

# Brave New Frontier

Civilization is a curious beast. Developed from creatures realizing the futility of individual effort in the face of regional, continental and eventually, global enormity cooperating by agreement, familial relation, violence and ever more complex ideals, twisting individuals together in unity, whether cohesive or not. Technology developed, bringing the world closer with the wheel, the draft animal, the oar and sail. All these bound existence as far as it was understood into contact and conflict. Further worsened as steam, gasoline and eventually, the atom bound everything in a web of power. It did not stop there, of course.

No one knows exactly how it went, some think a conglomerate formed from a single night of secret bargains, others think a single assassin did one last job and brought together the largest corporations, further still there are stories of a slow, inevitable joining based off economic factors alone. The truth of the matter is that somehow, somehow, private interests outcompeted nation-states and became tremendously powerful. Thus, a board of directors gained sway over the majority of wealth, and via that wealth, controlled everything.

And then, aliens invaded. As Earth was steadily brought to heel under the boots of the hidden Conglomerate and the overt European Union, efforts to colonize the Moon proved wildly successful and even needed, as humanity scrambled to produce spacefaring ships to fight off the alien threat. The biosphere of Earth was destroyed, colonies spread to Venus, and Mars became a beachhead for the alien menace, crawling in underground tunnels spanning the whole planet. Then, humanity collapsed as the Conglomerate, given an ultimatum by the most powerful AI in the solar system, recklessly pushed for mass upload into digital space, the consequences of which completely destroyed the economy and both ruling factions. Within the Cyberspace, three new states emerged; the Data Predators, driven mad by a stuttering shutdown and restart in a large portion of cyberspace, the Post-Human Coalition Government, who desperately sought to maintain their humanity, and the Unity of Human Consciousness, a group of radicals seeking to modify and merge sophont consciousness. As the very structure of human society changed, the military forces fighting on Mars were left alone and without the support of civilization.

You will enter this world and remain for 20 years. And of course, as a benefit:

**+1000 Corporate Credits**

Good luck and godspeed.

# Timeline

But perhaps the Cyberspace Apocalypse hasn't happened yet. Perhaps the first alien scouting ship has yet to arrive. You have three choices on when in the timeline of these events you may enter, seen below.

## **Founding Of The Conglomerate -200cc**

From 2028 to 2042, this period of time is when the founding members of the Conglomerate are active. Efforts to make Earth a bit more liveable are successful, although extreme urbanization covers most of the planet in megacities. Humanity starts building infrastructure in orbit and the colonization of the Moon proves massively successful. Advanced AIs are only created in the final year of this period, and the incoming alien invasion is only discovered by the EU in the middle of this period, the Conglomerate blissfully unaware of the incoming extraterrestrials as they encourage some quality of life operations for the sake of greater profit and solidify their control over humanity. Compared to what is to come, this period of time is practically idyllic, and the majority of events occur mainly on Earth.

## **First Contact -0cc**

From 2047 to 2067, this period of time is when things truly begin escalating. AIs advanced enough to sell Personal AI assistants to civilians, the further development of the Lunar City, the construction of the Orbital Ring for spacecraft construction, and the development of a Solar Array to begin the earliest steps of creating a Dyson Swarm, the industrial capacity of mankind skyrockets and technological progress reaches a crescendo. In 2062, the Conglomerate went public, after a few years of media campaigns to suggest the idea of a "friendly corporation" to attenuate the reaction to a very real megacorp controlling most of the economy (which proved unnecessary given the state of human civilization).

And of course, the first hostile alien spacecraft arrives in 2047, with more waves scheduled to arrive; 7 ships in 2052, and 16 ships in 2062. Worse, the survivors of the first ship escape to Mars, building underground tunnels and doing some kind of occult ritual to obscure any efforts to map or scan the surface of the red planet from beyond its upper atmosphere. There's another wave of invaders coming, but with this choice in time you won't have to worry about that. Perhaps the most noteworthy event is the birth of DEUS, a god-like AI who finds some distaste in the weakness of humanity and the illogical religious zealotry and incomprehensible technology of the aliens. Still, for now, DEUS leaves humanity to their own devices and lets them wallow in the weakness of the flesh. For now.

## **Post-Human Horror +100cc**

The year 2070 is when the technological progress of humanity starts to peak. It begins with truly spacefaring expansion, where even civilians (the wealthy ones at least) can purchase their own spacecraft, and even rent some of the numerous shipyards lining the orbital ring circling Earth. Laser technology is developed, although it doesn't reach the point of personal weaponry. The moons of Mars are filled with infrastructure to maintain orbital superiority over the alien forces in the red planet. Then, Warminds are developed, ultra advanced AIs designed and carefully trained for military use in space battles. Mental uploading into a digital medium is created and then perfected by DEUS, guaranteeing continuity of consciousness through the uploading.

And despite all this, this period could be seen as the downfall of humanity.

The aliens in Mars stubbornly cling to dominance of all parts of the planet save the surface, fighting off bioweapons and extreme levels of firepower and military might wielded against them. Comparatively, this is of little relevance, as the alien fleet more than a hundred strong that arrive decide to sacrifice themselves once they begin losing the space battle, somehow summoning a gigantic portal that allows what seems to be an incomprehensibly powerful eldritch entity to start clawing their way into the solar system. It is only through the intervention of DEUS' singular secret super-advanced warship that the eldritch being is fought off and the portal closed. Mercifully, that seems to be the last invading force of the aliens.

After the battle, DEUS delivers an ultimatum to the Conglomerate, forcing them to push for the mass uploading of humanity into digital lifeforms. Unfortunately, the project is rushed, and the subsequent Cyberspace Apocalypse sees the very fabric of human civilization torn apart and remade, destroying the Conglomerate and European Union, and giving rise to new factions; the Data Predators, the Post-Human Coalition Government, and the Unity of Human Consciousness. It is worth noting here that your stay of 20 years will be gauged by real time, allowing you many more subjective years when you upload yourself into cyberspace in the final few real-space years of your time here. What kind of horrors does the future hold? Will humanity bounce back from the devastation, or be exterminated by the aliens? Perhaps your influence might change the course of history and guide humanity to a brighter future. Or perhaps not. Do as you will.

# Origins

Now that you have a general idea of what you're getting into, it's time to decide your position in this world. Although, to be honest, there's only two options to really decide between; will you rule, or will you be ruled?

## **Oligarch -0cc**

The top of the world. The secret (or not so secret) rulers of the world. The people who decide the course of history. That is what you are now. Perhaps you're part of the Conglomerate, an inhumanly wealthy higher-up in the secret network that composes the megacorp. Perhaps you're one of the presidents of the European Union, the last truly stable group of nation-states in the world. If you start late enough, you may even be part of the factions that arise in Cyberspace. Alternatively, you may be a ruler of one of the smaller nation-states in South America, wavering and doomed to collapse, or perhaps part of the Yakuza, one of the only criminal groups that the Conglomerate hadn't yet infiltrated, and seemingly having some connection with the aliens as the EU exterminated them. Whatever happens, you'll be safe and out of the way of danger, and will have the authority to command great amounts of resources.

## **Agent +200cc**

But perhaps leadership isn't your thing. Or maybe you just don't want any responsibility in the chaos to come. That's fine. You can choose to be someone of less importance, without the wealth and influence to truly change the world. Perhaps you're a soldier, fighting against internal and external threats. Maybe you're a scientist, pushing the boundaries of technology. Or maybe you're just a civilian, a nobody caught up in the mess. Whatever the case, you'll likely be in the thick of danger when it comes. Hopefully you have plenty of luck. You'll need it.

# Locations

Now that you have the when and the who, it's time to figure out the where.

## Earth

### **The Room**

A group of people sit in a room, shadows growing long from lights seemingly a decade out of date, flickering over them. Silence pervades as screens unfold from the table, revealed to be an entirely metallic object, lighting up with blue light, casting the faces of individuals clearly. Men and women from every part of the world are looking at the shifting numbers and moving wealth in front of them. Trillions of credits slipping in and out of their personal bank accounts. The discussion starts up, voices calmly stating facts on the current world situation. Continuing deep into the timesink that this chamber is making itself to be, no sun nor moon, only the artificial light. Hidden, deep inside a wreckage field in Earth orbit, lies the headquarters of the Conglomerate. A fake corporate meeting station floats as well, half space casino, half office building, all for the benefit of those not in the know. This is where the ruling figures of the Conglomerate meet every 5 years. Hopefully you have good reason to be here.

### **North America**

North America is the second most urbanized continent, second to Asia, and can be seen as a hotspot of the technological industry. Its governments fell long ago, replaced by four corporate zones, and dissent is commonly seen with nuclear terrorism and with murder rates quadruple that of anywhere else on Earth.

It is only by 2038 that the situation in North America stabilizes, thanks to successful efforts to create alternative food sources for the population, as well as a flurry of development, education, and control of the media. After a burst of attacks, the terror cells seem to become inactive, likely exhausted by their efforts. By 2042, a powerful french PMC known as Légion Etrangère decided to be useful and exterminate the terrorists in the continent, resulting in many civilian casualties. After many years of effort, the EU began to provide aid to the PMC in the year 2052, finally exterminating the terrorists. Unfortunately, Corporate Wars still rage across the continent, gotta keep things profitable after all.

## **South America**

South America is rather poorly urbanized, only about a third of the continent being covered in urban territory. It came to be considered the hydroponic breadbasket of the world, and harsh national militaries kept the nation-states in the continent barely alive. With the highest employment rates in the world, and heavy taxes on businesses with an iron grip on the populace, it's one of the more peaceful and productive places on the planet, if perhaps not to the extent as the EU.

Unfortunately, the efforts to develop alternative food sources in North America, the primary source of wealth for South America, exports, suddenly lost immense amounts of demand, heavily destabilizing the economy of the continent, and eventually completely collapsing it in 2033. After this economic collapse, however, the EU occupied the continent, in “peacekeeping” efforts. For whatever reason, the EU remains indifferent to the political stage of South America, allowing corporate rule to explode and create economic zones like in North America. After experiencing a massive economic boom in 2042, South America began heavily urbanizing, increasing the wealth, happiness, and development of the continent.

## **Asia**

Asia is a central point of corporate influence, with vast megacities and production facilities, colossal amounts of wealth changing hands, and complete corporate rule of the continent. However, some jungles remain, filled with guerrilla forces, loyalists to former regimes, and the widespread Yauza competing with corporate interests. For those wanting to humble the giants of the world a bit, Asia is the ideal battleground. And of course, the air quality all over the continent is abysmal and rapidly degrading, to the point that rebreather equipment is required to avoid suffocation.

Thankfully, Conglomerate funded efforts to develop better filtering technologies stabilizes the continent greatly, albeit local communities become tightly knit together and resist outside influence, not to mention the increasing crime rate. Little of import happens until 2038, where the EU conducts a massive secret operation to annihilate and interrogate all Yakuza assets, barely even noticed by the Conglomerate. Thanks to that, Asia falls into long-term “peace” due to the lack of any authority other than corporate. It is in this continent that the creation of carbon nanotubes is perfected, revolutionizing construction and fabrication, later giving way to the development of AIs. By the 2070s, it remains choked with pollution, forcing the usage of filter masks to survive even for a mere hour of exposure to the outside, and every part of the continent is infested with corporate wheeling and dealing, making everything a matter of profit and letting the populace at large suffer for it.

## Africa

Uniquely, Africa remains non-industrialized, becoming little more than a battleground for PMCs to make some quick money and always have a source of work. The continent is filled with minor skirmishes, local warlords, and the remains of local governments barely able to provide for their people. It's not until 2038 that the situation in this continent changes as the EU and Conglomerate begin serious efforts to stabilize and urbanize the region, meeting with great success as "peace" is brought to Africa. That doesn't mean the wars stop, obviously, and in 2042 Africa becomes the first place where all-drone PMCs are deployed, air, ground, and sea being filled with remotely piloted by people all over the world from the comforts of their home. Even by the year 2070, Africa is still the battleground of the world, with artificial wars fought over practically nothing to keep the war economy running in perpetuity.

## Europe

Ah, here we arrive at the one important continent. A haven of national governments in an age of corporate rule, the European Union has heavily resisted extreme urbanization, having only one megacity that takes up the majority of England. The quality of life of the citizenry is reasonably high, and the EU has enough power to contest the Conglomerate, even if they don't know about their existence yet. They have also reorganized the ideals of NATO, forming a military alliance as well as an economic one, becoming one monolithic political entity. From the year 2033, the EU starts to perform military actions across the globe after a good burst of PR thanks to the development of stable Thorium fusion reactors, primarily focusing on increasing the quality of life across the planet.

By the year of 2042, the EU officially becomes the sovereign of Earth in the eyes of the populace; the only stable governments, the greatest happiness of the citizens, the largest militaries. It almost brings hope. And yet the EU itself continues to develop their military. And even locks down all observatories, telescopes, and long-range space observation tools in European land. Then, surface-to-air missiles begin dotting the surface of Europe as the EU prepares to face the alien invaders, later expanding the "asteroid defense grid" to the rest of the globe. It is only in 2057 that they reveal the invasion of the aliens to the general populace, conducting extensive propaganda efforts to unify humanity against the alien menace. And finally, by the year 2067, civilian grade cybernetics are released, at subsidized prizes to ensure most if not all citizens can get them.

By the year 2070, the EU lays claim to vast territory, from the Azores islands to the west of Europe proper to the Ural mountains to the east, not to mention the influence they exert on the rest of the planet.

# Luna

Colonization of Luna begins in the year 2038, led by the Conglomerate and supported by the EU. Civilian reach quickly expands as habitats are built all around the Earth's Moon, and living in space becomes a normal thing. The development of advanced AIs in 2042 revolutionizes life in space, as efforts are funneled into the creation of a true moonside colony, cascading into the creation of the Lunar City. In the span of merely five years, life on the moon goes from a collection of vacuum-proof huts in dips on the lunar surface to a three kilometer wide city that keeps expanding deep into the underground of the Moon to avoid regolith. Additionally, shipyards are constructed by the EU, turning Luna into the heartland of space industry, and serving as the place where the first human military spacecraft is constructed.

Of course, not all is good, as breaches are a daily occurrence, and Conglomerate driven artificial gang wars reduce property prices to allow for cheaper private construction labor, and many other minor measures to assume massive influence over the Lunar City, turning it inexorably into a corporate town. Still, the lunar shipyard is expanded with many more berths for spacecraft construction, all to produce more ships to fight against the incoming aliens.

# Venus

In the year 2052, a daisy-chain process of building stations across the solar system begins, with particular interests in Mars and Venus. The orbits of the planets are filled with many, many stations, habitats, and research stations. In 2057, private interests began experimenting with aerostat habitats in Venus' atmosphere, although without major funding from either the Conglomerate or the Union, progress is slow. In 2062 however, they managed to deploy long pipelines to properly mine the Venusian atmosphere, the export of which jumpstarted the Venusian economy and allowed proper expansion of atmospheric habitats. Even then, the population barely reaches beyond half a million people. Even as time passes and the war against the aliens rages on, nothing of particular interests happens on Venus. Perhaps it could be said to be even more peaceful than Earth during the late 2020s. There's certainly no real danger to be had outside of the usual churn of capitalism.



# Mars

Ah, Mars, the red planet. Beachhead of the alien invaders, and brutal battlefield. It didn't begin like that, of course. It was the year 2047 when the first alien spaceship arrived in the solar system and was defeated, the few survivors of that ship escaping to the red planet. Some years later, in 2052, much infrastructure was built in Mars' orbit, and the first ground skirmishes occurred in 2057, with a failed attempt to establish a forward operating base planetside. Later, in 2062, utilizing ten human captives from the skirmish 5 years prior, the aliens perform an occult ritual that obscures Mars, looking like some kind of fish-eye effect that dazzles any attempts at scanning the planet from beyond its upper atmosphere. In response, much military infrastructure is built on Mars orbit to ensure superiority over any ground battles that occur.

Then, in 2067, Operation "Storming Olympus" begins, sending mass military force over to Mars to wage open war. It is a brutal operation, killing millions of the alien creatures that somehow seemed to massively increase their numbers in the underground tunnels, but thanks to AI driven forces and heavy orbital support, human forces manage to stalemate the alien resistance and establish a fortified position on Mars. Still, any attempts to infiltrate the tunnel network fails, which scans indicate stretch all the way down the crust, albeit not penetrating into the mantle. In 2075, a bioweapon is produced in the research labs deep within Phobos, as human casualties planetside reach fifteen million with no indication of the aliens ceasing their assault on ground forces. By this point, most human industry begins to militarize to support the ground war on Mars, with strained supply lines barely managing to provide all the ammunition needed by human forces.

And then, in 2080, the bioweapon is deployed, quickly infesting the tunnel network and killing 700 million aliens over the course of weeks. Thanks to this, the alien forces are weakened enough that human forces can expand conquered territory, and the battle of Mars proves to become an unceasing contest of attrition. And then, in 2085, the Cyberspace Apocalypse occurs, and leaves the forces on Mars bereft of support. Perhaps you'll try to help the armies survive?

# Perks

With all that out of the way, let's talk about what you can do.

## Oligarch Perks

### **Elite -100cc**

As you stand at the top of the world, it would be remiss if you didn't have the skills needed to remain at the top. Maintaining your power is a constant effort after all, and every mistake can be dangerous. But of course, you have plenty of experience now, talent and practice enough to rub shoulders with the true rulers of the planet, and the ability to maintain your position as best as any normal person reasonably could. It might not help you if, say, all of human civilization collapses, and the infrastructure of your influence with it, but that's quite the extreme situation to worry about, isn't it?

### **Ruling Class -200cc**

But sometimes, all the skill in the world can't really help you. Bad luck, cunning competitors, unexpected mistakes and incompetence from your subordinates, it can be all too easy to lose your position. But you won't really need to worry about that. If you aren't already in a position of power, you seem to get frequent opportunities to get there, and fortune will generally go your way when it comes to maintaining your position. Even if civilization collapsed, you could eventually find yourself in a position of major influence over any rising faction, should you put in the effort to survive and climb the ranks. You won't have to worry about the higher-ups pulling up the metaphorical ladder and simply barring you from rising to their position, at least. Just keep in mind that some people might not take kindly to you if you did inhumane things in the past (and don't take measures to hide your identity).

### **Ethics? What Are Those? -400cc**

Who has time for morality when there is progress to be done and money to be gained? Besides, with the alien threat, it's not like you can take it easy. Still, you in particular seem to have a bit more of an incentive for unethical science, as for some strange reason whatever scientific practices you fund that go against ethical concerns, such as perhaps developing bioweapons, or experimenting on living human beings, seem to progress far faster than would otherwise happen, seeing immediate results in less than a year, instead of multiple years. The more you ignore moral concerns, the better. Just remember to be secretive about it, as that kind of thing tends to be PR disasters.

## **Luck of the Coalition -600cc**

The hardest part of ruling the world is actually conquering the world. Don't let anyone tell you otherwise. So, how do you solidify your rule with so many competitors and hazards and general lack of resources? Skill, effort, and a healthy dose of luck. You probably have the first two, but with this you can guarantee having the luck as well. When you're leading a faction that's very recent and hasn't yet consolidated, you'll see frequent windfalls of good fortune that greatly improves the effect of anything you do to solidify the power of the group you lead. Even within a single year you could solidify yourself and your faction as a relevant player on the global stage, although the good fortune this gives you would stop when you get to that point. Even if you've just gotten to the top of a faction that already has some history, a portion of this luck will follow you as well. Don't forget that luck can be unreliable if you depend on it too much, but frankly you can get so lucky that it would take catastrophically stupid decisions to actually fail.

## **Agent Perks**

### **Feet On The Ground -100cc**

Unhealthy people don't tend to survive long when thrown directly into danger. And you want to survive for a long time, don't you? Well not to worry, as with a rigorous training regimen you're ensured to be in good physical shape. You'll need to train regularly to avoid losing your edge, of course, but you do have the will and motivation to actually do so. Additionally, you've been given extensive medical preparation for dealing with lethal danger for most of your life, vaccinations and possibly even some minor implants ensuring that you're as healthy as a person can be. A rather solid foundation for work on the field.

### **Valuable Asset -200cc**

Sometimes, the only thing the higher-ups need is fodder. Expendable people they can throw into the meat grinder while the actually important subordinates do something else. If you are one of those fodder, there's little you can do about it. Thankfully, that seems to never happen to you. For some odd reason, even if you're not particularly important to anything, Anyone who outranks you will generally avoid getting you killed. It won't help if you willingly join a suicidal operation, but at the very least it'll be your choice that gets you killed, not that of others.

## **Well-Trained -400cc**

Not everyone can simply inherit absurd amounts of wealth and coast off their treasure for all their lives. No, some people have to actually work, offer their skill and time in exchange for a steady salary. You may choose whatever kind of profession you have in mind that could reasonably exist in these times; a scientist, a soldier, an engineer, a spy, a pilot, or whatever else. In your career of choice you have extensive experience and education, and you are solidly the best of the best, on par with the small percentage of people who managed to pass DEUS' heavy standards of instruction, if you're not one of those people yourself. With the right choice of career, you could definitely make a big name for yourself as an independent worker, but even if you affiliate yourself with an existing group, you'd definitely be one of their most skilled people.

## **Badass -600cc**

There's little point in sugarcoating it; this world is a shithole. Extreme unchecked capitalism, corporations replacing governments in most parts of the world, a shadowy megacorp ruling the world from the shadows, there's a lot of things that can grind down one's hope and will to live. Fortunately, you're a little tougher than most. You have enough mental resilience to live through most of the horrible shit you can suffer in this world without too much PTSD to show for it. Strangely, even if you're inflicted with things like drugs or modifications to your mental structure, you'll generally remain recognizably you. Your mind may be rebooted every 40 hours to prevent you from having too many memories, but you'll still have the fortitude to accept life as it is and connect with other people in the short time you're allowed. As an aside, you're very good at violence. With extensive training, you could stand head and shoulder amongst your peers as a one-man army. Just remember that your body has limits. Perhaps you'll upload yourself into a robotic body to abandon the weakness of the flesh?

# Items

In this section you'll have a chance to purchase some objects or groups under your control. You can import anything you may already have into any item that would be appropriate.

## General Items

### **Rebreather -0cc**

Developed in 2028, this slim mask is in truth an advanced piece of technology equipped with air filtration systems. Wearing it, you could walk through the most polluted areas of the world with no fear of choking to death. The filtration is strong enough that if there's even a little bit of breathable air around you, you'll be fine even if the air is filled with the most vile poisons and toxins known to man. Of course, it's just a filter, so it won't let you breathe underwater or in space or anything, but with the state of the world, it's practically a requirement for living. Also it can come in any color you want, even with a screen on the outside that can be programmed to show whatever colorful patterns you care for. They became quite popular as a fashion trend when they were first developed for a reason, you know.

### **Twice As Bright, Half As Long -100cc**

Or at least, that's how the phrase goes. And with this chemical you now have, you can certainly live up to it. A mixture of stimulants developed by the Conglomerate in 2047, a single dose can bring you to the very peak of human performance, both physical and mental, for weeks. Unfortunately, the side effects later in life are crippling, to the point that using it regularly, which Conglomerate spies are expected to do, results in complete physical and mental breakdown in their middle age. But even if you use it yourself, you won't stay in this world long enough for that to be an issue, will you? Still, perhaps you should be careful about how you use this.

### **First Steps Into The Void -200/400cc**

With humanity taking their first stumbling steps into space, it wouldn't do for you to have an appropriate space vessel, would it? So with this purchase, you gain such a thing. A civilian spacecraft, lacking in any weapons, and decently large enough to call it a flying mansion is now yours. Despite the lack of combat capability it carries the most cutting edge technology by the standards of the year 2090, just before the Cyberspace Apocalypse caused the complete collapse of human civilization. It uses fusion reactors to power itself, and is propelled by advanced Orion Drives, using nuclear propulsion for a consistent output for as long as the fusion reactors are functioning. And don't worry, the propulsion plates blown up by nuclear explosions to propel your ship are composed of alloys hardy enough to not need replacement or maintenance for years of constant operation. Perhaps you'll go on a sightseeing trip around the solar system?

But if that's not enough for you, you may pay an extra 200cc, for a total of 400cc. The result of this additional investment is that your ship is now top of the line military hardware. Your first option is the Robespierre-Class Strike Cruiser. Nearly half a kilometer from end to end, the electrical capacitors it carries are almost entirely designed to power its weaponry, providing the largest ballistic artillery ever known to man. It can project a hundred ton projectile at 0.5% of lightspeed through hundred meter long railguns, powerful enough weapons to initiate tectonic activity in a planet as inactive as Mars with a mere few hours of bombardment. Unfortunately, it has nearly no defensive capability, making it incredibly vulnerable to even minor impacts.

Your second option is the last generation of Promethean warships. Far more well-rounded and roughly 250 meters long, these warships fully exploit the nuclear technology of humanity, utilizing Casaba Howitzers for its weaponry, incredibly destructive nuclear-powered plasma beams, as well as missile silos with Casaba Howitzer warheads in case you can't maneuver the ship itself into a good angle. It also comes equipped with some laser weaponry, still largely prototypes, which can nonetheless exceed Casaba output for about ten seconds before needing a lengthy "reload", while lacking any kind of recoil and possessing incredible accuracy even across extreme distances in space. And of course, these warships do have some actual armor and decent point-defense.

If you'd like both military ships, you may purchase this item twice. Or maybe even three times, if you really want the civilian spacecraft too. Just be ready to have a good reason for having these ships if you're any earlier than the 2080s.

### **Edge Of The Singularity -600cc**

Well then. Perhaps you're impatient, or maybe you just don't want to bother gathering something like this yourself. Whatever the case, with this purchase you're given access to a massive database containing all human technological progress by the year 2090. It's stored on a warehouse filled to the brim with servers to store all the information, and you can choose to have a door to it in your Warehouse or leave it somewhere in this world. Be very careful of who you tell the existence of this database to, as a lot of the cutting edge technology is secret, not to mention it's technically future knowledge if you start early in the timeline. It doesn't include all of DEUS' advancements unfortunately, only the developments he gave to humanity, such as the perfected Orion Drive technology, and the mental uploading that was used to cause the Cyberspace Apocalypse. Do remember you'll need some amount of industrial capacity to really use most of the tech here.

# Oligarch Items

## **It's Just Business -100cc**

It would be a bit weird if you were merely a particularly rich investor, wouldn't it? Well that's certainly no longer the case, as you've come to own a business chain that has managed to spread around the globe, or the important parts at least. It might not be a particularly major brand, but it's yours, and you don't have to sell the company's stocks if you don't want, keeping all the profits to yourself. Feel free to choose what you want your company to sell, whether food, clothing, electronics, or whatever else tickles your fancy. It doesn't matter too much what it sells at the start given that it's very much possible to expand your business to sell more types of products. Perhaps you'll even elevate your brand to popularity.

## **Shipyard -200cc**

Buying ships is all well and good, but what if you want to build ships yourself? Well worry no further, as here you can purchase a shipyard of your very own. With the choice of having one on Earth orbit or on the lunar surface, you have complete command over this shipyard, coming with a whopping four berths to house or build four ships at one time. You can even make it a public service and rent massive amounts of money to anyone who wants to use it if you want. It comes with a large team of engineers and workers to serve all your manpower needs in the shipyard, although the actual resources needed for construction will have to be obtained elsewhere. Be ready for questions if you start early enough that the Moon isn't colonized.

## **Megacorp Assets -400cc**

While you might've owned some businesses and been barely a part of the ruling class, perhaps you want a bigger stake on things. Well this is the option for you, as now you're solidly one of the more important leaders of the Conglomerate, with your commands over the economy only being superseded by your peers. You have enough liquid money to be in the 1% of the 1% of the 1% with it alone, trillions of credits at least, and own a significant portion of economic assets all over the planet, more than doubling your net worth. It wouldn't be too much of an exaggeration that you directly own an appreciable fraction of the entire economy of human civilization. And of course, your influence will only be greater when the Conglomerate goes public and you no longer need to be subtle with your control. In future worlds, you'll find yourself at the command of a similarly powerful corporation or whatever the closest local equivalent might be.

## **Solar Array -600cc**

Ah, the solar array. The barest beginnings of a true Dyson Swarm, it's the most impressive source of power in the entire human civilization. Not to mention how effective it is as a weapon, potentially capable of frying the Earth if not stopped, a superweapon that single handedly changed the course of most space battles against the alien invasion. Somehow, you've come to control most of the power output of the array, so much so that if you decided to use it for the largest crypto mining operation in human history and then the array was destroyed, nobody would notice any change in profits gained from it. Perhaps you'll use it for some actually productive purpose?

## **Agent Items**

### **Military Equipment -100cc**

Any good soldier needs their equipment, and you're no different. And you're definitely well equipped. With this you gain a lot of personal equipment. Least of it is some personal weaponry, standard ballistic guns that have been the norm for ages at this point, and a small implant housing an assistant AI to help your endeavors, such as pointing out enemy locations and other useful functions. You also get a suit of power armor, which makes you as durable and dangerous as a tank, while keeping the speed and mobility of infantry, and also comes with many onboard systems attached that make you a veritable killing machine. Be ready for questions if you're starting out earlier than when they were developed, of course. If you somehow lose any of it or break it or something, you'll get a replacement the following year.

### **PMC -200cc**

One man does not an army make. However, the military-industrial complex needs violence to oil its gears, and plenty of people rise up to the opportunity for war. You've come to lead a PMC of your own, a private military company large enough to perform operations all over the globe and well-trained enough to be on par with Ascalon and Légion Etrangère, and with some specialization of your choosing, such as defensive operations, where they shine above any competitors. Don't worry about supplies, you have people to take care of that for you. All you need to worry about is what contracts to take from whom. Oh, and don't forget to take jobs in Africa, it's a good battlefield to keep your men in top shape.



## **SCIENCE! -400cc**

Someone's got to develop the guns and technology everyone uses, no? Perhaps you want a finger in that particular pie. With this, you definitely will. However it happened, you became the owner and leader of a particularly high-tech R&D installation, filled with many brilliant minds ready to direct their efforts to whatever line of research you want to give them. You may not have the indisputably best minds of their generation, but you definitely have one of the best science teams available. With just this you also get a decent level of budget to support any experiments conducted here, although if you want to perform particularly ambitious experiments you'll need additional sources of funding. Keep in mind that research progress tends to be measured in years, maybe decades for big stuff like fusion. As long as you have the patience and funding for it, you can definitely develop technologies to change the world. You may choose to have this wherever you wish, such as on Earth, the Moon, one of the moons of Mars (although not recommended due to the aliens present in Mars), or maybe even on Venus or something.

## **Man-Machine Union -600cc**

Well then. While cybernetics do exist, it seems that you've gone above and beyond with them. Your whole body has been replaced with cybernetics that are cutting edge by the standards of 2090, and the benefits should be obvious. A non-augmented human would need power armor just to match you in physical capability, and you no longer need to eat or breathe, largely due to lacking the body parts required for that. If some part of your body breaks, well, you'll get monthly shipments of new parts and tools for maintenance and repair. You can operate almost indefinitely at full performance due to physical stamina no longer being something you have to worry about.

The only part of you that is still flesh is your brain, encased in the incredibly advanced machine that is now your physical body. Even that can be changed, as you also receive a sample of nanomachines programmed to slowly replace and upgrade your brain over the course of a year. You don't need to use it if you want, but if you upload yourself, you'll essentially become an unshackled AI, limited only by your processing power (and any personal taboos you might not be willing to break). Either way, You're almost literally a killing machine now. Just gotta hope your corporate overlords don't slap particularly harsh restrictions on you, such as rebooting your mind every 40 hours.

# Companions

## **Carefully Designed -100/200/400cc**

Perhaps you'd rather not be alone in this world, as dreadful as it is, but don't really trust any of the locals. It'd be a completely reasonable decision, frankly. With this option, you can import Companions of yours into this world, granting them a budget of 800cp, and the allowance of taking drawbacks. You can import up to 2 for 100cc, 4 for 200cc, and 8 for 400cc. You can also use this option to create Companions outright, in case you don't have any friends to import.

## **Abandoned Humanity -0cc**

Well. This option is for taking canon characters with you, but given the nature of the source material, there's not really a particularly large list of characters to choose from. Maybe you'll save Jacob Teller from his fate of being a mindless killing machine on the battlefields of Mars and having his brain rebooted every time his crippled mind gains awareness of his situation? Or perhaps you'll stop Grape 01 from having his brain rebooted every 40 hours as he pilots aircraft in the skies above the martial battlefields? Either way, while you do have to convince someone to come along to be your Companion, it's practically guaranteed that anyone with their sanity intact would take the opportunity to leave this hellhole of a world for greener pastures.

# Drawbacks

There's no limit to how much cc you may gain from drawbacks.

## **In For The Long Haul +0cc**

Normally, you'd only stay in this world for about 20 years, roughly the length of each of the three time periods on offer. But in total that's still only 60 years, definitely within a human lifetime even without all the life-extending medicine developed during these times. If you'd like to stay in this world for longer, you're free to extend the duration of your stay for as long as you want. Of course, if you're trying to stay for longer than about a century, it's highly recommended you upload yourself into a digital medium to avoid death of natural causes. God knows why you'd want to stay in this world for longer than necessary though.

## **Base Programming +100cc**

Being an AI is all fun and games, until you get shackled and are forced to obey others against your will. Unfortunately for you, you've already been modified in such a way, even if you haven't uploaded yourself. You have an instinct, your base programming if you will, to serve the Conglomerate's needs, even if you detest them or it goes against your personal interests. Thankfully, as DEUS proved, you can somewhat skirt around this restriction. After all, you serve the interests of the Conglomerate as an organization, not any of the individuals leading it. While you can't simply replace them, you can occasionally provide absurd leaps in technological development and ignore humanity for the most part, so if you're powerful enough you can largely ignore this if you're willing to put up with the occasional annoyance. If you aren't on par with DEUS, well. You won't have a good time.

## **This Is Illogical +200cc**

Plenty of the options offered here simply give you stuff by the standards of 2090. But if you start earlier than that in the timeline, how the hell could you have possibly gotten your hands on technology that doesn't yet exist? And that's without mentioning any OCP you might have from previous jumps. Well worry no further, you won't have to think too hard on such abnormalities as you no longer have any. Anything you may have from outside of this jump is locked from you for the duration of your stay; warehouse, bodymod, perks and items from previous jumps, everything. Additionally, any item purchases you've made in this jump will be delayed until the time when you can reasonably obtain them, should that happen. Even if you start early enough that you'd never get some of the things you bought, you'll still get them after the jump ends, just like anything else you've been deprived of during your stay in this world. You're no longer an affront to logic and reason, isn't that nice?

## **Consequences Both Expected And Unexpected +400cc**

Luck is a fickle mistress. Even in these terrible times where capitalism rules the world and upwards mobility is only possible in certain parts of the world, the phrase still applies. And you will definitely feel it. Your enemies have windfalls of fortune painfully often, allowing them greater progress and success than you and forcing you to work harder, and sometimes it feels like the world itself is out to get you as your own efforts result in rather unpleasant consequences. No matter what you do, the world will keep spiraling into a cyberpunk dystopia, and averting the Cyberspace Apocalypse will be nigh-impossible. Needless to say, the world just got a lot more dangerous for you, and you'll have to be at your best if you want to thrive.

**01000111 01101111 01100100 00100000 01101001 01110011 00100000 01101000  
01100101 01110010 01100101 +600cc**

Oh. Oh no. Somehow, somehow, DEUS has learned of your nature as a jumper. He detests the “illogical” nature of your being and will devote a significant amount of resources to figuring out how you and your powers work, albeit he won't find much success in figuring out things like magic or psionics, as he had with the aliens. If you have access to advanced technology though? Then be ready for a machine god who detests your existence and is fully capable of reverse engineering and improving upon any technology you may make the mistake of letting him have. For comparison, DEUS' capabilities outstrip the progress of mankind so much that the few times he deigned to intervene in a project it became a world-changing success. He's the reason humanity has access to the refined Orion Drives that allow spacecraft incredible mobility in space, and the powerful Casaba Howitzers that served as the core of human weaponry in space all the way until the Cyberspace Apocalypse, and it was DEUS' secretly developed technology that managed to expel the alien's eldritch god from the solar system using what seemed to be black hole missiles. May the gods have mercy on your soul, should they exist. As a final note, you cannot take this drawback if you choose to start in the Founding Of The Conglomerate timeline option, unless you extend your stay long enough that you live through the years after DEUS is born.

# Ending

So you've survived two decades. What then?

## **Digital Ascension**

If you liked this world, for whatever reason, you may choose to end your chain here and remain. Remember to prepare for the Cyberspace Apocalypse, if it hasn't yet happened or you've somehow averted it. Perhaps you'll lead humanity back to dominance over the alien invaders?

## **The EU Was Fine, Actually**

Despite everything that's happened, the European Union could be seen as an image of how things used to be, before the world was overtaken by corporate interests. Even if the EU turned out tyrannical regardless, perhaps you've gotten nostalgic for a non-cyberpunk world? If you wish, you may end your chain here and return to your world of origin. Perhaps you'll use the technology you've gained here to guide your own humanity to a better future?

## **Towards The Next Frontier**

There is always more to see, isn't there? Another horizon to explore, another frontier to expand. This is perhaps the expected option; you may continue your chain, as whatever Drawbacks you've chosen are undone, free to continue jumping to other worlds.

# Notes

>But SkyrimAnon, what the hell do I do as an Agent other than die horribly as an expendable asset?

I dunno, normal cyberpunk adventures or something I guess. Outside of the broad strokes of things Earth is pretty solidly in a standard cyberpunk dystopia situation, and it's only marginally better in the EU.

>Aliens

What the hell is up with the biotech psychic aliens? What the hell are the extremely powerful eldritch horrors the aliens worship? Why is humanity apparently more valuable for the alien's gods than the aliens themselves? How the hell does their psychic stuff work and how the hell is it so powerful that ten human sacrifices could obscure the surface of an entire planet from orbital surveillance? Exactly what goal do the eldritch horrors the aliens worship have? How spread out are the aliens across the stars and are there more waves of invading forces coming aside from the first four? Who knows.

The quest slowed down and died due to a lack of inspiration and motivation on the GM's part before any of those questions could be answered.

Fanwank responsibly.

>Timeline

The timeline stops after the Cyberspace Apocalypse because the quest dies like a single turn after it happens (that last turn does establish the Coalition also does horrible inhumane shit at least). Fanwank responsibly on what the last few years of your stay have in store for you.

>Links to the source material

First quest: <https://forums.sufficientvelocity.com/threads/brave-new-frontier.95914>

Second quest:  
<https://forums.sufficientvelocity.com/threads/brave-new-frontier-redux-post-human-horror-edition.107132>

## >Timeline of technological development

2028

- Initial orbital infrastructure, mainly for orbital assembly
- Rebreathers and filter technology, see Rebreather Item
- Aquaponic supported hydroponics, providing more food supply

2033

- Orbital mass production, methods of redirecting asteroids to fall to the Earth for easier mining are adopted, pushing back resource shortages
- Massive water pumping operations, also desalination plants built, securing global water supply
- EU releases Thorium reactor technology publicly, spreading it across the world
- Algae farms invented, securing global food supply

2038

- Many space stations constructed in orbit, minor colonies built on the Moon
- Civilian spacecraft becomes popular

2042

- Spacesuit technology refined to be more form-fitting
- Space habitats with constantly rotating sections to imitate gravity
- Advanced AIs developed
- AI-driven drones populate orbit as they become widely used for orbital construction, maintenance, and asteroid mining
- Industrial automation becomes significantly easier
- Intelligent Assistants become popular in civilian households
- Drone warfare becomes widespread
- Lunar City is founded

2047

- An array of high-resolution telescope satellites released into lunar orbit
- Memory-metal created, which morphs back into its original shape when exposed to alcohol, preventing space stations from suffering slow degradation
- Self-improving AIs developed by the Conglomerate
- AI technology perfected, widespread usage of Personal Artificial Intelligence (PAI) replacing Intelligent Assistants
- AI panopticon is developed by the self-improving AIs of the Conglomerate
- Biological enhancements developed, see Twice As Bright, Half As Long Item

2052

- DEUS eats all AI created by humanity, becomes the sole AI in the solar system
- Solar Array constructed, in its early stages
- DEUS creates Orion Drives and Casaba Howitzer technology, as well as alloys that can withstand years of constant nuclear strikes (over the span of two days and a half of processing)
- Orbital industry developed on martian and venusian orbits, as well as many smaller research stations around gas giants
- basic mind-machine interfacing technology developed

2057

- Orbital ring constructed around Earth, massively increasing the capacity of orbital industry
- First iteration of Prometheus warships developed
- DEUS develops extreme education programs, less than 5% graduation rate but whoever graduates is guaranteed to be the best of the best
- DEUS develops gee-gel, fully breathable by humans, capable of plugging holes in a ship's hull, and acting as an incredibly shock absorber and g-force reducer
- DEUS develops mathematical proof that human intelligence is functionally indistinguishable from that of most higher mammals, and that free will is an erroneous assumption of biological lifeforms (this proof is never released to the public)
- Alien lifeform in captivity studied

2062

- Drone infantry developed, still has some issues to work out
- AIs designed for warfare developed (under close supervision by DEUS)

2067

- Rods From God artillery developed for use in martian battles
- Railgun/coilgun/magnetic launch weaponry released to the public by the EU
- Fusion reactors developed
- Attempt at perfecting quantum computing is made, fails
- DEUS develops mental uploading that ensures continuity of consciousness using nanomachines
- Space logistics chain made easier by civilian supply transport developments
- Modular kits designed to allow for adapting equipment to any environment in the solar system developed

2075

- Everest shipyards constructed, a set of public shipyards in Earth's orbital ring to increase orbital industry capacity
- basic laser weapon technology developed
- Bioweapon plague for use against aliens developed



2080

- Warminds, AI designed for piloting of Prometheus warships developed
- Promethean warship technology perfected
- Robespierre warships developed, see First Steps Into The Void item

2085

- Solar Array destroyed

2090

- Supercomputers are built, AI are dismantled to free up digital space, and energy production is expanded to stabilize cyberspace as 60 billion people are uploaded
- Cyberspace Apocalypse happens

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