EVE

ONLINE

Welcome, Jumper, to the galaxy of New Eden.

Here, four space-faring empires, comprising of the Gallente Federation, the Caldari State, the Minmatar Republic and the Amarr Empire, war against each other.

Lately, a certain kind of people has emerged.

Those people are called Capsuleers, humans who bear significant cybernetics implants and who can benefit from a ressurective immortality system, allowing them to fight amongst themselves without fearing death.

You will be trust in this unforgiving galaxy, where luck and skills may make or break you. And it will be up to you to make something of yourself.

Of course, you won't begin this journey empty-handed.

Here, have these **+1000 Capsuleer Points** with your benefactor's complement. And good luck out here.

Backgrounds:

Pay 50 CP to change your gender, or choose your age within 20+1d8 years.

Drop-in:

You arrive inside a tiny transport corvette inbound for a major trade station within your chosen faction's space. Fumbling within your pockets, you find you actually have identification papers so you shouldn't have too much difficulties passing through customs unhindered.

Industrialist:

You have chosen the way of industry. You begin on a major trade hub of your choice. You may either start possessing either a small mining ship with a good amount of equipment or a good amount of ISKs in your bank account.

Military:

Freshly graduated from your local military academy, you awake inside a small frigate, armed and ready for combat, gifted to you for your first tour of duty.
Be careful to not scratch the paint too much, will you?

Researcher:

You will begin inside a small exploration frigate, ready to discover everything you can about this galaxy and hopefully line your pockets with some ISKs in the process.

Factions:

Choose one faction for you to begin with.

The Gallente Federation:

The Gallenteans value freedom and liberty above all else. They are a nation of contrasts, between the many luxuries of the rich and the numerous poor. They are the kings of entertainment and are very inviting to others.

They mainly use armor tanking to sustain damage, and are masters at using drones and hybrid turrets (long-range railguns and short-range blasters) to deal damage in response.

Their ships possess a very organic feel, with many curves and asymmetry in their designs.

The Caldari State:

The Caldari were originally part of the Gallente Federation but separated themselves after deep-seated differences and animosity drove them apart.

They mainly concern themselves with corporate capitalism, it being their form of government.

They mainly use their shields to absorb damage and use either hybrid turrets or missiles (using either short-range or long-range launchers) of various sorts to answer in kind.

Their ships designs are very industrial, with sharp edges and plenty of gribbles.

The Minmatar Republic:

The Minmatar are a nation of ancient slaves who freed themselves from the oppression of the Amarr Empire, although many still live enslaved throughout the galaxy. They are the most numerous people of New Eden, yet with many factions sundering their unity.

The Minmatar ships are surprisingly malleable, capable of tanking damage through their shields or armor, and can mostly mount projectile turrets (from the long-range artillery to the short-range autocannons) or missiles and torpedoes.

The Minmatar aesthetics looks very rusted and ancient, with their older ships being mainly put together out of scrap and only recently having developed proper ships of their own.

The Amarr Empire:

The Amarr belong to the largest of the four empires of New Eden. They are a theocratic imperial state lead by the Amarr Emperor. They are a deeply religious people, and were the first of the empires to rediscover Warp technology following the collapse of the New Eden Gate.

The Amarr mainly tank damage using their armor, putting out damage of their own using energy turrets (the long-range beam lasers and short-range pulse lasers) and drones of various kinds.

The Amarr have a very clean and pompous aesthetic, using and abusing golden overlays and carved armor plates to showcase their greatness.

Perks:

Perks are 50% off, with the 100 CP perks free to their respective origins and factions.

Let's Get This Party Started! (100 CP)

Whooo, now that's what I call a party!

You can now mingle amongst the various meetings of the elite, being socially-savvy enough to not seems out of place no matter the kind of social gathering you attend.

True Democracy (200 CP)

The people of the Gallente Federation are the only one working with a purely democratic government.

You now possess the knowledge to shift almost any governing body towards a more democratic state, though this may be an extremely long (as in, multi-decade long) process depending on the original method of government.

Heavy Armor (400 CP)

You're tanking hits like a champ!

Your armor is the bulwark of the weak against the strong, now much more solid than usual and occasionally being capable of weathering blows that would have torn it to strips of shredded metal.

Drone Operations (600 CP)

Swoosh, there comes the cavalry!

Your mastery at using drones and various unmanned vehicles for maximum effect is near-impeccable, like launching a volley of sentry turrets at the right moment to blast apart some pirates or coordinating a flight of mining drones for maximum yield and to not smash into an asteroid in the process. You will have unmanned vehicles under your command always follow your orders impeccably, able to make them do maneuvers that would shred them to scraps were they be directed by anyone else than you.

Caldari State:

Patriotism And Hard Work (100 CP)

The Caldari State is based upon corporate dictatorship, with a meritocratic bent.

You can now also take pride in the organizations you may belong in to bolster your willpower and inner strength of mind.

Corporate Ladder (200 CP)

The world of capitalistic corporations is an unforgiving one, and you have learnt to take advantage of it.

Any time you find yourself within an organization with a chain of command, whether it be corporate, military or otherwise, you get an instinctive sense of how to advance in position by taking advantage of every opportunity you find to climb up the ranks.

Shields Up! (400 CP)

Deflector screens full ahead, captain!

Your shields are now much more effective than before, capable of being tuned to specifically counter the attacks of the enemy. Of course this adaptation is not instant, but it's still much faster than the usual method.

Missiles Galore! (600 CP)

And there goes the neighborhood…

Your tactical acumen is near-unsurpassed as long as missiles are involved. You are a master at using missiles for all sorts of tasks effectively, like detonating a missile early to take out a swarm of drones to weaving a torpedo through point-defense to strike at the enemy, squeezing out more flight time or blast damage out of them than what should be possible.

Minmatar Republic:

Ancients Elders (100 CP)

The Minmatar have their Elders, who most believed to have never even existed, to help and guide them towards the future.

You can now be such an inspiring figure, using the obvious weight of your many years to convince people that what you want would be in their best interests to do, though if they find out you're not actually doing things like that, they may rightly get pretty pissed.

Minmatar Pride (200 CP)

The Minmatar people are pretty proud of their achievements, and so are you.

You always keep a pretty accurate running count of your major achievements and can easily use this summary to keep up your spirit in the face of adversity.

Scrapheap Aesthetics (400 CP)

Wait, that thing's a ship?! Looks more like a rustbucket…

The Minmatar ships look like something you flew into a scrapyard and kept what stuck to the hull. But damn if it's not effective. You now possess the capacity to construct your tech using an ancient, rusted and rough aesthetic from the scraps you used to build it and still have it come out perfectly functional.

Maximum Dakka (600 CP)

Volleys upon volleys of shrapnel and various sharp/pointy bits of metal at high velocity, that's where it's at!

You can now use any sort of ballistic weaponry with masterful skills, able to shoot down nimble frigates using normally-unwieldy battleship-sized guns up to calculating exterior influences to apply maximum penetration damage upon the enemy.

Amarr Empire:
First Amongst The Four (100 CP)

The Amarr were the first Empire to rediscover the technologies of old that had been lost to time.

You also have a small tendency for being first, may it be gaining a slight boost in speed when in a race or being the first to complete an assignment. This effect is by no means absolute, just a small boost whenever having so would be needed.

Glorious Empire (200 CP)

The Amarr Empire shall not fall!

Whenever you fight for a cause you believe just and rightful, you gain a small willpower boost. This boost is increased again whenever you do so under someone else's orders.

Capacitor Warfare (400 CP)

What do you mean, out of energy?!

You are very good at managing your energy reserves, being capable of using energy transference devices to suck out the enemy's capacitor or transfer some of yours to your allies. You can also somehow squeeze out a smidgen more power out of your battery banks than normal.

BZZZZAP! (600 CP)

Laser beams everywhere!

You now possess master-level skill at using any kind of beam weaponry, whether hot-swapping lenses to compensate for the enemy range to swiveling your turrets around faster than they should be able to, while making them consume much less capacitor energy than normal.

Drop-in:

Private Messaging (100 CP)

You now possess some sort of email-like application in your mind capable of sending text messages between your companions and yourself, transmitting them instantly no matter the distance. Sadly that's mail only, as it's not a chat program.

Docking Request Accepted (100 CP)

Should you already possess several different vehicle, ships or spacecraft, you may not always have enough space to put them into.

No more, for now you can always find a quiet, safe and out-of-the-way place to store your various vehicles, like an abandoned warehouse for a small spaceship, or a small alleyway for a truck and nobody will find them unless you want them to.

Forgot To Pay The Bills (200 CP)

The Bloodbath of B-R5RB happened for a simple reason: someone forgot to pay their bills. Never will this happen to you because you now possess an eidetic memory, capable of remembering any moments of your life in perfect details and actively reminding you of events you may have marked as important.

Because Of Falcon! (200 CP)

Fuckin' Falcons and their bullshit perma-jamming. Grumble, grumble, grumble…

Anytime something goes wrong somewhere, at least you'll be ready.

This perk grants you an unending supply of humorous excuses for almost any situation you may find yourself into and most people will accept that excuse with an ironic smile and an eye roll.

Urge to shout your excuse in CAPS-LOCK not included (Maybe).

May or may not cause people to wave away any punishment you may incur, so if you're in the military and fuck up somehow, you'll likely still be punished, only slightly less.

Ghost Fittings (400 CP)

You possess a mental designing interface allowing you to mentally construct a ghost image of any piece of tech you know, and to simulate what effects they would have, like switching a part to see the power consumption or what effects would changing the guns on your ship would have.

D-Scan (400 CP)

The D-Scan, or directional scanner, is a piece of equipment mounted on every ship, capable of tracking a variable-angle cone of space and indicating its contents at a maximum range measured in astronomical units.

And you now possess such a sense in your body. Wherever you may be, you can focus upon a certain direction of space and scan its contents to find things such as spaceships, stations, space-borne objects like containers, asteroid belts, pirate bases and many more. But be warned that this sense only focus in a cone and only indicate the rough distance and direction of the objects and that to obtain coordinates precise

enough to locate it, you would need either several ships or dedicated scanning probes to triangulate its final position.

Multitasking (600 CP)

This universe is full of things to watch out for, whether it be pirates, stellar phenomena, the corporation chat, and many other things. It is difficult to pay attention to all these things at the same time, allowing you to effectively be in a simultaneous text-chat with three people, while being in a conversation with another and watching the sensor readout and target indicators and…

Well, as long as you can direct some kind of attention to it, then you will be assured to never miss anything important.

If you have the **Primary Clone State** perk, you don't even need to really pay attention to it, as you are capable of reacting nearly instantly to things, like a threat appearing in your peripheral vision for example.

Modular Loadout (600 CP)

The spaceships in this universe are very modular, capable of rapidly swapping parts in and out, like changing a battery of guns, installing an afterburner, adding or removing armor plates and shielding.

Your insights into this phenomena has lent you a good sense as to how to render your technology much more modular, like swapping the battery of a laser gun with a larger model, or changing its lenses for a long-range option.

This is not absolute however, for you still need to have a central framework to work with, like the aforementioned spaceships that still have their recognizable hulls despite such modularity.

If you have the **Primary Clone State** perk, you don't even need to have this central framework, being capable of creating incredibly modular technology that can swap components easier than someone swapping clothes.

Industrialist:
An Eye For Salvage (100 CP)

You have a good talent at salvaging and generally scrounging for parts, allowing you to harvest more bits and pieces than you would otherwise find in a scrapyard.

Spreadsheets Online (100 CP)

Spreadsheets everywhere.

This perk grants you an intuitive skill at finding your way around spreadsheets of all kinds, able to quickly find the information you seek, coding complicated macros and formulas and generally making you very good at math.

Corporation Management (200 CP)

You really know how to lead people, eh? You now possess a good amount more of charisma and bureaucratic sense, allowing you to effectively lead groups of people together to one goal. With this, you could effectively prepare several military operations while doing the finances of your corp and to do so good enough that most would have difficulty to follow.

Assets List (200 CP)

Once something belongs to you, you are not letting it go.

Whenever something enters your official possession, you always have an innate sense of its position, amounts and how to get to it. Buy a spaceship in a station in the ass-end of nowhere? No problem. Always know how much minerals you have scattered in boxes around the galaxy? You know it.

Planetary Interaction (400 CP)

When you really get down to it, planets are just a humongous stack of resources waiting to be harvested, right?

Whenever you stand in close proximity to a planet (at least within the same star system), you will get a sense of what resources could be harvested from them and an instinct as to the most effective manner to do so, whether it be installing large mining and factory complexes or standing in orbit with your mining beams.

Asteroid Belts (400 CP)

In this universe, there are often asteroid belts scattered around the various solar systems. Conventional logic would dictate that they would be definitively depleted once mined to the last. But not for you.

Once you set out in search of resources to mine or collect, you will often find yourself very lucky when it comes to resource discovery. Maybe it was a mineral rich belt hidden in a small nebula, maybe a cache of resources left behind by smugglers, but you will always find at least a little something to scoop into your cargohold.

Empires Of Null-Sec (600 CP)

Null-sec. The lawless part of the space occupied by the stargate web, where CONCORD hold no sway and various alliances and corporations rule with an iron fist. And you now know how to rule like one.

You can easily identify the 'weak points' in a society and carve out an empire for yourself. Whether or not this empire is criminal in nature depends on you.

If you have the **Primary Clone State** perk, this also manifest in a large charisma and leadership boost whenever you act with the intention of tearing down existing systems to replace them with your own leadership.

Trade Skills (600 CP)

Damn, son, that's a load of dosh in your pockets. Oh? You don't have that much money, you say? Well thankfully that won't last. You have a near-supernatural sense of how to make money in all its forms. Whether it is by in-station trading, resource hauling, corporation taxes, you will always find a way to make lots of money without much effort.

If you have the **Primary Clone State** perk, this is amplified beyond belief, enabling you to make massive profits and amass fortunes as easily as breathing to you.

Military:

The Pirate Life (100 CP)

The number of pirate and their factions in this world is quite high.

And you know how to join their ranks, being able to intuitively know how to sever your ties with nearly all law-bearing organizations such that you could live a life mostly free of things such as law, constraints and rules. But beware, for should you need to interact with the lawful world again you may find they are not so accepting of you anymore.

Security Status (100 CP)

You can judge the apparent threat level posed to you by someone simply by looking at them for a few moments, and though it may not always be accurate it will still give you a rough idea of their danger level.

Combat Boosters (200 CP)

Pilots in this universe sometime use a variety of stimulants called combat boosters. These boosters offer a multitude of effects, from regenerating shields faster, to managing armor repairs more effectively, but sadly there are often side-effects.

Not for you though. Whenever you are consuming any sort of mundane chemicals, the chances that you would suffer from undesirable side-effects is greatly reduced, to the point that injecting combat boosters would only slightly hinder you, though it won't work on deliberately harmful chemicals like poisons.

Titanomachy (200 CP)

A bloody battle for sure. Whenever you accomplish significant exploits, the people in charge (whether governments, military leaders or otherwise) will always recognize your feats, sometimes even erecting monuments to commemorate your deeds in the history of the world.

But be careful, because they will do so whether you want it or not, and their judgement may not be favorable.

It's Hot-Drop O' Clock! (400 CP)

The cavalry's here!

Whenever you find yourself in a fight you know you can't possibly win, you can always count on this.

This perk allows for an undetermined cavalry to come to your rescue and allow you to escape should your life be threatened, though they can only come to help you once a year and their strength is proportional to the threat you face (up to 1 Titan and accompanying Carrier Group), turning an otherwise impossible fight into a merely difficult and dangerous one.

Loose Clicks Sink Ships (400 CP)

One of the largest battles in this universe was the Battle of Asakai.

Tensions between certain Null-Sec empires were high and war was inevitable.

And the trigger that lit the powder keg was a simple mis-click, launching a Titan in the middle of an enemy formation instead of forming a bridge for allied units.

But this will never happen to you. You are now a master at using any kind of interface flawlessly, never hitting the wrong button on a keyboard, never sending your ship crash into a rock because you twitched the control stick the wrong way.

This also applies to things you code, as you will never unintentionally mistype any piece of programming you personally write.

Rookie's Guide To Fleet Operations (600 CP)

This guide is exactly what you would except given the title.

You are now able to take scores of what would be complete rookies in space fights and rapidly shape them up into squads of adept pilots and fighters at a speed that would put most training methods to shame. And as a bonus, when under your command their effectiveness rises even more, allowing them to act like trained professionals most of the time when it matters.

If you have the **Primary Clone State** perk, this commanding boost soars to even greater heights, boosting your underlings' levels of competency almost beyond expert-level in an even shorter timeframe.

Command And Tactics (600 CP)

Oh boy. You're a talented one, aren't you? It seems that we've found the reason you graduated from the academy with such record-breaking scores.

You possess near-mastery of military tactics in a 3-dimensional environment and can personally direct small squadrons of spaceship effectively, enabling you to gain victory in combat against fleets of spaceships many times the size of your own.

If you have the **Primary Clone State** perk, your commanding prowess is even greater, making into a strategic genius, able to direct large-scale military campaigns across the stars for years to come.

Researcher:

Autopilot Engaged (100 CP)

Whenever you wish to go somewhere, you now have some sort of mental GPS, capable of guiding you to your destination, as long as it is actually reachable by you, so no going to another planet if you don't have a spaceship, as well as giving you a little bit of information on where you are.

This autopilot can show you various ways to reach your destination, though some may be dangerous or longer than others.

Sensor Readings (100 CP)

You have an innate skill at extracting useful information out of normally meaningless junk data, like knowing that this pattern of gravitational waves means that there may be something of interest over there or deducing the most likely cargo load of a ship based upon radar imaging.

Data Analysis (200 CP)

You have a knack at decoding and finding the decrypting key for most kinds of data just by looking at its coding in details. This won't enable you to crack encryption just by looking at an encrypted message, but most programming languages will hold not secrets to you with a bit of experimenting.

Infomorph Psychology (200 CP)

This perk pertains to the knowledge of the inner working of information-based minds. This mainly applies to artificial intelligence, but can also be applied to capsuleers, whose

minds can travel the cosmos, switching between different bodies at will. With this, you could easily diagnose psychological problems or get a good grip on their emotional state by having a good chat with them.

Skill Training Complete (400 CP)

Whoa, you sure learned that fast, eh? You can now train much easier, being able to quickly determine the most efficient training method for whatever goal you may have and learn from those methods at an accelerated rate compared to normal.

Interstellar R&D (400 CP)

You have some good talents in Research and Development, granting you significant skills at various fields of science and at reverse-engineering technology which you possess samples from.

You will have a much easier time dissecting a piece of armor to find its molecular composition, tinkering with an engine to find its power sources and finding ways to integrate your findings into your own tech expertise.

Tech 2 Engineering (600 CP)

You now possess the ability to develop Tech 2 Variants of most technologies you may have. This manifest in a higher resource cost and more work for construction, but it will make it benefit from a significant boost in performance over Tech 1 Variants.

If you have the **Primary Clone State** perk, you can go even further than Tech 2, creating and improving technology from the Tech 2 to the Tech 3 level, requiring large efforts, yet capable of enhancing its performance and effectiveness almost beyond belief.

Skill Injector System (600 CP)

In this universe, there exist skill injectors. A way to extract skills from someone's mind and implant them into another. And you now know how to operate such a system. By constructing a neural interface system and putting someone into it, you can extract contents ranging from practical skills, knowledge and memories from them and inject them into the mind of someone else.

But beware that extracting a skill means that the giver will no longer possess it, the neural files you extracted may not be copied without extreme skills in the matter due to their formats being extremely hard to decode and that there is a very low yet non-zero percent chance that the giver's brain may be completely fried due to this process.

If you have the **Primary Clone State** perk, these neural files are now much easier to understand and use, adapting much quicker to the recipient's mind. This also reduces the chances of mind-frying to levels so low as to be practically null.

General perks:

Salt And Tears (100 CP)

You are now able to tailor any of your actions and speech to be as rage-and-tears inducing as possible without actually acting antagonistic, sure to annoy and aggravate anyone you wish to.

Faction Standings (200 CP)

You know how to work with different factions to improve your relationship with them in various ways, like bringing them some minerals when they are in a shortage, defending their stations against attackers, completing contracts, etc.

All these methods will raise your standings with them which may allow different gifts when you are in times of need, like loaning you a ship when yours was destroyed or reserving a juicy trade contract for you instead of marketing it.

Damage Profiles (300 CP)

By carefully inspecting an enemy and their attacks patterns and tuning your responses to them, you have an excellent skill at defending yourself against attacks and counter-attacking for maximum damage. This may present itself as watching the recording of a space battle and knowing that a certain type of ship is most likely vulnerable against kinetic damage and will most likely mount long-range missiles.

Primary Clone State (400 CP)

You are not amongst the rabble. You are amongst the elites of this galaxy, a capsuleer, commanding vast spaceships and operations from within the confines of a small pod, your mind augmented by many cybernetics and implants. Some of the main benefits? Gaining much easier control of your ships and operations and a much lesser need for crew, for one. The use of the cloning system for another, allowing you to transfer your mind across interstellar distances, landing inside an unoccupied clone to go on your way (though this will not activate in case of death like it normally would).

These benefits and much more are now yours to toy with at your leisure. Please note that the cloning and mind-transfer system will only save your life in this universe and may not work out of the jump.

This also enhances the effects of the capstones from other backgrounds.

Items:

Model Ships With Display Case (100 CP):

This large bookshelf-sized display case comes with a variety of model ships corresponding to any sea/space-borne vehicle you may possess, miniaturized to a small enough size to fit on the shelf. The display case is also capable of generating new model ships for your collection should you provide it with several photos and/or blueprints of any ships you may wish to in your future adventures.

Ship SKINs (200 CP):

This is the complete collection of all ship SKINs in New Eden, allowing you to apply their coloring to any ships you own, as well as repainting your Warehouse to your favorite colors.

Interactive Map (Beta Version) (400 CP):

This palm-sized cube contains a very powerful and comprehensive map of the local environment, depending on the local setting (this means that in a setting that's mainly based on a single planet, you would get a very detailed planetary map, while in a space-based setting you would get a galactic-sized map).

This map has holographic controls for manual operation and several computer interfaces should you wish to connect it to your ship's nav-computer for example.

It can display a lot of different information depending on what you select, including (but not limited to): security status of the local environment, number of crimes done in a certain period of time, a potent pathfinding routine with many definable characteristics, the number of people and/or vehicle in a certain area and many other features.

Pilot's License Extension (600 CP)(Discount for Primary Clone State):

The Pilot's License Extension, commonly called PLEX, is a license proving your access to the higher tiers of equipment, ship and benefits of being a capsuleer in this universe. Benefits include authorization to pilot much larger ships, training much more advanced skills and the use of the cloning system.

This grants you access to a Jumper-Grade Clone, allowing you to survive death once, making you awaken in this cryo-pod inside your Warehouse instead of passing on, though this Jumper-Grade Clone is unique and you will only get a replacement one once per jump if used, making all attempts to insert your own clones inside doomed to failure.

This also count as a multi-use pass for future jumps, granting you access to most secure facilities and secret meetings by making most people not question your presence there, though be careful to not get caught.

Ship Customization Table:

You get **+1000 Ship Points** to customize your ship/station.

CP To SP Conversion (100 CP):

You can pay 100 CP to convert them to an additional 100 SP for the ship customization table.

This is one way only, meaning no SP-to-CP. Can be taken multiple times.

Ships and hulls:

Ships bought in this section are the out-of-the-factory version, stripped bare of everything but the hull itself and it will be up to you to equip it.

Pod (1 Free):

Nothing more than a glorified escape pod, the humble capsule is only about the size of a car. The capsule is designed to slot into a larger ship, allowing the capsuleer to control the ship with his mind from the comfort of his small, life-sustaining home.

Shuttle (50 SP):

Shuttles are small and unarmed ships designed for quick, cheap transit across New Eden.

Corvette Hull (50 SP)(1 Free):

These small, cheap frigates are provided for free to new capsuleers and those who have just lost their ship. While they are not worth much in most combat operations, in the hands of a skilled pilot they can nonetheless be effective against some larger ships.

Frigate Hull (100 SP):

The smallest class of manned combat ships, these small fighters rarely require more than a small handful of crew to operate, and may be piloted solo by a capsuleer.

Destroyer Hull (200 SP):

With a crew about a dozen, destroyers are designed to guard larger ships against drones and frigates, as their guns are too large and slow to effectively combat them. As very versatile ships, destroyers are used in a multitude of other roles, such as small-scale mining operations and as salvagers.

Cruiser Hull (300 SP):

Cruisers are versatile, mid-sized ships used for a variety of roles within a fleet, and require one to four dozen crew members to operate.

More advanced models are specialized in a number of fields such as logistics (remotely repairing and supporting other ships) and heavy interdiction (capable of making sure even capital-class ships cannot escape).

Battlecruiser Hull (400 SP):

Being the midway point between cruisers and battleships, battlecruisers aren't capable of the same damage output as a battleship, but they are more maneuverable and more effective against smaller targets. Requires a hundred or so crew, varying by model and whether or not a capsuleer is in command.

Battleship Hull (500 SP):

The largest non-capital warships currently available, the battleship can take an incredible amount of punishment while dealing the same. As their guns are simply too large to practically hit small ships such as frigates and destroyers, they rely on flights of drones or other, smaller ships for defense against them. Crew compliment: a few hundred.

Industrial Hull (250 SP):

Industrials are entry-level haulers, capable of ferrying modest amounts of cargo across New Eden. Although their cargo holds are already decent for their size and cost, with the right skills and modifications a pilot can increase the effective cargo capacity two- or threefold and beyond.

Small ORE Hull (300 SP):

ORE (Outer Ring Excavations) remains steadfastly neutral in inter-empire conflicts and is the go-to manufacturer for mining and industry vessels. The Venture is the perfect ship for new capsuleers wanting to enter the mining business, and the Orca is perfect for supporting small fleets of miners to quickly clear out entire asteroid fields.

Large ORE Hull (500 SP):

The Bowhead has one use, and that use is transporting assembled, fitted ships through high-security space. The Rorqual is the mothership of mining operations, designed to support large-scale mining operations in unfriendly space. It has the unique ability to compress ore, reducing it to a fraction of the original volume.

Freighter Hull (600 SP):

Basically industrials on steroids, freighters are the go-to solution for moving massive amounts of stuff from one place to another. If piloted by a skilled capsuleer, they can hold upwards of a million m³ of cargo, even if it means vastly thinning their armor to do so.

Carrier Hull (600 SP):

Unable to fit weapons of their own, carriers rely on waves of fighter drones to deal damage, but they're also capable of remotely repairing and supporting entire fleets of smaller ships.

Supercarrier Hull (700 SP):

Supercarriers are the big brothers of standard support carriers, capable of sustaining vast amounts of damage with their waves of fighters and bombers.

Dreadnought Hull (800 SP):

The capital-sized dreadnoughts are deployed primarily against hardened stationary targets such as stations and outposts due to their ability to enter siege mode, dramatically improving their damage output but making them completely immobile. Capital ships are not permitted to enter high-security space.

TITAN Hull (900 SP):

The largest, most powerful, and most expensive warships ever built, the legendary titans take months of work and tens of billions of ISK to produce. They require a few thousand crews to operate. Seventy-five titans were destroyed in the battle of B-R5RB. The battle resulted in the loss of about eleven trillion ISK worth of assets across both sides.

Special Hulls:

Special hulls can be stacked with other hulls and each other, even if doing so would produce a ship that doesn't exist in New Eden, representing a prototype or one-of-a-kind ship.

Special Edition Hull Upgrade (Free):

This is simply a cosmetic change to a single ship, maybe because you are sponsored by a soft-drinks company that wants you to fly its colors, or simply because buying enough paint to cover your ship could bankrupt a large city.

Ship Import Upgrade (100 SP):

This is for those who may already possess a ship and who want to import it into another universe. You can use this to import a ship into a class of hull you've already bought that's equivalent or above to the imported ship (so no importing a battleship into a frigate-sized hull, but importing a frigate into a battleship is fine). All changes will be applied to the imported hull which will accommodate the functions of the imported ship surprisingly well.

Pirate Faction Hull Upgrade (200 SP):

This is an upgrade to any of the previously mentioned hulls, greatly improving its performances across the board, and potentially giving it new and interesting functions.

Tech 2 Hull Upgrade (200 SP):

This is an upgrade to any of the previously mentioned hulls, representing an upgrade in the technologies used to create and use it, improving most aspects of it in general.

Tech 3 Hull Upgrade (400 SP):

Remember when I talked about the Tech 2 hulls?

Well this isn't the same, yet it's even better.

Tech 3 hulls represent the pinnacle of New Eden's technologies, being able to swap entire swaths of the ship to customize it to a previously unimaginable extent, fitting each module to each other in a comprehensive manner.

Sadly the extremely modular nature of this ship means it cannot stack with the previous Tech 2 hull improvement option.

Player-Owned Station (500 SP):

This small station consists of a core and a wide variety of modules equipped beside it, such as storage hangars, ship production facilities, moon mining platforms, etc.

Large Station (900 SP):

This is a station, similar to those which litter civilized space, often measured in double-digits kilometers in size, possessing vast amounts of facilities such as ore processing, clone bays, ship fitting areas, and much more.

Equipment Packages:

These equipment packages are the basic Tech 1 versions of the corresponding equipment, come in the optimal size for the hull it is bought for and are assumed to be top-tier amongst their categories.

Weapon purchases come with appropriate ammunition and can be either of the short-range version (like autocannons) or long-range version (like artillery), determined upon buying the package.

Equipment packages are individual per-ship purchases and must be bought again to equip another ship you may have.

Missile Weaponry (200 SP)(Discount Caldari):

These weapons include missiles, rockets and torpedoes launchers with various kinds of payloads like explosive, thermal, kinetic or EMP. These weapons are very powerful yet are slow to reach their targets in comparison to other types.

Ballistic Weaponry (200 SP)(Discount Minmatar):

These weapons include a variety of standard guns, ranging from the rapid-fire autocannons to the hard-hitting artillery pieces, loaded with a variety of ammo affording them a wide amount of flexibility on the battlefield.

Energy Weaponry (200 SP)(Discount Amarr):

These weapons include a wide range of beam weaponry, from the short-range pulse lasers to the long-range beam lasers, equipped with various frequency crystals that modify range and damage capabilities.

Hybrid Weaponry (200 SP)(Discount Gallente):

These weapons are a hybrid of energy and ballistic weaponry, launching powerful payloads with magnetic accelerators, granting the blaster weaponry some of the best close-range damage-dealing potential in the galaxy.

Drones (200 SP):

This flight of drones can be composed of a mix of light, medium, heavy, sentry and utilitarian drones or simply be composed of a single type of drone.

Smartbombs: (200 SP):

This is a very pelicular type of weapons, being some kind of AoE explosion effect capable of inflicting damage depending on its type.

Harvesting Equipment (200 SP):

This contains various kinds of things to harvest your environment like ore and ice mining lasers, gas cloud harvesters, strip miners and salvager beams.

Propulsion And Navigation (200 SP):

This package grant you a selection of tech that include things such as afterburners, micro-warpdrives, micro-jumpdrives and even maybe a full-scale jumpdrive for capital-class ships.

Electronic Warfare (200 SP):

This package includes things like sensor boosters, tracking enhancers, stasis webifiers, warp disruptors and various kinds of ECM and ECCM.

Electronics Upgrades (200 SP):

This can include cloaking technology, passive and automated targeting systems, tractor beams and CPU upgrades.

Engineering Equipment (200 SP):

This package grant you things like capacitor upgrades to improve its recharge rate or capacity, enhancements to your ship's internal power source and various modules to boost your ship's options regarding to power.

Fleet Assistance (200 SP):

This package is for capital ships only and contains clone vat bays, command upgrades and both cynosural and jump portals generators to bring the pain to your enemies where it matters.

Hull And Armor (200 CP):

This wide variety of upgrades pertains to improving your ship's armor and hull strength, whether with armor hardeners and repairers, damage controls modules, energized plating and various other hull upgrades

Scanning Equipment (100 SP):

This includes things such as cargo and ship scanners, scan and survey probe launchers and various kinds of relics and data analyzers.

Shielding Systems (200 SP):

This concerns any kind of upgrade that pertains to shielding technology, whether by boosting shield recharge rates, improving its capacity or enhancing its performances against certain kinds of damage.

Upgrades And Rigs (100 SP):

This category mainly includes rigs; enhancements of various kinds to improve the effectiveness of any of the previous equipment packages by some margin, though these enhancements are permanent once installed and cannot be removed without destroying them.

Drawbacks (+800 CP Limit):

Building An Empire Takes Time (100 / 200 / 300 CP):

Your time here would normally make you stay here for 10 years, but is that enough to build the mighty empire you imagine in your dreams? Of course not.

By taking this 'drawback' for 100, 200 or 300 CP, you will stay here for 20, 50 and 100 years respectively.

Bad Money Luck (100 CP):

Man, you're really out of luck when it comes to making some dosh, are you?

Anytime you gain a significant sum of money, it will always get taken away for a reason or another such as replacing a blown-up ship, paying extravagant fines or something else entirely. This doesn't affect your starting capital but otherwise, expect to be considered 'space poor' for the entire jump.

Spreadsheets Everywhere (200 CP):

This world is a world of numbers, where a few digits wrong in a calculation can doom entire empires and ruin millions of people and you'll now have to deal with this universe without any of your mathematics knowledge and intelligence-boosting perks to help you.

Always With The Freaking Pirates (200 CP):

You seem to have the worst luck when it comes to the various pirate factions littering New Eden, and will always attract a few pirate ships whenever doing so would be the most inconvenient. Sitting on a gate waiting for a ship to pass through? Get pirate ships

dropped on you. Sitting in a safe spot somewhere in the middle of nowhere? Pirate ships. Even being in a High-Sec station will not save you from pirate attacks.

Explosion Hazard (200 CP):

Every year or so, you will get tangled into a major event that will risk destroying any ship or space-borne structure you happen to find yourself in. This event may be a major Sansha Incursion, a war declared between Empires of simply a nova happening in the system you are in.

Hatred Of The Drones (300 CP):

You seem to attract crapshoot AI like flies. Anytime a sentient or automated artificial system is involved, eight times out of ten it will go haywire on you. Expect the automated station docking system to slam your ship into the walls, AURA to guide your ship to the middle of nowhere and for any drones you use to go rogue on you. And let's not even talk about actual Rogue Drones.

CONCORD Troubles (300 CP):

CONCORD is some sort of policing agency in New Eden, responsible for reacting to any transgressions committed by pilots. Because of the power capsuleers wield in New Eden, they have learned to adopt a 'Shoot First, Ask Questions Never' policy whenever the law is broken by them in high security space. With weapons capable of obliterating battleships in instants, they are not a force to be tangled with. And you just are out of luck when it comes to dealing with them.

Fly too close to a privately owned container in space, and you'll instantly be labeled Free-To-Shoot to other pilots. You'll always be the guilty party in altercations between pilots. And don't even think about achieving a target lock on another ship in High-Sec without getting blown up by CONCORD.

No Cloning Theorem (300 CP):

The majority of space combat relies on the backbone of the cloning system in New Eden, freeing capsuleers from their final death by transferring their minds away from

their exploding ship at the moment of death. And this system doesn't like you, probably due to your Jumper nature.

Any time you would benefit from this system, whether by 'dying' or by using jump clones, this system will refuse to work for you.

Oh, and just for your information, this will also negate any extra lives and 1Ups you may have gotten from other jumps.

Public Enemy No. 1 (400 CP):

In New Eden there is a bounty system, allowing people to place un-retractable bounties on anyone else, claimable by anyone that can kill the target and destroy their ship.

You will start the jump with a substantial bounty on your head placed by multiple people, and will rapidly accumulate bounties placed on you by other pilots. This doesn't guarantee that anyone will come after you, but this will make you an extremely tempting target of opportunity to anyone you may frequent, getting more and more tempting the bigger your bounty get.

War Declaration (600 CP):

The War Declaration system was put into place by CONCORD to channel the aggression of capsuleers away from civilians and allow them to battle between themselves without fear of CONCORD's intervention, even in High-Sec.

Somehow you have been declared War Target by almost every single person, corporation and alliances in New Eden, allowing them to blow you up with complete impunity, turning the universe into a free-for-all with the sole objective being to kill you.

Oh, and don't think that joining a corp will help you, as they will also get targeted by everyone else once you join.

Notes:

Changelog:

V0.2: Changed the price of some of the undiscounted perks.

V0.1: First draft.