JUMP POINT

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FROM THE COCKPIT

GREETINGS, CITIZENS!

Welcome to June's **Jump Point**! There's a lot to get into in the 'verse at the moment, from unearthing questionable scientific experiments and fighting irradiated valakkars to keeping the wheels of the economy turning.

To help you get up to speed and understand the severity of the ongoing situation, we're recapping the ongoing regen crisis alongside a few behind-the-scenes images for good measure. This is the first multi-patch narrative story created for the Persistent Universe, so it was great to dig into it and see how far the story has come (and will go) as we approach its culmination.

The Narrative team is giving you the history of one of the key players in the race to solve the Empire's issues, Associated Science & Development. You'll be getting better acquainted with ASD in the near future, so give yourself a head start learn all about this ethically questionable research company.

We're then going behind the scenes of three of Invictus Launch Week's star ships, the Anvil Asgard, MISC Starlancer TAC, and Mirai Guardian MX. It's interesting to see how the approach to building new ships based on existing chassis has evolved and differs between full rebuilds, like the Asgard, and variants, like the Guardian MX and Starlancer TAC.

As always, thank you for supporting **Jump Point** and the Persistent Universe. We hope you're enjoying the recent updates and can't wait to show you how it all unfolds.

We'll see you next time,

Jump Point Team

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REGEN RECAP

The Empire is in crisis. Unlike previous species-wide emergencies, such as Earth's dwindling resources that ultimately led us to space or the intergalactic wars that defined the Empire as we know it today, the failure of regeneration technology could debilitate Humanity forever.

In this dire time, people across the 'verse are being tasked with helping end the regen crisis, one way or another. Know what you're fighting for and play your part in saving our species.

WHAT IS REGENERATION?

In 2955, an untimely death isn't the end. If it was, how many regular citizens would choose to enter jump points, mine asteroids, dogfight in the depths of space, or even risk a trip out of atmosphere?

Essentially, regeneration allows an individual to return to life following an unexpected death. Upon their demise, an 'echo' of the person is used to create a 'regen,' featuring their exact DNA makeup, memories, and even personality, effectively bringing them back to life.

However, this cannot be done indefinitely. Regeneration has a monetary cost and the echo decays with use, meaning less functionality and potentially less personality returns with each cycle. So, while the preservation of life is still a priority, regeneration is a safety net that the vast majority of spacefaring citizens will rely on numerous times throughout their lives.

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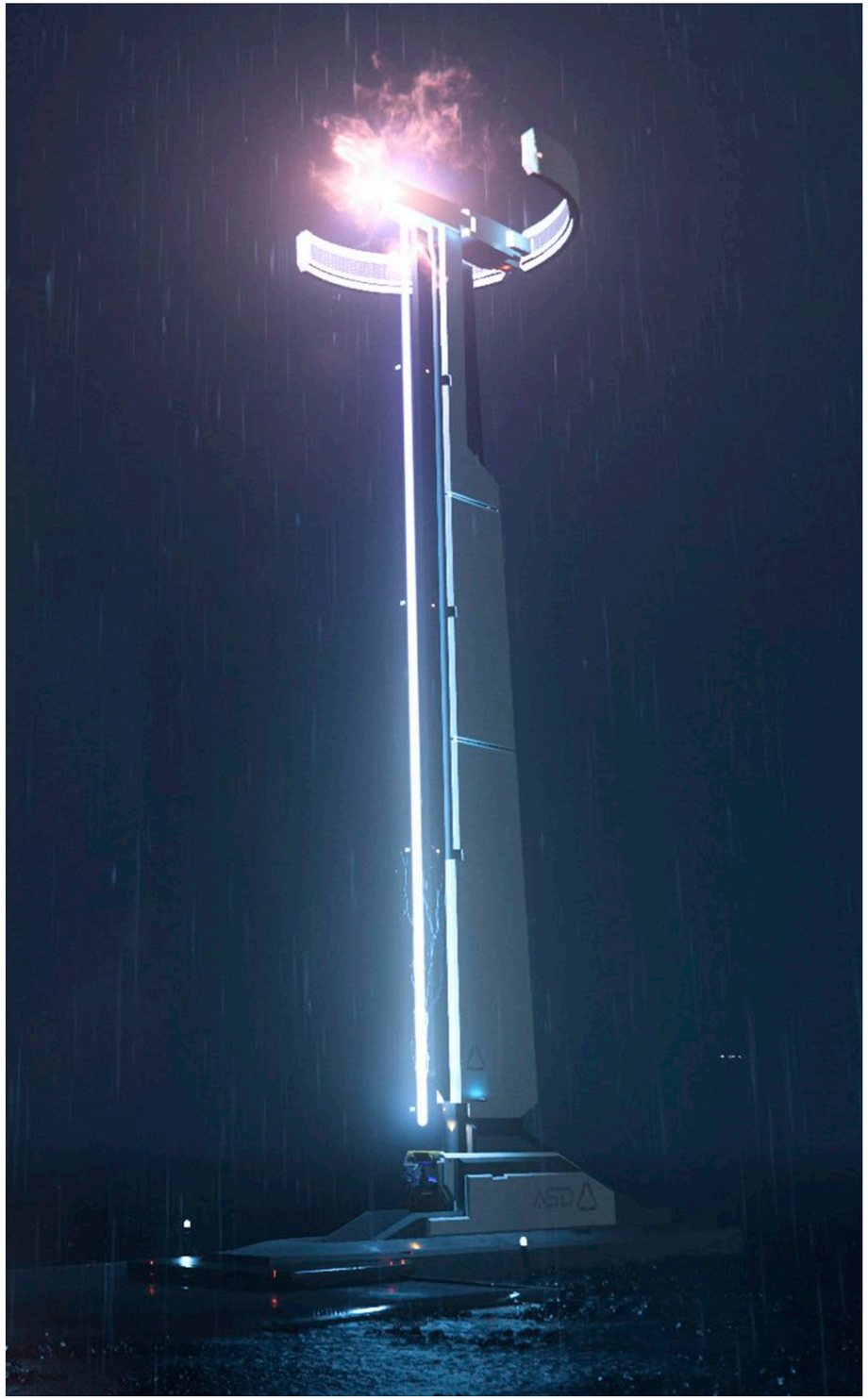
ASD



HOW DOES IT WORK?

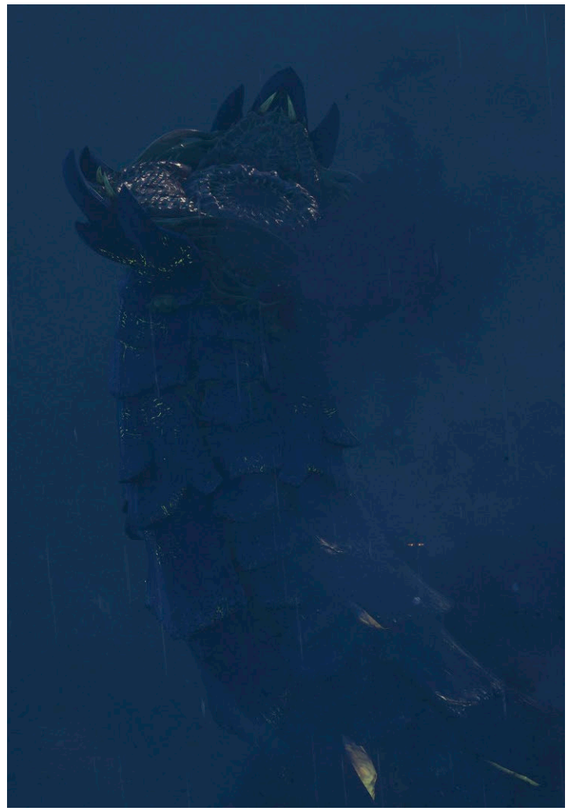
In 2932, renowned scientist Dr. Aka Ibrahim was asked by the government to study a recovered alien relic, which was suspected to be a key biogenetic technology used by the Vanduul.

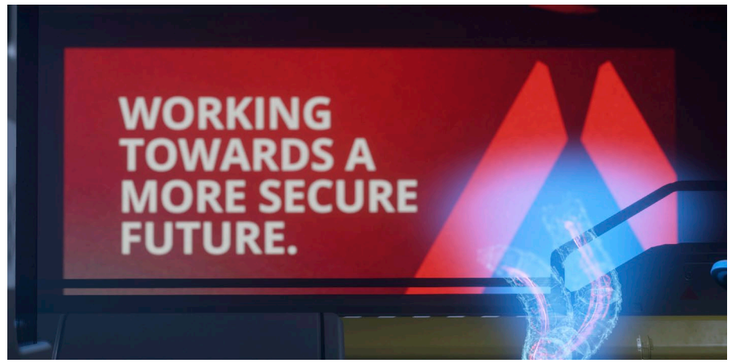
Subsequent military intelligence and several years of research led to the creation of the Ibrahim Sphere, a device that captures echoes of life and enables biological 'imprinting,' including an individual's appearance, memories, and personality.

A subsequent discovery was made - the echo, and therefore the Ibrahim Sphere's imprint, isn't static; it remains tied to the individual and updates as they live their lives. So, rather than capturing a person at a specific point in time and regenerating them to a prior state, patients are regenerated with memories right up to, and including, their deaths.

Regeneration as we know it was first undertaken in 2949 after significant research and development by Ibrahim and the military-funded medical corporation BiotiCorp Limited. The UEE government, aware of the technology's inevitable impact on the whole of Humanity, made the technology public and invested heavily in its dissemination.

Today, the vast majority of spacefaring citizens have been scanned, with many being regenerated at least once. Most space stations offer scanning and regen services usable by anyone, while many companies and organizations can regen in-house, be it in a medical ship or local facility.





CAN HUMANS DIE?

While life expectancy is significantly higher in the 2900s and regeneration mitigates once-fatal accidents, death is still (eventually) inevitable. Each time a person is regenerated, their echo fades, leading to increasingly vague recreations as time passes or use increases.

The first few regens won't make a huge difference, however those who make excessive use of the technology can exhibit personality changes, memory loss, and loss of bodily function. Echo strength is measured by imprint viability score (IVS). While it can't be increased, higher-quality medical equipment reduces the loss of IVS following each regeneration. But, once an echo is too weak, regeneration is no longer possible.

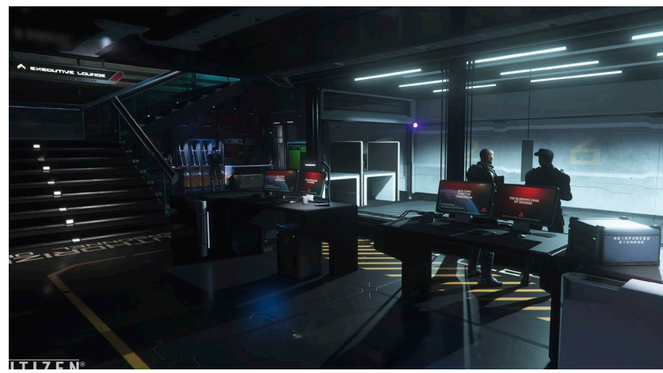
Regeneration doesn't reset a user's health problems either, as life-changing conditions become part of their echo. This is known as a 'traumatic response echo.' For example, those with permanent limb damage from an accident will likely regenerate with the same issues. Death by old age is still an inevitability too, regardless of regen frequency.

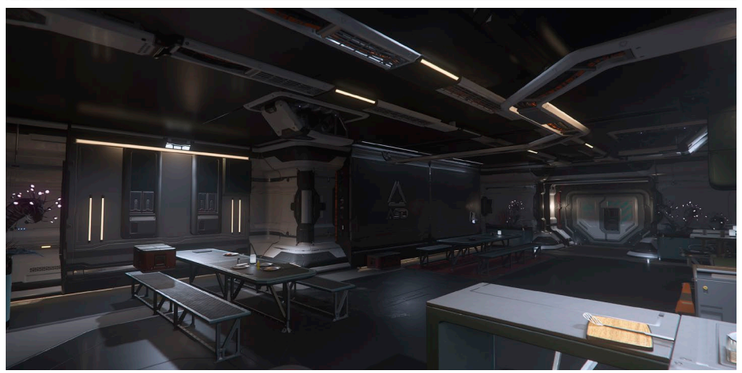
Interestingly, the judicial system currently ignores regeneration when dealing with murder – if a life has been ended, regardless of whether the victim is regenerated, it is tried and punished the same way.

THE CRISIS

Earlier this year, Empire-wide news reports informed the public that imprints are failing following a spate of unsuccessful regenerations. Although not guaranteed, the potential for citizens to not come back from 'routine deaths' caused widespread panic.

The impact is huge, both on a personal level and among industries with high regeneration rates, such as the military, mining, and salvage. Will citizens still willingly head out on dangerous expeditions if there's a real chance they won't return at all? Although Humanity made it to the stars without regeneration, how many contemporary spacefarers will take off if they only have one shot at survival?





HOW CAN YOU HELP?

As a UEE-wide emergency, Imperator Addison has relaxed the typically stringent restrictions on scientific research. The hope is that, somewhere, someone exploring a less-conventional avenue will stumble upon the solution.

Scientific research has dramatically increased across the Empire, with various unorthodox approaches being investigated by left-field companies, including Associated Science & Development. Citizens can play their part by providing ASD with the materials it needs to conduct its research and hopefully discover the means to end the crisis once and for all.

PAW

PRESERVE ALL WILDLIFE

LIFE IS NOT A RESOURCE.
THEY HAVE FAMILIES TOO.

BEHIND THE SCENES: INVICTUS ADAPTIONS

May 15 saw the return of Invictus Launch Week to Stanton. Historically, this annual event welcomed the Naval fleet into Humanity's most populated systems as new recruits were picked up and taken for basic training at Naval Station MacArthur in Kilian. A celebration of military might followed, with families waving off their loved ones and admiring the Empire's seldom-seen war machines. By 2681, recruits were required to make their own way to Kilian, though the fleet continued its tour, bringing a tradeshow of military contractors and suppliers to each stop.

Contemporary Invictus events see the Empire's major shipbuilders showcasing their latest and greatest releases to private security forces, mercenaries, and individuals in need of serious firepower. It's also a social outing for regular citizens who would otherwise not get to see these impressive machines firsthand.

As is tradition, this year's event featured the release of five new vehicles: the Idris-P, Greycat MTC, MISC Starlancer TAC, Anvil Asgard, and Mirai Guardian MX. While the Idris has been a long time coming and Greycat's latest is an all-new design, the latter three are existing chassis reworked to varying degrees to suit specific needs.

To give you the full details on the process, we're going behind the scenes of each, starting with the Anvil Asgard.

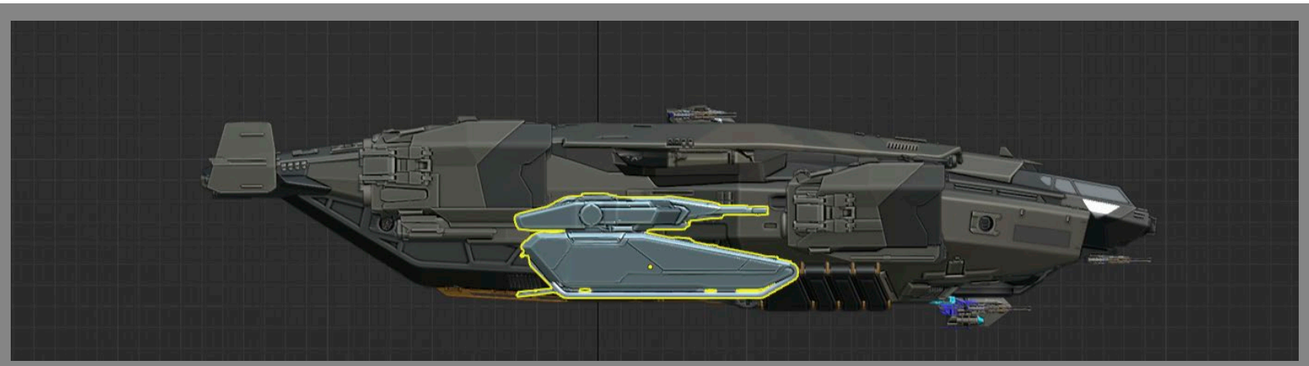
ANVIL ASGARD

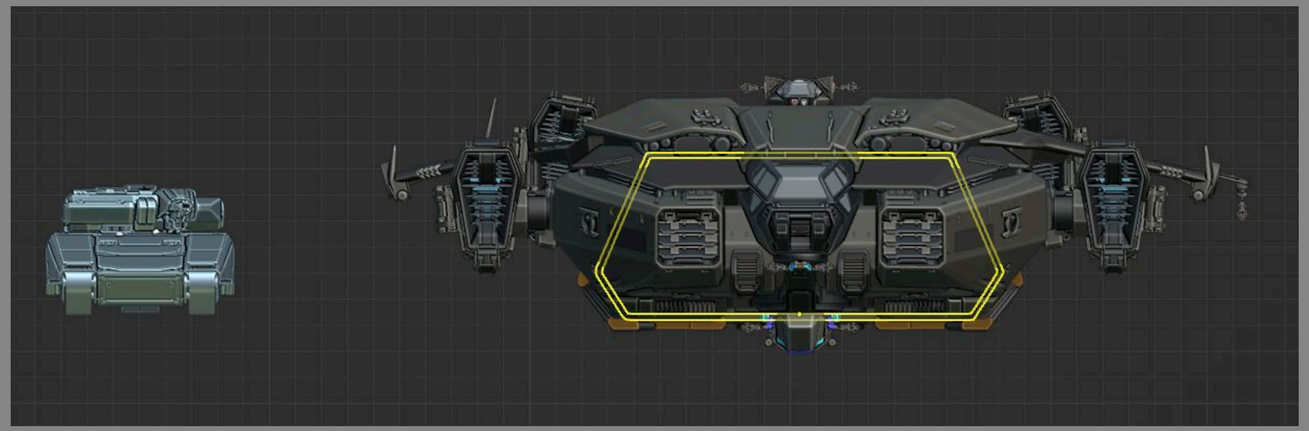
One of the primary shipbuilders for the UEEN, Anvil Aerospace provides a wide variety of deadly vehicles that wage the Empire's wars and defend its interests. From the iconic Hornet series to the original Terrapin explorer, Anvil ships continue to shape Human history with no sign of stopping.

The Valkyrie released back in Alpha 3.3 to deliver troops safely into battle. Heavily shielded and outfitted for cover fire and defense, it had a specific role that it excelled at. With the needs of combat constantly evolving, an entirely reworked version was required; this time to drop tanks and ground vehicles into the fray. Far beyond a variant, development of the Asgard required the Ships team to take the original ship back to the bare chassis and build it back up again to accommodate new functionality, components, and features.

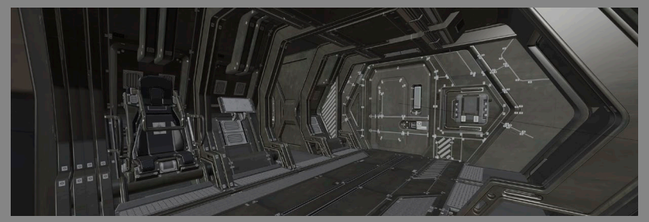
Brief: Valkyrie Tank Transporter

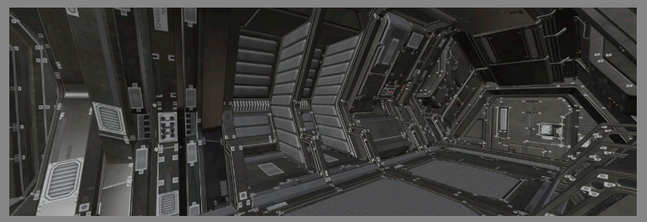
- A full rework of the Valkyrie chassis, specializing in transporting large ground vehicles.
- Core differences to Valkyrie: No top turret, wing guns are slaved to pilot - not remote. No drop seats. Only two beds/habs required. Wider rear ramp and access for Ballista or Nova tank.
- Adapted from Valkyrie: Side doors and door guns, lower manned turret, pilot chin turret.

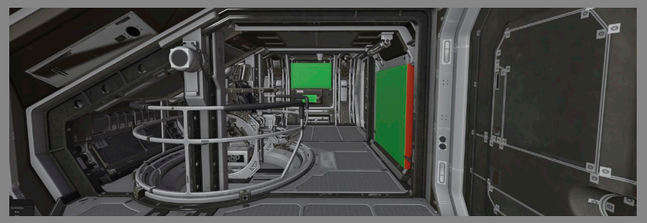


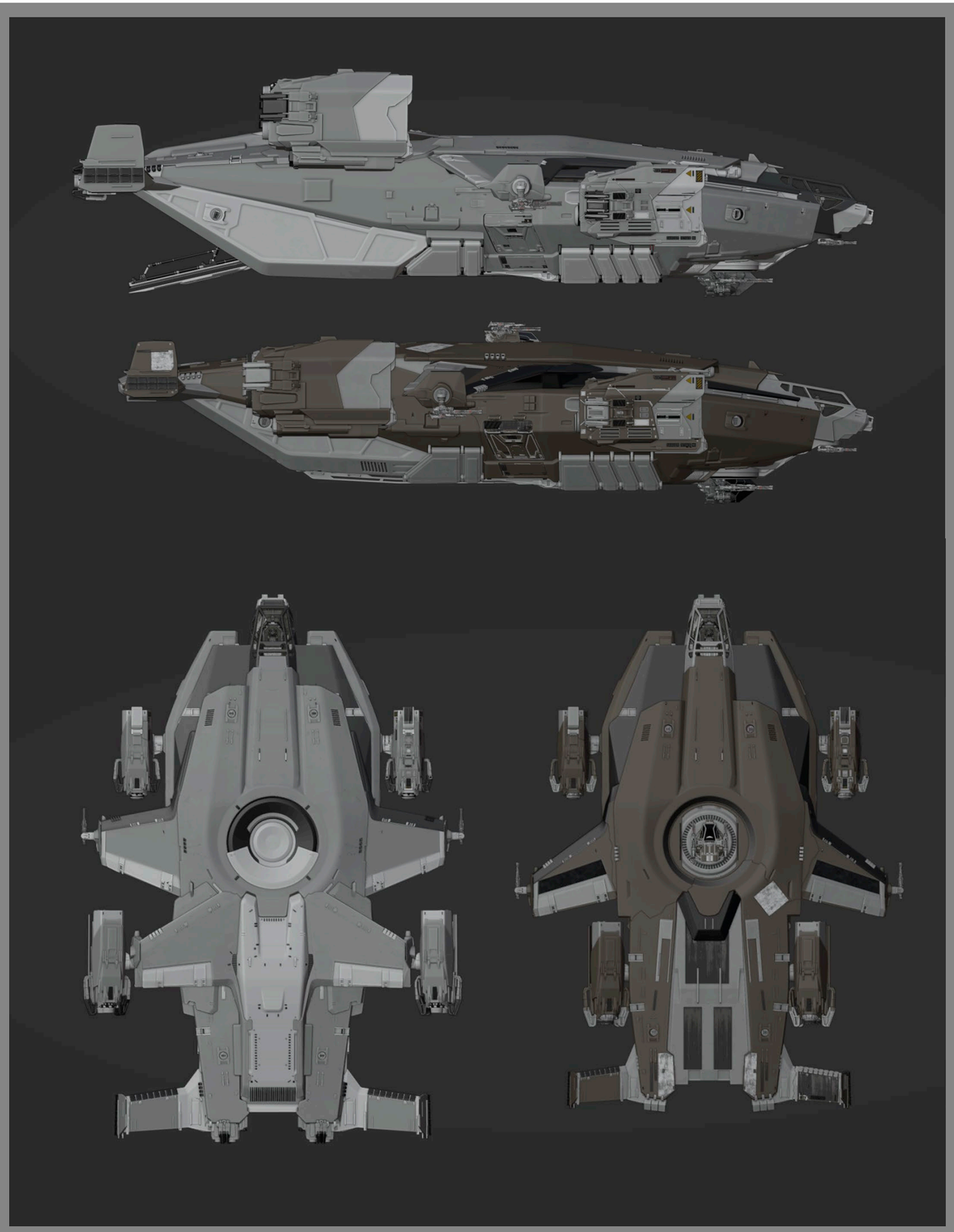


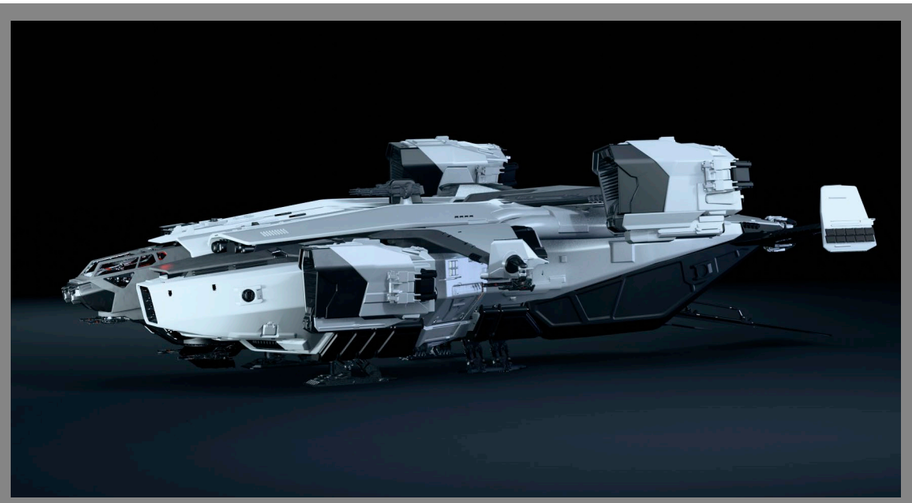
Development began with a comparison between the Valkyrie and the Tank Transporter, highlighting the major areas of change to accommodate the new functionality.

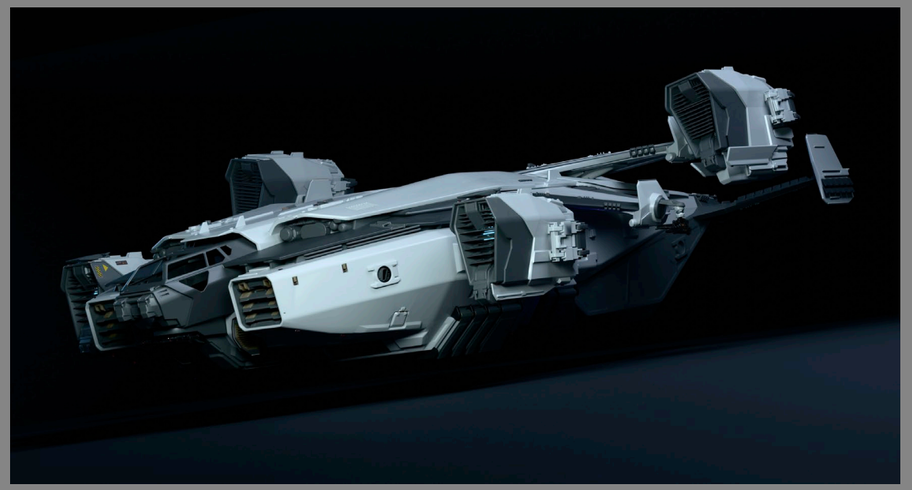








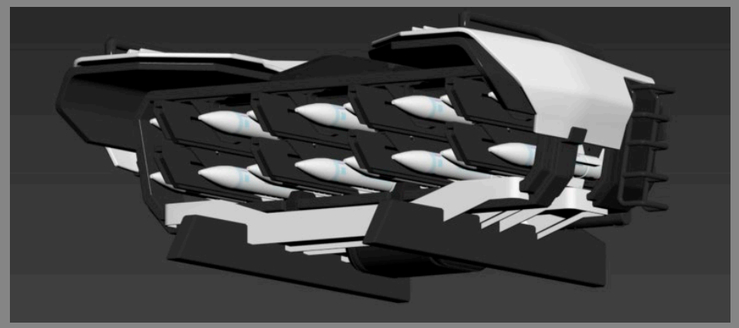


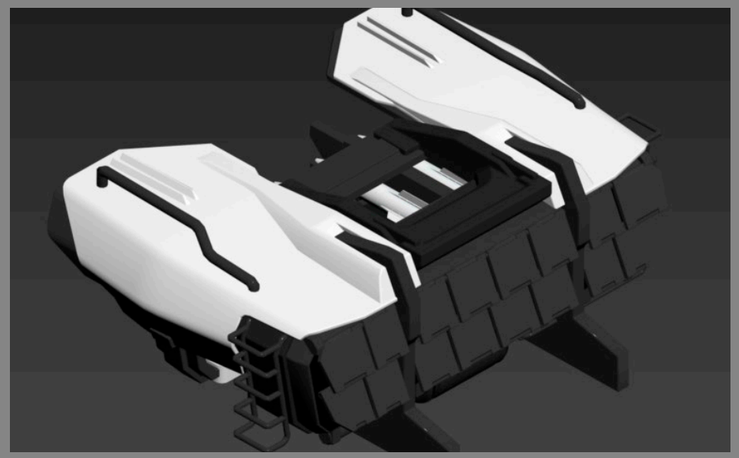


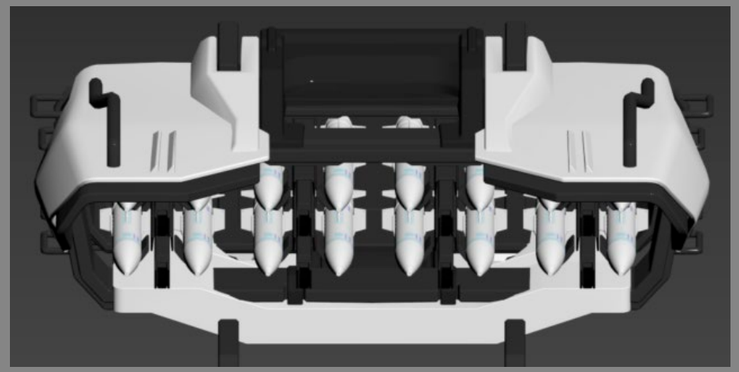
The suggested updates to the Valkyrie chassis were signed off by the directors, as each of the main requirements in the brief were taken into account.

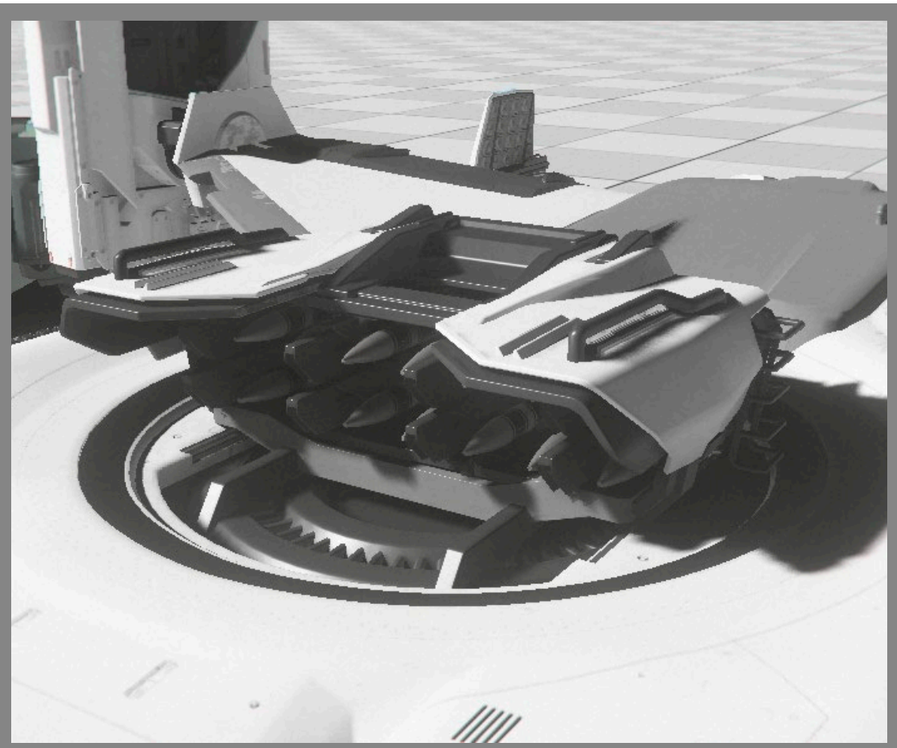
During the implementation stage, it was decided to upgrade the Tank Transporter's weapon loadout. This involved adding a bespoke missile turret to the top to the ship, which was designed and created in-engine.

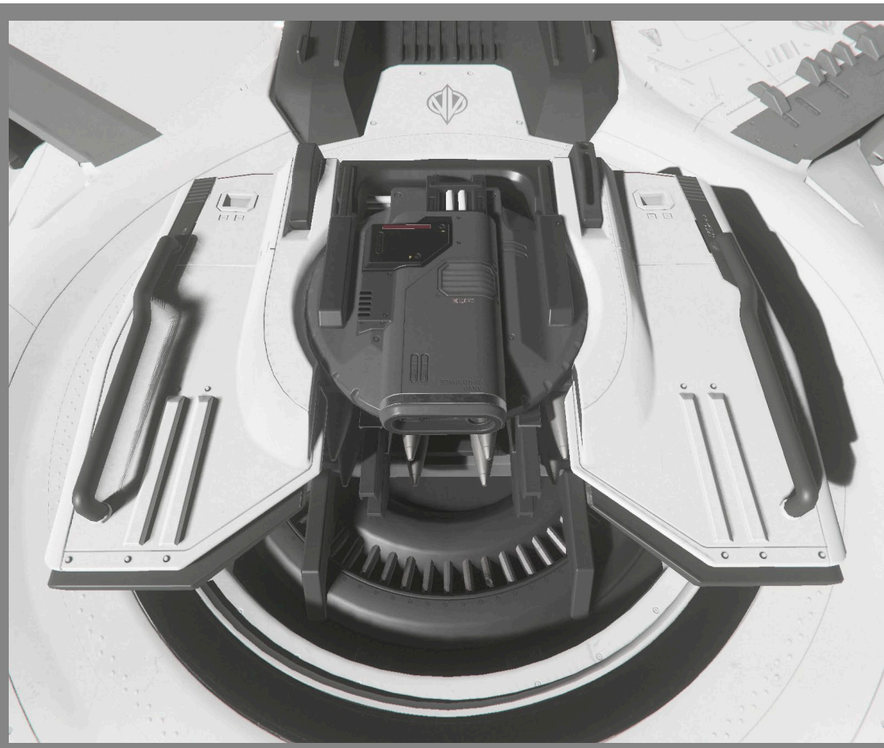
Toward the end of development, the Tank Transporter was handed over to the Narrative team, where it was officially named the 'Asgard'.

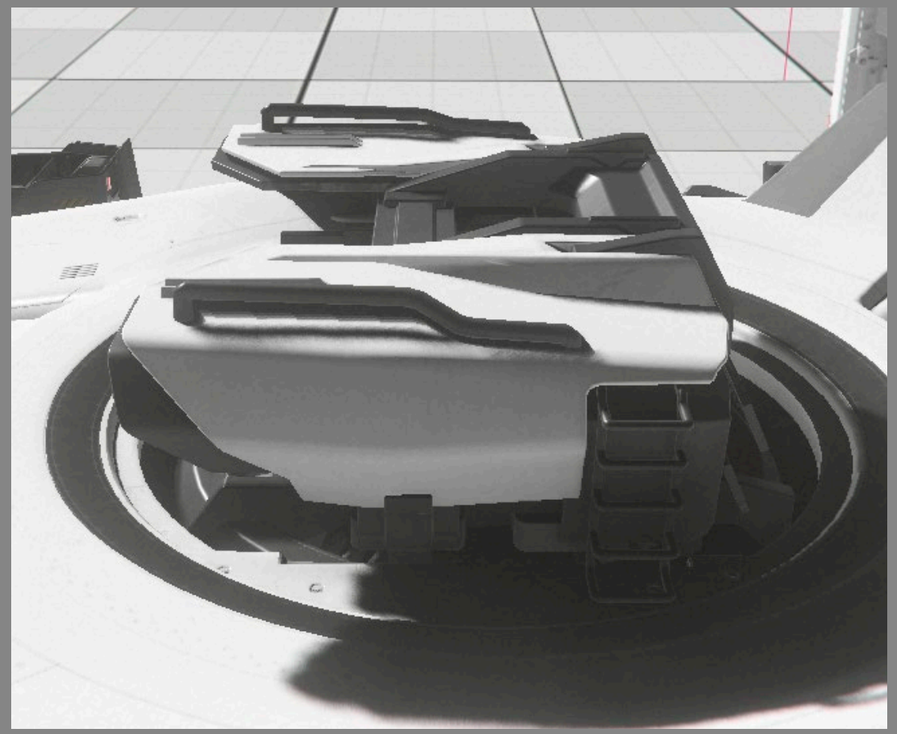


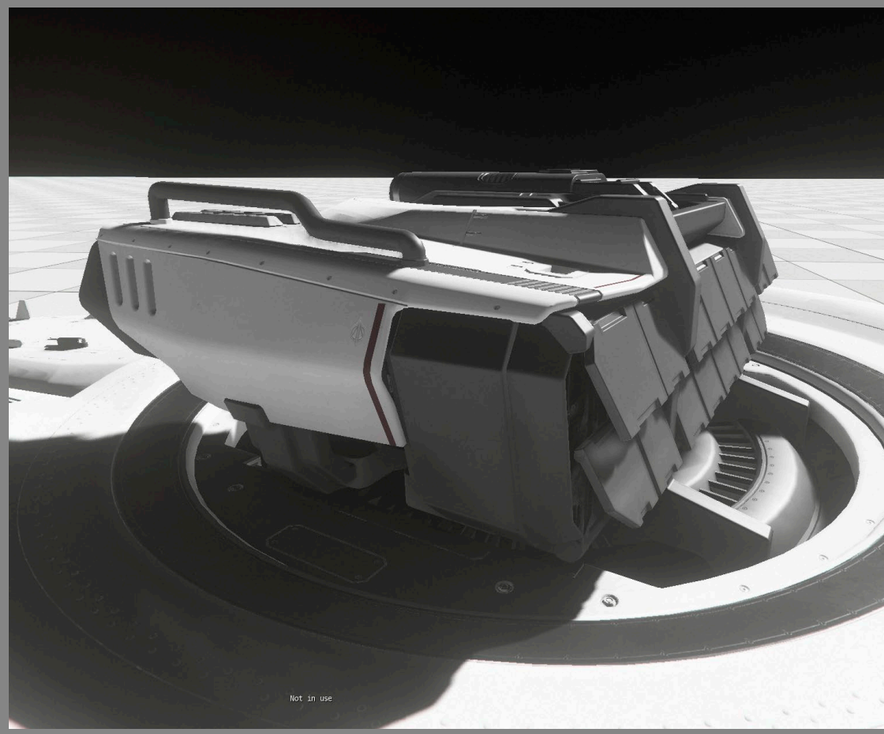












MISC STARLANCER TAC

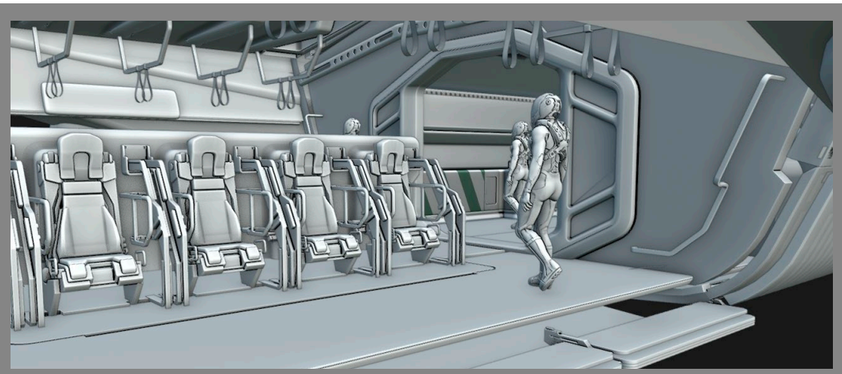
Although not immediately recognized for its military output, Musashi Industrial Flight Concern has an eclectic range that includes a vital tool in the Naval fleet, the Starfarer Gemini refueling rig.

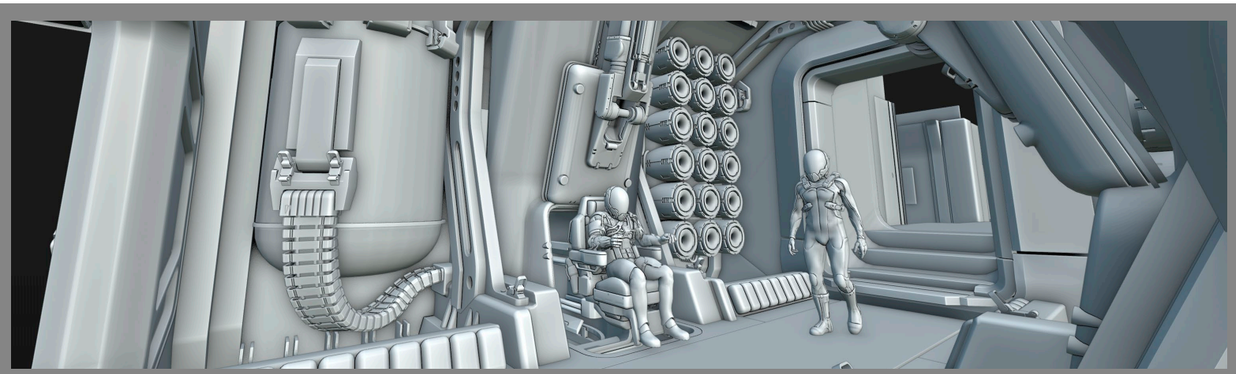
Despite the military connection, MISC remains an industrial titan, best known for its ubiquitous Hull range of cargo haulers. However, the Hull series has one major weakness - its heavy cargo focus leaves little space for armaments, which are vital to crossing lawless systems and delivering to the fringes of civilized space. Enter the Starlancer series, which received an even heavier hitting gunship variant at Invictus 2955.

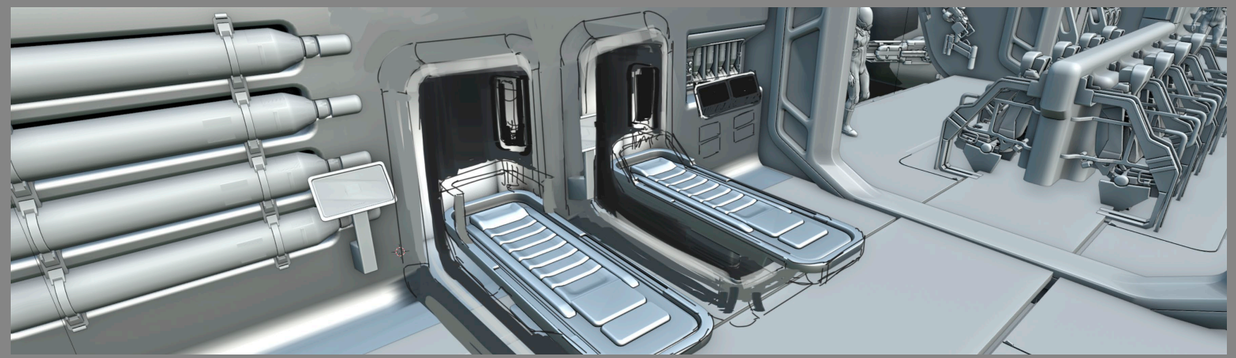
Brief: MISC Starlancer TAC

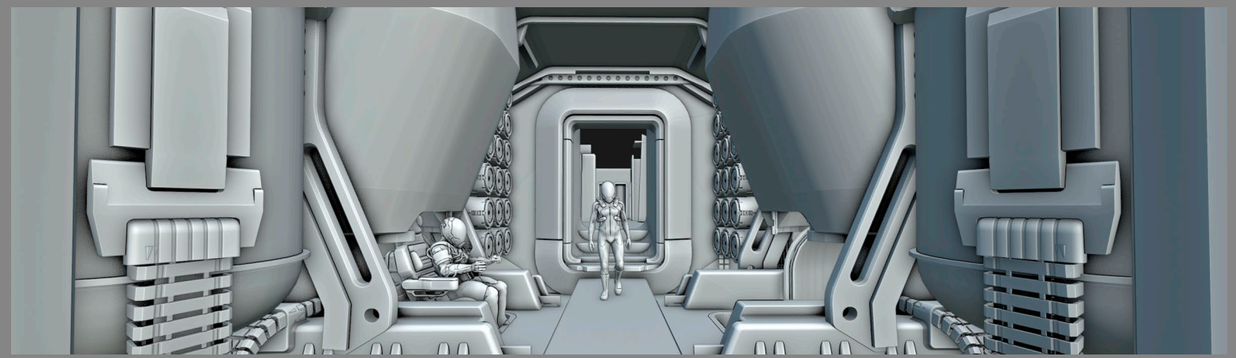
- Combat-focused version on the Starlancer aimed a patrol-boat-style vessel.

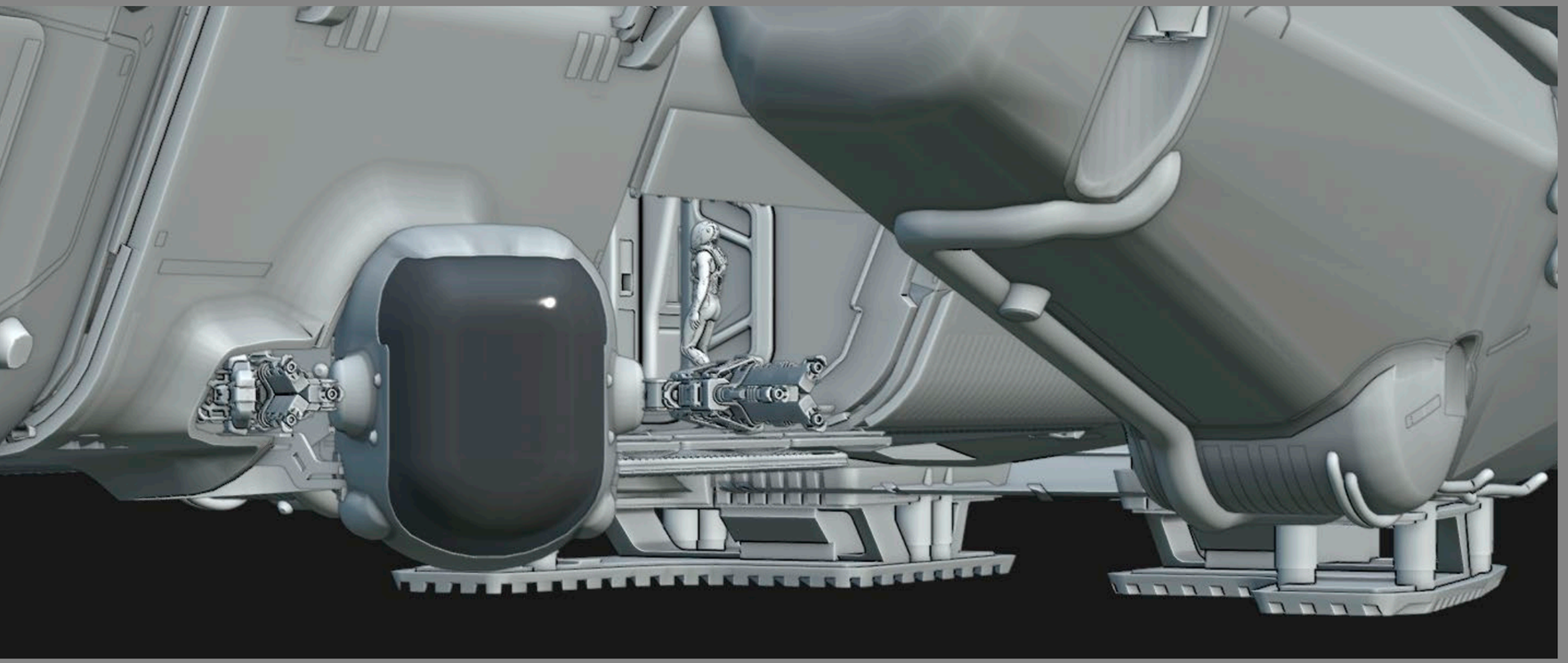
The process began with whiteboxing for the jump seats and turret-gunner stations that replace the cargo section on the MAX.

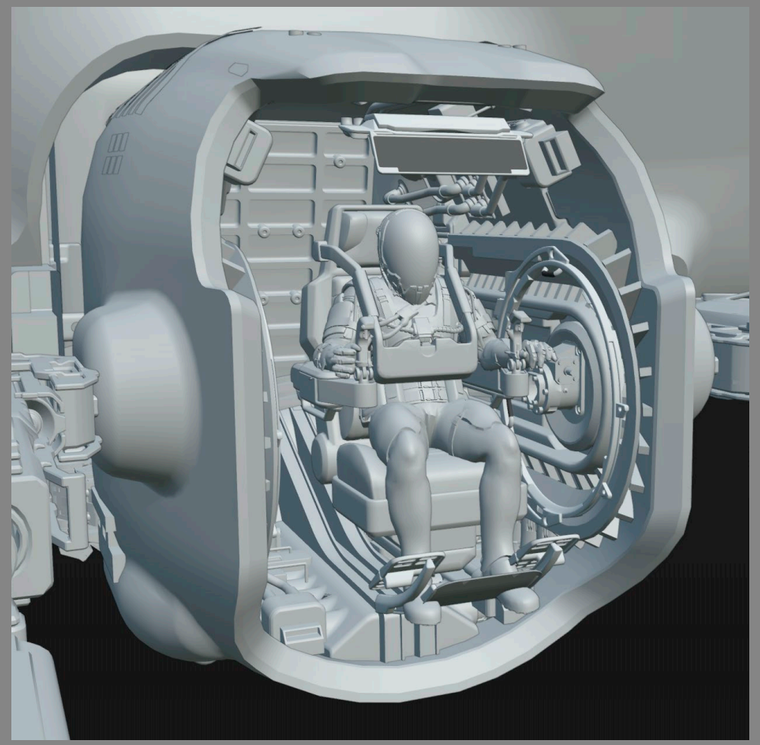


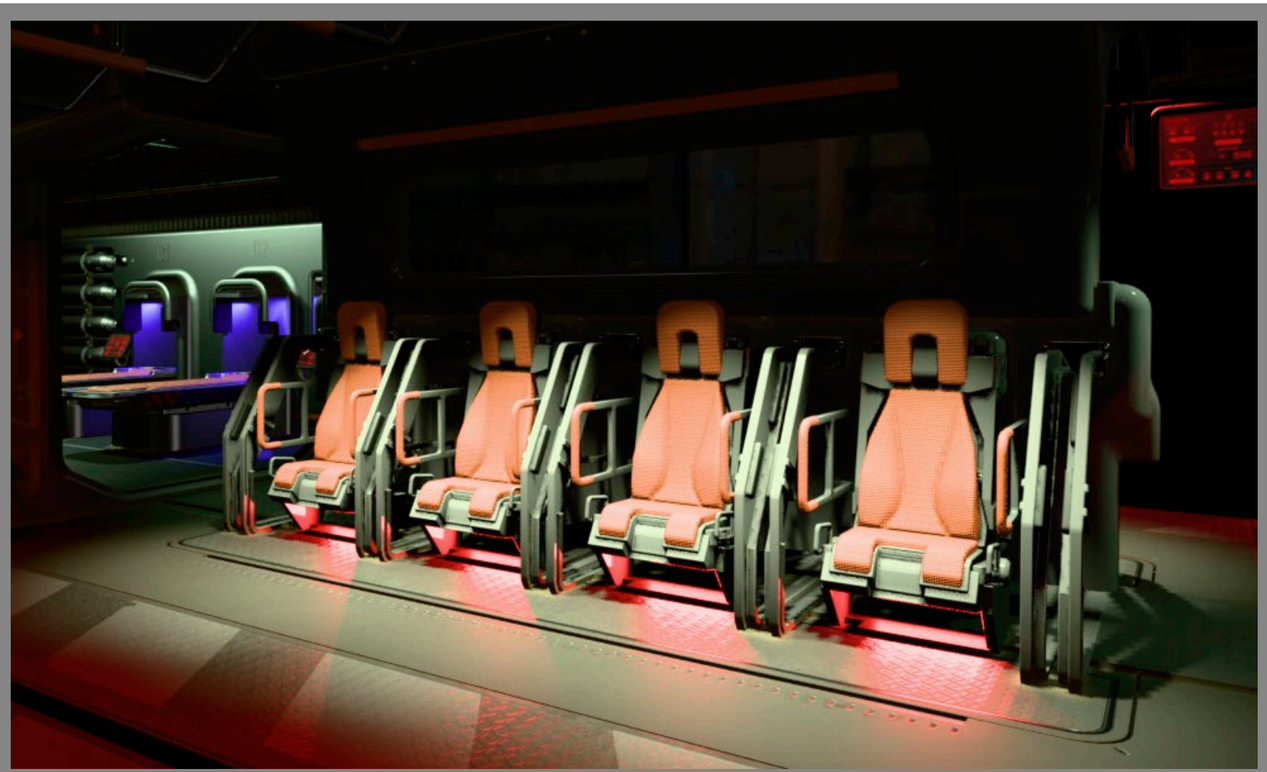




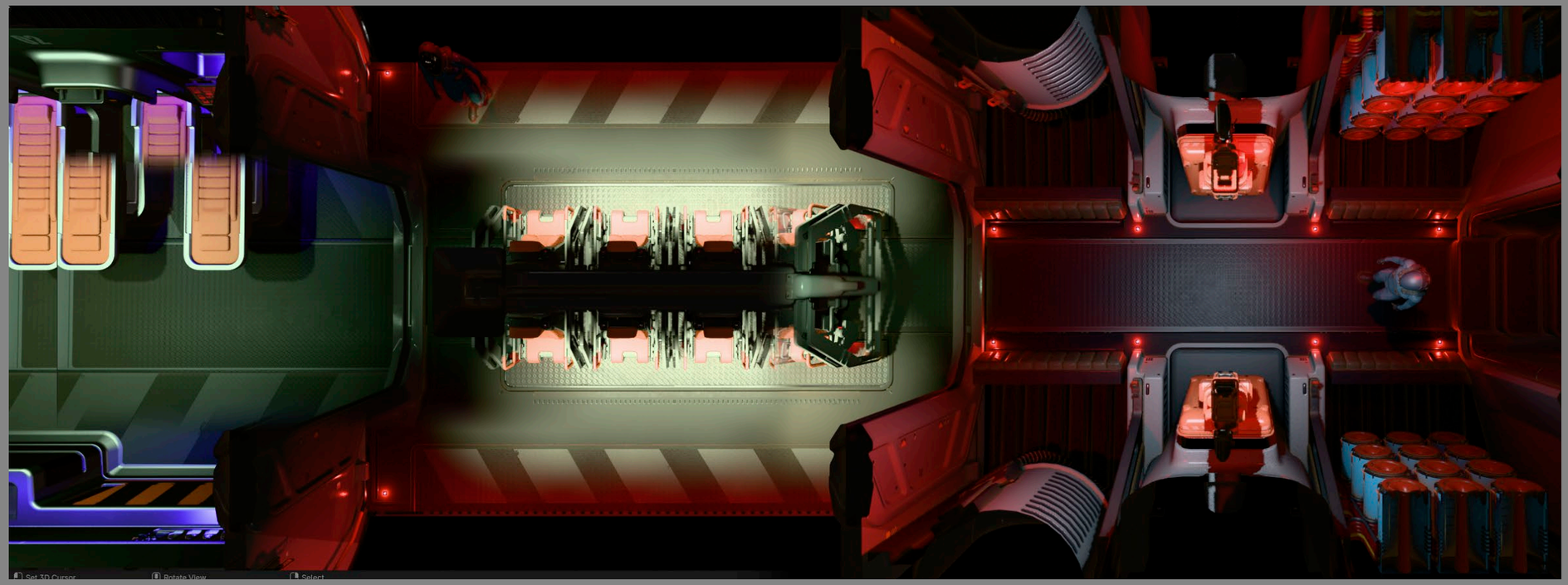


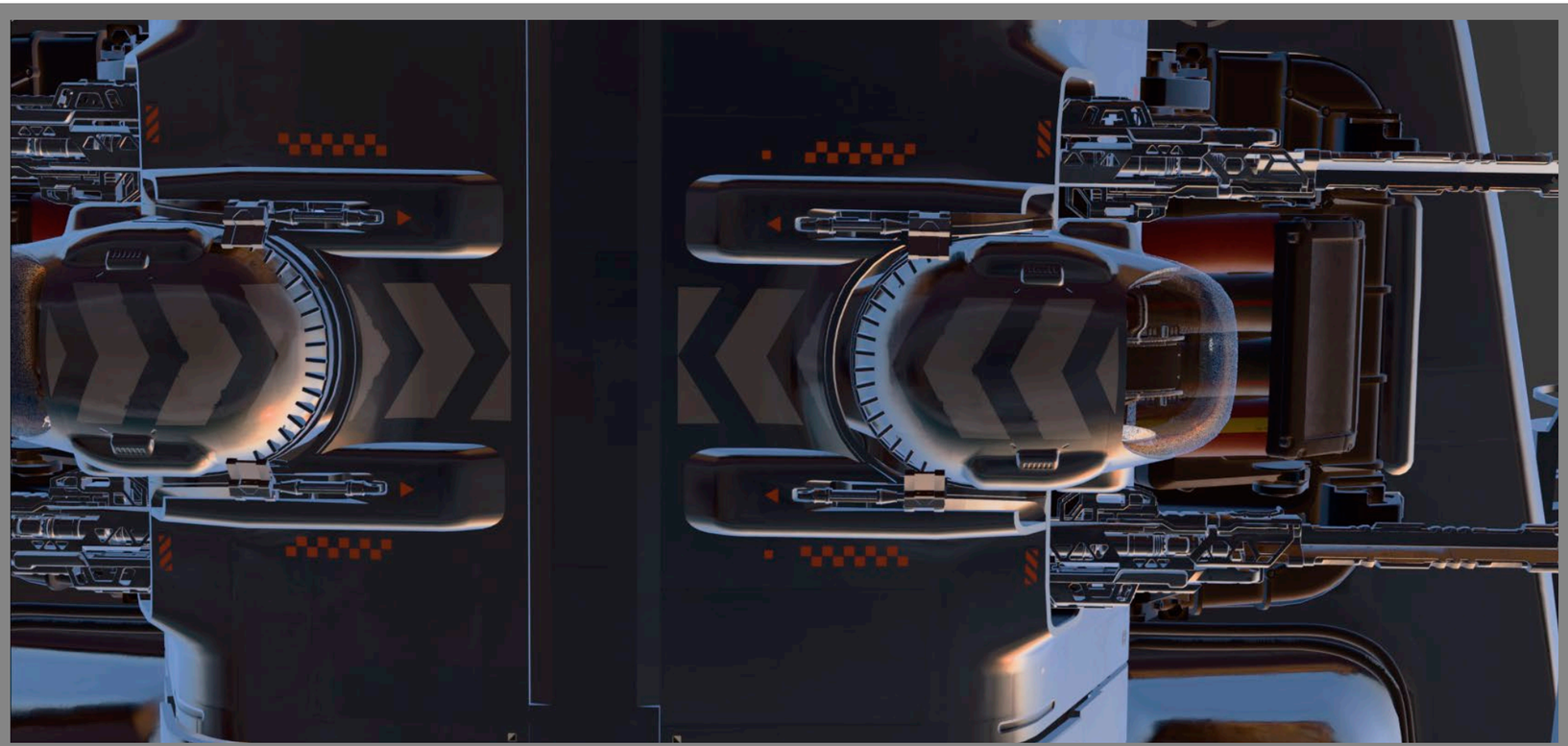




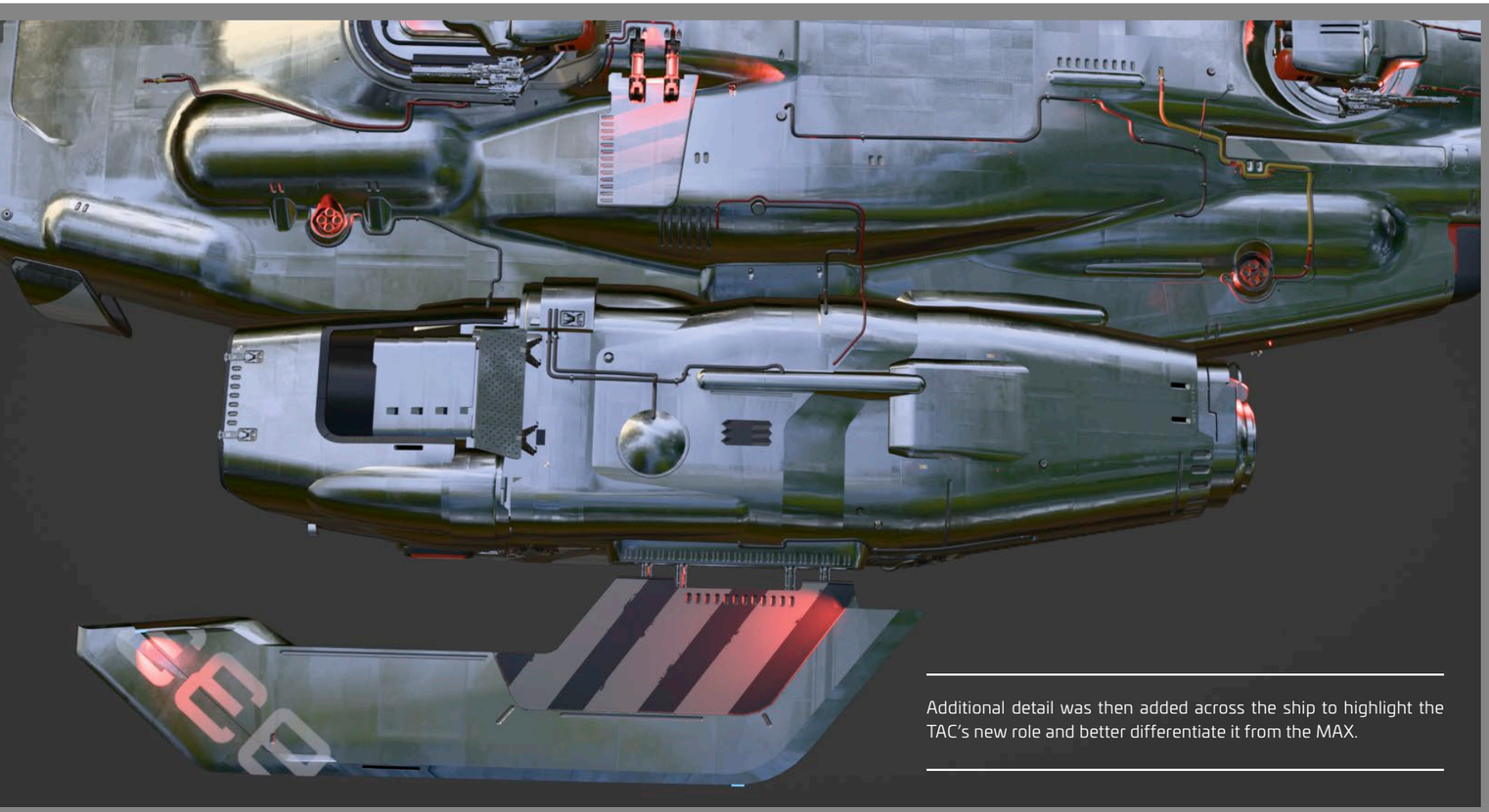


Further detail was added to the new interior sections, including the initial lightning pass.

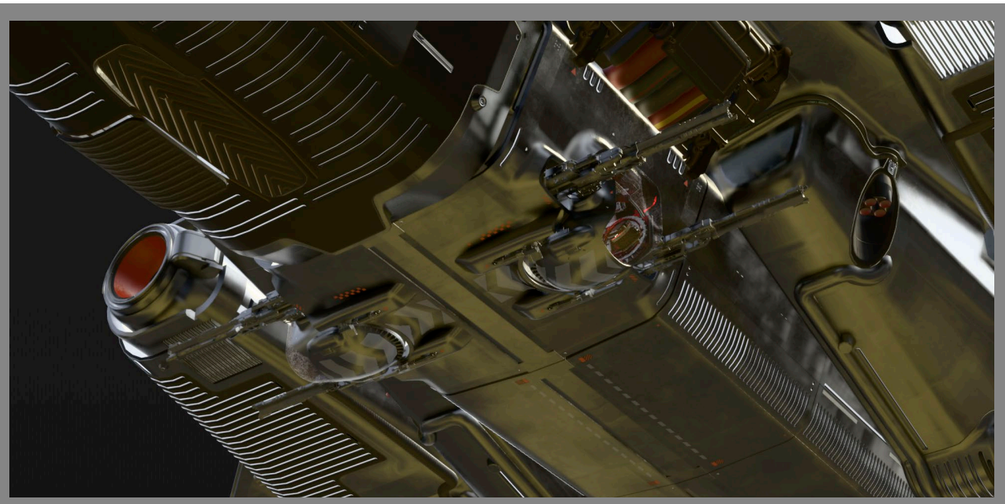


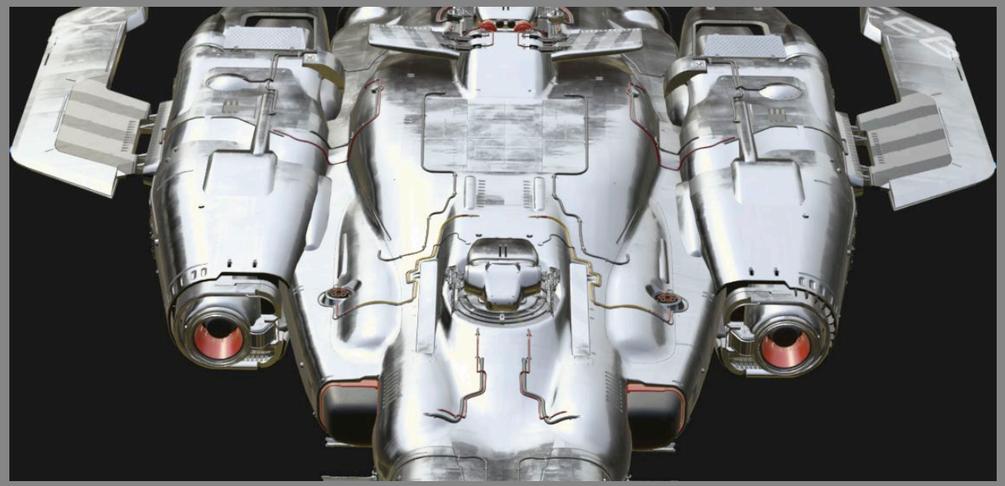


With the interior whiteboxing complete, the exterior placement and detail of the turrets was explored.



Additional detail was then added across the ship to highlight the TAC's new role and better differentiate it from the MAX.





MIRAI GUARDIAN MX

A subsidiary of MISC, Mirai was founded to make the most of its parent company's Xi'an connections. Focused on agility above all else, it entered the civilian market with the Fury, an exceptionally maneuverable snub fighter/racer. MISC's legendary racer, the Razor, was also adopted by the sub-brand, cementing its commitment to performance.

The Guardian is the biggest and most dangerous ship in the Mirai stable that, although conceding some agility for sheer firepower, remains one of the best handling ships in the Heavy Fighter class. The MX, unveiled at Invictus 2955, ups the firepower even further, with significantly upgraded guns and missiles.

Brief: F8C Heavy Fighter Competitor

For Invictus 2025, we're looking at releasing an F8C heavy fighter competitor using the Mirai Guardian as a base.

Highlights:

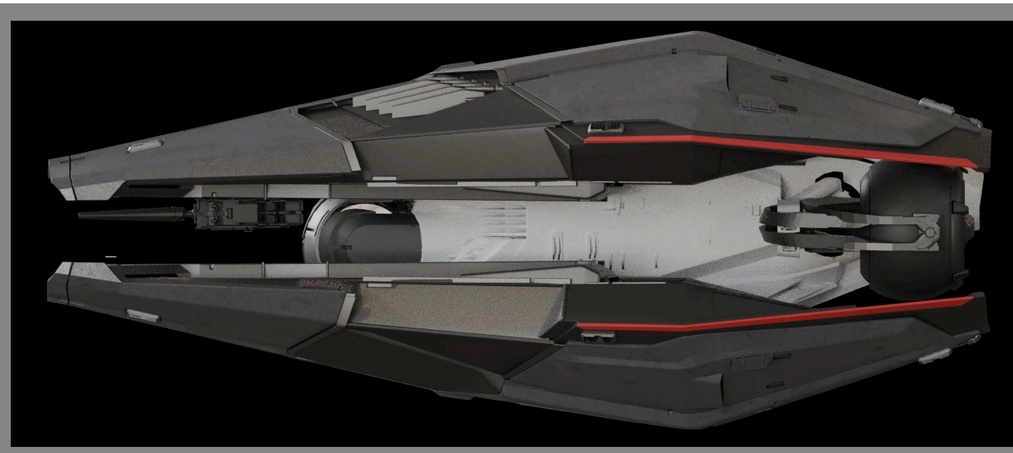
- Replace pilot 2x S5 guns with 4x S4 guns
- Remove living quarters, replace with component access
- Add additional S2 shield, plus probably another S2 powerplant to power everything
- Add more visually implied armor (maybe blast shield like the Fury MX)
- Missiles: 16x S2 (will likely move to a spinal mount to make space for guns on arms)
- Rest of stats remain the same

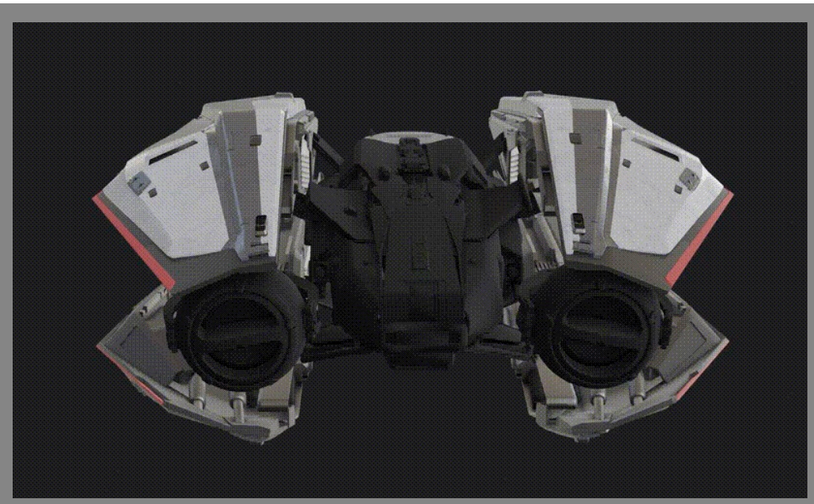
Compared to the F8C, this will have slightly less gun rating. We'll counter that with more armor and more maneuverability to lean into Mirai's performance aspect. Shielding will be equal.

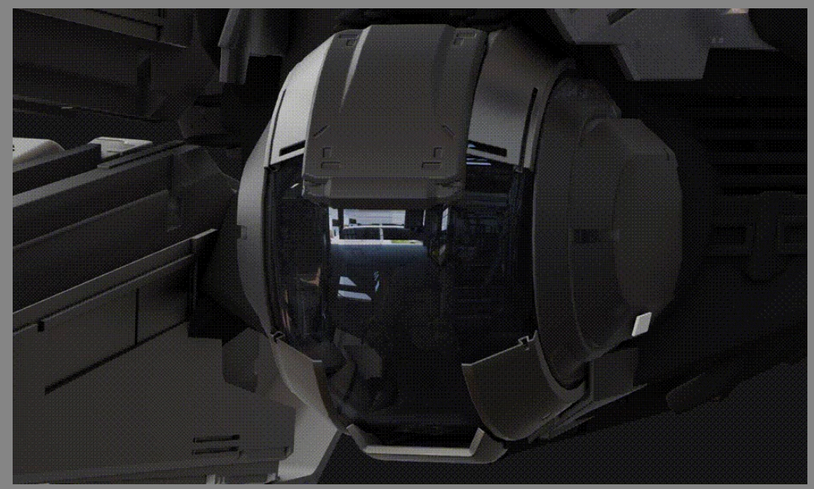
The MX began with blockouts over the base Guardian, specifically the uprated missiles.

It was decided that the rear section of the ship would be reworked to accommodate the MX's upgraded weapons and components.

As per the brief, the blast shield introduced in the Fury MX was added.







The design changes proposed in the initial dev phase were approved, with new paints and aesthetic details experimented with.

ASSOCIATED SCIENCE AND DEVELOPMENT

The story of Associated Science & Development (ASD) is an unconventional one. Formed in 2872, the company itself found meager success as a contract fabricator for mid-grade industrial parts that few had ever heard of. Their story truly begins at their reinvention.

As a college dropout with limited formal training or education, it seems surprising that Herbert Lubinksi would transform ASD from a stagnating parts manufacturer to a cutting-edge researcher and manufacturer with locations across multiple star systems. Under his guidance, the company has weathered storms of scandal to create high-grade energy weapons and produce cutting-edge biomedical research.

AN UNASSUMING START

Herbert Lubinksi, or Herb as he prefers to be called, has always had a love of science. Cultivated by his aunt Czime Lubinksi, a material scientist who worked at microTech, he was fascinated by the transformative effect of science, and the speed in which Humanity would catapult forward after a recent innovation. Setting his sights on becoming a scientist himself, in 2891 he enrolled in a Mechanical Engineering program at Astravin university.

Eager to fully immerse himself in knowledge and learning, he began to discover that he was slipping behind many of his classmates. Herb realized that although his ideas and innovations weren't bad, they were something far worse: average. While he saw flashes of brilliance in his peers, he never found it in himself.

Refusing to coast along with his average grades for the sole benefit of a degree, he dropped out, claiming he respected science too much to misrepresent himself behind a piece of paper.

DOWN BUT NOT OUT

Despite this setback, Herb looked for other ways to continue pursuing his passion for science. After dozens of applications, he finally managed to talk his way into an entry-level administrator role at Associated Science and Development. When Herb was hired, the company was staying afloat but were struggling to maintain a steady client base while competing with the other titans of the industry who could easily outspend them on innovation. Apathy was rife within the company, with many employees looking to jump ship or ride out the gradual decline the company was experiencing.

But not everyone.

Seconded to provide administrative support to the Research and Development Department in lieu of an absent employee, Herb met Shun Murayama, a former graduate of the University of Rhetor. Shun was developing a synthetic graphene alongside a highly conductive polymer nanotube that, if done correctly, could create a more efficient supercapacitor. Herb didn't understand the science behind it, but he understood the potential applications. What stood out most of all to Herb was the passion that consumed Shun when he spoke about it. Shun in turn was drawn to Herb's natural charisma, and Herb became determined to make Shun's vision a reality.

PLAYING BY HIS OWN RULES

Through the "creative reallocation" of ASD's limited research budgets, Herb scraped together enough funding for Shun's project. It was a grueling year, one that carried great risk not just for them, but for the company as a whole.

By the end of it, they had produced a supercapacitor that would increase the efficiency of energy weapons by over 40%. Significantly increasing output, efficiency, and the life expectancy of the equipment. From mining companies to the UEE military, there wasn't a single industry that wouldn't benefit from this hardware.

As the supercapacitor's astronomic sales numbers came in, company share prices soared and ASD was on the map. By 2895, Herb was promoted to CEO and ASD experienced a golden era of production riding on the success of Shun's invention and Herb's leadership. Shun celebrated his success quietly and would retire a few years later to teach at his alma mater. Conversely, Herb basked in the acclaim that had come with success and gave talks on how to be a disruptive force in the industry and the importance of risk-taking in the face of innovation.

With revenue at an all-time high, Herb knew that government, and especially military contracts, were a surefire way to financial stability for the company, so he created a weapons lab to manufacture energy weapons uniquely able to take advantage of their ultra-efficient supercapacitors. Expensive, but effective, the ASD distortion cannons were a hit and brought the company another record-breaking year.

But Herb was determined to push the company further.

A BLOODY INCIDENT

The company announced a new weapon, one unlike any previously made: the EE6 Electron Cannon. Combining the work of several ongoing ASD research projects, Herb pushed his scientists to craft a weapon that would catapult the industry forward. Capable of polarizing electrical charges on

an atomic level, the weapon was not only a feat of destructive power, but of scientific innovation.

The first public demonstration of the EE6 in a live-fire environment took place in 2921. While the weapon had already been proven successful in internal testing, Herb was eager to show its effectiveness in real-world conditions. Bypassing several industry standard testing protocols, the cannon was attached to a security ship that would use the weapon during their patrol. Several camera drones followed along to broadcast everything live to a gathered crowd.

During their second sweep of the sector, the patrol ship engaged with an outlaw vessel attacking a hauler. As the weapon fired its first shot, the electron cannon punched clean through its target leaving nothing in its wake and continued on to severely damage the civilian hauling ship. The crowd gawked in stunned silence as the two ships exploded via the feed.

Later, both an internal and independent investigation concluded that a malfunction had caused the cannon to fire a massive over-surge of energy while the material of the outlaw ship's hull simultaneously acted as an amplifying conduit. The end result was not only the destruction of the ship but that the crew of both ships were completely burned to ash.

After such a gruesome spectacle, the public demanded that ASD be held accountable for the loss of life. People wanted answers, but the company remained strangely silent about the incident, further tarnishing their reputation in the court of public opinion. Behind the scenes, the UEE military had signed an agreement to invest in the development of the EE7 electron cannon as well as several other endeavors that remain classified, securing ASD's future.

BUILDING A BETTER TOMORROW

In what many still consider a highly controversial decision, Herb Lubinski declared he would not be stepping down as CEO. He acknowledged that mistakes had been made and that those within the company responsible would be held accountable, but this was the risk of innovation. Stepping away from the limelight that he had so previously enjoyed, Herb instead focused on expanding ASD's Research and Development department. Looking beyond traditional weapon development, ASD would now be broadening their research into biomedical science, finding new applications for their work, and pushing the boundaries of what was scientifically possible.

The last few decades have seen ASD expand their lab facilities to more remote parts of space and increase security to ensure that their cutting-edge research remains safe from prying eyes. While the public might still remember ASD as the company behind the EE6 incident, experts in military technology are eager to see what breakthroughs the research firm will unveil next.

HANDLE ITEMS WITH CARE.
HARVEST HOPE, NOT ANIMALS
PAW
PRESERVE ALL WILDLIFE