



Jump by dragonjek
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On January 21st, 2111, the Sphere appeared in orbit around Earth. Directing a great army of drones, it attacked the Earth, decimating cities with the advanced technology of its Swarm. In desperation, the nations of Earth retaliated with nuclear fire, but they couldn't so much as scratch the Sphere, only succeeding in wrecking the ecosystem of the planet.

Humanity was decimated. But among the survivors were the brothers Carter and Ayden. During a drone raid, Ayden, by some subconscious instinct, transferred his soul into one of the drones in order to survive. The discovery that this was possible prompted a doctor named Eva to direct "The Great Sacrifice", where 32,000 human psionics merged their souls into the Swarm to take control over it, and gain direct control over the Sphere.

Eva, who studied the Sphere, and Carter, whose psychic link with his brother allowed him to direct the swarm as a whole, attempted to use the Swarm to rebuild. But the conflict had completely ruined the planet; food was scarce, the ecosystem was destroyed, and most cities had been reduced to rubble. The world was dying, and humanity with it.

Using the Sphere as a basis and power source, Eva designed humanity's first interstellar ship, the Argo, which was capable of traversing vast distances swiftly via the use of jump-space. Captained by Carter, the Argo set off into the void of space, seeking to find a new world for humanity to settle before the people back on Earth completely die off.

This is where you'll be spending your next 10 years... or perhaps you won't be here for quite so long, depending on what choices you make. Regardless, you receive **+1000 Choice Points** to prepare yourself for your time here.

Location

Where you begin the jump depends on your race. Humans start off on Earth. Voohr and Dashan begin in any space controlled by their respective species. Your jump starts one week before the Argo's maiden voyage.

Species

You can choose species/race here, but your background and circumstances are up to you to come up with. You can't be one of the leaders of your respective species, or take the place of a named character, but you can freely decide your past, your form of employment, and whether you live on a planet or are assigned to a ship. Humans and Voohr have male and female sexes, while the Dashan are sexless and have no concept of gender.

Human:

The most advanced of the great apes of Earth, they're also the ones who have driven their planet to the brink of collapse. Without outside aid, the species is going to die out in a matter of months. They have only a single space-worthy vessel, the Argo, but it utilizes the highly advanced technology of the Sphere and the drone Swarm, putting them above all other factions in offensive and defensive power... at least in regards to one-on-one ship combat.

Voohr:

A scaly species with a facial structure not dissimilar to that of humans, they are best defined by their honor... at least, they present themselves as such. Honor is

of paramount importance within their own society, but they rarely view others outside their species as being worthy of honorable treatment, leading to brutal and genocidal behavior when they engage in war. They have the best technology of the factions in this war, and in the past drove the more advanced Utuli to extinction using superior numbers.

Dashan:

An avian race notable for having two clusters of eyes, they are a distrustful and suspicious lot. Long ago deceived by the Voohr, they have since been in a vicious war for survival against the more aggressive and conflict-driven species, and are enslaved and exploited by the Voohr whenever possible. Their own technology isn't quite as advanced as that of the Voohr, but they were gifted with the mysterious and powerful tech of the Utuli, which they are capable of reproducing even if they don't understand its principles. This has allowed them limited manipulation of space-time.

Perks

Perks are discounted by 50% for their respective species. 100 CP perks are instead free.

General Perks

Three-Dimensional Combat (-50 CP):

You have a special knack for comprehending movement and combat in all three dimensions. You'll never make the mistake of treating the void of space like it's a flat plane.

A Sense for Scavenging (-100 CP):

Space is a big place, but not so big that you can't get some good finds with a good ship and a good crew. You seem to have a sixth sense for such things, and just by examining a star system you'll have a good guess as to whether or not it has something you'd consider valuable, as well as what type of resource that is. Furthermore, you and those working under you become more effective at taking apart damaged or destroyed machinery without causing harm to the parts that are still useful.

Psionic Potential (-200 CP):

You have psychic powers! This is nothing so great as telekinesis; instead, you are able to contact other people's minds and speak to them via telepathy. If you don't care for your body, you can abandon it to permanently possess an empty vessel, such as a non-sapient machine. This causes your mind to flee your body to inhabit the new vessel, but you can only transfer your consciousness in this way once per year. Doing so destroys your original body, although you can summon a "new" body to inhabit once per decade or once per jump, whichever comes first.

Most importantly for this jump, this allows you to connect your mind to the souls inhabiting the Sphere and direct the Drone Swarm.

Human Perks

Need to Survive (-100 CP):

Humanity is a race in need, with dwindling supplies and limited food. Fortunately, a lack of resources will never be the cause for your death; events seem to arrange themselves so that, when you are without food, water, or shelter, your needs will be met before you die. If the world were on the brink of starvation, humanity might find aliens willing to share food at the last moment. If you were without water, you might find a river. If you're exposed to the elements, you could find a natural outcropping that provides just enough protection so that you won't die.

This does nothing to protect you from injury or disease, only from a miserable death borne of a lack of basic needs.

Finding Allies (-200 CP):

Although they started out on hostile terms with both the Voohr and the Dashan, in different timelines humans still managed to form alliances with both factions... even if they were only an ally in truth in one of those. Past history cannot prevent you from forging friendships and alliances. Even if you had destroyed dozens of their ships in the past, it will never count against you when it comes time to approach the negotiating table.

Reverse Engineering (-400 CP):

Despite being the least advanced of the races currently vying for control of the sector, humanity was quick to adapt to and co-opt the devices of their technological superiors. Even when they scarcely understood the science

involved—or even didn't at all, in some cases—they were still able to figure out how to make a given piece of technology work, and figure out how to integrate it into their own vessel. You excel at reverse engineering strange pieces of tech, and will instantly understand the purpose of any device you touch, although it would take more time and effort to figure out how it works, or the scientific principles behind its function. But eventually, even the most mysterious of technologies will yield their secrets unto you.

Rapid Repairs (-600 CP):

No matter how many drones were destroyed, no matter how badly the Argo's hull was damaged, the ship was always ready to fight again at full strength on the following day. You can bring some of this recuperative ability with you; as one day passes into the next, all of your weaponry, vehicles, and ships—including those of your armies or followers—are fully repaired and resupplied. This does not complete half-finished construction projects, nor does it fix items that you want to leave damaged or taken apart.

Voohr Perks

Honor Apparent (-100 CP):

Honor—or at least, the perception of honor—is of great importance in Voohr culture. Fortunately, your honor is unimpeachable... or perhaps it would be better to say that you know how to make your honor seem flawless. If you are a truly just individual, you are able to convey this through your speech, bearing, and demeanor, making it impossible for anyone to look at you and believe you to be dishonorable.

However, should your true nature be that of a schemer, you know how to present yourself as being noble and honorable—not perfectly so, but enough so that you could fool just about anyone who had not been exposed to your perfidy.

The Great Conquerors (-200 CP):

The Utuli may have been the most scientifically advanced species known to have existed, but the Voohr nonetheless proved themselves to be the greater in warfare. The more technologically advanced an enemy is in comparison to your own faction (not necessarily you as an individual, but your faction), the more successful you become in waging war against them. You will fight harder and

smarter, their plans become more readily apparent to you, and you have an easy time picking out weak points you can exploit.

Voohr Technologies (-400 CP):

You are a master of the scientific and engineering knowledge of the Voohr, containing an encyclopedic knowledge of all branches of the sciences. Given time and the resources, you could reproduce any piece of Voohr technology, such as their antimatter encapsulator, the durable alloys that make up Voohr ships, or their phasing tech.

Rockets and Resilience (-600 CP):

The Voohr have a solid preference for missile weaponry, and their ships are much sturdier than those of the Dashan. Echoing this, your own explosive weaponry becomes more powerful, having a mightier and larger explosion, while the missiles themselves (or other means of conveying the explosion) travel more swiftly and accurately.

Furthermore, your vehicles and ships become significantly tougher, capable of withstanding 20% more damage than they otherwise could have, regardless of their material composition.

The benefits apply not only to your own possessions, but to those of your armies and followers as well.

Dashan Perks

Once Bitten, Twice Shy (-100 CP):

Long ago, the Dashan welcomed the Voohr as allies. However, the Voohr Empire, through some unnamed deception, betrayed the Dashan, and the Dashan have never forgotten.

This perk has no effect the first time you are betrayed or deceived. However, in any future instance of the same person attempting to trick you in some manner, you will have a precognitive knowledge of it—not necessarily the details of how they intended to harm you, but you would know that they were intending to do it.

The Will of the Utuli (-200 CP):

Before the Utuli, the Dashan were... less. But the Utuli uplifted them, guided their scientific progress, and gifted them with technology that enabled them to bend space-time. You, like the Dashan, have a tendency to pick up powerful sponsors and benefactors, people who are willing to advance you and your cause. They may bestow you with special powers, or give you great technology that would place you above your fellows... although this does require that such entities exist in the setting in the first place.

Dashan Sciences (-400 CP):

Although the Dashan are not quite as advanced as the Voohr, they're not slackers by any means. You have a comprehensive understanding of Dashan science and technology, and could replicate any of the Dashan's feats of engineering if you had the time and resources, such as their energy weaponry and their methods of remotely enhancing the functions of allied ships.

Of note is that while you may be able to construct the devices that bend space-time, you do not understand how they work any more than the Dashan do. This won't prevent you from operating them (for instance, to achieve the near-teleportation via special warping the Dashan utilize for long-range travel), but this perk won't give you an understanding of *how* they work.

Rays and Rapidity (-600 CP):

The Dashan have a fondness for energy-based weaponry, making particular use of lasers; while their material sciences are not as advanced as that of the Voohr, preventing their ships from being as hardy, they make up for it by increasing their speed by means of warping space-time. As an echo of this, your energy-based weaponry becomes more efficient, using less power than it rightfully should for the energy it outputs, and diffusing less with range. Furthermore, your weaponry that uses directed-energy attacks deal more damage upon contact with the enemy.

In addition to this, you will also find that your vehicles and ships move more swiftly without consuming more fuel than they otherwise would have, being 20% faster than they were before.

The benefits of this perk apply not only to your own belongings, but also those of your armies and followers.

Items

There are no item discounts.

Ship of Your Own (Free):

You get a starship of your very own. You gain access to the Ship Customization section below, with **+1000 Ship Points**. You can convert CP into SP at a 1-to-2 ratio.

Survival Supplies (-50 CP):

You gain a supply of enough food and water to let you survive for a full 10 years, even if all the other food in the world was irradiated into something you couldn't safely consume.

Matter Manipulator (-200 CP):

A tool used by the Voohr and Dashan alike, this machine allows one to restructure matter on the molecular level, breaking apart molecules and putting them back together in new formations via the use of gravitational waves. This allows for, among other things, the swift creation of food and medicine.

The Orb (-200 CP):

If getting **Sphere Integration** is too expensive—or just too big—how about downsizing? This is a duplicate of the Sphere, but reduced in size until it has a diameter of 20 centimeters. The drones are disproportionately large in comparison to the Sphere, being roughly the size of a human fist, but there are only 500 of them. Still, if you ever got into combat on a personal scale, this would be very useful. Their combat abilities are downgraded proportionally to their size, but would still be tremendously effective against even tanks.

Utuli Artifact (-300 CP):

This is a mountain made of crystal—a mountain so massive that bringing it to another jump world would destroy entire continents and destabilize the orbit of the planet. That's why this massive artifact is instead stored in a pocket dimension connected to your Warehouse.

With the aid of the artifact, you are able to send a warning backwards through time to yourself. Once per jump (or once per ten years, whichever comes sooner),

you can send your memories back in time, letting your past self view your actions and mistakes, and hopefully make better decisions the second time around. This doesn't send back any physical changes you may have made, but any growths in esoteric power, such as magic or your connection to your Drone Swarm, will be granted to your earlier self. You will automatically use this feature in the event of your death.

Unlike the original artifact, yours will not cause any harm to psychics who approach it.

The Fleet (-600 CP):

In addition to the use for the **Ship of Your Own** listed above, you can use the Ship Customization multiple times to develop your own fleet. You receive **+8000 Ship Points** for this purpose, and convert CP into SP at a 1:3 ratio; however, no individual ship from this item can have more than 1200 SP invested into it, and you cannot purchase **Sphere Integration** for any ship in the Fleet.

Ship Customization

There are many different vessels in this world, from the tough ships of the Voohr to the light, agile craft of the Dashan, to even the scavenged mishmash of parts that make up the ships used by the rogue AI that serves as a constant plague to all sides. Many ships have special features; you are able to add these features to your ship.

By default, your vessel is the size of a frigate and requires a crew of 5 to function, but optimally would have at least three times that. Your ship contains everything needed to function and keep its crew alive; a mess hall, living quarters, room for spare parts, an engine room, life support systems, etc. It does not have any weapons or shields unless you purchase them here.

If your vessel has weapons that involve projectiles, your ship has the capacity to manufacture the needed ammunition. Drones are considered to be "projectiles" for these purposes, although the Sphere can only control up to thirty-two thousand of them.

You have Ship Points with which to customize your vessel(s) as determined by your item choices, and may convert CP into SP at the ratio described in that choice. If you have an existing spaceship you would like to import into this world, you may do so, with the purchases here being added onto the original functionality of the ship in question.

Jump Capability (Free):

Your vessel is capable of some manner of faster-than-light travel. This could be travel via jump-space as seen with the Argo, the near-teleportation via space-time manipulation of the Dashan vehicles, or the gradual phasing demonstrated by the Voohr. Regardless, this allows you to travel from star system to star system in no more than a day, although trying to move between clusters in a short time may require the use of a cluster gateway.

Alien Alloys (-100 SP):

The Voohr and Dashan have each produced materials that are both more lightweight and more durable than anything Earth has ever produced. Your ship has been constructed with these materials, providing it with increased protection. You can purchase this multiple times, each time making this ship roughly 25% more resistant to damage.

Assault Missile Hardpoint (-100 SP):

This missile launcher only faces one face of your ship and is pretty short-ranged, but uses an antimatter encapsulator to produce micro-warheads that provide a potent defense against ships getting up close and personal with you—which is surprisingly common in this setting. For another **-200 SP**, you have an array of them across your ship, protecting you from every direction.

Pulse Laser (-100 SP):

A counterpart to the **Assault Missile Hardpoint**, this utilizes short-range lasers to annihilate nearby ships. The laser is powerful, but prone to overheating, forcing it to be fired in pulses rather than a continuous beam. You receive a pulse laser that protects one side of your vessel; however, if you pay another **-200 SP**, you instead have a Pulse Laser Array that can fire in any direction.

Size Increase:

Your ship is of a larger class of vessel. Each tier not only increases the size of your crew, but also provides additional space, more varied rooms, improves the potency of the weapons array, and grants a more powerful defense due to the thicker bulkheads. Each tier is purchased individually.

Tier Negative One (+200 SP):

Instead of growing larger, you've taken the opposite approach. This is only a shuttle, with the bare minimum in rooms to allow people to live in it, and weaponry and defenses are likewise downgraded. But on the other hand, it can be piloted by only a single individual (although ideally by two), and is exceptionally nimble.

Tier One (-100 SP): With this, your ship is roughly the size of an Extractor. Your minimum crew size is 20, and would ideally be at least 80.

Tier Two (-300 SP): Now your ship is the size of a Mothership, and the minimum crew size is 80. That said, it would be better to have at least 400.

Tier Three (-700 SP): At this level, your ship is the size of the Tribe Ships of the Dashan, which are so vast that they can hold the population of entire planets and keep living ecosystems on their numerous rings. The minimum crew needed to successfully pilot such a monstrously large vessel is 1,280, but optimally would have at least ten times that number.

Missile Countermeasures (-200 SP):

This system identifies approaching missiles and uses a laser array to blast them out of the sky before they can approach your ship. However, it fails to identify roughly 50% of missiles on approach... Still, facing half as many explosives as before is a big help to your vessel's long-term survival.

Mine Thrower (-200 SP):

This uses the same antimatter encapsulator as the **Assault Missile Hardpoint**, but instead of being propelled through space, the mines instead lie in wait until an enemy reaches proximity, then detonate; you have an array of Mine Throwers across your ship, allowing you to launch them in any direction. The mines have micro-thrusters on them to bring them to a halt where you fire them, so

momentum doesn't keep them soaring through space. Although programmed to explode from hostile proximity, they can be manually detonated as well.

Damage Energy Conduits (-200 SP):

This utilizes a bizarre material that can store the kinetic energy from attacks on a ship's hull, and use that energy to provide more power to the ship. If you possess **Sphere Integration**, this energy will prioritize repairing damaged drones and replacing destroyed ones. If you possess **Emergency Hull Repair**, this energy can also be used to repair the ship (although to a lesser degree than the damage it suffers).

Shield Scrambler (-200 SP):

Shields are a potent defensive measure in space combat, but they aren't without their weaknesses. By sending a high-energy beam of tauons, it is possible to induce a cascade failure in the shield systems of an enemy vessel, collapsing their energy defenses as long as the Shield Scrambler is focused on them.

Bio-Weaponry (-200 SP):

A favored tactic of the Dashan is to render a Voohr planet uninhabitable by targeting it with bio-weapons—specifically, they target the planet's ecology rather than the Voohr themselves, seeking to render the planet uninhabitable while giving the Voohr time to evacuate the planet. You have a set of bio-weapons contained in missiles, capable of rendering any life-bearing planet barren.

Cascade Laser (-300 SP):

Using materials created by the Dashan, this weapon charges up an immense amount of energy in a quantum state in between shots. Ideal for taking out swift enemies that might be able to avoid a missile. For an additional **-200 SP**, you can upgrade it to the Focus Crystal Laser, which fires its laser through a special crystal array that significantly enhances the power of the beam without requiring increased energy.

Cruise Missiles (-300 SP):

Space isn't entirely empty. It has quite a lot of dust, and long years of war have left debris fields in many solar systems. Long-range missiles face some problems when it comes to this, and it requires some fancy programming to get the missiles to make the micro-course corrections needed to reach a target. Fortunately, you

have that, and a nice big missile launcher to fire them from. These antimatter missiles aren't meant for smaller craft, and are best fired at the biggest, toughest targets available. For an additional **-300 SP**, you can upgrade to Antimatter Warheads, which carry a much larger payload of antimatter, and have a much larger detonation radius. With this sort of explosion, you won't only damage the ship you're firing at, but any vessels that happen to be nearby.

EMP Rocket Array (-300 SP):

This is a set of EMP missile launchers spread across your ship to protect you in all directions. They don't have a very long range, but in exchange will release an electro-magnetic pulse upon impact that disables enemy ships.

Space Bend Field (-300 SP):

A piece of Dashan technology gifted by the Utuli, this machine selectively warps the space-time of nearby enemy ships, which causes them to slow down. This does not affect allied vessels, even if they are caught in the area around the enemy ship which has been slowed down. The esoteric engineering feats of the Utuli are certainly a marvel to behold.

Dashan Command Module (-300 SP):

Another piece of mysterious Dashan technology, it exemplifies the cooperative spirit the race holds with its fellows. While this is equipped on your ship, all friendly ships nearby will experience an increase in the functioning of their ship, seeing a boost in their speed, range, and rate of fire.

Directional Shields (-300 SP):

This produces an energy barrier to protect the ship. However, it is a big drain on the ship's power, so you aren't capable of projecting a barrier across the entire ship. Instead, it will only protect you from one direction. However, the shield is programmed to record where attacks are impacting the ship, and will adjust to cover targeted areas. The energy from your shields disables technology that it comes into contact with, functioning similar to an EMP burst.

For an additional **-100 SP**, you can instead enhance the shield so that it is much larger, providing protection from three directions... but in exchange, it is no longer able to provide a shifting, adaptive defense in response to threats. Upon purchasing this upgrade, you can decide to either increase the shield's

regeneration rate, at the cost of making it less durable, or increase the shield's durability, at the cost of making it regenerate slower.

Skin Shields (-300 SP):

A special type of high-tech shielding, rather than covering a broad area, it projects an energy field molded around the hull of your vessel, giving it protection from all angles. It retains the technology-disrupting effects of the **Directional Shields**. However, this sort of energy is hard to maintain, and as such it will periodically need to turn off to recharge.

Phasing Device (-400 SP):

By minutely setting a ship out of phase with the rest of the universe, it can be rendered functionally impossible to damage, while still allowing it to attack freely. However, this is highly energy-intensive, and cannot be maintained for very long. You can either have a phasing device installed that phases your ship, or one that allows you to phase other ships; alternatively, you may spend an additional **-200 SP** to be able to do both.

EMP Generator (-500 SP):

This device produces a wide-ranging electromagnetic pulse that temporarily disables enemy vessels. Friendly or neutral ships, however, are not affected by the pulse.

Matter-Energy Railgun (-500 SP):

This weapon fires a large slug composed of the same alloy as the hull of the Sphere's drones, shooting it at near-light speed in a matter-energy state. Upon contact, what matter remains is explosively converted into energy, causing tremendous damage to the target.

Psionic Burst Projector (-500 SP):

A human attempt to weaponize psionics, it focuses and releases a ray of energy at a target; not only is this ray quite damaging of its own accord, but from the target will burst arcs of energy, targeting enemies that happen to be nearby and causing devastation to opponents that are clustered together.

Matter Manipulator Device (-500 SP):

The ship is equipped with a much larger, enhanced version of the **Matter Manipulator** item. Besides ensuring that the ship itself will never lack for supplies or parts, there are upgrades that allow you to make use of the device in new ways.

Propulsion Interference (-100 SP):

With this modification, you can use the matter manipulator to project gravitational waves into the propulsion exhaust of enemy ships, interfering with the propellant and leaving the ship adrift in space.

Reactor Interference (-100 SP):

This uses the principles of **Propulsion Interference** to make the device focus its gravitational waves in the reactor of an enemy ship, temporarily causing the entire ship to shut down all functions that do not have their own dedicated backup generators.

Armor Interference (-100 SP):

This modification allows the matter manipulator to weaken the molecular bonds in structures at long range. The ideal usage for this is to target enemy bulkheads, making them more vulnerable to attack.

Emergency Hull Repair (-100 SP):

By using gravitational waves, the device can reshape damaged parts of the hull, warping the ship into a more stable condition. This is power-intensive, and when hastily done will doubtlessly leave flaws that need to be repaired later, but in emergencies it can patch the ship together even if it's on the brink of destruction. For another **-200 SP**, the gravity emitters across the ship are optimized as a form of Hull Repair Optimization, allowing for fine precision and the ideal patterns of gravitational waves, ensuring that these sorts of dangerous flaws won't be present.

Remote Hull Repair (-100 SP):

By using gravitational waves remotely, you can repair damage inflicted to another ship. For unknown reasons, doing so is more energy-efficient than using it on your own vessel.

Sphere Integration (-1000 SP):

Like the Argo, your vessel was built around the Sphere. Not the same Sphere as that which appeared in this world, but an identical one. Rather than requiring the lives of 32,000 humans, yours comes already “tamed” to your will, and as long as you have some manner of psychic ability, you can freely control the 32,000 drones of the Swarm through the medium of the Sphere. The Sphere is a massive, glowing blue orb that reacts to psychic powers, and which serves as the focal point of the Drone Swarm.

For the base price, you are just as unfamiliar with the use of the Swarm as Captain Carter was when he began the journey, and must experiment if you want them to perform unusual tasks or turn into pure energy. For another **-400 SP**, you start off the jump with the effects of having fully upgraded the Drone Swarm, allowing you to send drones to “devour” a target, make defensive walls that capture enemies, push large objects through space, generate magnetic fields, exile ships into another dimension for a short time, cause an implosion of force, or convert your drones into energy to boost the functioning of allied vessels and diminish enemy ships. Among other tricks...

However, the full potential of the Sphere is yet unknown, and it does not yield up its secrets easily. What more the Sphere can do is for you to discover.

Companions

Crewmates (-50 CP):

You may bring along companions if you like, importing them into this world as a member of a race of your choice. Alternatively, you could create entirely new companions from scratch. Regardless of which you pick, they gain +600 CP to spend on Perks, although not items or companions. If you’d like to bring more you can buy them individually, or you can spend **-200 CP** to bring or create a group of 8 companions.

Canon Recruitment (Free):

Want to bring along Eva to see universes beyond her own? Maybe you grew fond of Nathaniel for some odd reason? Regardless, if you can convince someone to come with you on your jumpchain, you can take them as a companion. If they currently happen to be disembodied souls, then they will be given a fleshly body upon the conclusion of this jump.

Lifeblood of the Ship (Free):

You receive the optimum number of followers for your ship's tier size to serve as the crew of your vessel(s). Ships with the Tier Negative One of **Size Increase** instead receive a single follower to serve as their co-pilot.

OC Companions:

These companions follow the same rules as the **Crewmates** option.

The Survivor (-50 CP):

A human who managed to make it through the Drone Swarm's attack on the Earth, they don't understand why so many people are putting their trust in the Sphere nowadays. Months ago it was trying to kill everyone, but now that a bunch of people sacrificed their lives to take control of it, it's suddenly treated like... some sort of religious artifact? Seriously? They're not the only one who thinks something is weird about that, right?

The Pirate (-50 CP):

If there's such a thing as an honorable pirate, this Voohr would be the perfect example. They have a strict policy of avoiding killing whenever possible, tend to target aristocrats and merchant vessels over those carrying laborers, and don't even keep any slaves. It's only through their keen mind and skill at arms that they have held off from having their position usurped by one of their more vicious underlings.

The Nomad (-50 CP):

A Dashan traveler, they've been to all of the habitable planets that are ruled by the Dashan, and have found something special to enjoy on each of them. Every world has its own special wonders, and they'd love to see them all—and they think they'd have the best chance of doing so if they went with you.

Drawbacks

Take drawbacks if you need more points.

Precognitive Visions (+100 CP):

You're going to face a bad time in the future, Jumper. You are now guaranteed to go down a path to a "bad future", where terrible things will happen to you and yours. If you survive for 8 years, you will then die—but in the process of doing so, you will send your memories back in time to the beginning of this jump, giving past-you a chance to avoid the future you experienced, as the guarantee of a "bad future" would no longer apply. Due to timeline shenanigans, your entire identity will be sent backwards in time, so you don't have to worry about chain-failing or the potential that it's actually another version of you that's continuing your chain.

[Species] First and Last (+100 CP):

You hold your own species in the highest esteem and have no regard for the well-being or survival of lesser races. You are perfectly willing to exploit other species for all they're worth if it benefits your own, and would even commit genocide if that's what it took to help your kind.

So Many Frigates (+100 CP):

The small little blighters are everywhere. They might be the smallest ship, but they're also quite fast, and now it seems like there are twice as many of them out there. Be careful on any mission where you need to protect a target. If you're fighting against the Argo, it instead possesses +20% as many drones as it ought to have.

Nebulae and Pulsars (+100 CP):

It seems that every battlefield you come across in space is occurring in one of the following: a system with an M-class sun, which boosts your enemies' damage and fire rate; a system in a green nebula, which causes your enemies' hulls to slowly regenerate; or a system with a pulsar, which periodically releases an EMP pulse that only seems to affect you. You do not benefit from any of these environmental modifiers.

Threat Level Reassessment (+200 CP):

Each mission in this game is rated by a threat level of one to five. Unfortunately, you'll find that any mission you take part in will get a higher threat rating, with all of your enemies becoming more powerful—and the threat levels can now reach up to six.

Phasers Everywhere (+200 CP):

Why are there so many Phaser-class ships? Some of these factions don't even use them! It seems that every enemy you engage in space battles with has at least one Phaser-class ship on their side; it has no offensive power, but it is capable of buffing an allied ship so that it cannot take damage.

It Would Make You Look Weak (+200 CP):

Your allies will avoid helping you under almost any circumstances. Only when you seem to be brought to the verge of death will your allies intervene, as helping you would infringe upon your honor and make you look weak... or so your allies claim. Are you sure they aren't just making you do all the work for them?

Psionic Superiority (+200 CP):

You're a prejudiced ass. You believe that people who have psionic potential are inherently more valuable and better people than those without, and even if you're polite about it, you will still come off as condescending to other people.

War Gone Wrong (+200 CP):

Whichever faction you chose in this conflict, the other two have decided to band together to fight against yours, and you specifically are quite the high-priority target.

Rapid Starvation (+300 CP):

Originally, humanity had not even enough food to last them two months, and the Argo barely managed to get supplies to the planet in time to keep their people alive. Now, the situation is even worse. There is only enough safely edible food left on planet Earth to feed the population for 1 more month. Fortunately, all the food is already gathered by the Order and being rationed out, but unless you do something, humanity is going to die out. And this is important to you even if you're a Voohr or Dashan, because if more than 50% of humanity dies, you fail the jump.

Certain drawbacks may make this unreasonably difficult.

New Earth (+300 CP):

The canon solution to humanity's plight is no longer viable—all of the Dashan tribe ships have been destroyed, and if you purchased a ship of similar size, it is confiscated until the jump is complete. Instead, you must help humanity find a

habitable planet, and ensure that humanity survives to live there. At least 50% of the humans alive at the start of the game must make it to the new planet, it isn't necessary to keep them alive after that. If you fail to rehome humankind, you fail the jump.

Ever-Evolving (+300 CP):

The rogue AI is a persistent nuisance, but even when it was demonstrated that it is evolving to become more intelligent, it was never a real threat. Now, however, everything changes. The rogue AI has become fully sapient, and really, really hates organic life-forms. It can simultaneously control all of its ships at once, using quantum entanglement to do so without any lag from distance, allowing it to strike with coordination and precision across the galactic cluster. Furthermore, it seems to have found an awful lot of salvage, because it has twice as many ships as it did before.

Futures Past (+300 CP):

Normally, you would be on the “new” timeline, created after the crew of the Argo were deceived into terrible deeds by the Voohr, wherein they allied with the Dashan and achieved a relatively happy ending. Now, however, you're in the original timeline, and start the jump after the Argo's alliance with the Voohr has been finalized. If events ever reach the point where the Utuli artifact sends Eva's memories back in time to prevent its destruction, you will be considered to have died, as the timeline will change to a world where you never existed in the first place.

The Great Sacrifice (+600 CP): [Requires Psionic Potential]

You arrive earlier—in fact, you arrive just as you shed your physical body as one of the 32,000 souls who took control of the sphere. You are just one part of a great collective, able to keep your individuality while still feeling and communing with the greater whole. Your soul is now housed within the Sphere; if it or the Argo is destroyed, you fail the jump (although the temporary de-powering that happened in canon does not count as a failure condition). You can directly “pilot” a single drone; if this drone is destroyed, you are pulled back into the Sphere until a new one is produced for you. You can communicate with other psychics who are in proximity to the sphere, but cannot be “heard” by non-psionics.

Finale

The story you've written in this world now comes to a close, and with it, all drawbacks disappear. You may now make a choice.

Tribe Ship:

Just like humanity settled for living in the tribe ship instead of continuing the search for a new planet, so to do you settle for living in this universe instead of continuing your chain. To help you settle into this world, take **+1000 CP** to make some final purchases from this jump doc.

Earth:

Has seeing humanity abandon their planet made you yearn for your own? You return to your home world, and abandon your chain, although you do receive **+1000 CP** to spend on purchases from this jump as a parting gift.

New Earth:

You haven't found someplace you're willing to set down roots. There are yet new places to explore and yet new sights to see. You continue the chain.

Notes

Someone asked if I could give some examples of Voohr and Dashan technology, and also asked me to go in detail into what you can do with the Utuli space-bending tech the Dashan have. I'd honestly love to, but this game is quite sparse on that sort of world-building details. But I can say this—very nearly every single ship upgrade comes from either the Dashan or the Voohr (or the rogue AI, but its tech is scavenged from the other two). The only technology original to humans is the railgun and the psionic burst weapon. Hopefully the ship customization section gives a greater idea of what each faction is capable of. As for the space-time warping technology... that idea is barely touched upon in the game. We just have the slowing-field of the Dashan, and *probably* their FTL travel is based on this tech, because it has a different animation than the Voohr or the Sphere's methods of travel, but the only suggestion I can make is to fanwank.

Changelog:

- Version 1.0

- Spelling and grammar corrections
 - Added examples of Voohr and Dashan tech, as limited as they were
 - Added The Orb item
 - Added Tier Negative One to Size Increases options
 - Changed Size Increase so that each tier is purchased separately.
 - Added Lifeblood of the Ship companion option... although they're really followers
 - Added the War Gone Wrong drawback
- Version 0.5
 - Created jump