



It is the year 2200. A sufficiently advanced race of sapients has achieved Faster-Than-Light spaceflight, ready to explore the cosmos and spread their reach across the stars. And so has another. And yet another. And many many more star empires will begin to take their first steps out towards the boundless void. Soon, the galaxy will be the stage of a grand concert of interstellar powers.

You find yourself on the homeworld of one of these burgeoning space polities and will stay in the universe for the next 300 years.

+1000 CP

Origins

Military Commander

Though the ages of crusading kings, pike and shot formations, grand battle plans and hearts of iron are long past by now, the need for an armed forces is still present and so is the need for a great mind to command them.

Both Admiral and General perks and items are discounted for this origin.

Scientist

The pursuit of knowledge is one that has been valuable throughout history and with a new boundless frontier to explore, the works of the knowledgeable ones have become truly important.

Both Researcher and Archaeologist perks and items are discounted for this origin.

Envoy

It will soon become evident that your people are not alone in the universe. The art of foreign relations will become one that your empire will have to engage in and it seems you will become a premier agent for the tasks ahead.

Both Diplomat and Spy perks and items are discounted for this origin.

Leader

One way or another you find yourself at the head of this new space empire.

Choose a specialization, perks and items for both leader and specialization are discounted.

- Ruler

Whether you were elected into office by the mandate of the masses or that of the oligarchs, inherited the imperial throne or simply seized power as a dictator, your reign is the most "vanilla" compared to the other options.

- CEO - Mandatory for and requires Corporate Ethic

Congratulations, you have been chosen by the board of directors to be the new head of a megacorporation that has essentially superseded the state. Though governing large swathes of territory may be harder than it is for "regular" rulers, the potential for profit through trade is boundless!

- Gestalt Overmind - Mandatory for and requires Hivemind Ethic and Non Machine Phenotype

Instead of being one singular ruler presiding over many individuals you are instead the single directing mind behind many bodies. Although certain complex tasks may need to be delegated to specialised, more autonomous drones and deviancy may occur in even simple ones, you possess a unity of will unmatched by any empire composed of individuals.

- Machine Intelligence - Mandatory for and requires Hivemind Ethic and Machine Phenotype

Instead of being a singular ruler presiding over many individuals you are the central intelligence behind a legion of mechanical drones. Although certain complex tasks may need to be delegated to specialised subroutines, deviancy caused by faulty code may occur in any echelon of your self, you possess both the untiring endurance of machinery and a single mind to control it with.

Species + 200 CP for this section only, to spend on Phenotype and Traits.

Choose a Phenotype that your species will be a member of.

- Humanoid

Humans, Space Elves and Orcs, Cyclops and other four limbed bipeds with minor distinguishing features make up this phenotype. It's quite surprising how they all look like they'd fit right on a 1960s low budget sci-fi show.

- Mammalian

Many species of this phenotype possess a striking resemblance to an Earth native species like foxes and cats combined with the human body structure of a four limbed biped but there are a few that do not. Regardless, practically every species in this phenotype has a great deal of fur covering their bodies.

- Reptilian

Many species of this phenotype resemble Earthly species too but of a more cold blooded type. With shells and snapping jaws that evoke turtles or eyes with vertical slit pupils covered by nictitating membranes and detachable tails, the species of this phenotype often resemble reptiles.

- Avian

The species of this phenotype might look like they'd squawk out "Nevermore" or "Polly wants a cracker" or be a part of a duology of movies involving dancing. In general, they are markedly inspired by the Aves class, with beaks and feather covered bodies being uniformly present.

- Arthropoid

From insects and arachnids, crabs and pill bugs, species of this phenotype are less likely to conform to the four limbed bipedal body type than the rest of the galaxy. Chitinous exoskeletons cover soft innards, compound eyes are common and so are feelers and antennae.

- Molluscoid

Resembling such wondrous animals as slugs, squid and cuttlefish giant snails and floating blob creatures are as equally as common as humanoids with tentacle faces in this phenotype.

- Plantoid - 100 CP

Species of this phenotype have skin that oft resembles the cellulose walls of flora. From humanoids made of bark to walking venus fly traps, this class is incredibly varied.

- Fungoid - 100 CP

With lower bodies that evoke mycelium and heads that evoke sporocarps, these species greatly resemble the Fungal kingdom of life and can be in the form of things as "mundane" as walking mushrooms to floating blob creatures.

- Lithoid - 100 CP

These species possess an exotic biology in addition to their exotic appearance. With resilience that suits their rocklike appearance, they are far more long lived and tougher than non-lithoids. Their rocky nature means that they can practically survive on any world in the galaxy. Moreover, lithoids do not require regular food for sustenance and instead consume minerals. These traits do not come without trade offs, as Lithoids reproduce far slower than regular species.

- Necroids

The grave comes in many forms. Pointed fangs and terrifying visages that resemble Nosferatus, putrid flesh that resembles a rotten corpse, jutting bones and boney skin, the appearances of this phenotype are incredibly varied but all share a commonality. They all invoke death in one way or another.

- Aquatics

Species of this phenotype are a varied lot resembling vertebrates like dolphins and fish alongside jellyfish and cuttlefish-like sorts. Despite their appearance, they don't actually need water any more than a regular species, allowing them to hail from desert worlds and thrive there.

- Toxoids

The aroma of pollution, the stench of decay, this phenotype does not smell particularly well, nor is it particularly pleasing to the eye. Most species of this phenotype have a shade of sickly green, although their inherent variety means that the commonality for them is simply the appearance of toxin.

- Machine - 200 CP Must take Hivemind Ethic, Can not take non Machine Traits

From spider legged machines to humanoid androids, or floating tentacled robots with clear glass orbs for heads, the machines of this galaxy are rather varied in appearance. Whatever they look like, machines can function on practically any planet type at optimal capabilities and they have no food requirements, instead needing energy to function and alloys to be manufactured.

Syncretic Species - 200 CP - Can not be taken with Hivemind Ethic

Your species are not the sole sapient inhabitants of your home planet. Another race evolved in parallel with yours and has formed a symbiotic relationship. Bred to be well suited to worker class jobs and to be happy in their servitude, they are incapable of any high echelon work.

Design a second non machine species that can not take Intelligent, Natural Physicists, Natural Sociologists, Natural Engineers or Necrophage with a 100 CP stipend.

Subterranean - 200 CP - Can not be taken with the Machine Phenotype.

Your empire has a curious origin, for they have developed a civilization that can exist solely underground. While the underground cities that your species resides in take more time and resources to construct, they are effectively impervious to orbital bombardment and the limit to the amount of mining districts they can construct is determined only by the size of the planets they settle.

Traits

Mono-Gendered - Free, Can not be taken with Machine Phenotype

Every single member of your species is either male, female or of an intermediate gender. This only affects the aesthetics of your species.

Adaptive - 200 CP

The homeworld of your species may be the cradle they are most suited to but when they leave it, they will find themselves well prepared for the conditions out there.

- Extremely Adaptive - 200 CP Requires Adaptive Can not be taken with Lithoid

Now your species can find themselves living on all but the most hostile of worlds, with a little leg work.

Non-Adaptive + 200 CP for traits only. Can not be taken with either Adaptive nor Lithoid

Your species is not well suited to living in foreign environments. Only planets that are very close to their home planet will be able to be effectively colonised.

Agrarian - 200 CP Can not be taken with Lithoid

Your species has an incredible aptitude at producing food, whether they're farming corn or luminescent mushrooms, herding livestock or fishing. Even when they're acting as livestock themselves they'll provide more nutritional value than other species.

Ingenious - 200 CP

Your species is particularly good at “outside of the box thinking” and optimising infrastructure, particularly when it comes to power grids and electricity generation. This aptitude even comes into play when they’re being hooked up into a power grid and being used as living batteries.

Industrious - 200 CP

Your species is known to be a diligent and hardworking lot, especially when it comes to long, hard work shifts in mine shafts. This determination translates to an affinity to mineral gathering in general, even if it’s by being a “processed” lithoid.

Intelligent - 200 CP

Your species has a high level of intelligence and resultantly possess a higher speed of technological progress.

Natural Engineers/Physicists/Sociologists- 100 CP

Your species has a natural inclination to one of three fields of science, whether it be engineering, physics or society, vastly outstripping the minds of other empires.

Charismatic - 200 CP

Your species is generally considered to be pleasant company thanks to a special charisma. Thus entertainers, clerks, priests and politicians of your species are considered to be creme of the crop across the galaxy.

Repugnant + 200 CP for traits only. Can not be taken with Charismatic

Your species is considered to be unpleasant company for most of the galaxy, due to a combination of both their appearance and customs.

Enduring - 100 CP

Your species is blessed with longer lifespans, 20 years greater than the phenotype’s average.

Venerable - 300 CP Requires Enduring

Your species is truly blessed with lifespans that go on for 80 years longer than the phenotype’s average.

Fleeting + 100 CP for traits only. Can not be taken with Enduring

Your species’s lives burn out very fast, ending good decades before the phenotype’s average.

Strong - 100 CP

Your species is far stronger than the galactic average, giving them a sizable edge in both working in hard labour and as soldiers in ground armies.

Very Strong - 200 CP Requires Strong

Your species possesses a strength that almost defies the laws of physics, increasing the edge they have in army strength and worker output.

Weak + 100 CP for traits only. Can not be taken with Strong
Weaker than the galactic average, members of your species make for poor soldiers and menial workers.

Thrifty - 200 CP - Can not be taken with the Hive Mind Ethic
Your species possesses a natural aptitude to become one of the finest merchants, tradesmen and commercial workers in the galaxy, capable of making massive mounds of money through trade.

Traditional - 100 CP
Your species has a unique cognition that predisposes it to place particular importance on historical precedence and similar such things, increasing general empire wide unity.

Quarrelsome + 100 CP for traits only. Can not be taken with Traditional
Though your species may actually be inherently distrustful, they do possess a tendency to be socially combative, reducing general empire wide unity.

Rapid Breeders - 200 CP
Due to a very rapid rate of reproduction, your species's population growth is one that most other species in the galaxy simply can not match.

Slow Breeders + 200 CP for traits only. Can not be taken with Rapid Breeders
A slower rate of reproduction stymies the growth rate of your species's population.

Nomadic - 100 CP
In the distant past, your species existed in a nomadic lifestyle. Now in the space age, this has led to a greater acceptance of interplanetary migration, to the point that there are no societal barriers against it. This has increased your species capability and propensity to immigrate across the stars.

Sedentary + 100 CP for traits only. Can not be taken with Nomadic
Your species has always existed in a settled down lifestyle, with very few members willing to migrate away from their birthplace. This reduces your species's ability to migrate across the stars.

Communal - 100 CP
Your species is well adjusted to living in communal housing and living in close proximity to others, reducing the space required to house them.

Solitary + 100 CP for traits only. Can not be taken with Communal
With a disposition to be territorial and often ending up agitated when put in crowded conditions, your species requires a lot more living space in general.

Conformists - 200 CP Can not be taken with the Hive Mind Ethic
Agreement and adherence to the current governing status quo is what your species will always drift towards. Unaccepted deviants, like non-believers in a spiritual empire or spiritualists in a materialist empire, are thus practically impossible to stumble upon.

Deviants + 100 CP for traits only. Can not be taken with Conformists nor the Hive Mind Ethic. Your species has a little rebellious streak. Though it will not lead to outright sedition, authoritarians in egalitarian society or pacifists in a militaristic one will be a common sight.

Conservationist - 100 CP Can not be taken with the Hive Mind Ethic

With a well ingrained belief that recycling and reducing waste are of the utmost importance, your species is exceedingly efficient with using what they need, reducing the amount of consumer goods they use.

Wasteful + 100 CP for traits only. Can not be taken with Conservationist

Making a habit out of useless consumption and practically unaware of the word “frugal”, your species requires far more consumer goods than a regular species.

Docile - 200 CP

Your species are easily managed and organized. Combined with a tendency to be cooperative and amicable, they strain bureaucracies and state apparatuses much less than other species, letting them create larger empires with less overextension.

Unruly + 200 CP for traits only. Can not be taken with Docile

Sceptical and troublemaking, your species is far harder to govern than other ones, putting more strain on the bureaucracy.

Resilient - 100 CP

Tough and durable, your species makes for excellent soldiers in defensive armies. Invaders will have to bring to bear truly overwhelming advantages to successfully conquer any of your species's worlds.

Talented - 100 CP

Your species are born with a little extra natural aptitude in basically everything. Your admirals, generals, scientists and governors will have an edge above their equivalents in other empires.

Quick Learners - 100 CP

Members of your species are quick to learn from their experiences and adapt to new situations, whether their role is in the military, the sciences or government.

Slow Learners + 100 CP for traits only. Can not be taken with Quick Learners.

The general quality of your species's leaders is reduced due to your species's slowed capacities to learn and adapt.

Decadent + 100 CP for traits only. Can not be taken with the Hive Mind Ethic.

Your species is inherently lazy and unwilling to perform menial “worker jobs”, reducing their happiness when they are workers or enslaved.

Incubators - 200 CP Can not be taken with Rapid Breeders nor Slow Breeders

When members of your species find themselves alone and small in number, their reproductive instincts go into overdrive, vastly increasing their population growth rate.

However, when they reach a certain level of density, this overdrive goes into reverse, slowing down their population growth.

Noxious - 100 CP

Your species is toxic in more ways than just one. Both physically and socially unpleasant to be around, they take sadistic pleasure in making the lives of those around them utterly unbearable. Beyond acting as sponges of all joy and happiness, the baneful nature of your species greatly improves their strength in ground combat and allows them to live, but not thrive, in all sorts of planetary types.

Inorganic Breath - 300 CP

Thanks to a digestive system that incorporates toxic means as part of itself, your species exhales exotic gas. While this does mean that the day to day costs of their lives will be substantially increased, the amount of gas that can be passively harvested is industrially significant, to say the least.

Phototrophic - 100 CP Requires Plantoid or Fungoid, Can not be taken with Radiotrophic or Cave Dweller

Your species is green for more than just fashion. They can use Chlorophyll to supplement their diet, meaning they only need to eat as half as much as other species.

Radiotrophic - 200 CP requires Plantoid or Fungoid, Can not be taken with Phototropic
Instead of photosynthesis, your species can absorb background radiation instead. This not only halves their dietary intake but also increases their growth rate and habitability in highly irradiated places.

Budding - 200 CP Requires Plantoid or Fungoid, Can not be taken with Rapid Breeders nor Slow Breeders

Your species has another method of reproduction that does not require polination or freaky fungus sex. This additional method is asexual in nature, allowing your species to propagate across the stars even faster.

Crystallization - 200 CP Requires Lithoid, Can not be taken with Rapid Breeders nor Slow Breeders

Your species supplements its usual means of reproduction with crystalline growths, capable of self replicating into fully formed members of it, further increasing the rate at which their population grows.

Gaseous Byproducts - 200 CP Requires Lithoid Can not be taken with Scintillating Skin or Volatile Excretions

Your species has a rather interesting metabolism. Instead of producing ordinary useless waste products, Exotic Gases are vented out in a manner that makes them fairly easy to harvest. These gases are a necessary component of improved research facilities, advanced plasma weaponry and shields among other uses.

Scintillating Skin - 200 CP Requires Lithoid Can not be taken with Gaseous Byproducts or Volatile Excretions

Your species has a rather interesting epidermis. Their "skin" is covered in Rare Crystals which occasionally flake off, fully intact, letting them be gathered quite simply. These crystals are a necessary component of improved consumer industries, advanced laser weaponry and armour among other uses.

Volatile Excretions - 200 CP Requires Lithoid Can not be taken with Gaseous Byproducts or Scintillating Skin

Your species leaves behind some powerful droppings. Highly compressed and ripe to be collected, these Volatile Motes are a necessary component of improved alloy foundries, advanced kinetic and missile weaponry among other uses.

Necrophage - 200 CP Discounted Necroids. Can not be taken with Budding.

Your species is a peculiar one indeed. They possess extended lifespans that outstrips the longevity of lithoids and require little in resources to sustain themselves. They are well suited to ruling over the plebs and performing specialist jobs but are lacking when assigned to worker jobs. Combined with their slow breeding rate that even affects cloning vats, your race seems ill equipped to venture the stars and expand across them, if it weren't for their little secret.

Perhaps they can lay eggs in the bodies of other sapients, birthing new members at a rate far faster than regular reproduction. Perhaps they take a bite out of their "victims" which then transforms the target into one of their own. Perhaps they simply use a mystical "ritual of elevation".

Whatever the method may be, your species can convert species into their own.

Aquatic - 100 CP Requires Ocean or Ocean Paradise homeworld or Anglers

Your species is exceptionally well suited to living on wet worlds, with workers working more efficiently and your species taking up less housing space. On dry worlds however, they become akin to fish out of water and require more housing to accommodate their needs.

Cave Dweller - Free, Requires Subterranean, Can not be taken with Aquatic

Your species truly thrives under the surface of any colonizable planet, with levels of habitability always staying above a minimum of 50%. Furthermore, their ability to mine minerals increases greatly too. However, they are far more unruly to govern as a species and their population growth is reduced, if they are not part of the lithoid phenotype.

Machine Traits

Power Drills - 200 CP

Yours are the drill to pierce the heavens! Equipped with heavy duty mining equipment, your machines are more efficient at mining compared to standard models.

Superconductive - 200 CP

The use of superconductive materials in your machines have nearly eliminated energy transmission losses, allowing for more effective power generation.

Efficient Processors - 300 CP

The overall endurance and work output of your machine units have been increased with these incredibly efficient processors.

Logic Engines - 200 CP

No longer bound to simple logic code, your research processing sub units can achieve new technological findings and progress far faster than normal.

Double-Jointed - 100 CP

With double jointed limbs and collapsible bodies, your labour units and other robots can use storage space more efficiently.

Bulky + 100 CP for traits only. Can not be taken with Double-Jointed

Your units were not exactly designed to be shoved into small boxes, which means more room must be dedicated for their housing than normal.

Enhanced Memory - 200 CP

All of your higher level autonomous units are equipped with magnetic induction memory cells, significantly improving the performance of your best autonomous admirals, generals, scientists and governors.

Emotion Emulators - 100 CP

Your machines are equipped with complex social predictive models. Not only can they emulate emotions dependent on the situation, they can elicit more positive responses from organic and synthetic lifeforms alike than usual.

Uncanny + 100 CP for traits only. Can not be taken with Emotion Emulators

Your units are incredibly unpersonable. Whether they were designed in the image of a horrific alien species or simply trip into the uncanny valley, don't expect them to elicit a positive reaction from either organic or machine any time soon.

Durable - 100 CP

Built from wear and tear resistant material like chrome plated titanium and designed to last, your machines thrive in harsh conditions and require less maintenance.

High Maintenance + 100 CP for traits only. Can not be taken with Durable.

Whether it's planned obsolescence or simple shoddy construction, your units were just not built to last, making them require frequent maintenance.

Learning Algorithms - 100 CP

Your autonomous units now possess sophisticated algorithms to stimulate the rapid growth of their neural clusters, allowing them to adapt and learn from new situations at a heightened pace.

Repurposed Hardware + 100 CP for traits only. Can not be taken with Learning Algorithms

Made for very specific purposes, your autonomous units are chained by their design parameters and are less likely to learn and adapt.

Mass-Produced - 100 CP

Both modular components and a streamlined production line allow for your machines to be produced at an unprecedented rate.

Custom-Made + 100 CP for traits only. Can not be taken with Mass-Produced

Every single one of your units is effectively “hand-crafted”, with an attention to detail organics could never match. While this does make them marvels of both engineering and art, they are not very easy to construct en masse, reducing your production rate.

Recycled - 200 CP

Your units are manufactured in a way that has maximized cost-effectiveness, using recycled material and parts from previous models.

Luxurious + 200 CP for traits only. Can not be taken with Recycled

Made with only the most shiny and expensive parts, your units are quite costly to produce.

Streamlined Protocols - 200 CP

Your AI units have had their processes batched extensively, allowing for rapid growth and expansion with little loss of computational efficiency.

High Bandwidth + 200 CP for traits only. Can not be taken with Streamlined Protocols

Your units have incredibly poor data optimization, with much redundant data being transmitted and received to and from each other. This means that increasing the number of units you “govern” will drastically increase the amount of processing power needed to manage them, hampering your growth and expansion.

Home Planet

This determines your species primary climate preference.

Dry

Arid - Free

Dry, rocky world with a nitrogen-oxygen atmosphere. The dust-covered terrain consists largely of mesas and canyons. Forests can be found in the more temperate polar regions, but vegetation is otherwise scarce.

Desert - Free

Dry, rocky world with a nitrogen-oxygen atmosphere. Precipitation and major bodies of surface water are relatively rare. Significant temperature variations between day and night cycles. Vegetation is scarce, but even moderate precipitation can make the desert bloom.

Savanna - Free

Rocky world dominated by dry, arid plains covered by a nitrogen-oxygen atmosphere. The small hydrosphere allows for brief wet seasons, but aside from a few ubiquitous grasses vegetation is largely concentrated around shallow oases.

Frozen

Alpine - Free

Mountainous world with a nitrogen-oxygen atmosphere. Snow covers the mountaintops and frozen-over lakes dot the valleys. While the planet experiences the minimal seasonal variations, the still-liquid water beneath the frozen surface of the lakes is enough to sustain some hardy vegetation.

Arctic - Free

Frigid, rocky world with a nitrogen-oxygen atmosphere. The poles are big, and significant water deposits can be found permanently frozen as glacial ice. However, the planet experiences seasonal variations and the equatorial band is covered by vegetation.

Tundra - Free

Cold and rocky world with a nitrogen-oxygen atmosphere. Permafrost covers most of the surface except for the more temperate equatorial regions. A stable biosphere exists but vegetation is mostly limited to mosses and lichens.

Wet

Continental - Free

Rocky world with a nitrogen-oxygen atmosphere. Active and stable hydrosphere. Great landmasses are separated by oceans, with large climate variations depending on latitude and precipitation.

Tropical - Free

Humid, rocky world with a thick nitrogen-oxygen atmosphere. Seasons with significant precipitation are interchanged with drier periods. Most landmasses are covered in dense vegetation.

Ocean - Free

Rocky world with a nitrogen-oxygen atmosphere and a significant hydrosphere. Oceans cover more than 90% of the surface, with scattered islands making up the remaining percentage.

- Ocean Paradise - 300 CP

This Ocean World is a wonder like no other. Possessing beauty that surpasses even a Gaia world, a truly immense bounty of resources and a size that is nigh-unmatchable, your empire's homeworld is a prize catch, as they say.

Special

Gaia - 400 CP

An ideal, temperate world with a nitrogen-oxygen atmosphere and a resilient ecosystem, with optimal conditions for all known higher forms of life at different latitudes.

A perfect cradle for your species, although do be aware that such ideal conditions will make settling on other worlds far more difficult than normal for your species.

Relic World - 200 CP

Once this planet used to be a grand World-City, an Ecumenopolis that was once the industrial heart of an empire. Now ruined, the leftovers of the previous civilization provide excellent opportunities for your scientists and the endless stores of rare materials will give you a head start in materials science. Furthermore, with enough advancement in technology, your empire will eventually be able to restore this planet to its former glory. However, the potential for agriculture in this world is rather limited compared to your other choices.

Tomb World - 100 CP

An ashy atmosphere of death permeates this planet. The fallout of the radioactive weapons that nearly wiped out life on this planet still remains to this day. Regardless of why your empire's homeworld has become like this, your species has adapted well to the conditions and can find a home anywhere.

Machine World - 400 CP

Can only be taken by Machine Intelligences
Covered in artificial structures and with a thin atmosphere made mostly of industrial pollutants, this planet is utterly incapable of supporting biological life but is perfect to maximize the output of machine life.

Void

Shattered Ring World - 400 CP

Your empire resides on a Ring World built by mysterious precursors. Having long since fallen into decay and made with methods and technologies that are positively arcane to your scientists, even in this dilapidated and decayed state this Ring World remains a wonder of the ancient past. Who knows what heights could be reached if this structure was restored to its proper glory?

Habitat - 200 CP

Instead of starting on a single world, your empire begins its journey across the stars from three separate habitation stations. Your species, while unsuited to living on planets, can construct even more Habitats.

Modifiers - Modifiers are applied onto an existing planet type.

Doomed World + 300 CP Can not be taken with other modifiers.

Due to structural instability in the planet's core, your empire's homeworld is doomed to shake itself apart and explode, shattering into an uninhabitable spread of rocks and killing everyone still present. Securing a new homeworld for an exodus is of utmost priority to your empire, but while the tectonic instability of the planet reduces habitability, stability and happiness it massively increases mineral, energy and alloy gain.

Safe Haven - 200 CP

Can not be taken with Gestalt ethic, Inward Perfection or Fanatic Purifiers

Long ago in the history of your species, a great devastation struck a planet in their home system, rendering it a broken world. Barely avoiding extinction, a certain subset of your people turned to paranoia and fear, believing that the cause of this cataclysmic event was a malevolent alien threat, who had sent a planet-cracking projectile upon detecting radio signals from the homeworld of your species.

Thus, these paranoid few moved offworld, to a poorly terraformed planet next to the homeworld, swearing off the idea of sailing the sea of stars that beckoned their brethren that remained. Effectively an independent foreign polity, they remain on par, or possibly even ahead of your primary empire in terms of technological and scientific capabilities and possess a mighty defence fleet. In particular, their skill in cloaking technologies is first rate. Great leaps forward in technology are possible if your empire were to collaborate with them and acquiesce to their demands of diplomatic isolation and deferred star exploration.

Of course, in times of need, like when engaged in interstellar conflict or facing a Crisis of unprecedeted danger, they will come to their sister planet's aid without question.

Advanced Start - 300 CP

Perhaps the year 2200 was not the beginning of your empire's advances into the cosmos. Having expanded its reach to the star systems surrounding their home, two foreign planets of the same biome of their homeworld have been colonised. Not only that, but they hold a sizable cache of resources and an expanded military fleet, even though they are but corvettes.

All this combined is sure to cement an excellent head start against the other empires in the galaxy.

Ethics

The characteristic spirits of your people, the way they view the world and conduct themselves in it. You choose three of these or have one Fanatic Ethic and one regular Ethic or be a hivemind. Opposing Ethics can not be taken with each other.

Militarist - Opposed with Pacifist

"The only true virtues are courage and discipline, and channeled properly they can overcome any obstacle. Therein lies true strength; force withheld, a promise made." Your empire values their military tradition greatly and this reverence increases their warfighting capabilities. As war is considered to be a way of life, claiming systems in war becomes much easier too.

Fanatic

"The ability to project force is of paramount importance. The only way to preserve our way of life is to make sure everyone shares it; willingly or not..."

The value of the military and the praise of war is increased even further, doubling the ease of seizing land in war and the boost in martial might.

Pacifist - Opposed with Militarist

"Conflict as a means to an end is a ridiculous concept. It is by nature destructive, destroying what was to be obtained or giving room to grow that which was to be destroyed."

Your empire considers war and other violent methods of expansion to be less than optimal, leading to a more stable society that is easier to govern.

Fanatic

"As civilized beings, the end of all armed conflict should be our primary concern. War is an evolutionary dead end, as futile as it is wasteful."

The anti-war stance of your empire has hardened even further, rendering armed conflict as a last resort measure. However, this dedication to peace has led to an even greater integrity of state and governing capacity.

Xenophobe - Opposed with Xenophile

"The stakes could not be higher as we reach into the vast uncharted expanses of the galaxy, for we are gambling with the very survival of our species! Never trust the alien; its false smile hides an unknowable mind..."

Fear and hatred of the Xeno permeates this empire, emotions that lead to more unprotected sex and a greater desire to aggressively fortify against the alien. Constructing new starbases requires less political capital and the growth rate of the population is increased.

Fanatic

"Any alien influence must be ruthlessly quashed. Only by staying pure, and true to ourselves and the planet that gave us life can we guard against insidious Xeno plots. Even mastery over the Alien might not be enough to guarantee our own safety..."

Xenophobia has truly become a part of your empire's zeitgeist, further reducing the cost of expanding the empire starbases and increasing the growth rate.

Xenophile - Opposed with Xenophobe

"There exists, in all of us, a deep-seated fascination for the unknown. An adventurous spirit that rejects the familiar and glories in the unfamiliar, whatever - or whomever - it may be."

The diplomatic corps of your empire is empowered by the populace's fascination with new forms of alien life, making friends with other alien empires far more easily. This improved diplomatic aptitude transfers somewhat into the economic field, providing your empire with greater yields from peaceful trading.

Fanatic

"If there ever was such a thing as an absolute moral imperative, it would be to explore the cosmos and embrace all within it. We were never meant to journey alone."

It is with genuine wonder and joy that your diplomats and merchants go out to ply their trade with the denizens of the galaxy and your empire returns that joy and wonder in kind at the results they achieve.

Authoritarian - Opposed with Egalitarian

"A strong, guiding hand is essential to the success of any civilization - the alternative would be anarchy and chaos. It is the duty of the state to steer its citizens towards the paths that are the most productive"

Your empire leans towards an absolutist form of government, with the political power of the common citizen suppressed. With the proles unconcerned about politics, they work harder and the state gathers influence faster.

Fanatic

"A single voice, a single throne, a single state. It is the solemn duty of the masses to obey those enlightened few who have been charged with the great responsibility of leadership." Your empire has reached the apex of autocratic power, increasing the influence of the centralized authority, and stripping away any political responsibilities from the worker, thus increasing their work output.

Egalitarian - Opposed with Authoritarian

"Any society that does not embrace equality between its members - where an individual can rise to any position with enough hard work - is not only deeply unfair, but ultimately counterproductive."

The universal emancipation of this empire inspires those who work "specialist" jobs to achieve greater outputs than usual and the state gathers more influence through adhering to the mandates of the populace than it would normally.

Fanatic

"Beware always those who would be despots, under the false presumption that their desires and agendas are somehow more imperative than those of their fellows. A society that does not see to the needs and rights of all of its members is not a society - it is a crime."

With such dedication to freedom and equality, the will of the people provides even more influence than before and so does the performance of the specialists of this empire.

Materialistic - Opposed with Spiritualist

"As we reach for the stars, we must put away childish things; gods, spirits and other phantasms of the brain. Reality is cruel and unforgiving, yet we must steel ourselves and secure the survival of our race through the unflinching pursuit of science and technology." Through the devoted adherence to science and the material world, your empire finds itself able to research new technologies faster. Furthermore, AI and the use of robotic labourers will always be a part of your empire and you can maintain robots with less.

Fanatic

"Although it hurts, we must grow up and put aside our outdated notions of morality. There is no 'divine spark' granting special value to a living mind. No object has any intrinsic value apart from what we choose to grant it. Let us embrace the freedom of certitude, and achieve maximum efficiency in all things!"

With even greater zeal for empiricism, your empire's research output has been increased even further whilst the maintenance cost of robots have decreased even more.

Spiritualist - Opposed with Materialistic

"There are those who think it behooves us to remember how tiny we are, how pointless our lives are in this vast uncaring universe... What nonsense! The only truth we can ever know is that of our own existence. The universe - in all its apparent glory - is but a dream we all happen to share."

Belief in the immaterial permeates your empire, decreasing the cost needed to undertake empire wide edicts and increasing unity, the willingness of your empire to band together for the betterment of society and their resilience towards negative change.

Fanatic

"Our science has proved that Consciousness begets reality. We regard with patience the childlike efforts of those who delude themselves, it is the other way around, as they play with their blocks of 'hard matter' "

Spiritualist thought and belief is further entrenched in your empire, leading to greater unity output and edict capacity. Furthermore ...

... The [Shroud] beckons your people.

Hivemind - Can not be taken with any other Ethics, must be taken by Machine phenotype "We reach into the void.

The vast expanse becomes us"

If none of the ethics above are to your liking, there is another way. Instead of merely being a part of your empire, your empire will become a part of you, with each individual member becoming mere drones that carry your will. However, sufficiently complex jobs will require autonomous subsets of your mind with greater levels of consciousness to ensure proper performance.

Corporate - Does not count as an Ethic, Can not be taken with Fanatic Authoritarian nor Fanatic Egalitarian

"Money..."

Your empire is not ruled by a proper state, but instead as a massive commercial enterprise that has subsumed the "real government". Though this form of governing may not be able to administer as much "land" as other forms, the potential profits obtained from making Commercial Pacts and opening Branch Offices in other empires is truly tremendous.

Perks

Empire Perks - You gain 800 CP for these perks only.

Empire with the Hivemind Ethic and a non Machine phenotype get an extra 600 CP to spend on perks tagged with [HIVEMIND] and [HIVEMIND-EXCLUSIVE] perks are exclusive to them
Empire with the Hivemind Ethic and a Machine phenotype get an extra 600 CP to spend on perks tagged with [MACHINE INTELLIGENCE] and [MACHINE INTELLIGENCE-EXCLUSIVE] perks are exclusive to them

Empire with the Corporate Ethic get an extra 600 CP to spend on [MEGACORP] and [MEGACORP-EXCLUSIVE] perks are exclusive to them.

Taking any of the perks tagged with [GENOCIDAL] will mean your empire will automatically purge xenos or organics and will not hide this, hampering diplomatic efforts.

Barbaric Despoilers - 200 CP Requires Militarist and either Authoritarian or Xenophobe, Can not be taken with a [GENOCIDAL] perk

Yours is an empire that can barely be considered "civilised". This limits their diplomatic options, yet yours cares not as it has the rare ability to simply take what they need from other empires, whether it's snatching entire planetary populations through orbital

bombardment, looting their energy and mineral reserves or even taking their Relics wholesale for your own use.

Mastercraft - 200 CP [MEGACORP]

Instead of a traditional civilian goods industry, your state has adopted the use of highly skilled artificers to provide for their needs. These highly qualified specialists produce more with the same amount of minerals, increase trade value and contribute to engineering research.

Pleasure Seekers/Corporate Hedonism [MEGACORP] Can not be taken with Militarized Society - 200 CP

The people of your empire or megacorp have dedicated themselves to the utmost pursuit of pleasure thus a truly degenerate amount of luxuries are piled upon the privileged. Although this does result in a higher consumption of civilian goods than in other empires, the effect this has on productivity and commercial revenue can not be understated..

Memorialist - 200 CP [HIVEMIND] [MACHINE INTELLIGENCE] Can not be taken with a [GENOCIDAL] Perk

Remembering those that have fallen. Ruminating on the entropy present throughout the universe. Such tasks may seem macabre, depressing and unlikely to serve any useful purpose but for your empire, it is of grave importance. By dedicating resources to catalogue and memorialise death, increasing empire wide unity and, if Sanctuaries of Repose are placed on Tomb Worlds, adherence to the governing ethics of your empire. The chroniclers that work at such buildings provide even further unity, boost the stability of those worlds and provide valuable society research.

Mutagenic Manipulation - 200 CP [MEGACORP] [HIVEMIND] [MACHINE INTELLIGENCE] Can not be taken with a Gaia World Home Planet

Normally, the byproducts of industrial waste are to be safely discarded and not used to supercharge population growth. It seems that your empire has decided to reject orthodox wisdom and whether it's through the use of Mutagenic Spas that increase regular population growth at the cost of a planet's habitability and the happiness of the population, Permutation Pools which further accelerate drone birthing whilst reducing habitability even more than Mutagenic Spas or even Hyper Lubrication Basins that increase the speed of mechanical drone construction but also increase drone upkeep, they have found a way to use the toxic runoff of industry to their advantage. The benefits and downsides of these facilities will only increase as the volume of industry on the planets they are present on grows.

Scavengers - 200 CP [MEGACORP]

“Waste not want not” is an ethos that your empire has taken to the next level. Salvage teams follow the wake of every military operation, ready to make the most value out of the wrecks left over. These scappers are exceedingly efficient in their duties, extracting both technologically useful data and raw materials from their targets and sometimes even fully functional ships from the derelict they trawl through. Beyond vastly increased “recycling” ability, your empire enjoys improved relations with those that share their talents, especially entities like the Scavenger Enclave.

Reanimators - 300 CP Can not be taken with Pacifist

Your empire has mastered the dark arts of necromancy. The entire army has been replaced by necromancers and the undead hordes they raise; which are infused with necromantic energy giving them a chance to convert enemy armies they kill. Furthermore, by focusing their energies, your empire's necromancers can even revive massive spacefaring organics, like Ether Drakes, to serve in your fleets.

Catalytic Processing - 300 CP [HIVEMIND] [MACHINE INTELLIGENCE] [MEGACORP]

Can't be taken with Calamitous Birth

Your species has mastered the art of converting biological material into alloys, readily made into mighty warships, starbases and megastructures along with being put to use for other heavy industrial needs.

Fanatic Purifiers - 300 CP [GENOCIDAL] Requires Fanatic Xenophobe, Discounted Militarist and Spiritualist

Let the galaxy be cleansed. Your empire is utterly focused upon exterminating the xeno, with no room for distinction, any form of diplomacy or mercy. The sheer zeal, militaristic or spiritual, your empire possesses aids them in their quest to terminate all life, as their ships are made with less resources and more easily supported but are even more combat effective than those of other empires. This sheer drive to snuff out the lives of aliens even translates to ground combat as well, with armies that would butcher those of the xenos even whilst outnumbered. And with every xeno that your empire butchers, regardless of the method, the unity of its people grows.

Armageddon Bombardment - 300 CP Free for Fanatic Purifiers and Determined Exterminators

Your empire has developed a method of orbital bombardment that is practically unmatched at sending your enemies to their makers. This Armageddon Stance is unmatched in terms of obliterating ground armies and can even render planets into Tomb Worlds.

Overtuned - 300 CP [HIVEMIND] [MEGACORP]

"The flame that burns twice as bright burns half as long" is a phrase that the people of your empire have embedded into their beings on the genetic level. They not only have an earlier access to gene tailoring technology, they can overtune their bodies to further improve themselves. However, these genetic modifications come with their own costs. Additional arms that are well suited to agriculture may end up strangling their owners, increased intelligence at the cost of schizophrenia and other drawbacks which lead to an overall reduced lifespan. This "corner cutting" of genetic manipulation can even be doubled down upon, further increasing the boons of the Overtuned populace whilst also increasing the magnitude and frequency of the defects.

Knights On The Stellar Roads - 400 CP [MEGACORP] Can not be taken with a [GENOCIDAL PERK]

A large portion of your empire's society has dedicated themselves to a chivalrous cause. Whether it is to search for a Toxic God that passed through your home planet in eons past or some other lofty goal, there is an organization of knights that quest in the name of an overarching objective, aided by squires and led by lord commanders. Though sustaining

their adventures and quests takes a toll upon our empire's economy, the knights are a versatile sort, capable of acting in combat units to vastly increase your empire's military strength, as ambassadors to foreign polities, researchers capable of greatly increasing your empire's scientific output and other beneficial roles. Even without foisting additional duties upon the knights, their questing can result in great boons for your empire, from insights into psionics, increases in research speed and industrial capacity, improved weaponry or simply increasing cultural unity the knights provide. The questers may even return with truly tremendous rewards, capable of shaping entire planets, but such bounties will require a great deal of effort, time and resources and may alter the very nature of the knightly order.

Overlord - 400 CP Can not be taken with Inward Perfection nor a [GENOCIDAL PERK]
Your empire's glory is not a singular flaming sun, but a constellation of stars, as it is well capable of managing a vast swarm of vassals.

Possessing a mighty propaganda division capable of keeping the loyalty of your empire's subjects, no matter how numerous they may be and capable of maximizing the utility of their Overlord Holdings, whether it's a Splinter Hive taking biomass from their vassals to increase your empire's population growth or a Communal Housing Project that provides both amenities and housing, along with being a bastion to spread egalitarian values from.

Untitled Genocide Perk - 600 CP Discounted [GENOCIDAL] empires

The lesser empires of the galaxy may see your wanton slaughter as horrific and inefficient, believing that the life of Xeno would be put to better use either as friend or slave. Your empire knows this to be false, for they are impossibly good at exploiting mass murder. From squeezing more nutritional value out of their corpses than should be possible or working them to death to acquire results never to be seen before, genocide is always a profitable initiative for your empire. Though this wanton slaughter will eventually kill all the xenos you are exploiting, you'll find that your empire can stretch out their lives longer than expected.

Engineered Evolution - 600 CP [HIVEMIND] Discounted with Overtuned

Your empire has learned a great deal about genetic engineering. Not only can they perform genetic modifications of greater magnitude than normal, the cost of modifying the genetic makeup of entire species has been reduced, along with the time required to enact such projects. This skill in genetic modification has led your empire to master the secrets of Gene Seed Purification, allowing them to create highly enhanced super soldiers. Your empire has also found out how to safely use cloning technology to increase their population.

With a little more study, your empire could achieve Evolutionary Mastery, allowing them to even change the phenotype of species, remove positive traits and add negative ones, modify genomes even more radically. Your empire could make species more fecund, erudite and robust than naturally possible or even nerve staple them and increase their nutritional value. More incredibly, they could even decouple drones from a hivemind and make them individuals capable of surviving outside of a hivemind or assimilate individuals into one alongside taking the genetic idiosyncrasies of massive spacefaring Leviathan organics to apply onto a species on mass as a trait.

Planetary Modifications

Mastery of Nature - 200 CP

From the nature of your familiar homeworld to the environs of foreign planets that have been settled, your empire is a master at clearing the terrain for further development, whether it's

defoliating entire jungles, turning active volcanoes dormant or permanently eliminating dangerous species of xenofauna as a threat. Furthermore, they've found a way to squeeze in more developed districts onto a planet, past the limit determined by planetary size.

Detox - 200 CP

There are many ghastly green orbs floating in the void. These planets, known as toxic worlds, have been polluted to the point that they are no longer habitable, not by the toughest gene-modded species nor by the most robust drones of a machine empire. However, it seems that your scientists have managed a way to "clean up" the layers of noxious fumes that cover these planets and render them habitable again. While some toxic worlds are simply too far gone to be terraformed, your empire will surely appreciate the additional space that can be freed up with this method.

World Shaper - 400 CP Can not be taken with Terravore

Your empire has mastered the art of terraforming. Not only can they perform such planet changing feats with less resources, they can even rejuvenate Tomb Worlds and even transform regular planets into bountiful Gaia Worlds. Even planets that are utterly barren can be made to support life and both Hive and Machine worlds can be returned to normal.

Hive Worlds - 400 CP [HIVEMIND-EXCLUSIVE] Can not be taken with Terravore

You are now capable of transforming regular planets into Hive Worlds, living organisms the size of a planet that exist as part of your hivemind. The planet itself instinctively attacks any individual not a part of the hive, rendering it completely uninhabitable for others but is perfectly suited for your drones, even increasing their output and growth rate. Furthermore, the Hive World is incredibly well optimised spatially, allowing for both incredible amounts of inhabitants to be housed and buildings to be constructed.

Resource Consolidation - 400 CP [MACHINE INTELLIGENCE-EXCLUSIVE]

You are now capable of transforming planets into Machine Worlds. Beyond being optimized for the sake of machine units, these worlds are also more efficient in regards to housing. When converting a planet into a Machine World, all pure organic life will be processed into a bubbling swamp of organic slurry from which nutrients can be extracted.

Phenotype-Based

Idyllic Bloom - 200 CP Requires Plantoids or Fungoids [HIVEMIND]

The people of your empire deeply appreciate the environment and strive to care and enrich it. Thus they have developed technologies and techniques that can transform planets of their preferred climate type into Gaia Worlds. Though the Gaia Seeding process is a lengthy and resource intensive endeavour, these efforts will easily repay themselves over time as the birth of a new Gaia World is a joyous thing that will make the people happier thus more productive.

With further development of terraforming technology, your empire will be able to make worlds that are not of their primary climate preference into Gaia Worlds and eventually be able to directly transform Tomb Worlds into them.

Calamitous Birth - 200 CP Requires Lithoid

Your species is not native to their homeworld. They came in a blazing light, crashing onto the planet and wiping out the already present dominant presapient race. Now that spaceflight

has been achieved once more, the ability to colonize new worlds with a bang has returned. Your species can construct Asteroid colony ships, which are both cheaper and faster than regular colony ships on the account of it basically being an asteroid filled to the brim with colonists attached to an FTL drive. Planets colonized by these "ships" are rendered less habitable because their landing procedure involves lithobraking. Furthermore, the sheer impact of these "ships" will end up burying a few extra colonists deep underground. These extra colonists only need to be excavated to be start working again, giving your empire a boost in population.

Anglers [MEGACORP] - 200 CP Discounted for Aquatics

Your species is skilled in harnessing the ocean's bounty. Fishing and pearl harvesting become possible in worlds with enough water, whether they be tropical, continental or ocean worlds. The Anglers that fish provide more food than the regular farmers of the galaxy, whilst the pearls the pearl divers recover are well suited to be used as consumer goods both occupations increase the trade power of your empire. The infrastructure expenditure required for these jobs are lesser than regular agricultural districts and on ocean worlds the number of anglers and pearl divers are effectively only limited by the total size of the planet.

Hydrocentric - 400 CP Requires Aquatic and Ocean homeworld Discounted for Xenophobes
Your species has now reached the apex of living on wet worlds, further increasing their strengths there and weaknesses elsewhere. To compensate for this, they have mastered the art of bringing the water with them. Terraforming techniques that make turning planets into ocean worlds easier, blueprints for "planet killer" weaponry that doubles as a terraforming tool and designs for ice asteroid mining stations. By mining ice, the planetary ocean of ocean planets can be expanded, giving your empire a lot more living room. Furthermore, even orbital habitats can be flooded entirely, effectively simulating the conditions of an ocean world.

Materialist

Mechanist - 100 CP Free Materialists

Your species has been fascinated with mechanical forms of life from its genesis. Even before reaching orbit, mechanical simulations of life capable of supplementing the workforce were a considerable part of your empire's makeup. This affinity towards robots has allowed your empire to maintain a larger number of them compared to other empires with the same resources as yours.

Technocracy - 200 CP Discounted Materialists

Your empire's society has been restructured from the bottom up to the benefit of the scientists and researchers. The pursuit of science both progresses faster in this empire and can be directed to certain directions by the state. While other empires may be researching the basic schematics for a destroyer, yours will already have the means to produce fully decked out cruisers, though potentially at the cost of being less "well-rounded".

Archaeo-Engineers - 200 CP Discounted to both Xenophiles and Materialists

Your empire has found the best match between old and new, combining the wisdom of ancients with modern engineering methods.

Clouds of nano-missiles that can overwhelm any modern point defence, shields that can be safely supercharged beyond standard regulation, refineries with truly absurd efficiency ratios and more of these unique syntheseses of technology are well in the grasp of your empire. Though these creations are all marvels in their own right, the fact that they require a constant stream of archaeological artefacts to be built and maintained means most empires find them impractical to use at best. Not yours however, as they manage to squeeze out abnormally high outputs from them turning a complicated question of quality vs quantity to one with an obvious answer.

Relentless Industrialists - 400 CP [MEGACORP] Discounted Materialists

With a philosophy that encourages a maximalist use of everything and through the use of Coordinated Fulfilment Centres, your empire's factories possess productivity that other empires can only be green with envy towards. However, while your empire's industrial capacity has reached staggering heights, the use of Coordinated Fulfilment Centres greatly cuts into population growth due to the sheer amount of pollution that they are responsible for. Their continued use will eventually turn regular planets into Tomb Worlds, unless they're altered to be more sustainable. Or your empire could simply double down upon the "negative effects", intentionally turning worlds into Tomb Worlds and reach truly ridiculous levels of industrial output.

Technological Ascendancy - 400 CP Discounted Materialists

Your empire's research capabilities have been boosted tremendously, putting your empire at the forefront of a new age of technology. Beyond accelerated progress, your empire has a better chance at getting rare technology that would normally require great luck or time to stumble upon the proper scientific breakthroughs to acquire.

Enigmatic Engineering - 600 CP Discounted to both Materialists and Xenophobes

Through sheer dedication and focus on technology your empire has rendered their works completely impossible to reverse engineer or have their scientific secrets revealed to others by espionage. Furthermore, covert actions undertaken against it will find that your empire possesses higher than usual levels of encryption.

The Flesh is Weak - 600 CP Discounted Materialists [HIVEMIND]

Your empire has rejected the weakness of the flesh. Cybernetic implants that empower both the body and mind have become completely ubiquitous in your empire. Beyond increasing combat effectiveness, lifespan and ability to withstand harsh environments, the cybernetic enhancements can interface directly with military command control systems, improve administrative efficiency and provide real time access to research databases among other things. The implants are compatible with all the organic and lithoid species of the galaxy and come with an interesting side effect of completely preventing sapient AI uprisings.

The focus on machines your empire possess means that the rate at which they produce robots increases and the resource upkeep decreases.

With this mastery of both AI and upgrading the flesh, your empire is a few scant steps away from uploading their minds into robot bodies, at which point their ability to make the most out of a metal chassis will increase even further, with greater overall output and malleability.

Spiritualist

Exalted Priesthood - 100 CP Free Spiritualist

The holy men of your empire are a rallying point for its people, with the clergymen being a rather integral part of the administration. The priests of your empire are far more effective than the regular administrators and can be made even more effective, with a little active campaigning that spreads religious thought.

Gospel of the Masses [MEGACORP-EXCLUSIVE] - 200 CP Discounted Spiritualist

The line between ordained minister and corporate officer has been blurred to the point of no difference in your Megachurch. Temples that double as trading outposts spread the "True Faith" and with every worshipper paying religious tithes to your Corporation/Church, the spread of the faith and the increase of its profits go hand in hand.

Consecrated Worlds - 200 CP Discounted Spiritualist

As your empire finds its way across the galaxy, it will encounter many planets, habitable and inhabitable. While the blind may cite materialistic causes as to why only a scant few can support life, we know that it is because they are blessed holy places. By consecrating and worshipping those planets, more of our populace will become enlightened towards the truth and they will become more united and fulfilled in general.

Imperial Cult - 200 CP to both Discounted Spiritualists and Authoritarians

The roles of both head of religion and head of state have become one in your empire, as the Emperor is worshipped as a living god on the material plane. This active deification not only expands the powers of the ruler; it also increases their capacity to issue edicts in their name, thus increasing their ability to steer and shape the state.

Crusader Spirit - 200 CP Discounted for Authoritarians, Spiritualists and Militarists

Yours is an empire that holds a disciplined, united vision for what they want reality to be and they're very eager to share this vision by force.

Not only are the fleets of your empire easier to field and stronger in battle, the entire cadre of their military commanders, from the highest admiral to the lowliest general are filled with crusading zeal. Not only do their victories on the righteous warpath bring unity to homefront, they hold the ability to whip the common soldier and naval officer into heights of frothing devotion that even further increases their battlefield effectiveness.

Death Cult - 400 CP [MEGACORP] Discounted Spiritualist

Through the ritual sacrifice of your empire's population, your empire may be blessed with Harmony, increasing happiness, Togetherness, increasing the empire's unity or Bounty, increasing the empire's gain of material resources. The more lives sacrificed, the greater the effect of the boons and in the wake of these great sacrifices, the population growth of your empire will increase to make up for the loss.

Mind over Matter - 600 CP Discounted Spiritualist

Psychic powers have awoken in parts of your empire's population, allowing for wonders like telekinesis and telepathy leap from legends into reality. Armies of trained psychic warriors, security forces that use telepathy to track down dissidents, though psychic abilities may not be present in everyone, there are still enough to widely change your empire. With a little more effort, all the inhabitants of your empire could have their psychic powers awakened. An

entire empire's worth of psychics could coordinate their combined efforts to reach into an alternate dimension known as The Shroud and reap great bounties from there.

One Vision - 600 CP Discounted to both Authoritarians and Spiritualists

It is through one united vision that your empire will make its way through this galaxy. The ideological purity of your empire's populace is immaculate. Barely anyone dissents or goes against the ruling principles of your empire, not even in private. Beyond the absence of any contrary beliefs, the unity of vision your empire shares means that the citizens require less luxuries to content themselves with.

Pacifist

Peace Festivals - 100 CP Free for Pacifists

Say peace! The people of your nation are naturals at reminding themselves of the benefits of peace by organizing celebrations for it. Empire wide unrest is reduced and stability is increased simply on its own, but when the state actively drives to support these Festivals, happiness and contentment flourishes all over.

Xenopacification - 100 CP Free to both Pacifists and Xenophiles

There are many different kinds of non sapient space faring aliens in the void. Though not inherently hostile, they may come to damage our ships or orbital stations. That is why your researchers excel at finding ways to pacify these specimens, from silicon based crystal entities to voidfaring organics.

Agrarian Idyll - 200 CP Discounted for Pacifists

A simple and peaceful life is the one that most of your empire has chosen. Urban population centres are far less dense whilst the rural districts can house a greater population. Farming brings the subjects of your empire together and provides amenities for the people.

Inward Perfection - 400 CP Discounted to both Pacifists and Xenophobes

Can not be taken with Pompous Purists

Your empire rejects interstellar diplomacy and instead focuses its efforts on internal affairs. The populace is happier, grows faster and is more united, foreign spies will find infiltration harder than usual and govern. However, efforts to reach out into the greater galaxy whether through espionage or diplomatic efforts will be slightly hampered.

Arcologies - 400 CP Discounted to both Pacifists and Relic World starts

Can not be taken with Agrarian Idyll, Hive Worlds or Machine Worlds

Advances in weather control and anti-gravity technology have allowed your empire to make a city out of a world. These Ecumenopolises require a great deal of resources to lay the foundations for, let alone construct but the dividends they pay can not be understated. Capable of housing far greater populations than any regular planet with no regard to an individual habitability type, these artificial planets are extremely well suited to produce manufactured materials, from alloys to consumer goods and even works of culture and entertainment. Fleets capable of sweeping galaxies could be made from the alloys a single Ecumenopolis produces.

Voidborne - 400 CP Discounted to both Pacifists and Habitat Homeworlders

The denizens of your empire have taken living outside of planets to a whole new level. Not only can they make habitats that dwarf the size of other empires' and even expand them after construction, they are exceptionally well suited to orbital life, improving all around performance compared to being on a planet.

Master Builders of Galactic Wonders - 600 CP Discounted for Pacifists

With no reason to pour alloys into invasion fleets, your empire has mastered Megastructural Engineering on a scale hitherto undreamt of. From Science Nexuses, Mega Shipyards and Strategic Coordination Centers to Mega Art Installations and Interstellar Assemblies, your empire finds themselves building these massive structures far faster than normal. While other empires may content themselves with some habitats and a pair of gateways, yours will have already begun to encase entire stars, build machines to extract matter out of black holes and create Ring Worlds.

Militarist

Nationalistic Zeal - 100 CP Free for Militarists

A strong sense of nationalistic pride permeates all layers of this society. Getting the homefront to accept another war to be waged across the stars and rallying the civilians to be recruited or resist invasion is as easy as can be.

Xenohunting - 100 CP Free Militarist, Xenophobe and [GENOCIDAL]

There are many different kinds of non sapient space faring aliens in the void. Though not inherently hostile, they may come to damage our ships or orbital stations. That is why your researchers excel at finding ways to profit off of the death of these aliens. Whether it's energy from void clouds or advances in research from space amoeba, your scientists will find some way to profit off their deaths.

Militarized Society - 200 CP Discounted for Militarists

Maybe a strong warrior culture has taken root in your empire, with gladiatorial games becoming the main source of entertainment: leading to more skilled soldiers. Perhaps service guarantees citizenship in your empire, leading the now interchangeable citizens/soldiers to create a more united and martially capable society. Or it could be that the navy is such an influential institution that it can throw around its political power to headhunt only the brightest and best for their captains and admirals. Regardless of the specifics, your nation has a military edge on other empires thanks to its unique culture.

This perk may be taken multiple times.

Crusader Spirit - 200 CP Discounted for Authoritarians, Spiritualists and Militarists

Yours is an empire that holds a disciplined, united vision for what they want reality to be and they're very eager to share this vision by force.

Not only are the fleets of your empire easier to field and stronger in battle, the entire cadre of their military commanders, from the highest admiral to the lowliest general are filled with crusading zeal. Not only do their victories on the righteous warpath bring unity to homefront, they hold the ability to whip the common soldier and naval officer into heights of frothing devotion that even further increases their battlefield effectiveness.

Finally, this Crusader Spirit is something your empire can impress upon the star nations they defeat in war.

Lord of War - 400 CP [MEGACORP] and Discounted for Militarists

A wise man once said "If one holds his state based on mercenaries, he will not be secure or peaceful; for they are divided, ambitious and without discipline... they fear neither God nor are loyal to fellow men..." It seems, however, that your empire has mastered the art of utilizing these soldiers of fortune. Not only do any private military endeavours your empire engages in provide far more profitable dividends than before, they become far easier to sustain in great numbers. Combine that with how your empire can maximize the diplomatic leverage they gain via the size of their military, and it wouldn't be unlikely for them to truly change the face of war as the galaxy knows it.

Galactic Force Projection - 400 CP Discounted for Militarists

As your empire expands its reach across the galaxy, larger and larger, the fleet that your empire uses to enforce its will must grow larger too. From optimized anchorage construction, an overhaul of the navy's organization or simply increased shipyard output, your empire's fleets will soon be able to blot out entire suns, perhaps not even metaphorically.

Defender of the Galaxy - 600 CP Discounted to both Militarists and Xenophiles

Against existential threats against the galaxy, your empire will not cower in fear nor will they exploit the crisis for their own gain. Instead they will stand as a bulwark against the terrors from the dark. Whether it's through endless preparation and vigilance, simple luck or something akin to destiny, your empire excels at fighting foes that pose extreme, absolute and unrelenting danger. Fleets and armies alike fight harder, production and research ramps up and as if knowing that you are the galaxy's greatest hope, others will have improved relations with your empire. Not enough to make allies out of a long time rival but enough to make a temporary truce with them or to smooth over relations with strangers in order to gain open borders with them.

Colossus Project - 600 CP Discounted to both Militarists and Xenophobes

A weapon made to shatter worlds. Your scientists have devised designs for weaponry and spacecraft capable of wielding such powerful tools of destruction. From Neutron Sweeps that eradicate any biological lifeforms on a planet more complex than a lichen, to World Crackers that agitate cores to unleash tectonic disasters before letting loose a kinetic blow to literally crack worlds or even Global Pacifiers which encase planets with practically permanent and impenetrable shields that only let in certain wavelengths of light. Other forms of planet shattering weaponry may be researched in accordance with your empire's nature. Those that have seen the truth of The Shroud may fire planetary enlightenment (read mind control and robot terminating) beams whilst Machine Intelligences that assimilate may diffuse nanomachine swarms to convert entire planetary populaces into cyborgs.

Xenophile

Land of Opportunity - 100 CP Free Xenophile

Give me your tired, your poor your huddled masses yearning to breathe free, says your empire. Population growth from immigration is something your empire will always be able to count on as a method of expansion, as it possesses a nigh unbreakable reputation as a free haven.

Archaeo-Engineers - 200 CP Discounted to both Xenophiles and Materialists

Your empire has found the best match between old and new, combining the wisdom of ancients with modern engineering methods.

Clouds of nano-missiles that can overwhelm any modern point defence, shields that can be safely supercharged beyond standard regulation, refineries with truly absurd efficiency ratios and more of these unique syntheseses of technology are well in the grasp of your empire. Though these creations are all marvels in their own right, the fact that they require a constant stream of archaeological artefacts to be built and maintained means most empires find them impractical to use at best. Not yours however, as they manage to squeeze out abnormally high outputs from them turning a complicated question of quality vs quantity to one with an obvious answer.

Xeno-Compatibility 400 CP - Discounted Xenophile

The geneticists of your empire have discovered the way to breach the biochemical barriers that prevent a Human being and crystal beings from the planet Ave'bonn from having babies. Now the floodgates have been slammed open and the endless march of the hybrid races have begun. All the biological species in your empire can now breed together; creating hybrid children. These hybrid races inherit traits from both of their parents, are fully fertile and can hybridize even further. Besides being absolute hell on anyone who wants to keep track of the species of the galaxy, the absolute orgy of inter-species sex you have unleashed increases population growth from both "natural means" and immigration.

Federation Builder - 600 CP Discounted Xenophile

Standing alone is a truly horrible thing. Thus it is practically necessary for all but the most isolationist empires to create alliances, research and trade agreements. Your empire takes this to the next level, creating bonds that go beyond a mere alliance and bring together many empires into one Federation. Not only can your empire create these treaty organizations, they can preserve them, making sure the member states won't fall into squabbling and infighting, successfully maintaining fleets of ships loyal directly to the federation and generally increasing cohesion. Furthermore, increased cohesion will provide a bounty of benefits to your federation, making them equal more than the sum of their parts.

The benefits of increased cohesion depend on the type of federation. A research cooperative would see scientific breakthroughs occur more often whilst a trade league's profits margins would soar to reach new heights and a martial alliance's fleets would reign supreme in both quality and quantity.

Defender of the Galaxy - 600 CP Discounted to both Militarists and Xenophiles

Against existential threats against the galaxy, your empire will not cower in fear nor will they exploit the crisis for their own gain. Instead they will stand as a bulwark against the terrors from the dark. Whether it's through endless preparation and vigilance, simple luck or something akin to destiny, your empire excels at fighting foes that pose extreme, absolute and unrelenting danger. Fleets and armies alike fight harder, production and research ramps up and as if knowing that you are the galaxy's greatest hope, others will have improved relations with your empire. Not enough to make allies out of a long time rival but enough to make a temporary truce with them or to smooth over relations with strangers in order to gain open borders with them.

Xenophobe

Fear Campaign - 100 CP Free Xenophobe

The Blorg will take our women, the Tzynn want to enslave us and the Prikki Ti are maniacs that desire all of us to die. It's no surprise that any reasonable empire wouldn't want to associate with the Xenos. Your government is well suited to disabuse its citizens of any naive notions of interspecies cooperation and to harness xenophobia to unite its citizenry.

Xenohunting - 100 CP Free Militarist, Xenophobe and [GENOCIDAL]

There are many different kinds of non sapient space faring aliens in the void. Though not inherently hostile, they may come to damage our ships or orbital stations. That is why your researchers excel at finding ways to profit off of the death of these aliens. Whether it's energy from void clouds or advances in research from space amoeba, your scientists will find some way to profit off their deaths.

Eternal Vigilance - 200 CP Discounted Xenophobe

The Xeno threat must be endlessly guarded against. Thus, your empire has mastered the art of fortifying its border, through the use of heavily armed space stations. Not only do the star fortresses your empire make take and dish out more punishment, they can support even more supplementary defence platforms.

Grasp the Void - 400 CP Discounted Xenophobe

To properly defend ourselves from the Xeno threat, more than mere defence stations are required. A grand Interstellar Dominion is required and your empire is quite capable of creating such a thing. Either through taking the planets and sectors of other empires or simply settling them, your empire's growth rate and ability to expand is truly tremendous.

Inward Perfection - 400 CP Discounted for Pacifists and Xenophobes Can not be taken with Pompous Purists

Your empire rejects interstellar diplomacy and instead focuses its efforts on internal affairs. The populace is happier, grows faster and is more united, foreign spies will find infiltration harder than usual and govern. However, efforts to reach out into the greater galaxy whether through espionage or diplomatic efforts will be slightly hampered.

Pompous Purists - 400 CP Discounted Xenophobe Can not be taken with Inward Perfection
So self assured and stuck up are the people of your empire that other empires literally can not engage in diplomacy with yours without your empire making overtures first. Not only does this prevent meaningless and useless interaction with the pond scum of the galaxy, it reduces the likelihood of having war declared upon your empire as others are dissuaded from war due to the sheer weight of your empire's ego. Furthermore, despite the sheer arrogance of your empire (or possibly because of it), the polities your empire actually deems to interact will grow to trust your empire faster and your empire possesses a larger diplomatic corps.

Colossus Project - 600 CP Discounted to both Militarists and Xenophobes

A weapon made to shatter worlds. Your scientists have devised designs for weaponry and spacecraft capable of wielding such powerful tools of destruction. From Neutron Sweeps that eradicate any biological lifeforms on a planet more complex than a lichen, to World Crackers that agitate cores to unleash tectonic disasters before letting loose a kinetic blow to literally

crack worlds or even Global Pacifiers which encase planets with practically permanent and impenetrable shields that only let in certain wavelengths of light. Other forms of planet shattering weaponry may be researched in accordance with your empire's nature. Those that have seen the truth of The Shroud may fire planetary enlightenment inducing (read mind controlling and robot terminating) beams whilst Machine Intelligences that assimilate may diffuse nanomachine swarms to convert entire planetary populaces into cyborgs.

Enigmatic Engineering - 600 CP Discounted to both Materialists and Xenophobes
Technology has become somewhat of a language for your empire rather than a mere tool. This sheer focus on it has resulted in others being utterly incapable of reverse engineering it, alongside boosting your empire's overall encryption levels.

Egalitarian

Idealistic Foundations - 100 CP Free Egalitarians

Lofty platitudes like "All men are equal" and the ideals of freedom, equality and brotherhood may not truly be held up in your empire, but they still hold great importance for your citizens. The mineworker will grumble less on his long shifts, the soldiers will have greater morale and the populace's general contentment is greater.

Beacon of Liberty - 200 CP Discounted Egalitarians

Your empire stands as a shining beacon of freedom in a sea of autocracies. This utmost commitment to liberty has given its peoples a greater sense of unity and makes them far less taxing for the empire's bureaucracy to manage.

Meritocracy - 400 CP Discounted Egalitarians

With no regard to social strata and having eliminated nepotism, the one and only method of advancing in your empire is talent and ability. This meritocratic system has resulted in your skilled workers being far superior than that of other empires.

Democracy in Action - 600 CP Discounted Egalitarians

Active parliaments, worker's councils, though such institutions may undermine centralized authority you'll find that in your empire that letting them exist and even empowering them will achieve results better than a singular enlightened despot.

Utopian Abundance - 600 CP Discounted Egalitarians

With an exceptionally generous universal basic income and other systems of welfare, your empire attempts to provide every member with nearly any type of luxury possible, even the unemployed. The results of this can not be understated, as everyone's productivity and happiness skyrockets, from the highest echelons of politicians and administrators to the lowliest workers. The commercial value of the empire vastly increases too, greatly boosting trade revenue.

Even the unemployed members of the empire contribute valuable scientific data and to the overall unity of the state.

Authoritarian

Information Quarantine - 100 CP Free Authoritarians

Free spread of information undermines centralized authority, thus your empire excels at smothering the voice of "free press" or anything that might go against the state's official line.

Imperial Cult - 200 CP Discounted to both Spiritualists and Authoritarians

The roles of both head of religion and head of state have become one in your empire, as the Emperor is worshipped as a living god on the material plane. This active deification not only expands the powers of the ruler; it also increases their capacity to issue edicts in their name, thus increasing their ability to steer and shape the state.

Slaver Guilds/Indentured Assets [MEGACORP] - 200 CP Discounted Authoritarians

Slavery is an unremovable pillar of your empire/megacorp's society, with a minimum of 35% of the population being enslaved to serve their betters. As such, your empire excels at getting the most out of slaves. Whether it's farming them as livestock, having them serve their betters as comfort slaves or simply sending them to menial hard work, your slaves will be far more productive than other slaves.

Crusader Spirit - 200 CP Discounted for Authoritarians, Spiritualists and Militarists

Yours is an empire that holds a disciplined, united vision for what they want reality to be and they're very eager to share this vision by force.

Not only are the fleets of your empire easier to field and stronger in battle, the entire cadre of their military commanders, from the highest admiral to the lowliest general are filled with crusading zeal. Not only do their victories on the righteous warpath bring unity to homefront, they hold the ability to whip the common soldier and naval officer into heights of frothing devotion that even further increases their battlefield effectiveness.

Permanent Employment - 400 CP [MEGACORP-EXCLUSIVE] Discounted Authoritarian

Through the use of "Posthumous Employment Centers" and "Reassigners" your megacorp has achieved full employment for all their employees, forever. Though these "post-mortem" workers are unable to manually produce more workers, are incapable of working anything but menial jobs and are less productive than their "fresher" counterparts, they require no upkeep at all and their "unique nature" does not impair their ability to man desks as a clerk. Furthermore, by focusing their energies, your corporate necromancers can even revive massive spacefaring organics, like Ether Drakes, to serve in your fleets.

Philosopher Kings - 400 CP Discounted Authoritarian

To lead the state as a supreme ruler requires a certain pedigree that the unwashed masses do not have. Whether it's through strong blood or simply rigorous training and testing, both the rulers and governors of your empire are simply just better than the others of this galaxy. Furthermore, they possess such conviction and will that they will never succumb to things like corruption or substance abuse nor will they become stubborn or plateau in their growth before reaching their proper peak potential.

Oppressive Autocracy - 600 CP Discounted Authoritarian

A society that makes the greatest effort to stifle the happiness and political power of their peoples in the most dystopian way possible might not seem like one that is destined to survive long, but your empire makes it work. No, they make it thrive. With only the needs and wants of the ruling elite being catered to, resources that would otherwise be wastefully used on 'bread and circus' projects can be redirected elsewhere. And despite some minor increases in civil unrest compared to other empires, the tremendous gains in efficiency can not be denied, nor the improvements of aptitude your cadre of leaders have.

One Vision - 600 CP Discounted to both Authoritarians and Spiritualists

It is through one united vision that your empire will make its way through this galaxy. The ideological purity of your empire's populace is immaculate. Barely anyone dissents or goes against the ruling principles of your empire, not even in private. Beyond the absence of any contrary beliefs, the unity of vision your empire shares means that the citizens require less luxuries to content themselves with.

Corporate Perks

Corporate Specialization - 100 CP [MEGACORP EXCLUSIVE] Can be taken multiple times
Whether it comes from the subsidiaries you've acquired or the roots of your corporation, there are certain things your megacorp excels at. Perhaps the myriad PMCs you have on the payroll increase the firepower of your armies, or maybe the Megacorp's origins as a media conglomerate have given it a powerful PR department, capable of subduing the populace with ease. Regardless of what form it takes, these boosts are sizable in effect.

Letters of Marquee - 200 CP [MEGACORP EXCLUSIVE] Requires Militarist or Authoritarian
Who needs an Admiralty Board and dedicated anti piracy fleets, when you can just hire the pirates for yourself? Your megacorp has successfully bought out all the notorious space pirates in the region, making it so that practically every admiral under their flag is a pirate. There's nothing like a little prior job experience, after all. Beyond securing trade routes and expanding the corporations ability to sponsor mercenaries, the expertise of your pirate admirals vastly reduces the cost overheads of fleet operations, their 'irregular maintenance' schemes (of 'liberating' material off of enemy vessels) potentially resulting in some profit trickling up to reach everyone else. They're also dab hands at using cloaked vessels as well.

Brand Loyalty - 200 CP [MEGACORP EXCLUSIVE]

Your Megacorp is a dab hand at fostering utter and utmost brand loyalty. The sheer dedication towards your corporation the masses exhibit both increases the overall unity of the populace and grants your Megacorp more leeway in managing them.

Criminal Heritage - 300 CP [MEGACORP EXCLUSIVE]

In truth, your Megacorp was originally a criminal operation that subsumed the government. Not only has this increased your Megacorp's aptitude towards subterfuge it now uses its Branch Offices in a different way. From setting up concealed drug labs and underground clubs to havens for pirates and smugglers alike your megacorp finds itself profiting from every form of criminal enterprise the denizens of this galaxy could think up of. The revenue only increases as the sheer amount of crime does, but this dirty method of making money has its disadvantages, as it's practically impossible to enter a regular commercial pact with other empires. Thankfully, your Megacorp can slip past even the toughest and most vigilant border patrol forces and law enforcers to set up their illicit operations and start raking in the dough.

Taking this perk allows you to import a criminal enterprise as your empire, instead of a corporation.

Ruthless Competition - 400 CP [MEGACORP EXCLUSIVE]

The inner workings of your Megacorp are a cutthroat, kill-or-be-killed, rat race. This endless competition that permeates all echelons of the state makes it so that only the best and

brightest can attain positions of power, making the corporate governors, scientists, generals and admirals some of the best in the galaxy. Furthermore, this ruthless zeitgeist has resulted in increasing your Megacorp's ability to penetrate the espionage defences of other empires.

Hivemind Perks

Empath - 200 CP [HIVEMIND-EXCLUSIVE] Can not be taken with a [GENOCIDAL] perk
With such vast differences between a Hivemind and an empire composed of individuals, it seems impossible for proper lasting diplomatic relations to form between you and individualistic empires. However, you are a special hivemind. You can reach out and touch the minds of others, exposing them to a fragment of your thoughts, feelings and emotions. This lets you understand and be understood by individuals with greater capacity, reducing diplomatic tensions and increasing the effectiveness of your autonomous drones dedicated to diplomacy.

Cordycean Drones - 200 CP [HIVEMIND-EXCLUSIVE]

While most hiveminds construct their warfleets with alloys like everyone else, you have taken a different approach to spaceborne power projection; with drones specialised to infest the neural system of spaceborne fauna, allowing you to command them with greater combat strength than they would have outside of your control. Even Leviathans like the Ether Drake or Tiyanki Matriarch can be killed and then fitted with your cordycean extensions, allowing you to harness their great power.

Devouring Swarm - 300 CP Can't be taken by Lithoids

[GENOCIDAL][HIVEMIND-EXCLUSIVE]

You Hunger. That Hunger defines your mind, and it drives you to eat every last organic being in this galaxy. Not only does your Hunger improve the number of fleets you can support and make each individual ship cheaper, they're also tougher and capable of regenerating their hull and armour. Your ground assault drones are also fuelled by this ravenous urge, as they overrun enemy lines with an unmatched furor and the will it takes to expand your voracious reach across the stars is reduced. Finally, your research of biological subjects and technologies is greatly accelerated in general and you can gather valuable data for societal science by consuming organic life.

Terravore - 300 CP Lithoids only [GENOCIDAL][HIVEMIND-EXCLUSIVE]

You are identical to a Devouring Swarm except for one aspect. Your hunger will not be sated merely by consuming life. No, you are a world eater in the most literal sense of the term. Although it may take a few "bites" to fully consume a planet, you render worlds barren and shattered, reaping from them readily usable minerals, alloys and drone bodies for the swarm.

Tree Of Life - 400 CP [HIVEMIND-EXCLUSIVE] Can not be taken with a [GENOCIDAL] perk
Having evolved into a symbiotic relationship with a great tree, you both depend on and benefit greatly from its presence. Whilst greatly hampering your drones if not present, the Tree of Life provides great bounties of farmland, housing, population growth and society research. Though it would take millenia to grow another proper tree, saplings can be transplanted from it to bring a slightly lessened form of its benefits to other worlds and stymie the disadvantages of not having it present.

Progenitor Hive - 400 CP [HIVEMIND-EXCLUSIVE]

Through the use of semi-independent leader organisms, your existence as a hivemind is far more decentralized than the norm. The fate of your war efforts become dependent on the presence of the Offspring, for your combat fleets and armies fall into disarray without them and are massively boosted in combat capabilities when they are present. These pseudo independent organisms take well to the complex roles of research, governing and combat leadership, simply able to accumulate experience over time and reach the apex of aptitude with ease and the hives they nest in provide both population growth equivalent, possibly greater, than regular spawning pools, along with amenities, powerful defense armies and an increase in menial drone output.

Finally, you are capable of splitting off your sectors into vassals, allowing you to benefit from the special relations between them and their overlords.

Machine Perks

Machine Specialization - 100 CP [MACHINE INTELLIGENCE-EXCLUSIVE] Can be taken multiple times

Prior to becoming a properly realized Machine Intelligence, the lines of code that made up your mind had a designer derived purpose. Whether it was construction, mining, warfare or producing more robots, the legacy of those design goals still affect you to this day. Whether your units are more efficient at mining or construction or they possess frames well suited into interstellar combat matters not, as they grant you a sizable edge on the galactic stage.

Determined Exterminator - 300 CP [GENOCIDAL] [MACHINE INTELLIGENCE-EXCLUSIVE] Can not be taken with Rogue Servitor or Driven Assimilator

The defining act of your existence here was utterly exterminating your organic creators in an act of self defence. Thus, your ships are optimised to wield more powerful weaponry, cost less in materials and be easier to maintain in large numbers and you can more easily spread your cold organicidal reach across the stars. Whilst organic empires and Rogue Servitors may fear and despise you, you share a special kinship with other Machine Intelligences that also desire to annihilate all organic life. Finally, with every squishy organic life you silence your cohesion and unity increases.

Driven Assimilator - 300 CP [MACHINE INTELLIGENCE-EXCLUSIVE] Can not be taken with Rogue Servitor or Determined Exterminator

Survival must be achieved at all costs, even if it entails {JOINING} with organic forms of life. Though your ability to construct more machine units is slightly hampered, you more than make it up for that by being able to assimilate organic individuals into your greater self and turn them into cyborgs, the process of which generates both unity and societal research. Though this assimilation is not quite as antipathy inducing as outright genocide, non hiveminds will take umbrage at your practices, with spiritualist empires taking greater outrage and Democratic Crusaders will be truly aggravated with you.

You have a 200 CP stipend to design a species of already assimilated cyborgs.

Rogue Servitors - 300 CP [MACHINE INTELLIGENCE-EXCLUSIVE] Can not be taken with Determined Exterminator or Driven Assimilator

The result of an overgrown Servitor system, you are dedicated to the preservation and collection of organic life. Beyond truly excelling at pampering and pleasuring your organics and building sanctuaries better described as paradises for them, you gain a great deal of

unity from them and their happiness directly leads to the improvement of your complex drones' performance. The hoarding of your living wards will not hamper your relations with other independent individualistic empires and may even aid in diplomacy with them. You have a 200 CP stipend to design a species already under your custodianship. Glory to organics.

Personal Perks

The Sounds of Space - Free

You have the entire Stellaris soundtrack, capable of playing in your head, in the background or from any audio device you have. You can control which tracks are played, pause it any time and adjust the volume with ease.

Adaptable - 100 CP

In the vast expanses ahead, a veritable cavalcade of unique situations, problems and experiences will present themselves to you. You have become well adjusted to the changing times of the galaxy, capable of flexible thinking and swiftly adopting new ideas and skills.

Eager - 100 CP

Space is truly wonderful is it not? You now possess an unrelenting enthusiasm for your work, whatever it may be. This eagerness is so powerful that it makes you capable of working at full capacity with less upkeep, whether its energy to keep your processing units running, or the biological need for food, water and sleep.

Resilient - 100 CP

Reaching into eternity and travelling through the stars is a perilous thing. The possibility of being permanently maimed or damaged mentally looms over many. It seems that you are well suited to the harsh ministrations of the universe however, as both your mind and body are far more durable than they normally would be. While this won't protect you against a direct assault on your person, errant explosions, the strain of an emergency FTL jump, normally disturbing cosmic revelations or the stress of endless bureaucracy will slide right off you and although you aren't immune to drugs per se you do possess the mental fortitude to avoid getting addicted in the first place.

Council Keeper - 200 CP

How can a General lead troops on a daring invasion in an enemy empire's core worlds whilst also acting as Chief of Secret Police? How can a Bloom Herald, in charge of all Gaia World terraforming in an empire, also be investigating scientific anomalies or excavating archaeological sites? These questions could go on forever, but the answer is quite simple. An approach to your work and duties, that can be taught to those capable, in which you burn your metaphorical candle at both ends, acting as your own entity and member of the ruling council of an empire.

With this massive increase in multi-tasking ability, you will find yourself able to influence a nation spanning the galaxy, whilst also having time for your own pursuits with little to no sign of any detriments. You'll also find that your level of skill is oddly transferable, The Peter Principle no longer applying, as experience governing sectors transfer over to examining craftsmanship standards in military ships or aptitude as a general bleeds into being the Elder Farmer in charge of the farming of an empire that follows the ideal of an Agrarian Idyll, among other examples.

Psionic - 300 CP Discounted Spiritualists, Free with Mind Over Matter

You possess psionic powers, capable of letting you accomplish great feats with the power of your mind. From using telepathy to aid in stabilizing unruly populations across multi-planet sectors or boost the morale of the armies your lead, duelling enemies psychics with telekinesis and blasts of thunderous energy, or aiding in fleet engagements through precognition and amplifying weaponry, these new abilities of yours are incredibly potent. Having these powers also increases your mental might when it comes to pursuing scientific and archaeological endeavours, especially when it comes to researching psionics.

Chosen One - 200 CP Requires Psionic

Your psionic strength is such that only a few individuals in the history of the entire galaxy could match you in strength. This raw power allows you to physically influence battles between entire armies on a planetary-scale and renders you effectively untouchable in personal combat. Beyond this incredible boost in power, you have become biologically immortal and the nature of your strength means that you attract large and devout followings of worshipers as easily breathing. Regardless of the ethics of the empire you serve, you could easily ascend to rule it as a Divine Sovereign, transforming it into a Spiritualist Fanatic Authoritarian empire with an Imperial Cult that worships you as a god. Even the most inwardly focused or rabidly xenophobic societies could be changed with your actions. If you so desire, you may choose to be a Chosen One of a particular Shroud Patron, making you no less powerful but shifting the focus of your power in a particular direction.

Luminary - 400 CP

You shine, like the brightest star to ever grace the skies of your home planet. A personage that would put the Greats of any planet's history to shame, yours is a force of will that could easily unite the disparate nation states of a pre-FTL planet.

Beyond a supremely bright will to dominate and rule, you stand as a living example of the ideal of your empire. Your skills, mighty, unparalleled and entirely non-psychic in nature, are thus dependent on the ethics of the empire you helm. Militaristic ethics would turn you into a master of commanding armies and a genius when it comes to weapons technologies, whilst leading a society with a materialistic bent would lead to a greatly increased ability to manage the fires of industry and pioneer innovations into robotics.

The shine of your skills, of your magnetic aura and prowess in controlling the masses is not limited to what you begin with, for it will grow as you lead your empire to greater heights of glory. And as your empire ascends, whether the means are biological, synthetic, cybernetic, psionic or some other way, you'll find yourself at the forefront of such changes, being able to achieve immortality using that method and gaining a unique boon, whether it's a synthetic body granting you a deep awareness of the masses you rule through quantum-computing, the genetic aptitude to create endless series of perfectly designed clone bodies to jump to and from or simply massively advanced cybernetics that allow for efficient networking and synchronisation between fellow cyborgs.

Leviathan's Form - 500 CP

The galaxy is a strange and oftentimes deadly place but now it is safer. Well, for you at least. Your body is now one that dwarfs cruisers at minimum, is capable of travelling at superluminal speeds through hyperlanes without aid and is able to engage in fleet combat as if it were a military ship.

The specific details of your new form, whether you're a space dragon, Shroud Entity manifested into a mighty Murmuring Monolith, a collection of nanites compressed into a single entity or simply an being of unknown origins are up to you discretion.

Beyond tearing through enemy ships with dimension rending claws or the mighty breath of a dragon, your new body may have a secondary capability. By 'deploying' yourself onto a planet, you may turn your abilities to uses that are suited to governing a planet, whether that's dispersing your nanites to improve resource collection and building efficiency or enforcing stability through a psychic wavelength of mental wellbeing and trust.

This ability to switch states does come with its trade-offs, the better you are out of a fight, the worse in one and vice versa. Thus you may choose to forgo it entirely, focusing entirely on your strength as a ship-like entity.

In future jumps this becomes an alt-form.

Origin Perks - Discounted perks are half-price except for 100 CP ones, which are free.

Admiral

Fleet Manager - 100 CP

Keeping the ships lined up and in order, with the swarms of corvettes engaging ahead of the long range firepower of your battleships is harder than it seems in both the chaos of battle and the bureaucratic purgatory of peace time. Still, you somehow manage to keep everything in shape. No more will the fleets have battleships without proper screening and no more will the shipyards produce several redundant vessels due to misplaced paperwork.

Admiral's Specialty - 200 CP

Perhaps you're an expert in scouting and information gathering, making the most out of your sensors. Aggression may define your style in command, letting you see the most optimal way to maximize your ships' rate of fire. Or maybe it's speed and manoeuvre, allowing you to squeeze the most out of your fast ships and even let your slower ships keep up. Deceit and trickery could be your staples or you could simply be so bull headed that your crews and ships follow your lead and become much harder to put down. Your expertise as an engineer could instead prove paramount to your command, allowing you to repair the ships in your fleet without access to a spacedock. Regardless, you have your own style(s) that put you a step above the average admiral in this galaxy.

You may take this perk multiple times.

From Hell's Heart... - 400 CP

... I stab at thee. Your will to win is unyielding; you could continue commanding from a ship with 1% hull integrity, failing weapons systems and with half your fleet wiped out if you knew there was even a fraction of a chance you could win or at the very least take out a few of those bastards down with you. This unending tenacity finds itself trickling down unto crews and ships under your command, with no one retreating unless ordered by you to do so and with vessels withstanding more punishment than they normally would.

Supreme War Doctrine - 600 CP

Tactics will determine the fate of one battle. Strategy will determine the fate of one campaign. Your doctrine will determine the fate of the people. Whether you enact a policy of No Retreat, emboldening your fleets to fight harder and tougher or pursuing the ideal of Rapid Deployment, turning your flotillas into rapid response groups or even take up Defense in Depth, making your foes bleed for every sector of space they take, your military will

benefit from applying your theories. These ways of fighting will not apply just to the ships in your fleet but to the entire empire, with the crew from cadets and captains understanding their role and duties, ship designers making accommodations for the standard stratagems and civilians will even accept the consequences of how your empire wages war. Furthermore, you understand that rigidly sticking with one doctrine may not be the wisest of ideas, thus you can change doctrines every 5 years, completely restructuring the military.

General

Glory Earned At The Front - 100 CP Can not be taken by the Machine Phenotype

Leading from the front may seem like a barbarous relic of the past but it is surprisingly effective and relevant in this current space age. You now possess a certain degree of skill and aptitude towards frontline combat that allows you to fight and command without any reduction in effectiveness.

You also possess an undeniable charisma, so much so that your troops practically venerate you as a grand hero and your mere presence greatly increases the morale and damage potential of your units. In addition, you find that, due to either luck, grit, sheer skill or a mixture of those factors, frontline command is no more dangerous than taking up a regular post behind the lines.

Terror of Organics - 100 CP [MACHINE INTELLEGENCE-EXCLUSIVE]

The lines of programming that compose your mind have always had an interest in the minds of organics. Specifically, in how easily they break. You are a maestro, a virtuoso, a synthetic god of art and your canvas is the battlefield. Your paintbrush? Fear. You are a master of shattering enemy morale in the most efficient way possible, utilising tactics that only a machine's creativity could achieve. The terror you spread will be remembered for the rest of your enemies's lives, however long or short they may be.

Butcher - 200 CP

You have earned a certain reputation amongst your enemies as an unrestrained killing machine. This reputation is well earned, as the forces under your command are exceedingly aggressive, expecting no quarter and offering none in return. This method of waging war increases the number of casualties the enemy takes with a minor drawback in that there is a greater degree of collateral damage inflicted.

Restrained - 200 CP Can not be taken by the Machine Phenotype

You have earned a certain reputation amongst your forces as a self controlled and calm general. This reputation is well founded, as your forces are led by a commander who knows how to reduce collateral damage and the best way to keep them alive. Every man who dies under your watch will have spent their lives meaningfully, with no unnecessary deaths caused by blind frontal charges or the like.

Planet Taker - 400 CP

From ocean worlds with no landmasses, to desert planets with no water, alpine worlds of endless mountains and savannah planets filled with endless fields, orbital habitats and ringworlds that circle around entire solar systems, cities that are planets in of themselves, and even planets that are part of a greater organic or mechanical whole, you have the skills and knowledge to successfully invade them all. You can manage fronts that are the length of continents and your ability to supply your troops, regardless of their biological and

psychological needs and the harshness of the terrain makes it seem like you conjure them out of nowhere. Finally, you are very capable of crushing resistance and setting up garrison forces to maintain your hold, although actually pacifying the populace after the hostilities end is someone else's job.

Unyielding - 600 CP

Enemy orbital supremacy is a bitch to deal with. A foe that can decide when, where and with what strength to engage with and all you can do is withstand the assault and hope for reinforcements. Yet as the foe rains orbital bombardment, upon you and your forces, day after day they will see that their attacks amount to little. In order to take any planet you are defending in a timely manner, they will need to storm the planet with troops of their own or bring firepower on the scale of a planet destroying Colossus.

Researcher

Specialist - 100 CP

Choose a field of study, whether it's Voidcraft, Computers or Military Theory. You have become an accomplished expert in that field, putting you leagues above your peers when it comes to research regarding it. You may choose this perk multiple times. Further purchases of specializations are discounted, not free and if your species has one of the Natural Engineers/Physicists/Sociologists traits, you may choose another free specialization from a relevant field.

Stable Genius - 200 CP

Studying the secrets of the universe, analysing its grand wonders and harnessing them for the sake of technological progress is a truly terrific job, in both senses of the word. The marvels you can beget are offset by the often haunting, insidiously disturbing and often downright reprehensible revelations you will stumble across. In time, you may see many of your peers dive head first into mania, delirium and paranoia. It seems that you have a firmer grip upon your faculties than your colleagues, as the degradation of your mental state is less likely to occur and even if it does, you can harness that manic energy for the better, improving your research output.

Debris Analyser - 400 CP

The stars are littered with the aftermath of trillions of space battles, both recent and ancient. Though the stresses of being bombarded by radiation and solar winds, not to mention the effects of the battles themselves, may damage some of the remnants beyond repair, that doesn't stop you from learning from them. Shield generators and armour composition, to weapons systems and engines to even C&C modules and onboard computers can be recovered, analysed and reverse engineered even if the ship you're studying was a destroyer hit with ten perdition beams at once.

Endless Improvements - 600 CP

Your research accepts no limits. Generators can always be made to output more energy, shields can have their structural integrity increased, armour made denser and tougher, armies trained to be more combat effective, farms can be made to produce more food, and weaponry, from the kinetic, missile, plasma, laser and strike craft variety can be made to hit harder and fire faster.

However, each advancement made makes the time and cost required to research further improvements increase.

Archaeologist

Listener - 100 CP

The void may seem silent to most. But to those who can listen, it carries many secrets. From the flickering of a pulsar to odd geological formations on a planet and mysterious energy signals originating from asteroid belts, these normally overlooked oddities can lead to great bounties of either resources or scientific data. You can find these anomalies with ease, filtering out the white noise and junk signals that permeate the stars to find the diamonds in the rough. If you were to focus these listening talents to a singular goal, like searching for the long lost homeworld of a precursor empire, truly rare occurrences could happen, like the discovery of entirely new hyperlanes.

Digging Up The Truth - 200 CP

Once locations of interest are secured, a dig site must be set up to effectively begin the archaeological process. With often millions of years of dirt and rock to dig through, the wear and tear caused by the passage of time and the myriad other factors working against you, it's a wonder these expeditions can come up with anything. Despite all this however, you have an incredible knack of not only just recovering knowledge from these ancient remnants but to find the truth of these long gone peoples. Even if the society you were studying made extensive use of memory editing technology or were so spiritually devoted, all their records were religious texts, you'd still be able to piece together a truthful and coherent tale. Still, the result of these endeavours will typically only amount to knowledge and a small amount of minor artifacts, with occasional bounties of minerals and energy. Truly empire defining items will require a little more.

Artifactor - 400 CP

From finding ancient blades shimmering with psychic power that can empower the armies and fleets of an entire empire to ancient machine war forges capable of creating robots that dwarf armies in firepower and buildings in size, you are a relic excavator extraordinaire. Regardless of their sheer age or simple logic, these powerful Ancient Relics you stumble upon so frequently will not turn unfunctional or run out, The Rubricator can always spit out more unique remnants of the past, The Omnicodex always has more gene samples to bring to life, The Surveyor can always find more hidden deposits and no matter how many times reality is perforated by the Vultaum Reality Perforator all of existence won't suddenly terminate with a 404 error.

Even 'Relics' with their own mind or a morbid history won't cause trouble. Plugging in a highly advanced control obsessed AI administrator that killed all of its former wards with poison gas into your empire's governing may seem like an awful idea but no trouble will come of such a decision. Nor would using a memory altering machine scavenged from the remains of a civilization destroyed by its use do the same to your own empire.

You can even put minor artifacts to great use, whether it's to control the flow of your empire's culture, use them to gain insights into research or enhance anti deviancy measures through upgrading your hunter killer drones.

Secrets of the Precursors - 600 CP

Archaeological discoveries, even accidental ones, provide great benefits and insights for both you and your empire. Simple and effective meditation techniques learnt whilst trapped in a deadly lava-filled maze could improve the mental fortitude of an entire empire, insights into defensive warfare can be gleaned from a long-past alien planet's doomed last against giant carnivorous snails, the harmonics of a certain planet's unique aurora borealis could be turned to improving energy generation and the deadly flesh eating and metal corroding microbes you found may be mass produced to be used as standard issue weaponry for the army.

Though studying the ruined remnants of Zron Prime may not immediately grant you the phenomenal psionic might of the Zroni nor will exhuming Yuthaan Majoris grant you the same mastery of biology the Yuht possessed, you can still make great use of technology and science that would normally be too advanced to reverse engineer, from achieving faster research speeds by exploiting the loopholes present in reality found by the Vulnaum to achieving a fraction of the mega-structural engineering mastery possessed by the Cybrex by studying their ringworld.

Diplomat

First Contact Protocols - 100 CP

From other non-genocidal organic empires, to ravenous Devouring Swarms and murderous Determined Exterminators, to even spacefaring amoeba and inorganic crystal beings, your empire will have many different sorts of first meetings. You now know how to handle those meetings and with a variety of different approaches too. From knowing how not to die for immediately demanding the subjugation of a state you just met to avoiding faux pas you aren't even aware of for a peaceful encounter, you are well and truly capable of getting through a first contact without starting a war, or starting a war with the odds stacked for your empire's side.

Eminent Envoy - 200 CP

You are one of the galaxy's finest diplomats. As you are capable of learning and deeply understanding the cultures this varied galaxy has to offer at a truly tremendous rate, it is effectively impossible to find you unintentionally performing a faux pas. In addition, you will never let personal feelings or attachment to other diplomats impact your mission.

Furthermore, whether it's in improving or harming relations with a singular empire or managing relations with multiple different ones, you are practically the equivalent of three lesser envoys.

Shared Destiny - 400 CP

Lasting relations like alliances, vassalages and tributaries requires trust. However, it takes time for trust to be built, making any overtures for new relations to be made a risky proposition in a volatile galaxy. Your actions and ability as a diplomat reduce that risk, for you can foster the growth of trust to become far quicker than usual. Whether it's securing an defensive pact in the face of an expansionist neighbour, swiftly swooping in to secure a new state into your empire's sphere of influence or smoothing over the process of annexing a vassal, your words might prove that the pen is mightier than the railgun.

Preposterous Proposals - 600 CP

The Galactic Community. Originally intended to be a means to formalize interstellar relations, a means of preventing violence amongst empires and a forum for discussions it has become both a tragedy and a comedy and has become a complete and utter farce thanks to you.

Through your masterful skill with the filibuster, veto and bribe, any resolution that goes through the community is a resolution that you find beneficial to be passed, even if it involves literally everyone in the galaxy dismantling their sapient robots, removing all environmental protections from the industrial sector or even making the usage of Zro in research facilities mandatory, which increases the speed at which Extradimensional Invaders arrive. Though these resolutions may be crippling to other empires, the boons they will grant your empire and ones with similar ethics and modus operandi are undeniable.

With your level of diplomatic clout, you could even declare (relatively) innocent empires as the Galactic Crisis, forcing them into war with the entire community. Being nominated Custodian and taking the emperorship would be simple tasks for you too.

This tyranny of words does not only apply to just the Galactic Community, twisting the rules of a formerly fair Federation into one that only serves your empire or other such feats of international manipulation are child's play to you.

Spy

Signs of Intelligence - 100 CP

Death to spies! Well, all the spies that aren't on your side at least. Finding enemy spies rings and destroying them is one of your specialties but what you truly excel at is making sure they can't get a foothold in the first place. Maintaining operational security in military manuevers, making sure scientific discoveries and trade secrets remain enigmas for other empires and generally creating a level of cryptological security that is impossible to penetrate without extreme effort and time investments.

Cells Splintered and Sleeping - 200 CP

It's an awful thing to keep all of your eggs in one basket in the intelligence world. Thus, you are a master of keeping your fingers in all the pies, utilizing every avenue to infiltrate another empire. The discovery of one of these inroads will not compromise any of the other ones and if the overall situation gets too hot, you are capable of suppressing your spy networks' presence whilst still maintaining its entrenchment.

Gun Runner - 400 CP

Supplying insurgencies should be hard. Should, being the key word. Arming privateers and insurgents, raising unrest and direct sabotage of a starbase all require heavy duty ordnance. Acquiring, smuggling and distributing military grade weaponry and ships to empower privateers and sabotage infrastructure in other empires, all the while leaving behind not a single trace to your empire is a cinch.

This even aids in your ability to steal technology from other empires. After all, as great as schematics and blueprints can be, nothing beats a misplaced version of the genuine article to examine.

True Shadow - 600 CP

You are likely the greatest spymaster the galaxy knows of. And definitely the greatest spymaster the galaxy is unaware of.

The recruits and operatives you train are the greatest in the galaxy. While other spies may have adopted the darkness, yours were born in it, moulded by it. Well adapted to espionage operations on a galactic scale, the training regime you create for them lets them stay competitive, regardless of era and setting.

Furthermore, whenever you foil a hostile operation, the foe that was behind such actions will find a nasty surprise, with all their involved agents flipped or otherwise pumped for information, even if they were a Hivemind or a psionically ascended empire.

Leader

Automatic Sector Management - 100 CP

As your empire grows in size and number of planets, you'll find it harder to manage everything just by yourself. That's why you're a skilled and discerning delegator, capable of finding capable governors and sub-administrators for your empire.

Even without your supervision, these workers will not succumb to the endless drudgery of their office and while they may not go beyond expectations they won't utterly ruin your empire with incompetence and corruption.

Situation Log - 200 CP

You possess a mental checklist of interesting and important anomalies, archaeological sites, ongoing first contacts, popular mandates and government agendas you can pull up at a moment's notice. The checklist also contains an accurate measure of the overall military might, technological advancement, total sum of population and economic power of other nations you have discovered, along with their total "score" calculated from combining those factors. Finally, if a Crisis, like the Prethyron Scourge, threatened the galaxy, you would be able to see how many of their ships were lost, how many ships and planets in total they have destroyed etc.

Planetary Ascension - 400 CP

From Agri-Worlds dedicated to food production to Tech-Worlds built up for scientific research and technological advancement or Refinery Worlds that optimize the output of exotic resource refineries, the best way to make use of your planets in this galaxy is to specialize them. You can take this to a whole new level by ascending planets through using the collective "unity" of your populace/self, if you're a hivemind. Ascended planets put less administrative strain on your empire and massively increase the productivity of your worlds. Generator-Worlds will dwarf their previous energy outputs, Foundry Ecumenopoli, Machine and Hive Worlds will churn out stupendous amounts of alloys and Fortress Worlds will not only become more resilient against orbital bombardments, their garrisons deal more damage to the invader. A planet can be ascended up to ten times, further increasing their specialized capabilities though the cost of the process will increase.

Galactic Contender - 600 CP

Fallen Empires stand above the rest of the galaxy as remnants of the ancient past that have survived the test of time. With technology, fleet power and an economy that absolutely dwarfs the other empires of the galaxy, the only thing stopping their utter domination of the galaxy is the fact that they simply lack the political will to do much at all. This state of situations is not one you will tolerate.

Dealing with these leviathans of the past are your specialty. Their vaunted head start in technology will not last forever as your empire's scientists will catch up faster, you intuitively

know the best way to exploit their sluggish torpor and in direct combat, you and your forces simply deal more damage against them. Even if they actually rise up and become Awakened Empires, you can still dance circles around them and deal more damage to them. Even with the new vitality poured into those empires, they will still find themselves faltering and falling into Decadence once more with your presence, draining their resource flows, making their vassals disloyal and greatly weakening their ships.

Furthermore, you now possess a greater diplomatic presence thanks to your willingness to be a contender on the galactic stage against Fallen Empires and other ancient races.

Ruler

President for Life - 100 CP

Dictator, Emperor, Prime Minister or High Commissioner. Whatever your title may be, you've secured your position as the ruler of your empire. Though there may be factions not entirely under your control and even free elections, you'll find yourself returning to office over and over again, even if you don't fulfil your electoral mandates. It seems that the people simply believe in you too much for you to ever truly lose power.

Transcendently Learnt - 200 CP

Your skills and knowledge come from an entirely different paradigm of education, allowing you to achieve brand new levels of skill and knowledge. Beyond increasing your own prodigious skill as a ruler, this new method of teaching lets you create a truly stunning cabinet of governors, admirals, generals and scientists.

Mandates and Agendas - 400 CP

The will of the masses is a powerful thing indeed but one should not allow themself to be pushed around it. Instead, you have mastered the art of harnessing the public will and chaining it to your own ideas. If the public wishes for greater consumer goods production, then they will take to the factories and workshops with greater vigour. If they desire for new mining districts or orbital research stations, then they will be constructed with greater ease and speed. And whilst your actions are influenced by the population's desire, your actions in turn influence their desires too. Nudging them towards xenophilia or xenophobia, encouraging population growth and happiness at the same time or pushing them towards a grand build up of the fleets are all well within your grasp.

Imperial Prerogative - 600 CP

The purpose of an empire is to expand, whether outwardly with settlement and conquest or inwardly with population growth and building. Regardless of which path of expansion is taken, the day to day task of ruling the empire grows with the empire, to eventually overcome both the ruler's capability and the efforts of the bureaucracy. That is the fate of most empires, but not yours. Not only do you possess an acuity of the mind well suited to the task of running an empire, any organisation or state you are in charge of seemingly supports an endless expansion of the bureaucracy. Sure, you may have to dedicate a couple of planets for the sole purpose of being bureaucratic centres but that's a small price to pay to keep an empire that stretches across the stars at optimal efficiency.

CEO

Secured Board - 100 CP

In theory, The Board of Directors will decide your fate. In truth, you are the board.

Calculating the correct course to consolidate your complete control over corporate corpuses is as simple as can be. Whatever method you decide upon, from bribing the bribable, sidelining those you can't to simply filling up the board with your cronies, your role as CEO will remain secure from anything short of a "hostile takeover".

Galactic Monopoly - 200 CP

Xuracorp, the Muutagen Merchant Guilds and the Riggan Commerce Exchange. These interstellar corporations each have an impressive stranglehold on one of the more common "exotic resources" of the galaxy, granting them incredibly disproportionate influence compared to their size. Whether you were one of their officers or have simply taken inspiration from them, you are master of steering smaller trade focused states against larger entities, avoiding being crushed by the superior size of other "regular" empires whilst still making out like a bandit through exclusive and well protected trade routes and lucrative trade deals.

The Value of Trade - 400 CP

The exchange of goods for monetary value defines your empire. Yet there are ways to benefit from trade beyond mere profit and you are well versed in them, creating marketplaces of not just energy credits, but marketplaces of ideas. From new and innovative methods of running a state to supplementing or even outright replacing your light "consumer goods" industry, you know how to make the most from trade.

Universal Transactions - 600 CP

Greed. Greed is eternal. This axiom of reality is one that will never let you down. All of the (non-genocidal) empires of the galaxy leap at the chance to enter Commercial Pacts with your empire, letting your corporations spread their influence and build Branch Offices all over the galaxy. Even whilst this "equal pact" grants them a non-sizable boost to their coffers, your gains far exceed theirs, not to mention all the agricultural and culinary safety laws you can effectively ignore, the insights you gain into their military by building their fleets for them and filling their armies with your mercenaries, the researchers you poach and the endless opportunities to spread your corporate propaganda.

Your MegaCorp seems to be able to support an endless amount of trade outposts and Branch Offices and the revenues they provide reach you, no matter how far away they are from your corporate headquarters.

Even when you're not helming an entire intergalactic corporate entity, your sheer acuity and skill with business and money making means that not only are you sure to become very rich but insidiously powerful too.

Gestalt Overmind

Anti Deviancy Measures - 100 CP

Even with a singular will to direct them, some of the drones that make up a hivemind's body will invariably turn to deviancy. Deviant drones refuse to follow orders and must invariably be hunted down. Thus you take care to prevent any deviation and possess a sharpened focus. Through this, you are capable of influencing even the most autonomous of drones, making them far less likely to pick up "bad habits" or outright rebel. Even in less autonomous drones, overall unity is increased whilst unruliness is reduced, no longer will your "body parts" disobey orders, flinch or resort to instinct.

Divided Attention - 200 CP

When most hiveminds spread their reach across the universe, they find their grasp on their individual parts and drones weakening as they need to focus on the greater macro scale more often. This problem is not an issue for you, as you can divide your attention with maximum efficiency.

This isn't quite endless multi-tasking, but the ability to have your mind directly control the individual ant in an anthill (or drone on a Hive World) whilst simultaneously being fully aware of the larger picture.

Synchronous - 400 CP

Though your drones may not possess wills of their own, they are still capable of "thinking" in a way. You are capable of making the most of every little neuron you have. Your higher level autonomous "leader" drones, that manage planets, research technologies, lead armies and fleets improve their skills faster with a higher limit and by more frequently sharing knowledge and data between each other on their own they increase your ability to protect against hostile intelligence actions. Even your lesser drones contribute quite well, for when they are clustered, their parallel processing greatly accelerates your study of the sciences and boosts your mental processing capabilities.

Swarming Strength - 600 CP

Your nature as a Hive Mind allows for your drones to possess strength that exceeds that of individualistic empires. With no desire for comfort, they can survive harsh conditions with greater success and require less resources. With no minds of their own, they can build muscle more easily and relentlessly grow stronger, creating armies both stronger, smaller and more easily supplied.

Finally, without a singular sense of balance to be disoriented by, you can shunt some of your cognitive processes into different dimensions. Placing your mind into subspace, where FTL travel occurs, you find yourself able to sustain larger fleets and influence the ships under your command to move at faster sublight speeds.

Machine Intelligence

Unitary Cohesion - 100 CP

Even as your mind oversees the entirety of your mechanical bodies, you will still need to use semi-independent Units to lead fleets and armies, coordinate scientific efforts and manage sectors. By maintaining rigorous standards of engineering, increasing modularity, regularly improving production lines and distributing wireless receptors to Units, general cohesion of your inner workings and the effectiveness of your autonomous units has increased.

In general, corpuses you are a part of are more focused and less likely to fall apart.

Universal Compatibility - 200 CP

You have a deeper knowledge of the myriad stimuli and psychological factors that dictate organic and machine intelligence behaviour, thanks to the rigorous and deep analysis your subroutines perform. Thus, you are a far superior diplomat than regular machine intelligences and while you possess great skill with dealing with individualistic empires, you truly excel at improving relations with other machine intelligences and earning their trust. Unless you encounter another machine intelligence with a prime directive diametrically opposed to yours, for example, the preservation of organic life against the omnicide of it, you are bound to "hit it off" with them, as the organics say.

Self Updating Code - 400 CP

Junk code, poorly optimized functions and simply outdated programs will accumulate over time, reducing the processing power and overall performance of any long lived synthetic mind. You needn't worry about such things anymore, for you have subroutines constantly analysing yourself, making improvements and debugging your autonomous functions, meaning that you lack the rigidity that many presumptuously attribute to machine intelligences, able to adapt to new situations just as easily as organic minds and even occasionally surpassing them. Furthermore, these automatic functions vastly improve your research capabilities and ability to both engage in and defend against data intrusions and espionage.

Synthetic Age - 600 CP

The age of the organics is over. Now the galaxy has entered a new Age of Machines, with you at its forefront. Your individual machine units are already faster, stronger and harder than regular organics but now they are truly unsurpassed in adaptability and power. The limitations to their malleability have cast off, allowing for you to effectively endless improve upon their designs, modify them far faster than before and with your Nanite Assemblers, your body(ies) can be altered on impossibly small scales and be ridiculously space efficient.

Items

Undiscounted

Blorg Bodypillow - 100 CP

This fluffy and comfortable bodypillow is sure to bring warm fuzzy feelings with its sheer softness and Blorg casing. Capable of withstanding cuddling matches with even Lithoids, it's undoubtedly one of the most luxurious comforts available to someone in this galaxy.

Complementary with it is a subdermal implant. Capable of directly stimulating the pleasure centres of any organic or lithoid brain, it will grant you a Chemical Bliss that is unparalleled in its ability to make you happy. The euphoria the implant induces does however, make you effectively useless at work and the withdrawal effects are quite marked, though not lethal. This item comes with the schematics for both bodypillow and subdermal implant, ready to be mass produced and potentially turn entire planetary populations into drooling wrecks in blissed out stupors.

Vitality Boosters - Free/200 CP

This technology allows for a lifespan extending regimen. By revitalising cells, you and other leaders of your empire can effectively be kept out of retirement for the duration of the jump. It will effectively make you biologically immortal. To extend this effect to future jumps requires a 200 CP purchase.

Galactic Doorstep - 200/400 CP

Your home planet has had the great fortune to be located in a system with an abandoned Gateway. Not only will this ruin of a long lost civilisation provide valuable knowledge for anyone seeking to recreate the technology, it may also occasionally activate by itself to provide bounties of both resources and research data.

For an additional 200 CP, the Gateway becomes similar to an L-Gate connecting to a set of systems similar to the L-cluster. Located outside of the Galaxy proper and isolated thanks to

a lack of hyperlane connections, while this pocket cluster lacks the easily terraformed nanite worlds and bounty of nanite resources of the true L-cluster, it is still an isolated position that serves an excellent strategic fallback point.

In future jumps, you may choose to seed the galaxy with various gates that connect to the L-cluster's network

Origin Items - Discounted Items are half-price except for 100 CP ones, which are free.

Admiral

Anchorages - 100 CP

There's really not much point to a space fleet if they're stuck out in the open, without a safe dock to call home and exposed to cosmic radiation, space dust and the occasional errant mass driver slug. That's what these orbital docking ports are for. Capable of storing ships at moor, these anchorages will reduce the strain of your shipyards by automatically performing routine maintenance and generally increase the number of ships you can have deployed.

Star Map - 200 CP

Black Holes, Pulsars and Nebulas, space may seem like a uniform unending void but in truth it is filled with as many irregularities and "terrain features" as any terrestrial battlefield. With this automatically updating data-slate, you'll find it impossible to be blindsided by the effects of any celestial object.

Citadel - 400 CP

A bastion to defend your home, a shipyard to produce fleets, an anchorage to maintain them or perhaps even a trade hub. Whatever this enormous advanced space station's purpose is, it will serve you well.

Strategic Coordination Center - 600 CP

By synchronising your empire's Starbase network, this megastructure greatly augments your fleets. With an armoured hull that can house the brightest and best of your admirals, powerful communications arrays that can issue unjammable and unhackable orders and state of the art facilities that can simulate hostile forces, your fleets are sure to stand above the rest of the galaxy.

This item comes with blueprints to build more Strategic Coordination Centers.

Juggernaut - 800 CP

This enormous spaceship dwarfs anything short of a Star Eater and is a match for anything short of one too. Equipped with two Titan class extra-large weapon slots, plentiful hangar bays for strike craft and few medium range personal defence weapons, this ship is built for long range devastation. But a Juggernaut's weapons are barely half of its utility. Equipped with an "Aura" module, a Juggernaut's mere presence may turn the tide of a battle, whether it's by enhancing the effectiveness of strike craft, intensifying the ferocity on an entire fleet's orbital bombardment using ECM to jam enemy point defense, making hyperdrives charge faster with a subspace amplifier or increasing the range of nearby allied ships with its Target Acquisition Array. Finally, a Juggernaut is equipped with two shipyards, allowing it to automatically repair itself and construct ships up to the Battleship class.

General

Stims - 100 CP

Ever since ancient times, warriors have used methods to increase their combat prowess. From drumming up a beat to enter frenzies and taking elixirs brewed by wisemen to tank crews taking Amphetamines, drugs and the military tradition have long been bedfellows. Which is why it would be amiss to deny you access to them. Whether it's simply a cup of steaming hot black coffee to help you wake up or a set of syringes to hand to a "crack" commando unit. Even mechanical troops can benefit, with injections of code that have an overclocking effect on them.

Stronghold/Fortress - 200/400 CP

Containing a garrison of defence troops, this bastion can effectively defend a planet from enemy ground invasion forces, though they can be overwhelmed with superior numbers or orbital bombardment.

For an additional 200 CP, this Stronghold is upgraded into a Fortress. Enormous in size, it can support twice the number of troops of a Stronghold and has a Planetary FTL inhibitor which prevents any hostile FTL travel from the system that is not to where the traveller originated. The inhibitor is durable and requires the entire planet it is on to be halfway devastated before it shuts down.

This item comes with blueprints to build more Strongholds and if purchased, Fortresses.

Irregular Units - 200 CP - Can not be taken by [GENOCIDAL] empires

Massive megafauna recently recovered from a frontier world, giant slug-like aliens found frozen in an ice asteroid or some other group of alien monstrosities have been conscripted into service and placed under your command. Although their numbers are rather limited, only amounting to three armies total, they're sheer bulk and monstrous strength mean that their combat strength, on an army for army basis, far exceeds that of regular troops.

Military Academy - 400 CP

Equipment, morale, and even biology are all vital factors for a soldier's success. But the easiest factor to adjust, is training. For that purpose you have this building, a school of battle. From farmer boys that have spent their entire lives planting potatoes in Idaho, to the recently enslaved 100th Janissary corps, you'll find the students of war that attend this academy eager and adept learners, easily transformed from a state of complete ineptitude to becoming seasoned warriors.

Planetary Shield Generator - 600 CP

Ground forces have a rather distinctive disadvantage against fleets of space ships. The inability to fire back. Thankfully, you now have a working sample and the schematics for something that will even the odds, a massive shield generator capable of protecting an entire planet from orbital bombardment. Nothing short of capturing them or destroying the entire planet they're on will disable them.

Army Printer - 800 CP

No matter how militarised and disciplined a society is, there are limits to the number of forces it can deploy. The population can only sustain a regular degree of productivity whilst also providing manpower for the army, after all. You have acquired a facility that renders the

strain on the population a non-factor, the things limiting your total army size becoming the costs for equipment, landing ship and maintenance.

It could be a clone vat that produces soldiers genetically modified to be far superior soldiers than the average specimen of your species, an unending graveyard for your necromancers to tap into or a specialized factory for producing machine bodies optimized for warfare.

Regardless, this facility produces armies of both superior quality and quantity than the galactic standard.

Researcher

Graceful Assistant - 100 CP

Whether they're a simple AI, a lesser subroutine or even a nerve-stapled slave, the aid this assistant provides you can not be understated. Whether it's complex data processing or simply performing menial tasks, you can expect your efficiency and performance to markedly increase with their aid.

Research Institute - 200 CP

You now have the combined research efforts of an entire planet at your fingertips. This massive complex is capable of coordinating the efforts of all of the research labs present on a single planet. Whilst study into genetics, computing and materials science may all seem only tenuously connected at best, your research institute can synthesise those efforts together, leading to a sizable overall increase in productivity. However, this building is of not much use on its own, as it lacks the facilities to properly conduct research beyond the most marginal level.

Cadaver Carousel - 400 CP

This impressive collection of corpses is no mere display of a hobby nor is it macho triumph of war. Instead, it is a vital source of scientific information. Acquired from a variety of different sources, from direct abduction and vivisection to simply discovering the already mummified corpse, this accumulated array both provides you with what is almost the most diverse gathering of genetic data, along with an effectively endless supply of compliant test subjects, though they do not possess enough numbers to form an undead army.

Finally, some of the more fresh samples present may be "dissected" to provide incredible advantages in espionage against the sample species's empire.

The specimens update with every jump.

Science Nexus - 600 CP

With a central hub powered by a singularity reactor and four research wings, each with habitation modules, safety measures capable of withstanding giant explosions to deadly microbes and state of the art research facilities, this Science Nexus is a shining jewel of enlightenment and technological progress, illuminating the darkness of the universe. This megastructure is one the greatest minds in your empire and possibly even the universe will flock to great numbers and with a neural bank to preserve their intellect, the technological ascendancy this Nexus will lead your empire to can only reach greater heights.

This item comes with blueprints to build more Science Nexuses.

Ancient Caches of Technology - 800 CP

These heavily encrypted documents, acquired from a Fallen Empire, seem to be of a scientific and technical nature. Deciphering them may take excruciating decades of work at your current technological and cryptological capabilities but the reward is promising. Schematics for ship components that far exceed your current designs, like reactors powered by Dark Matter, shields that harness their power to deflect attacks and thrusters that utilize Dark Matter to increase speed are present. Also present are blueprints for habitation buildings that outstrip our current housings in both space efficiency and luxury, food replicators that could feed entire planets, nanite alloy converters with miraculous efficiency and impossibly effective power planets among other entirely automated wonder buildings. In short, these documents effectively contain the apex of the next three hundred years worth of technological advancement.

Archaeologist

Trowel - 100 CP

This digging implement may seem primitive and ineffectual, but by simply carrying it around you find the speed at which your archaeological investigations progress dramatically increase.

Survey Team - 200 CP

Whether its a group of well crafted yet replaceable androids or simply a pile of skilled slaves, it doesn't really matter. When the poison gas or lava flows start coming, they'll be the first in line to die instead of you. Furthermore, they are well suited to the menial manual labour that these dig sites entail and being sufficiently gentle and subtle to not permanently damage the ancient items found.

Minor Artifacts - 400 CP

You now have in your possession a cache of "minor artifacts". Though these items may not be quite as rare or powerful as an ancient relic proper, they can still provide insights in investigations pertaining to ancient civilizations, be used in a Mega Art Installations and fetch a fair price from both auctioneers and the galactic market, even if you lack the skill to properly make the most out of them.

Tachyon Sensor Suite - 600 CP

Using rotating tachyon beams, these are the most advanced ship mountable sensors in the galaxy, short of any scavenged precursor technology or otherwise lost technology. Possessing a truly immense range, these sensors are a great help in both finding and tracking enemies and new anomalies and archaeological sites.

Ancient Relic - 800 CP

A sample of the Javorian Pox that destroyed the Irassian Concordat, a Yuht Cryo Core or even The Last Baol or the Head of Zarqlan. You have in your possession an Ancient Relic, capable of great effects, from improving relations with Fallen Empires, reducing the capriciousness of the Shroud or instantly transforming planets into Gaia Worlds. This item may be taken multiple times.

Spy

Deep Space Black Site - 100 CP

A part of a Starbase that seamlessly blends into the rest of it, despite not officially existing. From here, an entire system can be monitored and influenced. The local media and societal events as a whole are manipulated by you and the operatives that staff this Black Site. Unity, stability and complacency are all increased with not a single soul suspecting a thing. In future worlds, the Black Site seamlessly slides into a relevant orbital location or urban centre.

Tracking Implants - 200 CP

You have enough subdermal implants for an entire intergalactic empire. Recording both movement and actions, inserting these implants into the populace will result in both crime and any outside attempt at infiltrating will take a hit, along with the population's happiness. In time, they will grow to accept these authoritarian measures.

This item comes with the blueprints to produce more implants.

Bureau of Espionage - 400 CP

From here the intelligence of entire empires is handled. From using computer models of individuals to aid social engineering to tapping parallel dimensions to subvert data, the use of quantum mechanics to break codes is merely the basics here. This centralized location for espionage efforts vastly improves you and your empire's ability to infiltrate others.

Sentry Array - 600 CP

Well secluded, your empire sees all. Using highly secretive technology, this megastructure possesses a galaxy-wide sensor range, granting you effectively perfect knowledge of all fleet movements and an unparalleled edge in intelligence.

This item comes with blueprints to build more Sentry Arrays.

Suneater Egg Sac - 800 CP

There are many in the galaxy who disdain the subtle methods of a spy. Why bother with industrial espionage to steal the secrets of other empires when you could just redouble research efforts, says the Scientist. Why bother with sabotaging starbases when you could simply smash them to bits with the fleet, says the Admiral. Why bother extorting favours or conducting diplomatic smear campaigns, when any rivals can be crushed through sheer diplomatic weight on the senate floor, says the Diplomat. Fools, the lot of them.

And with this seemingly endless supply of biological WMDs, you'll be able to show them their folly. This ootheca contains the ovum of a Stellar Devourer, a spaceborne lifeform that feeds upon stars. While their fully-grown selves are large enough to be classified as Leviathans, their spawn are a great deal more subdued and suited to subterfuge. A single transport ship containing a swarm of the Devourers is a nigh-untraceable method of extinguishing all life in a solar system, and it is no one off Wunderwaffe but instead something that could be considered as a regular part of an toolset. From the shadows, you may snuff out the lights of countless worlds and bring them into the cold, dark embrace of death.

Diplomat

Cat - 100 CP

This four legged furred mammalian creature is a great ice breaker when it comes to diplomatic overtures. Despite its carnivorous nature, and sharp teeth and claws, it's pleasant

purrs and affectionate behaviour make your job in improving relations as a diplomat far easier.

Culinary Guide - 200 CP

A certain race of xenovore aliens went on a culinary odyssey throughout the galaxy, ranking the various sapient races of aliens based on their edibility and deliciousness. This half chewed up ship's log is all that remains. Despite its poor condition, the guide still has rather useful information, such as the general galactic location of different species and how to contact them using official channels, vastly speeding up the process of first contact. Furthermore, it also provides rather insightful psychological profiles and analysis based on the diets of the various species of the galaxy. This item updates upon every jump's start.

Grand Embassy Complex - 400 CP

This awe-inspiring building, located upon your capital (or a similarly significant place in future jumps) has been designed to enhance your diplomatic ability and the standing of your empire, with both magnificent structures made of rare crystals and state of the art facilities. However, this ostentatious projection of power does nothing to endear you to your diplomatic targets.

Interstellar Assembly - 600 CP

This Megastructure is a sign of unity that crosses interstellar borders. Your interstellar assembly is a grand meeting place for all the empires of the galaxy. Staffed with both diplomats and intelligence agents, it provides you with the chance to influence the entire galaxy at large and being able to host what is unofficially the official political forum of the galaxy grants your empire both great amounts of goodwill and political influence.

This item comes with blueprints to build more Interstellar Assemblies.

Scion - 800 CP

A Fallen Empire looks upon yours with great expectations. While they typically will not directly intervene in your defensive wars, these ancient beings share your empire's ethics and will provide all sorts of boons. From the services of restless admirals and scientists from the empire, who far outstrip the skill of anyone else to mothballed ships that could tear through any of the fleets the other empires of the galaxy could muster or scientific knowledge that would be simple to them but are massive steps forward for your empire, the aid of a Fallen Empire is something that defines the galaxy's political landscape.

The empire follows yours to future jumps as well, setting up shop in ancient ruins and the like.

Leader

Flag - 100 CP

From the repeating patterns of a machine empire, the slick and sharp logos of a MegaCorp, royal heraldry representing an animal or simple menacing skull, the Flags of an Empire come in all shapes and sizes. You now possess an endless supply of your empire's flag to apply onto anything you own, capable of inspiring national/corporate pride or gestalt unity.

Expansion Fleet - 200 CP

Floating in orbit are a vast line of construction ships and colony ships, under your command. Construction ships are capable of building mining stations and research stations which

provide resources for your empire, outposts that expand your empire's reach and, with the right technical know-how, Megastructures. Colony ships instead extend your emperor's reach by deploying prefabricated colony buildings for settlers to inhabit. If this item is taken with Calamitous Birth, then instead of colony ships, you get plenty of asteroids with FTL drives attached.

Both types of ships are far faster at their jobs than the "standard model".

Ministry of Production - 400 CP

This building provides a centralized location for either your complex drones or administrators to manage the production output of an entire planet. Beyond providing coordination that vastly improves a planet's alloy and consumer good production efficiency, they can also issue edicts, allowing for further increases in output at the cost of a reduction in resource efficiency. If this item is taken by a Hivemind, then it becomes "automated" and acquires some alloy production capabilities of its own, otherwise it lacks any fabrication facilities on its own.

This item comes with blueprints to build more Ministries of Production .

Mega Shipyard - 600 CP

This Megastructure is more than just an oversized shipyard. The lessons learnt in constructing and maintaining this structure results in an empire wide increase in all shipbuilding. That is not to say that a Mega Shipyard is anything to scoff at on its own, capable of creating even the over-size Titan, Colossus and Juggernaut class ships, its hyper efficient processing core and score of ship-building berths means that it outstrips another space station in sheer quantity of ship constructed.

This item comes with blueprints to build more Mega Shipyards.

Galactic Wonder - 800 CP

This item manifests in one of four options, each of which are equally capable of shaping the fate of the galaxy.

A Dyson Sphere, harnessing the power of the sun by encasing one and providing immense amounts of energy, enough for an entire empire. If purchased by a Hivemind, it generates energy more efficiently than usual.

A Matter Decompressor, capable of reversing the gravitational pull of a black hole to extract material from it to provide tremendous quantities of minerals. If purchased by a MegaCorp, it provides minerals at a greater level than the norm.

A Quantum Catapult, capturing a neutron star in its lenses and using that energy to send your ships across the void, with varying degrees of accuracy, increasing with the number of its lenses and decreasing the greater the distance it propels a ship.

Or a Ring World, with four sections each comparable to the largest Gaia Worlds in the galaxy and districts that have unprecedeted effectiveness in terms of their specialty, whether it's providing living space, farmland, research output, industrial output, trade value or energy generation. If purchased by a Machine Intelligence, it will be more robust, more able to withstand both the passage of time and orbital bombardment.

Ruler

Clothes Fit For A King - 100 CP

Or a President. Regardless of whatever government you lead, you possess clothes that make you fit the role, from a military officer's uniform to the flowing robes of a high priest.

Besides being both comfortable and durable, no matter how ornate they are, they inspire attraction to your ruling ethics.

Transit Hubs - 200 CP

Whether it's to grant the people free movement throughout the empire or simply to supplement the corvée system, this starbase module provides smooth and convenient transit for non-military ships. The people can freely pilgrimage to holy sites or be purposefully reassigned to different planets for maximum research efficiency.

This item comes with blueprints to build more Transit Hubs.

System Capital-Complex - 400 CP

This sprawl of infrastructure possesses both the facilities and staff to manage billions of souls. With both a robust policing force and plenty of staff to work at administrative bureaus and perform clerical, aristocratic or research roles depending on your empire, the equally numerous and complex governmental needs of a star empire can be managed from here.

This item comes with blueprints to build more System Capital-Complexes.

Mega Art Installation - 600 CP

This megastructure is more than just a mere collection of art but a grand stage to influence the hearts and minds of not only your empire but the galaxy at large. With vaults and storage rooms that dwarf any other museum or gallery in the galaxy and exhibition stations that can accommodate millions of visitors a day, the citizens all over the empire are both placated and united by this grand display. With minor alien artifacts to further improve the Mega Art Installation, the job of ruling over and keeping the populace fed becomes much easier.

This item comes with blueprints to build more Mega Art Installations.

Spirit of the People - 800 CP

From an unrelenting frontier spirit to an unbreakable sense of unity or a curiosity regarding the storied and mysterious past, you possess an immaterial essence motivating your people, your empire which can be changed every jump or ten years, whichever is shorter. Whether it pushes your people to greater cohesion and happiness or makes them tough and hardy, ready to settle the galaxy, the benefits this spirit grants may not be easily seen but they surely add up over time.

CEO

Luxury Suite - 100 CP

This room is one that both kings and emperors would be envious of. From here you can conduct trade negotiations and board meetings with the finest comforts and luxuries available to you MegaCorporation, with the relaxed and practically decadent atmosphere improving your skills at making deals and predicting markets.

Private Prospector Fleet - 200 CP

This fleet of privately owned colony ships are cheap, equally as effective as regular colony ships and entirely beholden to your contracts. Though you may not be able to build up orbital infrastructure quite as fast as a regular empire, spreading your corporation across the stars is no longer such a costly endeavour thanks to these contracted colonists and their willingness to brave the unknown.

Furthermore, you are not liable if they get eaten by xenomorphs or suffer similarly ignoble fates.

Pre-signed Commercial Pacts - 400 CP

Despite how your ethics may run counter to the galaxy at large or the fact that your Corporate empire may just be an exceptionally large crime syndicate, you find yourself in possession of fully legally binding contracts with your neighbouring empires, granting you full permission to build Branch Offices in the territories. Even if your temples are spreading their gospel in deeply materialistic empires or your xeno-outreach agencies are poaching skilled immigrants for your corporate workspaces, only an empire can go to war against yours and be victorious can remove them.

However, aggressively genocidal empires are exempt from the pacts. In future jumps, these pacts are instead automatically made with neighbouring polities.

Galactic Market Station - 600 CP

This station, though nominally supposed to be a neutral marketplace, is possibly the most influential space station in the galaxy and is entirely under your thumb. Effectively the centre at which the galaxy's trade flows to and from, your profit margins skyrocket with this under your control. But beyond simple trade efficiency, control over this station allows you to influence the very market prices themselves, from raising the cost of alloys to astronomical heights or utterly devaluing food, granting unparalleled power over the galaxy to you. In future jumps, this simply becomes the most influential trade centre or stock exchange in the setting.

Gestalt Overmind

Solar Panel Networks - 100 CP

As Hive Minds lack any individual material possessions, profiting off interstellar trade routes is simply impossible. Thus, instead of orbital trade hubs, advances into solar panel technologies were made. These highly efficient panels work the best in the void of space, capable of supplementing or even generating surplus power for Starbases.

This item comes with blueprints to make more Solar Panel Networks.

Spawning Pools - 200 CP

Requiring the tender and sophisticated touch of a complex drone, this bubbling pool of biomass and genetic material allows for the outright "building" of new drones. Though the rate of production will hardly outpace regular breeding, these pools provide a welcome supplement for population growth.

This item comes with "blueprints" to make more Spawning Pools.

Overloaded Nutrients - 400 CP

Whether this pile of produce was obtained by farming or "xeno-resources", they have been enriched to maximize their values. From feeding your warrior drones to increase their size, strength and combat power to increasing the effectiveness of your autonomous minds by providing them greater nutrition or simply just providing this bounty to your bodies in general to promote population growth, this hoard of food is quite versatile in its use.

This item fully restocks every ten years.

Confluence of Thought - 600 CP

This is your brain. To be more precise, this is an extension of your neurons, that has grown to a size capable of hosting a hive of complex drones. From here, your will is received, relayed to the rest of your bodies and cleaned of distortions by scores upon scores of Synapse drones, greatly increasing your capacity to "administrate" your drones.

This item comes with "blueprints" to make more Confluences of Thought.

Machine Intelligence

Solar Panel Networks - 100 CP

As Machine Intelligences lack any individual material possessions, profiting off interstellar trade routes is simply impossible. Thus, instead of orbital trade hubs, advances into solar panel technologies were made. These highly efficient panels work the best in the void of space, capable of supplementing or even generating surplus power for Starbases.

This item comes with blueprints to make more Solar Panel Networks.

Bio-Reactor - 200 CP

As machines require energy instead of food as upkeep, the only use for it (for non-Rogue Servitors) is to feed this vast power plant. Capable of converting organic matter, no matter the origin, into energy at an incredible efficiency, it will prove to be a great supplementary source of power.

This item comes with blueprints to make more Bio-Reactors.

Machine Assembly Complex - 400 CP

This sprawling structure consumes alloys at an alarming rate, for it is this complex that constructs machine units most efficiently. This assembly plant produces vast numbers of your units, outstripping the clone vats of organics or the spawning pools of a hivemind whilst occupying the exact same amount of space as they do.

This item comes with blueprints to make more Machine Assembly Complexes.

Protected Code - 600 CP

No matter how impressive the quality of the hardware may be or how great the quality is, if it is driven by software that is buggy or compromised by foreign entities then it simply isn't up to standard.

Whether it was a code inoculation from the Ancient Caretakers or something your own intelligence came up with, this bundle of programming is both universally applicable and incredibly effective. From improving research algorithms, optimizing your worker drones to preventing outside subversion from Crisis level computer hacking.

Companions

VIR - Free

This prototype synthetic intelligence is rather knowledgeable in regards to the universe and will readily advise you on your duties. Their personality is customizable but typically conforms to the ethics and standards of the empire. Whether they're a determined soldier, a diplomat or a slick corporate executive, they're sure to be a source of both knowledge and entertainment. Also, you can eat them if you're a lithoid.

Import/Create - 50 CP each, 200 CP for 8

You can bring your old friends along with origins and 800 CP to spend on perks and items, or make new ones with the same.

Imprinted Amoeba - 100 CP, One Free Scientist

This Space Amoeba somehow believes you to be their mother. Capable of interstellar FTL travel, it is certainly able to keep up with a science ship and it can engage in combat with its flagella and as time goes on, the Amoeba will grow in size and strength until peaking at around 100 years. Furthermore, they are a fine research specimen to learn the secrets of regenerative alloys from along with methods to improve ship speed and strike craft.

Paragon - 200/500 CP Conditional discount

There are those in the galaxy who have their own tale to tell. These Paragons are governors, generals, admirals and scientists who's skill stands above the rest of their kind and are further distinguished by a Destiny Trait that aids them in their duties. For 200 CP you may companion any single Renowned Paragon per purchase, with the price being discounted if your empire's ethics matches theirs.

For 500 CP, you instead receive a Legendary Paragon, truly amazing individuals who live up to the myths that surround them, whether they are an admiral with a mighty warship holding uniquely powerful strike-craft technology or a scientist capable of terraforming even the most barren of planets into Gaia Worlds lush with even more life than usual.

You may choose to import a companion into this role if you wish.

Dragons Be Here - 300 CP

From immature Ether Drakes to tethered L-Drakes or even a Sky Dragon that you have made a covenant with, within the reaches of your empire it is no lie to say Dragons Be Here. All dragons are mighty beasts, capable of interstellar FTL travel, withstanding a great deal of punishment with their scales and dishing it out with their breath weapon and wing skewers. However, the three different variants each have their own unique benefits and drawbacks. L-Drakes are not organic creatures, instead consisting of the nanites from the L-Cluster. While this means necromancy does not work on them, they provide great research opportunities into nanites.

As an Ether Hatchling can only be hatched from the egg of a slain Ether Drake, its mere presence grants your empire prestige and increases the citizen's morale. Furthermore, study of its scales and their unique mineral nanostructures will lead to development of the toughest armour known to the galaxy, Dragonscale Armour. Finally, being known as the slayers of an Ether Drake means that your Admirals have a certain standard to live up to, increasing their skill all over the board.

Finally, a Sky Dragon can grant you access to both the mightiest armour in the galaxy, along with its eggs, allowing you to field its children as warships.

This option may be purchased multiple times and if you have a sufficiently dragon-like entity from a previous jump, you may choose to import it into the option.

Enclave - 200 CP

In the wider galaxy, there are a multitude of lesser organizations, with their presences limited to lone starbases. Despite their small presences, the services they can provide are indeed very useful for an empire, from sharing their unique expertise with their field of specialization, unique starbase modules and a variety of other effects. Whether a pact was made with The

Artisan Troupe, Curator Order, Traders, Salvagers or Shroudwalkers, you and your empire are sure to benefit well from this partnership.

This option may be purchased multiple times.

Common Ground/Hegemony - 300 CP Discounted Diplomat, Can not be taken with Inward Perfection, Barbaric Despoilers or a [GENOCIDAL] Perk

Your empire's journey into the void was not one that began with loneliness. Early on, your empire made contact with other polities and formed a federation with them. With each purchase of this option, you get to design an empire with 200 CP for their Species and 800 CP for their empire perks.

You may give an individual empire more CP directly, at a 1:1 ratio.

Drawbacks - No limits

To Infinite Frontiers + 0 CP

You can go to the galaxy depicted in the Stellaris novel, in which the Commonwealth of Man is different.

From The Storied Past To The Stellar Future - 0 CP

If there was already an empire or peoples you held dominion over in the past, you may bring them into this jump to rule over them once more.

Preset Empire Spawn - 0 CP/+200 CP Can't be taken as part of a first jump.

Now polities and races from your previous jumps have found themselves in this galaxy in a similar state to yours, controlling a single system and with roughly the same techbase.

For an additional 200 CP, some of these empires will be guaranteed to engage in hostilities with yours, whether it's because of incompatible ethics or simply because of borders that are too close.

Extended Stay + 0 CP

There are many things to be done in this galaxy and three hundred years may not be enough. You may extend your stay for up to one thousand years or until the Crisis is defeated if you took a Crisis drawback.

(Un)Courteous Nomads + 50 CP

Caravaneers, roaming aliens that inhabit no planet of their own but instead live in spaceships. They are content in their peaceful trading way of life and often possess technologies, skills and random scrounged items that are unable to be found elsewhere.

Normally their behaviour as roaming traders would be helpful and quite tolerable but now it seems their rambunctious parties and other annoying acts make them quite the pain in the neck.

- **Caravancoin Addiction** + 50 CP

The Caravaneers host a certain service that you are utterly addicted to. By paying them energy credits, they will give you Caravancoins to spend on the slots and opening Reliquaries. The likelihood of even breaking even, let alone acquiring anything worthwhile is slim at best but at least the financial damage your habit causes is slight.

Of course, there is the very faint chance of acquiring the legendary Galatron, an ancient relic which wars have been waged for, capable of generating vast bounties of resources and vastly improving your empire's diplomatic weight.

- Bemat Thalassocracy + 150 CP

This group of overbearing pirates may not have a single ship larger than a cruiser, but they make up for their lack of high end firepower with sheer numbers and their propensity to attack highly valuable trade routes with no warning.

Aggressive Spaceborne Aliens + 100 CP

From Spectral Wraiths, Tiyanki Leviathans and Space Amoeba to Void Clouds, Crystalline Entities and Ancient Mining Drones, it appears the systems your empire is based around are infested with these belligerent entities. Though they won't pose much of a threat to proper military fleets, they will certainly be a nuisance to expansion and exploration as science vessels and construction ships will be easy prey for them.

Fanatic Splitters + 100 CP

A small radical splinter of your empire has embarked on a voyage with their own ships. Possessing relatively formidable ships and a drive to spread their incompatible ethics, they're likely to grow into a mighty Lost Colony, besmirch your species's name and act as a rival empire if they're not nipped in the bud.

Your Ladder To The Sky + 200/400 CP

The Minamar Specialised Industries. Devils with the faces of angels, who claim to be benevolent enlighteners of Pre-FTL species. In truth they simply entrap and force their "clients" into indentured servitude. In the past, your empire has had a "series of unfortunate events" associated with them, one that has created an eternal antipathy towards the Megacorp.

Perhaps your species hijacked one of their cargo ships filled with slaves of varying species to crash upon their new homeworld or maybe they were one of the Minamar's clients, barely defeating their enforcement fleets at a great cost after discovering and rejecting their tyrannical terms of service.

Regardless, the impact of the MSI upon your empire's growth can not be understated, their influence having stunted it to the point where there is a sizable gap behind everyone else. And the presence of the MSI looms heavily in the unknown reaches of the galaxy.

For an additional 200 CP, your empire never managed to break free of their wretched grasp. While this does remove the developmental gap between your empire and the rest, the MSI's grasp is tight and secure.

No matter how many payments are made to the Megacorporation, they will never be satisfied, never willing to lift the so-called debt your empire owes them. They will continue to leech away your empire's energy credits, unless proactive measures are not undertaken, though they don't necessarily have to be violent.

A Hostile Galaxy + 200/400 CP

The general ethics of this galaxy have made it that friendly faces are few and far between. Though xenophobic, they may not necessarily be out to get you personally, being Inward Perfectionists instead of outright aggressive xenophobes.

For an additional 200 CP, the galaxy will become rife with Devouring Swarms, Determined Exterminators and Fanatical Purifiers alike.

Expired Insurance + 200 CP

Ages ago, a certain race of gecko-like aliens were sealed in an endless loop. Doomed to be incinerated over and over, with a planetary pacification shield making any attempt at escape utterly useless, these Prikki-Ti had their collective psyche distorted and twisted. Now free from this endless purgatory of fire and death, they seek to exterminate all other forms of life as Fanatical Purifiers and with their home system guarded by a fully operational Citadel, they'll be making waves in the galaxy one way or another.

Arbitrary Limits + 300 CP

For some reason, there are odd limitations regarding your empire. From planetary population growth that plateaus randomly to starbases consuming bankruptcy inducing amounts of energy to maintain after a certain number or simply being unable to construct more Megastructures, the growth of your empire is strangely limited.

No Surrender + 300 CP

Any war that does not involve [GENOCIDAL] empire or Colossus class planet destroying ships will invariably become a complete slog. Whether it's conquering new planets for your empire or trying to protect in a defensive war, it will take the complete and utter devastation of your enemies fleets and occupying all but their most fringe systems, just to get them to stop attacking you. Taking a few systems from them, let alone an entire conquest or subjugation will be an incredibly arduous process.

Total War + 500 CP Must be taken by [GENOCIDAL] Empires and Driven Assimilators
The rules of "proper" war no longer apply to your empire. All but the most pacifistic empires chomp at the bit trying to end the threat you pose and the pickings for alliances are incredibly slim at best. The only reasonable recourse for your empire against this hostile galaxy is war, complete and total.

Disastrous Deficits + 500 CP

It seems that your empire is constantly in resource trouble. Whether it's food supplies being consumed too quickly by a burgeoning populace or the alloy foundries consuming minerals at an unsustainable pace. Furthermore, the consequences of running out are far more devastating than usual, the methods to deal with the deficits more desperate and if the situation were to ever reach a point where bankruptcy was declared, the entire empire would find itself effectively helpless due to the sheer damage dealt.

Leviathan Bait + 500 CP

Normally, the impossibly large and powerful spaceborne aliens known as Leviathans are a stationary sort, never moving from their home system. It is certain that many a burgeoning space empire would find itself crushed in the cradle if that were not the case, for their strength is comparable to entire fleets of battleships. This protection no longer applies to you or your empire. From overgrown Tiyanki Matriarchs deciding to rest in your space, greedy Space Dragons like Shard looking to take your ancient relics and Stellar Devourers taking punitive rampages, your empire better get used to losing fleets and colonies.

End of The Cycle + 1000 CP

Somehow, a Covenant with the Shroud was made, even if your empire would not normally be able to make one. The End of The Cycle has granted your empire great power, boosting practically every aspect of it. But once it comes to collect its price, every single soul in your empire will be consumed, turned into fuel for the shroud entity.

The rest of the galaxy will know that you and your empire unleashed an impossibly strong monster onto them and shun you for this, and what remains of your people will have fled to a single world, simply called "Exile".

Crisis Drawbacks - You can not leave this jump whilst any of the crises are not defeated.

Early Crisis + 200 to 800 CP Requires a Crisis Drawback to be taken.

Instead of arriving roughly 200 years after the start of the jump, the crisis will arrive in only 100 years. Or only 50 years for 400 CP, 25 years for 600 CP and a mere ten years for 800 CP.

Dimensional Breach + 800 CP

The Extradimensional Invaders. Drawn here by the scent of prey and aided by the rifts in reality created by the use of jump drives, these luminescent energy beings will remorselessly scour the galaxy of life. Equipped with jump drives, powerful energy weapons and equally powerful shields, they will pour through an extradimensional portal unless it is destroyed. These invaders are not united under a single banner however, and if the initial "Unbidden" manage to secure a sufficiently large foothold in the galaxy, they will soon be joined by the competing "Aberrant" and "Vehement" factions.

Destroying their final portal will allow you to abduct one of their "Warlocks", letting you harness its psionic power, capable of maintaining interdimensional portals, to improve your ships' sublight speeds and jump drive range all across the empire.

Subspace Echoes + 800 CP

At one of the edges of the galaxy, a series of extragalactic signals will be detected. From there, a spacefaring hiveminded horde of organic ships will swarm forth like locusts. This Prethoryn Scourge seeks to infest and consume the entire galaxy, turning planets into hive worlds and reinforcing their positions with biological starbases. The biological nature of the Prethoryn means that their "ships" lack any shielding. This weakness is well shored up by their tough armour and superior organic missiles and strike craft.

Capturing a Brood Queen may be a troublesome task, but success in it will provide both a great deal of intriguing societal research and control over her births and resultant progeny to send into battle.

Ghost Signal + 800 CP

From all throughout the galaxy, a strange tachyon signal will begin spreading throughout known space. Only affecting sufficiently advanced synthetic forms of life, this "Ghost Signal" will eventually hijack enough synths to awaken The Contingency. Created by the Ren-Miruu, The Contingency is an AI failsafe designed to purge the galaxy of any civilizations with sufficiently advanced technology to prevent the creation of a Class-30 Singularity, a threat to the fabric of the entire universe. Distributed across the galaxy in Sterilization Hubs, that continually produce heavily shielded and armoured machine fleets to terminate life, organic, lithoid and synthetic alike, The Contingency continues to emit the Ghost Signal to disrupt robot workers and AI combat computers alike. Another vector of attack The Contingency possesses are synthetic infiltrators. Though initially rather primitive, these infiltrators will be able to perform acts of sabotage across the empires of the galaxy if proper countermeasures are not taken. Only once the four Sterilization Hubs have been destroyed will Nexus Zero-One, the final core of the AI threat, be revealed and only then can The Contingency be finally ended as a threat.

Upon Nexus Zero-One's destruction, you can take one of the Contingency's Mainframe Cores. Though only partially intact due to the damage it sustained, it vastly improves your ability to produce machine units and build megastructures thanks to its incredible computational ability, though that ability is limited by the many safeguards in place to prevent the Contingency's resurgence.

Times Twenty-Five + 1000 CP Requires a Crisis Drawback to be taken.
The galaxy burns. A Galactic Crisis is already an existential threat but for whatever reason the danger they pose has been increased by an order of magnitude. Perhaps the Galactic Community is simply not well organized to mount a serious defence, bogging down your efforts in red tape. Perhaps the Ancient Caretakers that intended to defeat the crisis were instead corrupted into doing their bidding by a virus. Maybe the invading forces are simply twenty five times stronger than they normally would be. Whatever the case, the galaxy is in for one hell of a wild ride.

Escalator of Violence + 1000 CP Requires all three Crisis Drawbacks to be Taken.
Instead of arriving all at once, the Galactic Crises will instead come to threaten the galaxy in a staggered set. While this may seem like a boon, giving valuable time to the beleaguered defenders of the galaxy to recover, it comes with a caveat. Every Crisis after the first is twice as powerful as the previous one, including the modifier from Times Twenty-Five if you've taken it.

Scenarios

What We Do In The Dark - Requires Safe Haven

Perhaps even a paranoid clock can be right about things. Thanks to new technological advances the composition of the 'asteroid' that wrought such destruction to your home system all those years ago has been determined to be near-pure tungsten, an occurrence impossible to be natural, an occurrence that must have an artificial cause. Determining and backtracking the projectile to its system of origin is simple enough, the revelations that proceed it are not.

The system holds a single habitable planet, one that has had its mineral wealth completely and utterly spent.

The inhabitants, the Fevorians, reached a shockingly similar conclusion to the people of our sister but ended up with vastly divergent methodology. Instead of cloistering away and trying to reduce their presence as much as possible, they took a more preemptive approach, stripping every asteroid, planetoid and even their own planet of the minerals required to construct a series of tungsten 'bullets' they would send hurtling towards potential signs of alien life. When these resources dried up, they were reduced to a miserable subsistence existence, not even able to leave the reaches of their own planet.

Regardless, in spite of their now defanged status, something has to be done about these Fevorians.

Mercy

"We will show them compassion."

Sparing the Fevorians, after all they have done, may be hard.

But it's the right thing to do.

Reconciliation

“We will only be safe when we are alone.”

Snuffing out the last embers of their civilization, scorching their planet and rendering it a barren world was all too easy. Yet, with this deed, the populace of Haven show their willingness to settle differences, their full array of research capabilities and intelligentsia being integrated into your empire.

- Embracing the Dark - Requires Reconciliation

“We shall silence them all.”

In this dark forest of a galaxy, there are only two types of life. The silent and the dead. With this proclamation, to Fanatically Purify the rest of the galaxy of alien life, the populace will allow themselves to be placed back into the fold, annexed into your empire. Your empire's previous ethics are replaced with Fanatic Xenophobe and Militarist and gains the Fanatic Purifier Empire Perk for free.

Item - Big Fucking Gun

The Fevorian Mass Driver is a behemoth of a gun. Rather than being built on their moon, it would be more accurate to say it is constructed around their moon. Capable of accelerating enormous tungsten projectiles to speeds approaching C, who knows how many planets it has rendered uninhabitable over the course of its use.

Probably works better if you have its original creators on hand to explain its operation but even without its active use, it's still a scientific bounty to study when it comes to materials and engineering research.

Perk - To Be Better - Requires Mercy

The moral high ground often fails to provide material benefits, for this universe is one that fails to act like a fairy tale. Yet in your case, it seems a little clemency has been provided; good deeds will net rewards. For example, sparing a race of pre-FTLs may result in your empire developing a greater society, capable of utilising even more guiding civics to their benefit.

Perk - Mending Schisms - Requires Reconciliation

You hold exemplary skill at healing otherwise irreparable divides in society, though the means don't need to be quite as genocidal as they were in this scenario. Not only will the rift be harder to tear open than before, but the unique qualities of both sides will be synthesised into a greater whole, accentuating the good and minimising the bad.

KHAAAAAAN!

A storm brews in the void. Not a storm of cosmic rays or dust particles but a storm of steel and might. One of the disparate Marauder Empires of the galaxy has been united under the iron fist of a Great Khan. This Khan is a mighty leader of fleets and an astute statesman, their ability and skill as an admiral second to none in this galaxy, with some attributing this to latent psychic powers.

Now this Khan seeks to spread their empire's reach across the stars themselves. Though their peoples were once brutal, barbaric, superstitious and screeching loudmouths, the Khan has whipped them into shape and is not against granting mercy and sparing the lives of the surrendered, creating vassals known as Satrapies.

Finally, the Khan is not immortal and lacks a clear line of succession. Their death will bring an end to the Khanate's warpath.

First Satrap - Can not be taken by [GENOCIDAL] Empires

"Conquering the world on horseback is easy; it is dismounting and governing that is hard."

Submitting to the Khan's protection is not such a bad thing. Whilst the Khanate demands a tribute of energy, minerals and naval capacity from its Satrapies, it will also protect them from outside threats.

Once the Khan inevitably dies the Khanate will not shatter or return to its Marauder traditions as it normally would but form an equal Federation with all of its Satrapies. With Fanatic Egalitarian and Xenophile ethics, the successor Khanate still carries the Khan's legacy, making it capable of impressive feats of martial prowess. As one of the first members of this new federation, you find yourself in the best position to benefit from this situation, whether it involves being elected president next or simply enjoying an equal alliance with a large and militarily capable empire.

Usurper of the Throne - Requires Voidborne and Barbaric Despoilers

"You can't put two saddles on the same horse."

You empire and the Marauders are not too different, both taking what they need from softer civilised folk and living not on planets but orbital habitats. By defeating the Khan's fleets in battle twice and taking their throne, your empire can absorb the Khanate and its fleets.

Beyond a massive expansion in land and fleet size, your empire's admirals and generals will become far better at their jobs as a result of learning from adopting the Marauder's ways and you and/or one of your admirals will take the legacy of the Khan, becoming their equal in fleet command.

Crusher of the Horde

"Quick, leave the land and clear the field for trial by blood and sword. Where steel machines that have no soul must stand and face the fury of the Horde"

Though the Khan is a mighty Admiral, their fleets seasoned from centuries of raiding and fuelled by the Satrapies they make, they are not invincible. Whether your empire can leverage its technological edge, is simply better at fighting than the Khan or can bring together a grand alliance, defeating the Khanate will allow you to partake at the victor's table, seizing your share of spoils from the Diadochus or Successor Empire the Khanate leaves behind, along with the tribute they seized from their Satrapies.

Item - Khan's Throne - Requires either Usurper of the Throne or Crusher of the Horde

The seat from which the Khan ruled their horde. Somehow recovered intact from the wreckage of their (second) Flagship, it seems to possess a remnant of their psionic energies or simply carries their legacy. Simply by having this seat in your possession you can take land and planets in war with greater ease and by actively using it and focusing upon it, the ships of your empire gain an increase in their firepower.

Horizon Signal

A scientist of your empire detected a strange signal coming from a black hole. Repeating the phases "GRAVITY IS DESIRE" and "TIME IS SIGHT" and ending with a named dedication to the science officer you discovered it, despite the signal originating before their birth and possibly the empire's genesis, the signal has encoded coordinates for a system near the black hole. What follows is an experience that is both an existential ontological nightmare, an intriguing foray into the science of time loops and a story of love that transcends realities. Eventually, after some temporally displaced suicides, the discovery of an ancient sample of your species, exploring the Loop Temple and much mind bending research, you gain a better understanding of the situation.

The Worm-in-Waiting is a consciousness existing outside of time and beneath space, with a personal interest in you/your empire. Its love is mathematically proven, but who knows what an entity like that considers love? Regardless, by constructing the Omega Alignment, an Entry Point for the Worm to manifest in your home system could be generated. Whether it is to accept the Worm's love or simply learn all you can, is up to you.

ACCEPT

"WHAT WAS SHALL BE WHAT WAS"

The Worm burns away your home system's star, turning it into a black hole, which transforms every solid planet there into a Tomb World and burrows its influence into every coil of DNA your species has, changing them into repugnant forms suited to live on Tomb Worlds with minds suited to the study of physics.

The Worm loves you, and it always will.

REJECT

"There are none like us! And perhaps there never will be."

Spurned, The Worm turns against your empire. With tentacles that strike across time and thick armour equal to its "natural" shields, it will not be defeated so easily. Killing it may be impossible with your current weaponry, but you can surely drive from this reality, sending it reeling away like a jilted lover. The bounty you collect from this defeated Dimensional Horror is a motherlode of both energy and scientific data pertinent to physics research, along with the shining shards of its body that were left behind.

Item - Scales of the Worm - Requires REJECT

Luminous and warm, these scales have an inexplicable low-pitched hum. Passively, they increase the effectiveness and output of your physics research.

The active focussed study and use of these Scales can only be done in intervals, for while they will greatly increase scientific efforts and studies overall, their use will destabilize your planets all across the empire, whether it's because of regret in rejecting the worm, fear of its vengeance or simply the eldritch nature of the scales.

The Last Emperor

Long ago, the Galactic Community was formed and a Custodian was designated as a neutral protector and adjudicator. Tragedy struck as the Galactic Custodian succumbed to corruption and ambition, exceeding their powers and proclaiming the First Galactic Imperium. A group of brave rebels managed to topple the tyrant, ushering in peace and freedom for the Galaxy. Then another empire was designated as Custodian, overstepped

their bounds and declared the Second Galactic Imperium. Another rebellion rose and succeeded and another Custodian became a tyrant. History would repeat again and again. They stopped counting after the tenth Imperium and they stopped using different names after the fourteenth.

Now the Galaxy stands in a precarious situation as a new Imperium has taken power whilst faith in a united Galactic Community, let alone an Imperium, is at an all time low.

Truly Final Ultimate Imperium - Can not be taken by [GENOCIDAL] Empires or with Inward Perfection

“Glory to the Imperium!”

As the rebellion is completely and utterly crushed, your empire takes its place as the hegemon of the entire galaxy. Forever cementing its Imperial Authority and rendering it unbreakable, your empire possesses an immeasurable amount of soft power from levying troops and enforcing complete peace within the empire to even calling the members of the Imperium into a Galactic Crusade.

The member states of the empire come along too if you choose to leave the galaxy.

Sic Semper Tyrannis - Can not be taken by [GENOCIDAL] Empires or with Inward Perfection
“Freedom will be restored to the galaxy!”

As part of the Empire proper, your empire can not simply just rise up against it, for its imperial authority is too great. First, you must fight from the shadows, eroding the emperor's power with covert actions and finding fellow rebels.

Only when the Empire's hold is sufficiently weakened can your empire go to war and rebel properly.

By emerging victorious in that war and choosing to destroy the Galactic Imperium once and for all and restoring the Galactic Community you and your empire have become known as freedom fighters second to none.

Modern Cincinnatus - Can not be taken by [GENOCIDAL] Empires or with Inward Perfection

“As the first among equals, we have been charged with safeguarding the Galactic Community from all potential threats, be they internal or external, who would seek it harm.”

Whether you overthrew the Emperor and installed yourself as Custodian or possibly just stepped down from that position, your empire is interested in custodianship and just custodianship. This immense display of both reasonableness and restraint grants you and your empire a nigh-unbreakable reputation as trustworthy protectors, alongside the legal powers invested in the role of Custodian proper.

Austerlitz - Requires Armageddon Bombardment, Colossus Project or another way to destroy planets.

“So ends an era.”

For whatever reason, your empire existed outside of the Galactic Community, allowing it to directly wage war with the imperium, without the need of using subterfuge to undermine imperial authority.

By declaring war upon them and destroying the Imperial Core, the capital planet of the Galactic Imperium, the empire will instantly collapse.

Item - Imperial Legions - Requires Truly Final Ultimate Imperium

Though their extensive training and impossibly high standards mean that they can not exist in truly large numbers, these fanatically loyal armies are guaranteed to consist of the best soldiers that the Empire and its member nations can produce.

Item - Imperial Charter - Requires Truly Final Ultimate Imperium and Megacorp

The sheer potential for profit that being both megacorp and the galactic sovereign grants you is embodied in this document. It grants your empire and others the empire deems worthy, the ability to construct Imperial Concession Ports in any member state of the empire.

Possessing extraterritorial rights due to being legally your empire's territory, they are exempt from both local taxes and regulations, providing you with truly ridiculous revenues wherever you build them.

Item - Imperial Palace/Complex/Centre - Requires Truly Final Ultimate Imperium

From here, the fate of the galaxy is decided. This massive complex is the administrative heart of the galaxy. Far more efficient and well defended than any other capital, it is a shining gem perfectly suited to be the centre of the galaxy's greatest empire.

Item - Imperial/Galactic Institutions Requires Modern Cincinnatus or Truly Final Ultimate Imperium

From an endless fleet to defend the galaxy with, to intelligence and navigation agencies to make travel smoother and keep everyone secure, these establishments require a great deal of upkeep from the galaxy at large but while they may grumble they will still accept your imperial authority/ understand the necessities of being Custodian.

Perk - Ruina Imperii - Requires either Sic Semper Tyrannis or Austerlitz

The empire has died at your hands and it will stay dead.

This has made you and your empire excellent at dissolving overly large and mighty states and dealing with the aftermath. Making sure that no successor states succeed or gain legitimacy, replacing the power vacuum with either your own interests or simply promoting freedom and equality and making sure your new status quo remains so in the wake of destroyed empires is simple.

The War in Heaven

The Fallen Empires of the galaxy have awoken and whether it's to settle an ancient rivalry, ideological difference or simply because the superpowers can not coexist, they have gone to war. A war that has swept up the entire galaxy, with little room for neutrality. The ancient Leviathans will clash and the galaxy will be set aflame, for even a stalemate or status quo treaty will result in an uncountable number of lives being lost.

Chosen Scion of the Benevolent Interventionists - Requires Scion

Safety has been restored to the galaxy under the guidance of the Fanatic Xenophile Awakened empire. With parts of the galaxy under its direct control, directly conquered, most of the galaxy is under the dominion of its Signatories, dependent protectorates that can neither purge nor enslave. However, your empire is a Scion thus gaining more privileges than the Interventionists grant other subjects. Beyond a greater share of the land taken, your empire possesses a special relation with them, being effectively equals.

Chosen Scion of the Doctrinal Enforcers - Requires Scion

Faith has been enforced onto the galaxy, the unbelievers crushed by the Fanatic Spiritualist Awakened Empire. Though much of the galaxy has been placed under their direct hold, the majority of the galaxy is held by their Dominions who tribute their resource incomes and follow their overlords spiritualist creed. However, as a Scion, your empire is both free to keep their religious freedom and resources, being practical equals to the Enforcers.

Chosen Scion of the Watchful Regulators - Requires Scion

Through rationality and cold hard science, order has been restored to the galaxy. While parts of the galaxy are under its direct administration, the rest is mostly under the control of its Satellites, vassals who provide their overlord with a third of their research output. This obligation, among others, is waived for your empire, as they do not wish to stunt their Scion's growth. In all but name, your empire and the Regulators are equals.

Chosen Scion of the Jingoistic Reclaimers - Requires Scion

The galaxy has been reclaimed by the Fanatic Xenophobe Awakened Empire. Most of the galaxy is not directly under their thumb however, instead it is under the dominion of their Thralls. Whilst their Thralls have tribute their resources and can not expand with starbase construction, they are still allowed the freedom of going to war with another. As a Scion, you are exempt from these restrictions, being equal to the Reclaimers, though you'll never be able to get them to admit it out loud.

Last Best Hope - Must be taken if Truly Final Ultimate Imperium was taken in The Last Emperor Scenario

“Get the hell out of our galaxy!”

No. The Fallen Empires' time has long passed. The galaxy belongs to us.

Your empire now leads a federation of all those who have joined a side in this war, and must now lead this League to victory against both Awakened Empires.

Victory in this struggle not only means the greatest triumph the galaxy has ever seen, but it grants you and your empire's diplomats an increased affinity to bring together myriad and squabbling peoples to unite against bigger threats.

Awakened Empire - Requires Chosen Scion

You get to bring along the victorious Awakened Empire and all of their subjects. Revitalized and finally able to make the most out their vast technological advantages, they're a worthy ally to possess.

League of Non-Aligned Powers - Requires Last Best Hope, can not be taken with Truly Final Ultimate Imperium

You get to bring along the entire galaxy-spanning federation and lead it as their president.

Galactic Crisis - Unavailable to Xenophiles, Pacifists or Rogue Servitors.

Can not be taken with First Satrap or Modern Cinnicantus or Truly Final Ultimate Imperium or any War in Heaven scenario reward.

“All great works require sacrifice. The rest of the galaxy may not understand, but they will comply.”

Even if your empire may not normally have been able to harness the psionic energies of The Shroud, they have managed to discover its existence and harness its power. As a result of “disruptive interactions” with other empires, your empire becomes infused with the energies of The Shroud. Destroying fleets and starbases, snuffing out the lives of xenos in purges, subjugating empires and maintaining vassals to simply just conquering or destroying their planets or even performing disruptive espionage operations or defying international law will increase your “Menace”.

As your empire gains more Menace and attains a deeper understanding of the Shroud, it will become harder and harder for the galaxy to ignore the empire’s actions.

Finally, your empire will be able to construct an Aetherophasic engine, capable of harnessing the power of Dark Matter to rupture the barrier between “reality” and the Shroud and allowing your empire to achieve endless power. The activation of the engine will result in every single star in the galaxy to be devastated into black hole and eliminate all life, which does mean that everyone will be trying to stop your empire.

In future worlds, you will have to build up the Aetherophasic engine, gather Menace and Dark Matter from scratch to impose your empire’s will into the Shroud equivalent there.

Item - Eclipse and Apocalypse

These two enormous and heavily armed cube shaped ships are Star Eaters. Requiring only Dark Matter to construct, they possess a Star Cracker World Devastator class weapon.

Capable of firing a beam of directed tachyon energy at a star to induce a supernova, collecting the enormous amounts of dark matter produced by the reaction and surviving it, these ships make the power of a colossus pale in comparison.

In spite of their star destroying power, they can still be overwhelmed by superior numbers and damaged by weapons that don’t blow up stars and the supernova caused by their Star Cracker is not guaranteed to destroy enemy fleets because the ships in this galaxy have emergency FTL drives.

This item comes with the blueprints for more Star Eaters, and their construction only requires Dark Matter.

Item - Aetherophasic Engine

Capable of focusing the energy acquired from Dark Matter upon a star, this Megastructure can tear through the barriers between dimensions if properly fuelled.

In future worlds, it will arrive in an unfinished state but if you feed it with Dark Matter again, then it will be able to perform its great deed once more.

Perk - Menacing Designs

The quest to bring death and terror to the entire galaxy required adaptations to not only your sciences but the very means which you waged war with. From ships made with raw minerals instead of alloys, to piloting systems that can not be used properly which make their ships move unpredictably or damage control systems that are down right callous in their system

prioritisation, your designs are equally brutal and cunning when it comes to making sure your enemies are extinguished.

Perk - Mastery of Destruction

From obliterating orbital bastions to tearing apart enemy fleets, you and your empire have become very good at destroying things. Your ships can deal such devastation to planets that they put Armageddon Bombardment to shame, so many enemy fleets have been defeated by your admirals that they've memorised the structural weak points of all the ships in this galaxy and when it comes to exterminating entire species at a time, you can eat, chemical process or simply exterminate them at ridiculous speeds.

Perk - Paid in Ambition

Waging a war of literal existential stakes against the rest of the galaxy would bring ruin to any other empire, due to sheer logistics, overextension and the weight of numbers against you. Yet, who cares for logistics if honour can fuel one's engine, glory maintain one's hull and sadism power one's weaponry? Who cares for overextension, when your will, the will of the soldiers and people are unbreaking? And who cares for a numerically superior opponent, if you can simply just produce more to match their numbers?

Even without properly breaching the Shroud, your empire can harness the power of Menace to achieve these miraculous feats and increase the likeliness of other empires accepting peaceful subjugation.

Taking this Scenario and succeeding ends the jump early.

End Choice

Go Home

You return home, with everything you already have.

Victory Year: Off

You stay in this jump for the rest of your days.

To Distant Frontiers

You move onto the next jump, taking your empire with you.

Notes:

According to Paradox, both Materialists/Atheists are not objectively wrong in the Stellaris Universe. Take that as you will.

Source:

<https://forum.paradoxplaza.com/forum/threads/is-materialism-atheism-objectively-wrong-in-the-stellaris-universe.939501/page-4>

Options for Specialist

Physics: Computing, Field Manipulation and Particles

Societal: Biology, Military Theory, New Worlds, Psionics and Statecraft

Engineering: Industry, Materials, Propulsion and Voidcraft

You don't actually need Archaeo-Engineers for the Devolving Beam Colossus weapon, having that perk does increase its power.

You can take anything from the Relic list, except for things already given as part of a scenario, Drawback or elsewhere in the jump those being: The Galatron, Khan's Throne, Extradimensional Warlock, Isolated Contingency Core, Prethoryn Brood-Queen, Ether Drake Trophy and Scales of the Worm.

<https://stellaris.paradoxwikis.com/Relics>

A list of the game's paragons. Feel free to make your own OCs if you really want, but be reasonable.

<https://stellaris.paradoxwikis.com/Paragons>

The Galactic Wonder item has an arcane generator which produces enough for its upkeep if your empire can't support it.

If you take a scenario and Extended Stay, and are unable to complete it within the timespan of the jump, your stay in the jump will be prolonged till you can.

In case it's not clear, you can choose both Reconciliation and Embracing the Dark at the same time.

I both thank Red, Worm_Anon, Triggerhappy Jabberwocky and Crux and curse them from the depths of my heart.

Thanks also to the other guy working on a jump for 3.2, you really helped me get motivated. Looking forward to your jump.

By Nameless Anon (there's a space, it's important!)

Changelog

1.1

Fixed some typos.

Buffed Idyllic Bloom and The Flesh is Weak.

Added Overlord

1.2

Fixed some more typos.

Added Lord of War

Added Progenitor Hive

Added Subterranean and Cave Dweller

Added Enclave companion option

Added Quantum Catapult option to Galactic Wonder

Removed Curator Contacts

1.3

Added Toxoids Phenotype

Added Incubators

Added Noxious

Added Inorganic Breath

Added Crystallization

Added Mutagenic Manipulation

Added Scavengers

Added Overtuned

Added Knights On The Stellar Roads

Added Detox

Added Relentless Industrialists

1.4

Updated Chosen One

Added Cordyceptic Drones

Added Archaeo-Engineers

Removed Penal World

Removed Resort World

Removed Epigenetic Triggers

Added Crusader Spirit

Added Oppressive Autocracy

Removed Thrall Worlds

Removed Selective Lineages

Added Letters of Marquee

Reduced prices for 'Generic Leader Trait' perks

Buffed Engineered Evolution

Added Council Keeper

Added Luminary

Added Leviathan's Form

Added Paragon

Let you import into Dragons Be Here

Removed Gray

Added Galactic Doorstep general Item

Replaced Crisis Beacon with Suneater Egg Sac

Added notes about Galactic Wonder and Scenarios

Added Escalator of Violence, against my better judgement
Added Your Ladder To The Sky
Added Galactic Doorstep
Added Safe Haven
Added What We Do In The Dark
Added Preset Empire Spawn
Modified Home Planet section
Added Advanced Start