giving it better defense and integrity while also reducing emissions.
5. Fort Shield (150) - If you purchase a Fort Shield it can either be a standard large radius anti-siege shield, or you can have all that defensive capability in a standard ship shield size, regardless which you choose it will also be anti-Mechanoid.

**Engine primary / secondary** - When you purchase your engine you get the secondary version of it for free.

1. Chemical (25) - This is the latest spacetech design, it's only 50 years old.
2. Ionstream (50) - This is the standard engine for the ships of Noah colony. It is used mainly on civilian ships, but some smaller military ships come with these engines from the Vardrags factories.
3. Fusion (75) - Fusion reactor working on a pure high density gas mixture. Most of the Noah Colony's Military ships are equipped with this.
4. Plasma (100) - Operates on gasses heated to a plasma state.
5. Antimatter (125) - High-power engine operating on antimatter. Its energy output is one of the biggest, but fuel can be hard to find.
6. Lightrider (125) - This engine reaches the energy level needed for moving the ship by accelerating photons.

**Special Engine Upgrade** - In game these are separate engines, since you are paying for them they become engine upgrades instead.

1. Combat Drive (25) - This upgrade allows the vessel to rotate and move along any axis much easier.
2. Deflection Engine (25) - It makes it more difficult to hit the spacecraft and it protects against targeting of this device.
3. Stealth (50) - This reduces the emission of your engine to nothing, even better than the original version.

### Companions

#### **Single Import/ Companion Creation - 50 CP for one and up to 200 CP for eight**

You may import or create a companion. They get 600 CP to spend on the options presented. These Companions can only take Drawbacks that directly affect them, and you can transfer CP from yourself to a Companion, at a 1:1 ratio. You are free to decide the personality, history and appearance of created Companions and they will accept their created companion status. Any transferred CP will apply to all companions, not just one.

#### **Recruitment - 100**

With each purchase of this you can attempt to recruit a known person from Nexus The Jupiter Incident. You have the full duration of your stay to do this.

### Drawbacks

**Crossover - 100**

You can crossover this with another franchise of your choosing.

**Snarky subordinates - 100**

Gungho captains here have a tendency to screw up, so now you have officers who will start out snarky. Over time as your people get to know you this will go away, but every new officer has a chance to be a bit snarky with you.

**Stay Longer - 100**

Stay 10 years longer. Can be taken as many times as you like, but only receive CP the first time.

**Midst of battle - 200**

Whatever starting location you have is now under attack when you arrive. Who is attacking, the numbers, and the goal will depend on that location. You better hope at least one side likes you otherwise they might band together against you.

**Early Start - 200/400**

For 200 CP, you arrive 12 years earlier at the conclusion of the Martian War (2100). For An additional 200 CP, you start 45 years earlier at the other side of the Noah wormhole when the ark arrives (2077). If you chose one of these options the clock does not start ticking until canon starts, in 2112.

**Enemies everywhere - 300/600/900/1200/1500/1800/2100**

Every time you take this perk another faction becomes hostile to you, up to 7 times total. While some will be obvious about it, others will wait until your guard is dropped to strike. Do not expect to only see them in missions some of these species will seek you out. If taken 7 times the only friends you have in the setting are those you bring with you and those that staff your ship.

1. Earthlings - Guess who is enemy number one according to Earth. Yep it's you, geez what did you do cause the Noah Incident or something.
2. Noah - Speaking of Noah, they really do not like you. Some Vice Admiral has been speaking ill of you, expect to have many bad days with the Noah Military.
3. Gorgs - There are many Gorg clans, and guess who they all want a piece of. You!
4. Raptors - Servants of the Vardrags, but some have gone rogue. You just so happen to be a target of these so called rogue Raptors.
5. Vardrags - The Vardrags like to avoid fighting, but they seem to have an irrational fear of you. You never know what the Vardrags are going to do to you when they snap.
6. Ghosts - They are always watching, and when no else is watching they will strike.
7. Mechanoids - Outside of combat Mechanoids normally leave targets alone if they are not a threat, you are the 1st target they go after if they notice you.

**Experienced/Professional Mode - 400/800**

Normally you are having the Beginner Mode jumpchain, but for 400 CP this increases the skill of commanders to Experienced and gives every opponent a little boost to make them a little harder. For an additional 400 CP, the ship commander you face will all be the Professional commander with few who can claim to be their equals.

**Veteran/Elite Crews - 400/800**

Usually you are facing rookie crews who can only do what commanders tell them to and can not think for themselves, but for 400 CP you are now facing Veteran crews who have been around the block. For an additional 400 CP, you are facing Elite crews that have no equal in their navy, by the time their commander gives an order they are already doing it.

### **Vice Admiral Norbank - 600**

You are saddled with an inept or just incompetent commanding officer. You can eventually get out of this officer's chain of command by making a name for yourself, but until then you have to make do with missions that will always go bad, and will go from bad to worse when the superior officer decides to involve themselves in the operation.

### **Final Choices**

**After ten years in the setting you are required to choose one of these options:**

1. End your Jumpchain game and return home.
2. End your Jumpchain game and remain within the setting.
3. Continue your Jumpchain game and move on to the next Jump.

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**Notes:** Thanks to Mithis Entertainment for making this great game and having an in game codex that made it easier to make this jump.

- Jump by Soulreaper31337
- Thanks to Craiberk for helping with some fine tuning of some perks and items
- After someone asked for a default build for the ships I added this. If you do not purchase any Starship Upgrades all space stations & ships except the Angelwing will default to: Interplanetary Drive, Gravity Power Source, Advanced Sensor Array, Torsion ECM, Integrity Shield, Antimatter Engine, Lasernet Fak, another Lasetnet Flak, Mirroreye Light Lasers, Particle Gatling Guns, & Delektron Energy Shell.
- If you do not make any Starship Upgrade choices for the Angelwing it will include the following by default: Interplanetary Drive, Gravity Power Source, Crystal Energy Cells, Advanced Sensor Array, Torsion ECM, Advanced Targeting System, Datascanner, Blinder, Energy Skeeter, Cloaking Device, Integrity Shield, Antimatter Engine, Combat Drive, Deflection Engine, Stealth Engine, Lasetnet Fak, another Lasetnet Flak, Mirroreye Light Lasers, Anti-Gravity Gatling Guns, & Delektron Energy Shell.
- Since someone asked: Earth Knowledge does include media like music, books, comics, movies, etc assume all media that will be released till that point is included plus more than we would ever see. Not something i thought about when i made it but i did state all knowledge.