

Starship Troopers Jump V0.5

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Intro

Locations

Roll 1d8 to select your location, or pay 50CP to decide where you start off.

1. Earth

Home to humanity, and to the Federation.

2. Luna Base

A massive base located in the orbit of the Earth's moon. In terms of design, it is an artificial planetary ring, which allows massive interstellar craft to dock with ease. It's safe to assume that it is the Federation Navy's largest base, strategically located in proximity to Earth. The Lunar Base can house countless ships of almost any size, including Corvette Transports, Dropships, Landing Boats, and TAC Fighters. The defence mechanisms of the Lunar Base are Missile defence turrets and other small turrets.

3. Roku San

Roku San was a peaceful farming planet with two moons in the outer Colonies. During the Second Bug War the Arachnids invade the planet forcing the farmers to move into a military base run by the Mobile Infantry.

4. Fleet Battle Station Ticonderoga

Ticonderoga is operated by the Fleet of the United Citizen Federation. The mobile gun base will serve as a staging point for the Battle of Klendathu. Its superstructure contains stores, bars, restaurants, and tattoo parlors. The outer edge contains docking clamps for possibly a hundred ships, while the dorsal side contains docking points for damaged ships.

5. Klendathu

Klendathu is the homeworld of the Arachnids. It is located in the Klendathu System. The planet orbits a twin star system; one blue and one yellow. It has two moons and borders an asteroid belt that has an unlimited surplus of asteroids that are presumably the remains of Klendathu's twin world. The surface of the planet contains a breathable atmosphere but is arid and extremely mountainous.

6. Planet p

A bug planet similar to Klendathu in terrain.

7. Sanctuary

Sanctuary is a planet in Federation space. Sanctuary is a planet with very little radiation so although it is very similar to earth in most ways it has very little life on it. Human colonists have brought their own plants and materials to the planet which quickly overran the native wildlife. The population largely supplies the Federations military forces.

8. Your Choice

Aren't you a lucky son of a bitch. You get to choose any of the above as your starting point.

Backgrounds

Your background is you identity and position in this universe. Choose wisely.

Roll 1d8+17 to determine your age. Your gender will be the same as your previous jump, or you can pay 100cp to choose your age & gender.

Drop-In (Free)

You wake up in your selected location with whatever equipment and skills you chose. You also have no new memories to confuse you, no new friends to assist you and no new enemies out to hurt you.. except for those huge bugs of course.

Mobile Infantry (100)

Welcome to the Mobile Infantry maggot! You are now the backbone of the Federation! Your one job? Kill bugs! and I will personally see to it that this lump of meat in front of me becomes a bug killing machine if it's the last thing i do! Now go stand over there while i show you the reason for a throwing knife!

United Citizen Federation Fleet (100)

Why, hello there and welcome to the Fleet. We are the real backbone of the Federation, without us those jarheads in the Mobile Infantry wouldn't get very far. Anyway, on to your duties here. You'll be trained in the operation of starships and the other various tasks that take place aboard.

Military Intelligence (100)

Ah, it's about time you showed up. I've been waiting for you. How did i know you'd be here? It's just a little trick i've picked up. Here at Military Intelligence we run the show from the shadows. We obviously deal in intelligence, the gathering and dissemination of such things mostly. However, we do have some more... clandestine operations.

Skills & Abilities

Exit Plan (Free Drop-In) 100

Those are some big bugs, lots of big bugs, maybe you should run. When it comes to running away you make it look like an art, at a moments notice you can come up with a way out no matter how ridiculous it seems and 9 times out of 10 it'll work perfectly! While fleeing inexplicable explosions tend to go off behind you too.

Boot (Free Mobile Infantry) 100

Listen up maggot! Your training begins here! You'll be taught how to be a proper soldier worthy of citizenship! This includes use of weapons systems, basic tactics, leadership and most importantly how to kill bugs!

Ace (Free United Citizen Federation Fleet) 100

Your test scores are through the roof, you'll pick this up in no time! Be it a huge capital ship, nimble fighter, or something more obscure you can fly it like no other, always able to squeeze just a little more out of its capabilities.

A little trick (Free Military Intelligence) 100

Seems you have some latent psychic potential. You'll be trained to hone your abilities, at first you will only be able to read flashes of a persons mind, but soon you'll be able to dominate and control lesser minds, like animals and bugs! You can't do human, yet..

Survivability (Discount Drop-In) 300

You sure know how to look after yourself don't you? From fetted jungle to frozen wastes you always know the best way to survive, all the tricks the experts know and the secrets the locals refuse to share are all in your repertoire of survival skills. Even if you're trapped in the middle of a desert in your underwear with nothing but a single bottle of water, you'll some how manage to build yourself a comfortable shelter and a meal.

Roughneck. (Discount Mobile Infantry) 300

People know you're a certifiable badass, making epic stands and mowing down bugs by the hundreds is a pretty common occurrence around you. As a result of this your allies get a massive boost to morale just by being near you! In addition to this their fighting skill, stamina, willpower and resilience are all boosted to peak levels too.

Just give it a good kick. (Discount United Citizen Federation Fleet) 300

Stuff breaks often on starships, people should really look into that. However, you're used to it and have developed a quick fix for most things, a good swift kick. Console not responding? Kick it. Power core fluctuating? Kick it. One hit should bring whatever's broken back online albeit only temporarily. Works on anything mechanical in nature.

Information is power (Discount Military Intelligence) 300

Information wins wars, and you know how to find and use it. Intimidation, subterfuge, dissemination, and torture you've mastered all these arts and more. Contacts can be found almost everywhere too.

Deus Ex Machina (Discount Drop-In) 600

Lucky you, very lucky you. Against all odds you always seem to survive. Enemies being killed moments before they dismember you, conveniently placed equipment and weapons that just manage to turn the tide in your favour, and doors that should be locked standing wide open are just a few examples. However, don't rely on your luck too often or it might backfire.

Hero of the Federation (Discount Mobile Infantry) 600

You've really made a name for yourself, whether true or false your exploits have travelled long and far. Wherever you go people whisper your name in adulation or fear, this obviously has its benefits. You can walk into any given room and take command instantly, only your most antagonistic detractors will be resistant. Those who adore you will lay down their lives should you ask them. Those who fear you will fall to their knees in forgiveness.

(Discount United Citizen Federation Fleet) 600

Games & Theory (Discount Military Intelligence) 600

Some people can think three turns ahead. You, however, have already seen the outcome and are having your victory beer. When it comes to plans, tactics and strategy, you are unmatched. Maybe it's some psychic mumbo jumbo or something even weirder but when you focus you can enter a trance like state where time seems to come to a halt and you enter a simulation of the events currently facing you. This allows you to run strategies, plays and gambits and know their results.

However, keep in mind this doesn't guarantee you victory. The less you know about the opponent, the less your simulation has to throw at you.

Dizzy For You 200

There's just something about you. You always attract somebody who is utterly infatuated with you, willing to do just about anything should you ask. In this and all subsequent jumps you will meet an ally, shortly after you arrive, willing to follow you into hell and back. However, this ally will always meet a grisly end shortly before the jump comes to a close. There's no way to save them. They gain a background and 300cp to spend.

Might of the Federation 400

Companion import. Up to 8 new or imported companions. All get a background for free, free corresponding skills & abilities and 400cp to spend.

Gear

Citizenship (Free for all except Drop-In)

Congratulations citizen! You're now eligible to vote, attend higher education at no cost and have more the one child should you choose to!

A Ferret 50

A pet ferret. Why? If you have to ask that i don't think this is for you.

Uniform (Free for United Citizen Federation Fleet & Military Intelligence) 50

A snazzy new uniform also comes with the inner body suit of the power suit.

Beer and Entertainment 100

2 large supply containers filled with beer and assorted entertainment items, musical instruments, cards, and the like. Once used 2 more show up in your warehouse each month.

Morita Assault Rifle (Free Mobile Infantry) 100

The standard rifle of a trooper. Comes equipped with an under barrel shotgun.

Vector CT1 (Free United Citizen Federation Fleet) 100

Standard issue Semi-Automatic Pistol.

Tactical Oxygen Nuke 300

10 ultra-low yield pure fusion grenade-sized tactical nuclear munitions. Restocked once a month.

Power Suit (Free Mobile Infantry) 100

Comprised of two parts, the inner body suit and the outer power suit. The inner suit is a muscle suit which provides a trooper with extra muscle power and a seal against vacuum. The outer power suit gives a trooper increased protection against most attacks.

There are several hardpoints on the armor, allowing it able to be attached with various optional equipment and weapons. Also has two jump jets located on the lower back.

Neodog (Discount Drop-In) 200

A cybernetically enhanced dog said to be 6 times more intelligent than regular dogs.

Useful for hunting down bugs and playing fetch.

Marauder MKII (Discount Mobile Infantry) 600

The MKII is a mech/vehicle "worn" over the regular power suit to enhance body movement, provide stronger armor, and add additional firepower. While it's capable of walking on two legs, the thruster jet is more effective for greater distances. It's equipped with dual Gatling guns, missile launchers, and mega chainsaws to slice and dice bugs in hand-to-leg combat. Within the front

protective covering, the operator benefits from a HUD that shows all surroundings and relevant information.

Landing Ship (Discount United Citizen Federation Fleet) 600

Also known as a Mobile Infantry Carrier this small ship can be piloted by a single person and has enough room for a squad of troopers in full gear, plus the capability to hold 6 drop pods with enough space to each hold a single marauder mech.

Federal Intelligence Bugs (Discount Military Intelligence) 600

The only good bug is a dead bug! Well maybe except for these bugs.

100 Warrior bugs brain washed and under complete control of a psychic.

Each over 2 metres tall, fearless, and capable of continuing a fight even after losing limbs.

Each month you will be resupplied with new bugs bringing the number back up to 100.

Complications

... Made me the man i am today (+100)

Seems you're missing something, yeah one of your limbs has gone AWOL. Here's a bulky mechanical replacement, enjoy.

Shit Scared (+100)

This is rather unfortunate, seems you have a crippling fear of all things bug related. From tiny beetles to giant energy spewing monstrosities they all make you shit your pants in fear on sight, Literally. Every. Time.

Friendly Fire! (+300)

For some strange reason some people see you as a 2 metre tall bug out of the corner of their eyes, this tends to result in you being shot at. A lot. They'll only get a few shots off before they realise their mistake but that may be all it takes to lose your head.

Everythings on fire (+300)

Bad luck follows you, or perhaps you're in fact bad luck personified. Either way stuff goes wrong around you all the time. Guns jam, bugs show up in the most unlikely situations, the person you're hitting on develops an aneurysm the moment they agree to lewd stuff. This probably won't directly result in your death but it'll fuck things up for certain.

Thrall of the God Bug (+600)

Can you hear that? Beautiful isn't it. That's Behemecoatl, the God Bug, and it needs you!

Behemecoatl, just wants to embrace humanity but the Federation is evil! Killing Behemecoatyls, loyal disciples and preventing it from helping humanity ascend. It's your job to bring the Federation down from the inside. You have 10 years to destroy the Federation one way or another, or it's game over.

Stranded (+600)

Ignore your location roll.

You've been posted on a backwater planet along with roughly 1000 other troopers, it had been a cushy job, till the bugs showed up that is. Few at first but after a short while the world will be infested with bugs. If you take out the hive another will just spring up elsewhere. By the ninth year you will be under constant unrelenting attack from thousands if not millions of bugs. It's your job to prevent your base from being overrun, if the base should fall then that's it for you.