Jump by Tomatillo

Welcome to the Persean sector. The main interstellar polity of humanity, aptly named The Domain, has fallen…or disappeared or maybe something else, you don't know and neither does anyone else, 'cause the interstellar transverse system, called the Gates, are down. You are in what can be deemed a post-apocalypse world and things aren't looking great for the future.

Choose one origin and one faction, these will be the starting "world" that you will find yourself in, ie. If you choose the Persean League you could start on Mairaath, Kazeron or any other League world. Along with this, take also **1000CP** to start your journey.

O r i g i n s

Scientist

Builders of the future, maker of miracles unknown to the old and common to the new.

Governor

The smile greeting the poor at the desk, the busy accountant holding the economy together, the ones that write it all down and fill out the forms.

Sailor

The sweat that stains the deck, the muscle that pulls the goods, the lungs that roar in defiance against vacuum.

Leader

The hand that guides the witless, that assures the weak, that tricks the cunning, that crushes the cruel and bargains with the strong.

Factions

(All factions give a 50% discount to their perks)
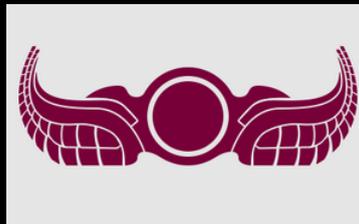
Hegemony

To guard the sector

Persean League

For our own paths

Sindrian Diktat

By the will of the lion

Tri-Tachyon

For profit and prosperity

Luddic Church

By the word of Ludd

Luddic Path

By the will of Ludd

Independent

Fuck around and find out

General Perks:

Common profession (FREE)

The future may be grim and dark compared to the times before the Gates shut and the grasp of the Domain disappeared, yet some things never change and work is one of them. Be it as a crewman on a ship, a merchant peddling on the streets, worker on the factory floor or a bureaucrat in the monotonous offices of state. You have experience in one of these or any other low-level and relatively common professions in the Persean Sector.

Domain access (400)

Be it through long service, astute work or sheer luck, you have somehow gained significant rank in the Domain government, be it as a high ranking political official or a military one. How this happened is a bit of a mystery; were you in cryo sleep as the Domain fell? Did you simply find the codes on old Domain systems and took them for yourself? Or did an Exploratorium drone just give it to you? Whatever the case may be, this gives you significant access to Domain infrastructure and military assets. Need to get into a highly secured Domain research station? You can do it. Need to make a Domain era AI stop attacking your allies? You have the rank needed. This applies to future jumps, giving you a nebulously powerful rank in any government of your choice.

Oh Captain, my Captain! (600)

There are captains and there are Captains. People who do what others simply can not do, achieving the near impossible through their will, charisma and sheer fucking balls. Whether it be evasive manoeuvres that make an entire fleet of capitals somehow outrun one full of frigates, bullshit that convinces admirals that you are in the know of their treason or whatever you could conceive, you could pull it off. However, there is only so much you can pull off and you need to experience the world around you to know what it is you could pull off without worsening the situation, because while you can do the near impossible, the actually impossible is just that; impossible.
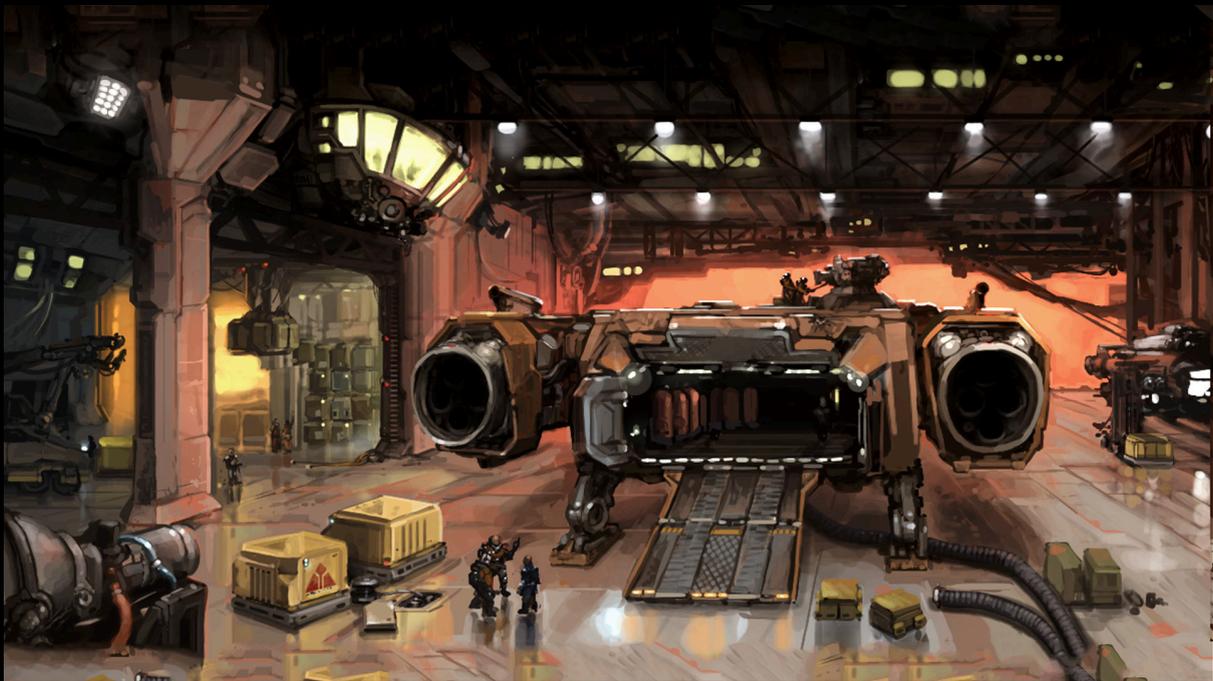
Scientist Perks:

Academic profession (100)

It has been many cycles since Humanity rose from the earth and reached out to the stars, seeking to know the unknown. The sciences have advanced far beyond what we could ever conceive and there are many, many different fields that have been explored by the Domain. You now are one of those who have been educated in one field of your own choosing, with each purchase giving knowledge equal to about 10 years of study. This can be purchased several times with each purchase after the first costing 50 CP and with mastery in a field being reached after 10 purchases. To give context: 1 purchase in nanomachines would give you the ability to make specialty nanites which are weak and limited, 5 would allow you to potentially repair a nanoforge and 10 would give you the ability to make one.

Blueprint technician (200)

Nearly all Domain era technology is bound to that of standardised blueprints; be it the guns used by marines, missiles fired by ships, the hulls used to create capitals and so much more. To use the blueprints is easy, but to make or change them is an exceedingly hard and expensive endeavour, both politically, financially and technically. Now you don't need to worry about the technical aspect, for you are one of the finest blueprint technicians in the entire sector, being able to do single handedly what the Sindrian Diktat had to hire whole teams to do. This knowledge also makes you able to create new blueprints based upon the technology you find in future jumps, though you may have to finagle it a bit to make it work, you can do it.

AI Specialist (400)

Artificial intelligences, wrought by human hand and shaped by silicon wreathed in metal and energy. AI have always been a potent tool in humanity's arsenal and also one of the most regulated ones. The Domain took heavy precautions ensuring that their servants would not betray them and even heavier precautions that their scientists wouldn't make unsanctioned ones. Now you have the skills and technical knowledge to create AI in the style of the Domain, from the humble Delta AI who are in near every appliance, mindless and obedient, all the way up to Alpha AI whose skills are beyond what humans can do, alien and mighty.

Higher dimensional understanding (600)

Hyperspace and Phasespace

Two dimensions side-real with that of our standard reality and which the Domain was just beginning to understand and tap into. You now have knowledge of higher dimensions rivaling and surpassing that of the Domain, incorporating knowledge gained since the Domain fell and which have a singular source; Alpha site. Just like the poor fools of Tri-Tachyon, you know of the forces enacting beyond- and upon us, yet unlike them your knowledge is not an outside source. Yours is that of pure skill and intuition, fully knowing what even the brightest minds can only hope to grasp at. When it comes to dimensional tech, be it FTL drives, phase fields and much more, you are a genius unrivaled by any. Your prowess is so great you might even, with great time and effort, be able to figure out how some of the technology of Omega works. Reach toward the Beyond.

Governor Perks:

Competent bureaucrat (100)

A minor miracle, nearly unknown among the vagaries of government, you are an actually competent paper pusher. You cross your T's, dot your I's and file every form with practised excellence, knowing by heart all the details needed to do a job well. Even more importantly, you have the fortitude and patience to deal with the red tape that follows the government, able to cut through it not with money or power, but ability and competence.

Actually competent person (200)

A major miracle! You are not just good at the bureaucratic part of government, you are good at reading and knowing people. Able to see the foundational traits of people and intuit their needs through minimal information, knowing just precisely what the military official meant in his report or precisely how the local major felt when he sent a budget increase request. More than that, you are also extremely competent in social situations, able to walk the walk and talk the talk in most situations, be that at a group meeting or at a major council.

Captain of industry (400)

Industry is the foundation for near all advances that human society has experienced and brought forth. Be it the agricultural revolution, industrializing food production in the early days of modern humanity, all the way to the great expansion of the Domain Exploratorium, readying countless worlds for colonization in an industrial fashion. Now you too have the skill and knowledge to apply the foundational principles of industry in all manner of processes. Be it simplifying the supply chains of a mine, minimizing the need for heavy machinery, to optimizing an antimatter fuel plant; increasing output while maintaining the same input. Go forth and industrialize this world and those beyond!

Lord-Governor (600)

To be this you are no longer just a minor part of the government apparatus, you are the head of the whole machine, commanding all the levers and keys of power. You are now immensely skilled in politics, both the small scale office kind and that which forms and guides nations. An incredible orator, knowledgeable bureaucrat, skilled politician and incredibly relatable to your people, you are the prime example of what a ruler should be. With you at its head, any government would go from being a small stagnant thing to a powerhouse unrivaled among its former peers and only getting better with time. With you, a nation could believe in the impossible and think it possible; All hail the Lord-Governor!

Sailor perks:

Ace pilot 100:

You fly the skies and stars like you were born among them, travelling on the skeins of nebula and winds of stars with an ease unseen amongst the common pilot. Be it fighter, corvette or destroyer, you are incredibly skilled in making these smaller ships fly faster than any other can make them. This skill in speed also applies in combat, turning your ship like it was on swivel and engaging the rear of those fat and slow capitals that holds a fleet together. With you at the helm, there will never be any doubt about who it is that is racing to the distant horizon.

Ship tuning (200)

As any true sailor knows, no matter the shape or purpose of a ship they are all ladies and if you wish the best from a lady, then you also have to treat her the best you can. In this you are extremely skilled, able to maintain corvettes and smaller destroyers on your own and only needing a small crew to do the same to larger ships. Not only are you able to keep them in excellent condition unseen since the fall of the Domain, you can also fine tune them like no one else can. Increasing the range that you can engage enemies, how fast the auto-factories can make more ammo, how fast the ship can fly and much more. Any capability your lady/ship has, you know how to enhance so long as you treat her with the respect she deserves.

Competent crew (400)

Rare is the ship that can be sailed by only one man and so there is nearly always some form of crew working along with their captain, with yours now being far above the common one. Every man and woman knows their duties by heart, able to do it competently even during emergency situations that would lower the efficiency of other crews. More importantly, your crew are able to quickly train up the crews of other ships to the same level as yours, able to raise the peak performance of any fleet that you are a part of.

True Captain (600)

To be a captain means to be the one who takes charge, who holds the helm and steers the ship wherever he wants, yet there is no more dangerous a thing than an incompetent captain who thinks themself competent. You have no need to worry about this, for you are a true exemplar of what it means to be a captain, feeling the flow of the situation no matter where you find yourself. You know when to push your engines, when to fire the guns, when to charge, when to flank and more. Not only do you know in your very bones the best way forward, so too does your crew following you. No more will you have to worry about mutiny, for your crew would follow you no matter where you go. Be it through fields of wrecked ships, against ancient Domain era drone fleets or the tonal whispers of maddening artifacts. Your crew is loyal to you and no one else.

Leader Perks:

Passed through basic (100)

You have passed what passes for a basic military training in the Persean Sector, being able to march, accurately shoot a gun, create temporary emplacements and scuttlebutt with the best of them. More than that, your body is in peak physical condition due to all the training you went through and you have an easier time maintaining it there due to this experience. Most importantly, you also have had a rough education in being an officer, though you lack real world experience to temper it with. Now go out there and soldier!

Tactical brilliance (200)

Tactics defines the fight, it encapsulates the push and pull that exists between foe and friend. Now you are one of the few who not only shines in tactics, you help push them beyond what others find reasonable to expect. Enemy squad commander is leading a charge? You already expected this and have made an entrenched killing ground to distract them while the rest of your squad flanks them. Enemy decides to breach your highly secured room? Tough shit, you're not there and they are gonna walk into a room of mines and wire. You are the name of the game when it comes to tactics.

Strategic genius (400)

Tactics might be what decides the fight, but strategy is what defines the conflict. You know all the ways in which a campaign can be fought, how you can harass your enemy on several fronts to create openings which you can use later on in the war. Whether it be small scale battles between armies or grand scale lockdowns between nations, you are a shining light of virtue and intellect when compared to your peers and foes. With you there is only victory in sight.

Lord commander (600)

Great men may be what defines the future **to be**, but it is even greater men that make the present **that is** and you are now one of those greater men. When it comes to the fields of war, there is no one in this sector who could ever equal you in overall competence. You are a master strategist, genius tactician and shrewd politician, for war is not fought only on the battlefield. Your shrewd and cunning nature ensures that the nature of politics will not screw you over, for what is the worth of a genius leader if they are sidestepped by other lesser men? You will never be pulled down by the incompetence of politicians or the jealous nature of your peers, for with every step they take you will be three spaces ahead. Benefit from your enemies and seize all that you can; By your authority as Lord-Commander!

Hegemony Perks:

Duty (100)

What is duty? Is it to simply follow orders and ignore the consequences? Is it doing cruelty upon your fellow man by the authority of your superiors? No! To do one's duty, means doing what is right no matter the cost and you know this well. When you do what is right, when you stand against evil, when you act as duty commands you to do, you experience success where others would find failure. Just like the XIVth battlegroup, when you do what duty says you should do, you will find in yourself the strength and will to succeed. Just remember: Duty for the cause, not to a leader.

Honour (200)

Trust is predicated upon honourable behaviour and without that honour, then how can the people you seek to protect trust that you mean them only the best? When you act with honour and show yourself as having honourable intent, then people; no matter their nature or power, are willing to give you that trust. Yet if you were to break it, you might very well create an enemy that would never forget your dishonourable actions and nature.

Courage (400)

There is a fine line between suicidal madness and heroic bravery, but for you that line is something that is able to be stretched. You can convince people and yourself that what you are doing isn't simply a foolish endeavour or prolonged suicide, but the only way to brave the future and fulfill the mission. Just as the XIVth battlegroup first marched hundreds of light years with low supplies, then carried out a major anti-piracy campaign and sector wide conquest of rebelling worlds, all without knowing if help would ever arrive, you too can inspire that same courage. In a sector full of self-doubt and cowardice, you can be the shining light of fortitude that brings strength to the weary hearts and minds around you.

Persean League perks:

Enemy of my enemy (100)
You are good at finding common foes among any potential allies that you could find. Wherever there may be a potential ally of convenience, there is also a potential enemy that you can find common cause against. This also gives a small amount of mutual respect between you and your Ally, giving you the potential to turn a temporary alliance into a more permanent one, though what kind of permanence that takes is up to you and them to decide.

Common cause (200)
Though common foes may give rise to temporary alliances and bonds, true and lasting change can only come about by sharing a united ideal; a common purpose and goal. You seem to find these uniting aspects among your allies uncommonly quickly, able to unify various differing groups and factions and uniting them in a common cause. Whether that be ideals of unity and prosperity or to take a stand against an existential threat, you are able to ensure that allies of convenience turn into allies of respect and then into friends for life.

A dream (400)
There once was a dream, a dream of Mairaath; world of beauty and ideals, crowned in three heaven-bound cities, utopia made manifest by the works of Man. Though the world of Mairaath now lies in ruins, devastated beyond repair, the ideals and faith that Mairaath inspired in its citizens was a miracle beyond even the world itself and hasn't been seen since, until now. You too now have the knowledge of how to inspire the same dream as that which Mairaath inspired, making the people who follow you truly believe in it to their core, no matter what. And if the dream were to seemingly die? Then the people who believed in it would die for it still, even when all hope seemed lost.

Sindrian Diktat perks:

Fervour (100)
Hail the Lion of Sindria, saviour of the Sector! What makes an army follow a man beyond the bounds set around them? What makes a nation able to rise from the ashes of tragedy? What makes the impossible into the possible? It is the fervour and belief of Man! It is the strength of belief that arises from true and ardent conviction, a fervour that you can now inspire in your subordinates. Whether it be through the power of your character or by… other means, you know several ways of fostering this fervorous nature in others.

Political officer (200)
Follow the state line and surely you shall know success! You are now one of the many glorious officers in the Sindrian navy who has been educated in the proper ideology of the Sindrian Lion. Not only are you a true demagogue, whose rhetoric and zeal turn hearts to the cause, you can also intuitively find out how much a person believes in the cause, just by a short glance and quick conversation. Go forth and spread the prosperous future of the glorious Diktat!

Service guarantees citizenship (400)
What is the difference between a citizen and a civilian? Is it their service to the cause? Nay, says the Hegemony; it is their service to the law! Is it their faith in the cause? Nay, says the Luddics; it is their faith in Ludd and God! Is it through their work for the cause? Nay, says the Tri-tach; it is their work for profit!

Nay, say we to them! For in the Sindrian Diktat, to be a citizen means to recognise and know the burden that it carries. To be a part of the greatest state in the sector, to be the flame of order and glory which shall reignite the future and lead us all to a better tomorrow! Now you too know how to shape a people and ideology into a tool for the service of your cause. Whether that cause be for the betterment of the sector or yourself… well, no one needs know but you.

Try-Tachyon perks:

Business acumen (100)
The Domain may have fallen, but business is eternal and brother, you are the top-dog of the economic world. Wherever you go, what do you see? A people of consumers, begging for products and services to be provided to them. So let not the hungry masses go home starving, for you have products to sell at reasonable prices and affordable payment plans!

The Future, Today! (200)
Technology: man-made miracles.
Your corporation has something of a specialty in that area, making miracles where others can only pray for them. Your technological prowess may have been hampered a slight bit by the fall of the Gates, but your standards of quality are still near what they were at your peak under the Domain. Products you make are simply just the cutting edge of what can be done. Need an anti-matter projector upscaled for naval usage? You can do it, though it'll cost ya! Have a taste for some automated systems? Just look at our wide selection, i'm sure you'll find whatever you could need!

It's simply business (400)
To think, even with your wide range of consumer benefits and reasonable prices, there are still so many in the sector who just can't seem to find it in themselves to let go of old grudges when talking with you diplomatically. How lucky it is then, that profit makes things smoother for all parties involved. No matter how much someone dislikes you, no matter the grudges and bad feelings between you, if there is profit to be made then profit shall be had! Even a bitter rival like the Hegemony would be willing to deal with a Tri-Tachyon official if it meant gaining a fruitful economic partnership. No need for bringing in diplomatic affairs in such talks, after all; *it's simply business*.

Luddic Church perks:

Faith (100)
On Old Earth, there was a saying "Faith can move mountains", a saying that originated from a proverb about how even the smallest sliver of faith has great power, a power that you now have. Within you lies a faith that can not be broken, can not be extinguished, can not be twisted, a faith that is true and pure. This faith brings you comfort and hope, of the same kind that Ludd had through their journey, a faith that will be with you no matter what path you take.

A willing ear (200)
Many problems of the world arise from people simply not being willing to hear what others have to say. This fundamental problem of the world no longer truly applies to you, for in near every situation you can find a willing ear to hear your side of the story, your view of the world, your words of wisdom. You will find that, just as the words of Ludd brought people willing to hear him, so too will you have people willing to come and hear you. Yet, just like Ludd's words of warning on AI and promoting brotherhood, so too will there be some few who will be unwilling to hear your wisdom, no matter how much you try.

As Ludd intended (400)
Who is Ludd? What is Ludd? What does Ludd even mean? Finding out the truth of the matter may be impossible to do in these difficult times, yet still people believe in Ludd and the Word, even if they are not certain on the particulars. Now you can do something of a similar nature as what has happened to the Luddic faith, bringing disparate people together under one banner, believing in the words you speak, the things you decree. Though this is not a fool proof thing, for just like with Ludd and their words on AI, the meaning behind your words may be misconstrued or misunderstood over the years. Have faith and hope, for all else is ephemeral beyond the Word of Ludd.

Luddic Path perks:

Illuminated (100)

Sin has tainted the world, it seeps among the masses, hiding in the shadows of unlit streets and secret backrooms. The world suffers the evil of AI and tainted technology, yet still there are the few righteous and just people who seek to right these wrongs through any means necessary. You are one of these illuminated individuals, able to see the amount of "sin" a person has and how much technology/AI sympathies taint their being. Yet more than that, you are much harder to twist away from your path, resisting outside influences to fall into the vices of technology and Moloch made AI.

Bonds of brotherhood (200)

One person in the right place at the right time can change the history of nations, yet what could a whole group do if they were at the same place? Now you have a near-supernatural way of finding brothers and sisters who share your path, seeing the wrongness of the world and who wish to make it right. From the lowest of the low to the highest of the high, you will find support and kinship when you need it- when Ludd wills it. Together on the Path shall you all change the world and make it right!

Music eternal (400)

You hear it in the silent moments of time, whispering and echoing in just audible tones and hymns. Music of a heavenly nature, an act of the divine upon the base material world, yet its nature is subtle, hidden, only heard by those worthy. Be it the sonorous nature of Domain artifacts, the thin and low lullabies of secrets hidden, you can hear when something of importance is near you and what its nature is based upon the divine sounds coming from it. You may even hear the sounds of the Gates- echoing, discordant, ephemeral chanting of endings… of beginnings.

Walk upon the Path and bring the Divine Hymn's will into the sector.

Independent perks:

Neutral (100)
What makes a man turn neutral? Is it lust for gold? Power? Or were you just born with a heart full of neutrality? No matter the case, you have found a way to be neutral in a sector where most divide themselves against each other, be that by faith, ideology or history.

Favour for a favour (200)
The Persean sector is an adversarial place at the best of days, yet still people go on with their ways, trading goods and services with each other and, in rare cases, gaining enough trust to trade favours for favours. Now you too are trusted enough by a variety of people and organizations to be given favours for no cost other than expectation that they'll be repaid in the future. Just remember that a favour abused is three favours lost and while you might be able to squeeze a few people for all you can get, don't expect for that to hold true in the future; People remember and will hold a grudge against you.

Between a rock and… (400)
A hard place, that's what it is like to be a neutral entity in the Persean sector. Everyone hates each other, wants their neighbours to either die or submit and no one is willing to turn the other cheek without also punching out some poor person's teeth. Still, you have somehow found the ability to balance all these different actors and malcontents, ensuring that even in a warzone between bitter enemies, you and yours would be considered as outside the fight. Do remember that if any side catches you aiding one of their enemies, you will have to pull a lot of bullshit out of your hat to try and not get declared a participant. Neutrality is never as easy as it may seem to be.

Items

A man in the Sector isn't just the skills of his person, but also the wealth of his character, though in this case "character" is a bit more metaphorical than literal. You will be able to start your journey with a few free bits and a stipend of **300 cp** just for buying items. Spend 'em well!

Credit stipend (FREE)

Credits is the currency of the future, the lifeblood of the economic wreck that is the Persean Sector. Accepted by all nations and worth more than most people can earn in a day, just a single credit can set a person up for a week, covering all their basic needs such as food and housing. You now get a monthly stipend of 10 credits every month, the same standard of pay as that given to all crew upon a space vessel. To some you are now a rich guy, but in truth you are only scratching the surface of your economic potential!

A spaceship (100)

You are now the proud owner of one spaceship, with the deed in your name and no potential legal troubles following you. This also gives you the ability to fully customize and create your personal vessel, simply go down to the Ship designer for further information and begin the creation of your vessel.

Some willing lads (FREE with "A spaceship")

Getting a spaceship from point A to point B can be hard when you are piloting it all alone, especially if it is the size of a small moon. So to solve that any spaceship you have will be staffed by some lads from the local bar/planet and will treat you as their captain. This won't be enough to fully man it, but it will be able to function in most aspects of regular spacefaring.

Bunch of hardy boys (200)

Having a crew to man a ship is very fine, but what do you do when you need to board a ship? What about when someone decides to board yours?! Well then you get the hardy boys ready, for these men and women are a bunch of 'ard as nails marines. Fully trained and utterly professional in the field, these soldiers are some of the best that the Sector can make, being both disciplined and augmented. This will give you 500 marines to do what you will, with 50 of them being cybernetically and genetically enhanced to their psychological and physiological limit.

Cache of equipment (200)

This small and out of the way location holds a secret and well isolated cache of equipment that you have the coordinates for. Holding goods of a worth that totals to around 200,000 Credits, this can come in a wide variety of items ranging from heavy machinery, Marine power armor, mil-spec weapons and ship-size guns. When the cache is pilfered, you will conveniently find a note that another location will be stocked with a similar worth cache in 2 to 3 months time, which repeats each time you pilfer the subsequent cache dry.

Production chips (300)

A wonder of the Domain's scientific and industrial communities, while also being the bane of every upstart rebellion and pirate bastard. Production chips are the base instructions for which industry churns, giving industrial equipment the necessary orders for how to produce their specific encoded goods. Most of the very common varieties of chips have already been decoded by the populace of the Sector, allowing them to produce low-quality supplies for ships and hand-held Marine weaponry. What you hold now are a gathering of the very rare chips that the nations of the Sector guard fervently or which they wish they had. What they might be is up to you; How to print Gamma AI en-masse? Autonomous ship systems, significantly lowering crew requirements? Honest-to-god actually good FTL communication that isn't glitchy? A Paragon blueprint?! You choose!... though only 3 in total per purchase.

Affluent and influential friends (300)

You have in your pocket the numbers and contacts to a variety of people who are willing to work with you and give out favourable jobs and payments. These vary in their importance and position in the Sector, but you will be able to find at least one in each nation whose importance could be labeled "Medium" and one contact in your entirety who could be called "Very high"; being either a planetary governor, important politician or military commander.

Industrial ownership (400)

To own industry in the Persean Sector is to have power. It is the ability to make the miracles of science and knowledge into a physical form, to turn their processes into a physical and tangible item. Be it the Antimatter Fuel of Sindria, the Ship Hulls of Chicomoztoc or the Transplutonics of Culann, each of them is a power made manifest upon the Sector. A power you now share with them, for you now have a small 0,5% ownership of any one industry upon any one planet in the Sector. Though it may seem like a small piece of the pie, the profits and power to be gained from this is immense if leveraged correctly.

Domain stakeholder (400)

Less a stakehold in a company and more a stakehold in territory, you now have the deeds and proof of ownership backed-up by the Domain of Man and recognized by the powers of the Persean Sector. This colonial outpost hosts a customizable number of planets and stars, but one thing is certain and that is the space station which protects it. Orbiting a celestial body of your choice, this highly durable and dangerous station can handle more firepower and weaponry than what is common for the Sector. Made with impeccable precision during the height of the Domain, it can be either a Low-tech, Midline or High-tech version of the most powerful military asset; A Star Fortress. Also gives you another **500 colony points** to spend.

Colonial wonder (600 per purchase)

These are game changing artifacts; Relics of a time gone-bye and of power obfuscated. Each and every one of these colony items would bring down the attention of the nations in the Sector if they knew you had it, which for now they do not. Yet take care, for though the potential of the wonders are great, so too is the greed which they bring forth in others. Now choose 1 of them to become yours;

Pristine nanoforge: A wonder of Nano-scale mechanics and machinery, this black-boxed device can increase the efficiency and efficacy of any "Heavy" industry such as Shipyards and Weapons factories, making the industry 3 orders of magnitude better than without it. Alongside this massive increase in quantity is also a great increase in quality, with all products produced being 50% better than those produced without the nanoforge.

Hypershunt tap: These energy generators are usually linked to the nearest hypershunt to convey the energy of a sun to a planet within 10 lightyears of the structure. Yours is special in that it needs no nearby hypershunt to work, being connected instead to a similarly powerful energy source of a nebulous nature. This gives any planet it is installed on the capability and capacity to massively industrialise without being bound by a lack of power to do so.

Mantle bore: A massive worm-like machine that tunnels through the earth seeking precious materials to bring up to the surface and builds underground mining infrastructure while doing so. This device is usually unable to work on habitable worlds due to hard-set parameters, but yours is able to ignore these parameters without endangering the planet's inhabitants. Increases mining of all types by 3 orders of magnitude.

Soil nanites: Able to stimulate the growth of plants, nourish the soil and reintegrate important nutrients. This nanomachine factory transplants nanomachines into the soil itself, whilst leaving the plants untouched directly and therefore safe to eat without further measures. This increases all types of traditional land based food production by 2 orders of magnitude.

Synchrotron core: Specially configured nanoforge, optimized for the production of Antimatter, both in the use of fuel and as material for weapons. Able to turn energy and volatile compounds into stable and fullerene en-shelled antimatter without any further processing. This device is able to increase any antimatter focused industry with 3 orders of magnitude compared to base level production, but requires an atmosphere free environment.

Biofactory embryo: Restricted to use on habitable planets, this device is able to artificially "grow" products from its bio-vats and liquid-material pools. Acting as a form of 3d printer, it can increase the production of any "Light" industry by 2 orders of magnitude. With "Light" industry covering everything from consumer products and luxury goods to narcotics and other illegal substances.

Catalytic core: A specially designed nanoforge able to increase the production of different catalytic processes and metallurgical industries. This wonder of the Domain can reduce the waste and slag of metal production, lessen the radioactive isotopes during the alchemical-like creation of transplutonic elements and much more. In effect it is able to increase production by 3 orders of magnitude and negate the need for an atmosphere-less environment.

Plasma dynamo: Restricted to use on gas giants alone, this device is able to resonate with the specific frequencies necessary to energize the upper layers of a gas giant into a plasma net. This process ensures that there is a greater amount of volatile compounds that is harvestable and easy to refine further. The way it does this is highly efficient and affordable, increasing the yield and production of volatiles by 3 orders of magnitude.

Ship designer

What is a captain without his ship? Not a very good captain, but you need not worry about it for you have a true spaceship of your own, with all the legal documentation and deeds writ in your name. Take these **700 Ship Points** to start off making your own ship, with a conversion ratio of **2 SP for every 1 CP**. If instead of a single unique ship you want a mass producible variant of it with the blueprint included, you will have to pay **3x ship price** to get it. This may seem like a very high price, simply remember that you can then mass produce your own special ship and share the blueprint of it with everyone, even modify it further in the future if you have the skills for it.

When making a ship there are some baseline stats that are important for its performance and how it handles. First is **Hull**, which governs how much damage a ship can take before it blows up or is crippled. Next is **Armor**, which handles how much damage can be negated before it damages the hull and how much the damage is reduced. Then there is **Flux**, which is how weapons are powered, shields charged and which tells how much damage to shields has to be applied before the ship overloads. This stat is divided into 2 parts, which are shown in its **capacity** and its **dissipation**, which is how much flux it can handle and how quickly it dissipates it from its capacity. Last of the primary of a ship's stats are its **Top speed**, the measure of how fast a ship can fly and still sustain, though there are some S-mods that allow quick bursts of speed. Lastly there are **Ordinance points**, or also called OP, which governs the ships capability of installing mods and weapons. Without OP a ship won't be able to use weapons, even if it has the mounts for it, nor will it be able to install beneficial mods.

Every ship has a base stat sheet when you buy it, but you can increase these stats by using SP, with it going Frigate=>Destroyer=>Cruiser=>Capital and they can be increased multiple times.

Ordinance points +5/+10/+15/+25 [100 SP]

Hull +200/+500/+1,000/+2,500 [50 SP]

Armor +50/+100/+200/+300 [75 SP]

Flux capacity +100/+250/+500/+1500 [25 SP]

Flux dissipation +25/+50/+100/+100 [50 SP]

Top speed +20/+15/+7/+5 [25 SP]

Frigate [000 SP]

Small and relatively fragile ships, this class of space vessels are usually the ones who capture objectives and scout the field of potential battle. In combat they are most commonly used to flank the enemy fleet/ships and cripple their ability to maneuver, either by taking out their engines or through distracting their shield systems. Good at making openings for other ships to deal the hurt to the enemy, they shouldn't engage the enemy head on, even with good support.

Ordinance points: 45

Hull: 2,000

Armor: 250

Flux capacity: 1,500

Flux dissipation: 200

Top speed: 150

Destroyer [100 SP]

More durable than a frigate, but faster than most cruisers, destroyers are the ones who usually cover the flanks of slower ships and are able to take out frigates without suffering the potential of being outmanoeuvred or outgunned. In combat they are able to deal potentially crippling damage to cruisers and fellow destroyers, with strong guns and fast engines. Though they are more durable than frigates, they still shouldn't engage the enemy at the front, except when they have good support with them.

Ordinance points: 80

Hull: 4,500

Armor: 550

Flux capacity: 3,500

Flux dissipation: 250

Top speed: 80

Cruiser [200 SP]

Strong and formidable ships who are still relatively quick in the field of battle, with good armor and weaponry, who can contend even with capital ships if in groups of 2 or more. Able to bring a fair amount of firepower, in combat they are able to deal with enemy destroyers and frigates fairly easily, though they may have trouble with very maneuverable and fast frigates. They are able to stand against capitals, but shouldn't deal with them on their own, this ship type is the mainstay of most fleets, holding the lines of battle.

Ordinance points: 145

Hull: 8,000

Armor: 900

Flux capacity: 8,500

Flux dissipation: 600

Top speed: 60

Capital [300 SP]

The heads and anchors of most fleets, even 1 of these ships can change the whole battle and make them the centre of the fight. Strong armor, big guns and durable shields, these behemoths of war are typically slow and less maneuverable than their lesser peers. In combat, they are the ones who make or break the fight, though they should be supported by destroyers or cruisers to ensure they aren't flanked by frigates. These vessels can beat most other classes and deal blow for blow with other capitals.

Ordinance points: 310

Hull: 15,000

Armor: 1,200

Flux capacity: 16,000

Flux dissipation: 750

Top speed: 35

Ship type

Spaceship design has gone through many different iteration phases and technological developments. Starting out as being tubes with engines and a gun strapped to it, to being advanced metallurgical wonders of engineering with weapons of pure efficiency and lethality. All of this development has led into three distinct categories of ship in the modern Sector, those being Low-tech, High-tech and Midline.

Low-tech; This was the standard ship design used by the Domain of Man for much of its history, relying on strong armor, lots of hull and plenty of ballistics. This type of ship is usually the ones taking a beating from the enemy while also able to give it out, but isn't very agile or having a great amount of flux dissipation.

High-tech; The complete opposite of the Low-tech ship, these behemoths of technology and progress rely on their incredibly durable shields, lethal energy weapons and overwhelming amount of flux capacity and good flux dissipation. This type of ship is usually slightly less durable and delicate, but can pack a punch that can beat out the Low-tech ship type.

Midline; A middle of the road approach to the Low-tech / High-tech dilemma, they have a good amount of flux capacity and dissipation, good shields and armor while also usually being the most agile ship type. This variant is almost entirely focused around maneuverability and speed, with their shields taking the hits necessary for them to get in and deal a crippling blow, with armor as a decent backup for when the shields get close to their limit.

With this knowledge, pick one of these ship types as being the foundation for your ship, with each of them giving these bonuses;
Low-tech: x4 purchases of Hull, Armor and x2 Flux capacity. Discounts to related mods. Energy turret mounts cost x3 standard SP, with Energy hard mounts costing x2 standard SP, all Ballistics mounts are x0.5 standard SP price.
High-tech: x5 purchases of Flux dissipation and Flux capacity. Discounts to related mods. Ballistics mounts cost x3 standard SP, Energy mounts cost x0.5 the standard SP price.
Midline: x2 purchases of Armor, Flux dissipation and x3 Top speed. Discounts to related mods. Capable of using all mount types at standard SP value.

Ship mounts

These are the different types of mounts for weaponry and how they are mounted on the ship, in the game they are filled with different kinds of variants in firing arcs and weapon types. To simplify this mechanic all mounts will be either a hard mount (with a 5* arc) or a turret mount (with a 360* arc) with the ability to half the turret mount price by limiting its firing arc (you decide how limited, but it must be by more than 90* to gain the discount). Furthermore, there exists 3 main types of weapons; **Ballistics**, **Energy** and **Missiles**. Along with this there are several different kinds of mount types that can hold several weapon types, which are:

Universal, which can hold all weapon types

Hybrid, which can hold Energy/Ballistics

Composite, which holds Missile/Ballistics

Synergy, which can hold Energy/Missiles

All ship mounts also have different sizes according to their needs going Small=>Medium=>Large, with Large Mounts able to also hold Medium Weapons and Medium Mounts able to hold Small Weapons.

Ballistics turret mount [25/25/100 SP]

Ballistics hard mount [00/25/75 SP]

Energy turret mount [50/50/150 SP]

Energy hard mount [25/25/100 SP]

Missile turret mount [25/50/150 SP]

Missile hard mount [00/25/100 SP]

Universal turret mount [50/100/200 SP]

Universal hard mount [25/50/100 SP]

Hybrid turret mount [25/50/200 SP]

Hybrid hard mount [25/50/75 SP]

Composite turret mount [50/50/150 SP]

Composite hard mount [25/25/100 SP]

Synergy turret mount [50/75/150 SP]

Synergy hard mount [25/50/100 SP]

(Note; Frigates are able to use Large Mounts, but in the game the only ship with it has no other mounts than 1 Large hard mount, but it is up to you if you wanna have more.)

Ship systems

Many ships have different kinds of systems installed in them that allow a certain level of tactical flexibility or strategic advantage in small scale fights or large scale battles. All of these systems require a great amount of ship infrastructure and ship space, limiting them to have at maximum 2 different systems installed. All of these systems are only able to work for short amounts of time before having to shut down, either to cool off, recharge energy or something else specific to that system. There are however some systems which are able to be used faster than others, but this is based upon a variety of factors and therefore up to the individual jumper to determine what would make sense in their situation.

Choose at maximum 2 and at minimum 1 Ship system.

Accelerated ammo feeder: When activated it increases the production of ammo in the ships auto-forges, increasing the fire rate of all weapons that use ammo.

Active flare launcher: Shoots out several bundles of flares that actively intercepts missiles.

Borer drones: Deploys several mining-drone class fighters to intercept and deal with fighters and missiles

Burn drive: Shoots fuel into the engines of the ship, granting a massive speed boost, but potentially burning out the engines when the fuel-boost ends.

Canister flak: Shoots out several canisters of flak in a 360* circle around the ship, devastating fighters and bombers.

Damper field: An old Domain technology that was invented before the advent of shields, when activated it makes the ship near-immune to damage, but locks down all weapons. (Incompatible with shields)

Decoy flare launcher: Shoots out a massive array of flares that may attract missiles to them instead of at the ship.

EMP emitter: Induces a great amount of energy into a specially designed array of antennas, shooting out lightning, bringing down missiles and ripping into enemies dealing EMP damage.

Entropy amplifier: Use an arcane array of temporal mechanics and machinery to make enemy vessels more vulnerable to damage.

Fast missile racks: Massively boosts the missile auto-forges on the ship, printing out missiles at the cost of generating great amounts of flux.

Fortress shield: When activated it greatly reduces damage dealt to the ships shields.

High energy focus: Increases the energy damage dealt by the ship, through surging the ship with a great amount of flux.

Interdictor array: Shoots a hyper-space burst of high-energy particles that interferes with the functions of an enemies engines, burning them out.

Lidar array: When activated it shoots out an array of weak lasers that gives targeting info to the weapons, increasing their range, where to the weapons are overclocked and a great volley of weapons fire sunders forth.

Maneuvering jets: Overcharges the engines, increasing speed and maneuverability.

Mine strike: Phase-skims mines around the flanks of enemy ships, requiring they be shot down before they explode

Nova burst: Generates an energy explosion behind the vessel, giving a speed boost.

Orion device: Discharges a shaped atomic-explosive that is then used for a massive speed boost or as an improvised drive-by gun.

Phase skimmer: Teleports the ship forward in the direction the ship was heading, recharges quickly.

Phase teleporter: Teleports the ship in any direction, but recharges slowly.

Plasma burn: Shoots plasma into the engine, gives a short lived speed boost, with 3 charges.

Plasma jets: Increases fuel temperature out the engine, increasing maneuverability and speed, but potentially damaging the engines.

Quantum disruptor: Overloads an enemy ship's systems through arcane trickery.

Recall device: Teleports all fighters back into the ships hangars, replenishing them.

Targeting feed: Creates a real-time feed for its fighters, increasing their damage.

Temporal shell: Creates a shell of time around the ship, reducing damage and increasing the time differential between the ship and reality. Generates a lot of flux.

Ship Mods

Many ships have been modified since their inception, with others even having mods pre-installed into them, providing different kinds of boons and banes to their ship and crew. These types of mods can be differentiated into 2 distinct types; the **Beneficial** and the **Detrimental**, along with this is **Damaged** mods which aren't a permanent part of the ship, but rather damaged parts in need of repair. In this, the Beneficial mods will cost points and the Detrimental/Damaged will give points, but this is not SP that is used, no it is **Ordinance points** instead. Not only will OP be used in the purchasing of mods, it will also be used in the purchasing of weapons, but first the mods.

Beneficial mods:

Automated ship [100 OP]: Able to work without having a crew to man it.

"Decisive battle" retrofit [60 OP]: Increases Armor by 100, gives a x1,04 increase in Flux capacity/dissipation, but gives a x0.97 decrease to Top speed. (Low-tech only)

Advanced targeting core [80 OP]: Double the range of all weapons except missiles. (incompatible with other range increasing mods, 50% off price for High-tech Capital ships)

B-deck [25 OP]: Fully replenishes fighter crew and ships once a battle.

Converted cargo bay [10 OP]: Allows non-carrier ships to use 1 squad of fighters. (incompatible with B-deck and Fighter hangar. 50% off price for Cruisers 200% for Frigates)

Vast hangar [10 OP]: Allows for 1 more squad of fighters when paired with Converted cargo bay. (300% price for Frigates and 200% for Destroyers)

Fighter hangar [10 OP]: Gives a hangar to your ship capable of holding 1 squad of fighters. (can be bought up to 4 times by Cruisers or 6 times by Capitals. Incompatible with Frigates and Destroyers)

Distributed fire control [25 OP]: Decreases damage to weapon mounts and EMP damage by x0,5 the normal amount. (Incompatible with range modifying mods, FREE for Low-tech)

Drive field stabilizer [30 OP]: Increases FTL speed, but increases the range it can be detected.

Energy bolt coherer [40 OP]: Increases non-beam weapon range by 100 units. (Compatible with all range mods, ignore incompatibility issues. 50% off price for High-tech)

Flux shunt [80 OP]: Can dissipate hard flux at x0,5 the normal rate with shields on.

Ground support package [25 OP]: Increases the success rate of ground operations.

Advanced ground support [40 OP]: Massively increases the success rate of ground operations. (Requires Ground support package)

Heavy ballistics integration [50 OP]: Decreases the OP cost of Large Ballistics by 10. (FREE for Low-tech and Midline Capital ships)

Phase field [60 OP]: This ship can shift into phase-space, with an accompanying x0,5 time differential in relation to normal-space when in phase. (incompatible with shields and 50% off price for High-tech)

Shield emitter [40 OP]: Emits a hardlight shield in a 90* arc around the ship, with a shield durability of 1,1 flux-to-damage conversion ratio. Standard shield is Omni-directional, but 50% off base price for Front-directional purchase instead, this can not be changed later on. (can be bought multiple times at 50% original price to increase the shields arc by 45*. First purchase FREE for High-tech and Midline)

Shield strengthener [15 OP]: Increases shield durability by 0,1 flux-to-damage ratio. (can be bought up to 5 times, until the shield has a 0,6 flux-to-damage conversion ratio. x2 purchases free for High-tech and x1 for Midline)

Missile autoforge [70 OP]: Restock all missile weapons in exchange for creating a great amount of hard flux when used. (50% off price for Midline)

Rugged construction [30 OP]: Uses less supplies than standard and is nearly always recoverable if lost in a battle. (incompatible with Delicate machinery, 50% off price for Low-tech)

Salvage gantry [25 OP]: Ship is able to salvage the remains of dead ships and space debris, with greater efficiency the larger the user's ship is.

Shielded cargo holds [40 OP]: Cargo can not be scanned or detected by ships outside the cargo holds.

Increased flux capacitors [1-50 OP]: Increases the Flux capacity by 1% for each purchase, up to a full 50% at max purchase.

Added flux vents [1-50 OP]: Increases the Flux dissipation by 1% for each purchase, up to a full 50% at max purchase.

Damaged mods

Compromised armor [+25 OP]: Several armor belts and plates have been damaged and replaced with sub-standard replacements, lowering the armor effectiveness with 20%.

Compromised hull [+25 OP]: Multiple sections of the hull have been pierced and repaired with temporary foam-metal, lowering the hull effectiveness of the ship by 20%.

Damaged flight deck [+10 OP]: The launchers and holding decks of the fighter/bomber hangars have been rendered non-operable and lowers the replacement rate by 30%.

Defective manufactory [+15 OP]: The on-site fighter/bomber manufactory has been damaged and can only produce sub-standard components, reducing fighter/bomber speed by 25% and increasing their received damage by 25%.

Degraded engines [+20 OP]: Several maneuvering engines have been destroyed and the main engine has received heavy damage, lowering speed and maneuverability of the ship by 15%.

Degraded shields [+15 OP]: Multiple shield emitters have burned out or been replaced with sub-optimal variants, increasing received shield damage by 10%.

Damaged weapon mounts [+10 OP]: The mounts of several weapons have lost their stabilizing elements and can no longer function as intended, reducing weapon turn rate by 25% and increasing recoil by 30%.

Faulty powergrid [+30 OP]: Due to a build-up of damage and poor maintenance, the flux grid has lost efficiency and storage capacity, with a 15% lower flux capacity and 15% reduced dissipation rate.

Structural damage [+50 OP]: The ship's superstructure has received near-crippling damage, lowering effective hull and armor by 20% and has a chance to break apart during heavy maneuvering.

Detrimental mods:

Ill-advised modifications [+40 OP]: Increases the chance for malfunctions to occur during battle, with the malfunction chance growing the longer the fight takes. (x2 OP gain for Low-tech)

"Special" modifications [+20 OP]: Increases crew casualties in combat by x1,1 and decreases flux dissipation by x0,95. Repairs also take longer. (x1,5 OP gain for Midline, x3 for Midline Capital ships)

Ablative armor [+100 OP]: Armor only functions at a x0,1 base level when decreasing damage to the hull. (Incompatible with shields. x1,5 OP for Low-tech, lowers cost of Armor stat to 25 SP per purchase)

Delicate machinery [+30 OP]: The ship is more likely to gain non-crippling damage during combat which requires long repair times. (incompatible with Rugged construction. x2 OP gain for High-tech)

High maintenance [+25 OP]: It takes much more supplies to maintain this ship than standard. (x2 OP gain for High-tech Cruiser ships, x3 for High-tech Capital ships)

These are not all the available mods of the Sector, with the rest being able to be bought, made or found during your adventure of the Persean Sector and its many opportunities. These mods will be able to become a part of your ship, or its blueprint if you have that, when you get them and decide to apply them.

Weapons

There are many, many weapons in the Persean sector and they all fulfill many needs and have many, many stats to them. Therefore, in this section you will be able to buy them in this section through the use of OP, but if you wish to get their specific stats, i would suggest going to the Starsector fan wiki and look up any weapons that intrigue you:
https://starsector.fandom.com/wiki/Category:Weapons

Small Ballistics

Light assault gun (5 OP): A small naval scale version of an assault gun, it has relatively high damage for its size and decent range.

Light autocannon (4 OP): A small naval scale autocannon, with excellent range and good damage, though a slow firing rate.

Light dual autocannon (5 OP): upgrading the light autocannon with another barrel for a higher fire rate, it has a slightly worse range.

Light machine gun (3 OP): A naval scale machine gun, having a good fire rate and decent against fighters, it struggles against armor.

Light dual machine gun (5 OP): Increasing the machine gun's fire rate by adding another one, it has slightly worse range and accuracy.

Light mortar (2 OP): An antique naval scale mortar, wholly insufficient against modern armored targets, it is good against bare ship hulls and fragile fighters.

Light needler (8 OP): High capacity, high fire rate anti-shield weapon, a single one of these will melt the shields of smaller ships and heavily degrade the shields of big ones.

Vulcan cannon (4 OP): Decent pd cannon with a good fire rate and accuracy.

Railgun (7 OP): Naval scale magnetically accelerated cannon, firing slugs of ferro metal, dealing good damage against shields and having a high range compared to other similar Small weapons.

Medium Ballistics

Arbalest autocannon (8 OP): An antique version of the modern autocannon, with a single barrel to fire shells from it has a decent range and decent damage per hit.

Flak cannon (8 OP): A single barreled flak capable weapon, good against any fighters or missiles getting close to the ship it is mounted on.

Dual flak cannon (12 OP): An upgraded version of the flak cannon, holding a greater fire rate and flak spread.

Assault chaingun (10 OP): Naval scale version of the Old Earth chaingun, with a short range and extreme fire rate, it tears into ship with light armor and hull

Heavy autocannon (10 OP): A three barrelled autocannon, with good range and decent fire rate, every shell can do a good amount of damage to shields, though much less to armor.

Heavy machine gun (10 OP): An upgraded version of its smaller cousin, it both deals more damage and has greater range compared to it.

Heavy mauler (12 OP): Long ranged anti-armor weapon, it has a slower fire rate than most, but a high per-shot damage capability, though it falters against shields.

Heavy mortar (7 OP): Antiquated weapon of a bygone age, it deals good damage to ship hulls, but not much else.

Heavy needler (15 OP): Stronger version compared to its lighter cousin, it deals more damage per needle burst and has a greater ammunition capacity.

Thumper (7 OP): A hull shredding weapon, whose fiery roar signals the destruction of unprotected hulls, it deals significantly less damage to shields and armor.

Hypervelocity driver (13 OP): A larger version of the Railgun, it has both greater range and better damage, yet it struggles against the armor of ships and has a slightly slower fire rate than its cousin.

Large Ballistics

Gauss cannon (25 OP): A magnetically accelerated cannon that shoots slugs at significant percentages of the speed of light, dealing immense damage to shields yet generating great amounts of flux to do so.

Devastator cannon (20 OP): A monstrously upscaled flak cannon, just a single burst of its flak can take out a carrier's worth of fighters and bombers.

Hellbore cannon (16 OP): A slow firing cannon with an immense barrel and plasma enhanced shells, causing great amounts of damage to armor and hull, with a decent damage scale against shields.

Hephaestus assault gun (20 OP): A rapid fire twin-linked cannon system, ripping through armor at excellent range and withering fire rate.

Mark IX autocannon (18 OP): An antique yet powerful weapon, firing a burst of four devastating shells that can overload weaker shields and do decent damage against armored foes.

Storm needler (28 OP): The end-all-be-all of anti-shield weapons, its multi-barrelled cannon shoots a field saturating barrage of needles that rapidly overloads near all types of shields, yet falters against armor.

Mjolnir cannon (24 OP): Firing small scale gravity anomalies against the enemy, each of the shells fired from its twin barrelled turret becomes several times denser due to a special lensing compartment in each shells center. Devastating to all types of enemies and faring well against any type of defense, it is flux heavy in its use yet powerful all the same.

Small Energy

Antimatter blaster (9 OP): Capable of firing a blast of pure antimatter dealing massive damage, it has an ammo capacity of 20 shots before needing to be reloaded off the battlefield.

Ion cannon (6 OP): A debilitating Small scale weapon, able to overload ships with its high EMP damage and charged particles breaches.

Burst pd laser (6 OP): Highly accurate and highly damaging pd weapon, able to take out most missiles and fighters in 1 to 2 bursts of its laser cannon.

LR pd laser (4 OP): Long ranged yet relatively weak, this laser burns through missiles before they can hit the hull of its ship.

IR pulse laser (5 OP): A rapid fire pulse laser, it deals excellent damage and has good range, an overall great weapon for most situations.

PD laser (4 OP): A more limited range pd weapon, its thermal load is much higher and therefore deals with fighters much better than its long range sister does.

Tactical laser (4 OP): An extreme range weapon, though its damage is low it ensures that the foe has to keep their shields up or suffer death-by-a-thousand-cuts.

Medium Energy

Heavy blaster (12 OP): Firing a highly energized ball of plasma, this weapon deals a massive amount of damage to any type of defense, yet also generates a great amount of flux doing so and has a slow firing rate.

Graviton beam (9 OP): A highly energized beam of gravitons, they increase the damage dealt to shield opponents so long as the beam is hitting them.

Ion beam (12 OP): Firing a beam of charged particles that overloads systems and burns out electrical components, this weapon is an ideal support for long ranged fighting.

Ion pulser (11 OP): Rapid fire ion dispenser, ripping through ships with low Flux capacity and overloading them, giving a perfect opportunity for dealing devastating damage.

Heavy burst laser (9 OP): An upgraded version of its smaller brethren, it simply does the same as the Burst pd lase does, but better.

IR autolance (8 OP): Highly devastating against but hull and armor, this laser can rapidly tear through its unshielded opponents, yet deals near no damage against shields.

Kinetic blaster (12 OP): An experimental weapon of the Persean sector based upon the Arbalest, it fires an energized autocannon shell designed to overload the shields of its opponents. With good range and decent damage, it is an acceptable though middling weapon all things considered.

Phase lance (10 OP): Using the strange mechanics of phase space to its benefit, this laser fires a burst of thermal energy into a specific phase frequency which then enhances the damage it can deal. Devastating against unshielded and unsuspecting foes, it is a delight used by nearly all phase-ship captains.

Pulse laser (10 OP): An upgraded version of the smaller IR laser, it simply does everything better than its little brother and being a decent choice for most situations.

Large Energy

Autopulse laser (20 OP): Rapid firing pulse laser that can quickly overwhelm both shields and hull, it is a great weapon for laying down suppressing fire.

High intensity laser (20 OP): A specialised and extremely long ranged laser that rips through hulls and armor, while also being able to deal with lightly shielded enemies when given the right supporting weaponry.

Gigacannon (25 OP): A highly experimental and devastating antimatter weaponry, it is able to recharge its ammo on a battlefield timescale, allowing for it to not suffer the same attrition as its smaller predecessor. It suffers from not having a longer range than its competitors and the recharge time being long.

Paladin pd system (18 OP): A supercharged pd weapon, blasting down waves upon waves of missiles or fighters, a single one can deal with most threats of that nature, though its targeting can be overwhelmed if not supported over time.

Plasma cannon (30 OP): Arcane and powerful, this massive energy cannon fires a three round burst of plasma that rips through all types of defenses.

Tachyon lance (25 OP): A weapon that uses tachyons as its weapon, it technically receives them through its opponents rather than shooting them out, due to the way tachyons work, which causes massive EMP damage and energy damage. It has terrible flux stats, but its sheer damage potential is usually worth it.

Thermal pulse cannon (hard mount only) (25 OP): An old Domain era weapon that first appeared during its reconfiguring of its naval doctrine. This thermal weapon deals massive damage per shot, yet has a limited charge to fire from, necessitating down time periods to recharge them. It is the primary weapon of the famous Onslaughts.

Small Missiles

Annihilator rocket launcher (4 OP): A missile system designed to saturate the enemies pd defenses, it shoots out a barrage of dumb-fire missiles in a shotgun-like spread.

Atropos-class torpedo (single) (1 OP): A single barrel torpedo with self-guidance systems, it is able to deal with agile foes and has good damage.

Atropos-class torpedo (double) (3 OP): a twin barreled version of the Atropos, it has twice the damage potential.

Hammer-class torpedo (single) (1 OP): An old mining missile used to crack asteroids, its unguided and deals excellent damage against armored targets.

Hammer-class torpedo (double) (2 OP): A twin barrelled variant of the Hammer torpedo, having twice the potential damage capability.

Harpoon MRM (double) (2 OP): Self-guiding and self-correcting anti-capital missile in a single tube and extra ammo rack, it does well against most targets.

Harpoon MRM (triple) (3 OP): A Harpoon version with three missiles at the ready for being fired.

Sabot SRM (single) (2 OP): An anti-shield missiles that splits into a cloud of kinetic darts and energized shrapnel, dealing EMP damage if hitting unshielded hull, this variant only holds a single missile.

Sabot SRM (triple) (4 OP): an upgraded variant of the Sabot, holding three missiles at the ready.

Breach SRM (3 OP): A high explosive penetrator missile, having limited self-guidance systems, it shoots itself into unshielded ships and explodes when it has reached through a certain amount of armor, creating hull breaches in the process.

Gazer DEM SRM (4 OP): A special variant missile, this is in essence a mobile graviton projector that helps support ships taking down shielded targets.

Gorgon DEM SRM (4 OP): A more classical DEM type missile, when fired it guides itself to the nearest foe and projects a thermal beam of energy, burning through an unshielded hull.

Reaper-class torpedo (2 OP): An arcane miracle, this self-contained missile holds an unstable mass of antimatter ready to be unleashed against your foes, dealing devastating damage when hitting, though lacking any self-guidance systems. Holds only a single missile.

Salamander MRM (3 OP): An anti-engine support weapon, it guides itself into the biggest heat bloom, which is usually the engines of any unfortunate enemy, and explodes into a storm of ion particles dealing EMP damage.

Swarmer SRM launcher (3 OP): Small scale anti-fighter missile weapon that shoots a barrage of quick and agile penetrators which can rip through the fragile hulls of unaware pilots.

Medium Missiles

Annihilator rocket pod (10 OP): an upgraded variant, it fires a stream of dumb-fire missiles, quickly overwhelming most pd systems.

Breach SRM pod (10 OP): An upgraded version of the Breach missile weapon, holding more missiles in its internal reserve and having more tubes to fire from.

Dragonfire DEM torpedo (12 OP): A devastatingly dangerous DEM type missile, dealing as much damage through thermal energy as a Reaper torpedo, it is weak to powerful pd systems and should not be fired alone. It holds only two missiles.

Gazer SRM pod (9 OP): An upgraded variant, this pod fires several Gazer type missiles instead of only one.

Gorgon SRM pod (10 OP): An upgraded variant, it fires a greater number of Gorgon type missiles, increasing the chance of fully firing its payload before being shot down.

Harpoon MRM pod (10 OP): Holding a greater amount of Harpoon type missiles, this missile pod ensures a more continuous Harpoon threat to all enemy vessels.

Jackhammer (6 OP): A special missile launcher, this weapon fires a burst of Hammer torpedoes, able to crack cruisers in half with a single volley.

Pilum LRM launcher (7 OP): A special long range support weapon, it is able to fire a rain of EMP loaded high-explosive missiles at the enemy, with a great self-guidance system and a special second-stage fire mechanism, ensuring a high hit rate.

Proximity charge launcher (12 OP): Shooting out charges of explosives, they lie like mines upon the battlefield, creating a form of terrain and area-denial to ships.

Sabot SRM pod (10 OP): An upgraded variant of the smaller Sabot launcher, this pod has much more ammo than its smaller counterpart.

Salamander MRM pod (6 OP): Able to fire two Salamander missiles instead of one, this weapon increases the chances of successfully hitting the enemy.

Typhoon reaper launcher (10 OP): Able to fire Reaper torpedoes again and again due to its internal storage rack, it is able to bring devastation across the battlefield.

Large Missiles

Cyclone reaper launcher (26 OP): The most advanced Reaper launcher that exists, using a magnetic launching system to send of Reaper's at full speed as soon as they leave its launch tubes.

Dragonfire torpedo pod (28 OP): Having a much greater reservoir of Dragonfire DEM's, this gives this missile system a greater staying power on the battlefield.

Hammer barrage (16 OP): 5 tubes of Hammer firing death, it is sure to overwhelm most foes pd systems and ensure at least one hit upon the enemies ship.

Hurricane MIRV launcher (25 OP): Firing a special multi-stage missile that splits up into several smaller high-explosive penetrators, this weapon acts as an excellent coup-de-grace to overloaded ships.

Hydra MDEM launcher (20 OP): firing a flurry of Gorgon missiles, they can quickly overwhelm most foes and give them a laser filled death.

Locust SRM launcher (18 OP): an extremely rapid firing variant of the Annihilator, but having been granted limited self-guidance, these missiles are much more likely to hit the enemy ships while also having a much greater reserve.

Squall MLRS (20 OP): Powerful anti-shield missiles, using the same type of gravity anomaly as the Mjolnir, they hit shields much harder than what they should.

Pilum LRM catapult (14 OP): An expanded version of the Pilum launcher, it is able to fire much greater volleys and do so more quickly than its smaller variant.

Hybrid weapons

Mining laser (Small) (1 OP): A Small laser designed for mining asteroids, it can still damaged the hulls of lightly armored ships. Fits in Ballistics and Energy mounts.

Mining blaster (Medium) (10 OP): A concentrated blast of thermal and explosive energy, designed to turn asteroids to slag this weapon fares equally well against the armor of ships. Fits in Ballistics and Energy mounts.

Weapon designer

Now you too can make your own weapons to use on your starship! These weapons will be made with the focus on **OP**, as that is the most relevant mechanism for their use. Also important to note, is that every weapon you make and then use on your ship (So you have to buy at least 1 example) you will also get a blueprint for.

Due to the way that this will work, you will have to choose a mount type, which decides the **S-Price** on how much OP a weapon can cost. Now what does this mean? The S-Price will be the maximum amount of OP a weapon can cost and all the further down decisions can change this. For example, if you were to pick a Small mount (10 OP) and gave it Soft-flux (+5 OP), the weapon can still only cost 10 OP, but the +5 OP would be applied first, which means you could buy 5 OP worth of decisions, before it would apply to the actual OP price of the weapon. A full example will be shown at the end of the section.

Mount type:

Small: S-Price of 10 OP

Medium: S-Price of 20 OP

Large: S-Price of 30 OP

Damage type:

Energy(*bolt/missile*) [100% damage to shields/armor/hull]

Energy(*beam*) [100% damage to shields/armor/hull]

Kinetic(*bolt/bullet/missile*) **[**200% to shields/ 50% armor/ 100% hull]

Kinetic(*beam*) **[**200% to shields/ 50% armor/ 100% hull]

High explosive(*bullet/missile*) **[**50% to shields/ 200% armor/ 100% hull]

High explosive(*beam*) **[**50% to shields/ 200% armor/ 100% hull]

Fragmentation(*bullet/missile*) **[**25% to shields/ 25% armor/ 200% hull]

Flux damage:

Soft-flux: Soft-flux weapons are unable to deal any lasting damage to shields as they are able to passively vent this while they are being attacked. This does not make them useless, as Soft-flux weapons usually have ways to deal with this drawback. [+5 OP]

Hard-flux: Hard-flux weapons are able to build up damage on shields, as they are unable to passively vent this build-up and have to actively vent it, which lowers their shields, halts all weapons fire and makes them vulnerable to attack. [0 OP]

Ammo:

Yes: Your weapon uses a limited pool of ammunition that limits the amount of times the weapon can fire before needing to reload. [+7 OP]

No: Your weapon has no limited pool of ammunition and can instead manufacture/charge/other the weapon without worry of running out of ammo. [0 OP]

(This and further sections will be a bit different, as they don't have any true limits and instead will be shown as linear ranges where you can then adjust it beyond the shown examples.)

Ammo size/burst:

Amount of ammo
<100[-5 OP]==50[0 OP]==25[+5 OP] >

Amount of ammo used per burst
<20[-10 OP]==10[-5 OP]==1[-1 OP] >

Reload time/size:

Reload size
<20[-10 OP]==10[0 OP]==1[+10 OP] >

Reload time
<10 sec[+10 OP]==1 sec[0 OP]==0.1 sec[-10 OP] >

Range:

Standard range(unmodified)
<1000[-10 OP]==500[0 OP]==250[+5 OP] >

Damage:

<div align="center">

Flux cost a shot
<1500[+30 OP]==500[+10 OP]==50[0 OP] >

Flux damage a shot
<1.5[-10 OP]==1[0 OP]==0.5[+10 OP] >

Regular damage a shot
<2500[-50 OP]==500[-10 OP]==50[-1 OP] >

How many seconds per shot
<10 [+20 OP]==1 [0 OP]==0.1 [-5 OP] >

Emp per shot (emp damage to regular damage)
<1 emp to 1 reg. [-10 OP]==0.66 emp to 1 reg. [-6 OP]==0.33 emp to 1 reg. [-3 OP] >

</div>

Accuracy:

<div align="center">

How many times will it miss per amount of shots
<1/1000[-5 OP]==1/100[0 OP]==1/10[+5 OP] >

</div>

Turn rate:

<div align="center">

How fast can it track a target (degrees in a sec)
<180* [15 OP]==90* [6 OP]==30* [0 OP] >

</div>

(An example on how a weapon could turn out to look like)

Mount type: Large
Damage type: Energy(bolt)
Flux damage: Soft-flux
Ammo: No
Range: 2000
Flux cost: 2500
Flux Damage: 0.3
Regular Damage: 6000
Time per shot: 30 sec.
Accuracy: 1/1000
Turn rate: 30*

5 (Soft-flux) - 30 (range) + 50 (flux cost) + 14 (flux damage) - 120 (Regular damage) + 60 (time per shot) - 5 (accuracy) = 26 OP cost per weapon with a [30 S-Price], so it is within the bounds of what it should be costing.

Colony designer

Colonies in the Persean sector are small scale things, with many of them holding around ten million people or less, compared to the rather high capacity of several billion that Earth held in the 21st century. Due to this, many industries use high amounts of automation to complete their given tasks and people are therefore less of a necessity for a successful colony and more a multiplier for its production. This means that even a small colony can be profitable and successful in the sector, but that a more populated one will be able to produce much more than a smaller colony can. Because of this, you will not start with any people in your solar system and will instead have to buy them with **Colony points** or get them from in-jump sources, such as immigration. To compensate for this, take **500 Colony points** with a conversion ratio of **1 Choice point to 4 Colony points**.

Star type

Near all potential colonies lie in systems centered around stars or other gravitationally strong objects. Due to this, it is mandatory to pick **one(1)** option in this section to become the main focal point of your star system, with further purchases either making the star system into a sequence star or giving you more star systems to customize.

Red supergiant(25 cp):

A supergiant star in the late-stages of its lifecycle (all planets may take *Hot* and gain an additional +25 cp, can not support *Terran* or *Terran-extreme* planets)

Red giant(25 cp):

A giant and relatively low temperature star, it is capable of supporting planets with life, if only barely (can not support *Terran* or *Terran-extreme* planets)

Blue giant(25 cp):

A very hot and bright type of star, which cooks the planets around it (all planets have *Hot* and can take *Extreme Heat* and gain +25 cp, can not support *Terran* or *Terran-extreme* planets)

Blue supergiant(50 cp):

A star of extreme mass, luminosity, heat and volume, this type of star shines bright in the heavens (can not support *Habitable* planets, but allows for the existence of a Coronal Hypershunt, all planets have *Hot* and can take *Extreme Heat* and gain +50 cp)

Yellow star(50 cp)

The most well known type of star, it is the one most able to support worlds with habitable environments and is fairly common (can support *Terran* or *Terran-extreme* planets with the first *Habitable* planet having a 50% discount and the second having a 25% discount)

Orange star(0 cp)

Slightly smaller and cooler than a yellow star, it gives up this available fusion-heat for a greater long-term stability (No malus or discount for any type, can host all planet types)

Orange giant(25 cp):

Technically a red giant, it is simply hotter and therefore glows brighter in the night sky (can not support *Terran* or *Terran-extreme* planets and planets can take *Hot* and gain +25 cp more)

Red dwarf(+25 cp)

A very small and very common type of star, they hold only a fraction of the mass of a yellow star, yet they will outlast most other stars in the universe (*Terran* or *Terran-extreme* planets cost 200% on the first purchase and 300% on the second, with the price increasing linearly)

Brown dwarf(+50 cp)

Straddling the line between gas giant and star, these balls of superheated gas can support very small star systems (can not support *Habitable* planets or more than 5 planets)

White dwarf(+25 cp)

The death remnants of a red giant, the star no longer undergoes fusion and only exists due to a quirk of physics (*Habitable* planets cost 200% on all purchases, but the price does not increases the more you buy)

Neutron star(+50 cp)

A small, hot, dense and very angry ball of energy, this type of star only comes forth when another star dies and goes supernova (can not support *Habitable* planets, all planets have *Irradiated* as a mandatory condition, yet *Rare ore* and *Volatiles* have a 50% discount)

Black hole(+100 cp)

A superdense gravitational object, calling it a star is a slight misnomer, yet in rare cases they can still have planetary systems form around them (all planet types cost 200%, can not support *Habitable* planets and all stations have a 50% discount, with the first research station having a 100% discount)

Planet types

Now that you have picked out your star(s), it is time to populate your star system(s) with planets! There exists a great variety of different types who all have their own benefits and downsides to them. You can buy as many planets as you want to and determine the size of them, though size has no effect on the hazard rating or planet conditions that affects it. Each planet will start off with their own planetary conditions and resources, these can be augmented later on, yet they can not be removed in the designer. Very important to note is the **Hazard rating**, which determines how easy it is to live on a planet and how much you have to invest in infrastructure and tools to survive. To expand upon this further, a **Hazard rating** of 50% is equivalent to living in the ancient mediterranean; Relatively easy to survive even with primitive tools. A **Hazard rating** of 100% is equivalent to the environmental extremes of Earth; Requiring advanced tools and technology for any long-term habitation to be feasible. A **Hazard rating** of 150% is like living on Mars; Requiring even more advanced technology or techniques to survive and live in any capacity. This continues on, with a **Hazard rating** of 300% requiring the population to fight for every moment of their lives and a **Hazard rating** of 500% being literal space hell.

Barren (25 cp)

A world much alike to its name, it is devoid of most features other than barren rock and dust (Conditions: *No Atmosphere* // Starting Resources: *Sparse ore* & *Sparse rare-ore* // Hazard rating: 150%)

Barren-bombarded (25 cp)

Very similar to the Barren world, the only difference between them is the amount of craters littering this type of world (Conditions: *No Atmosphere* // Starting Resources: *Sparse ore* & *Sparse rare-ore* // Hazard rating: 150%)
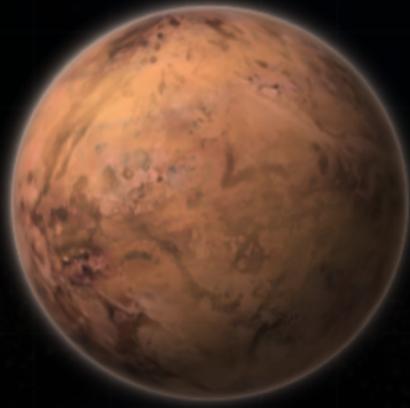
Barren-desert (25 cp)

Following the same trend as the other Barren world types, this one has a much greater amount of dust, creating the appearance of gigantic deserts (Conditions: *No Atmosphere* // Starting Resources: *Sparse ore & Sparse rare-ore* **OR** *Trace organics* // Hazard rating: 150%)


Rocky metallic (50 cp)

A planet made up of a rocky-metallic material covering all of its surface, usually with deep grooves showing ancient tectonic activity and the mineral bounty accompanying it (Conditions: *No Atmosphere* // Starting Resources: *Sparse ore & Sparse rare-ore* **OR** *Abundant ore* **OR** *Abundant rare-ore* // Hazard rating: 150%)

Rocky unstable (50 cp)

A much more tectonically active version of the rocky planet, this version still has an active core that regularly shifts the crust of the planet (Conditions: *No Atmosphere & Tectonic activity* // Starting Resources: *Abundant ore & Sparse rare-ore* **OR** *Sparse ore & Abundant rare-ore* // Hazard rating: 175%)
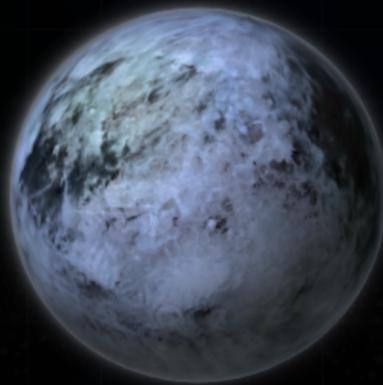

Rocky ice (50 cp)

Consisting mostly of water-ice and ammonia/methane with a rocky core, this world is a cold and desolate place to be (Conditions: *No Atmosphere & Cold* // Starting Resources: *Sparse ore & Sparse rare-ore* **OR** *Trace volatiles* // Hazard rating: 175%)

Volcanic (75 cp)

A molten ball of rock and metals, this planet is radiating heat into space and its skies swirl with smog and ashes (Conditions: *Toxic-* **OR** *Dense Atmosphere, Tectonic activity & Hot* // Starting Resources: *Abundant ore & Abundant rare-ore* // Hazard rating: 200%)
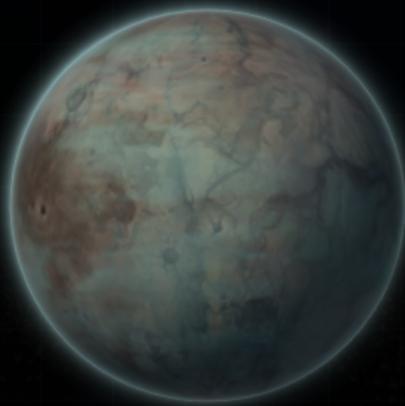

Cryo-volcanic (50 cp)

A world covered in frozen water, ammonia and other liquids, with geo-thermal events happening under the surface that give rise to great geysers of volatiles (Conditions: *Extreme cold & Tectonic activity* // Starting Resources: *Sparse ore*, *Sparse rare-ore & Diffuse volatiles* // Hazard rating: 175%)
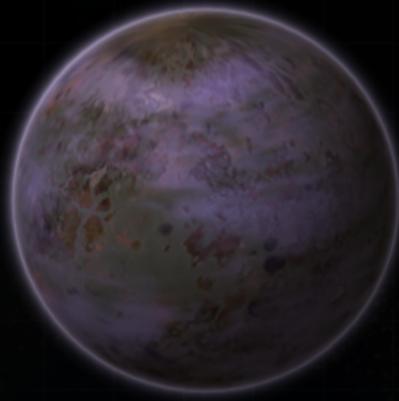
Frozen (25 cp)

A world consisting mostly of either frozen water or frozen ammonia with only a thin crust of rock lying on the surface (Conditions: *Extreme cold* // Starting Resources: *Sparse ore* **OR** *Sparse rare-ore* **OR** *Diffuse volatiles* // Hazard rating: 150%)
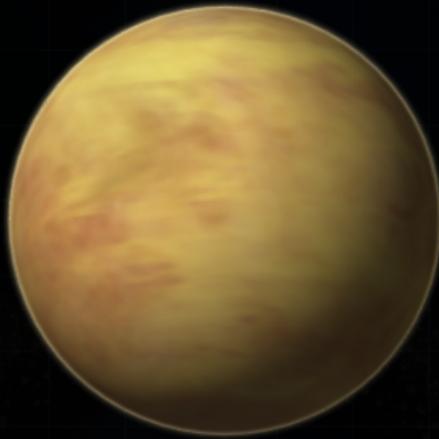
Toxic (25 cp)

A rocky world covered with a thick and toxic atmosphere that wraps around the whole planet, making the air unbreathable and inhospitable for most life (Conditions: *Toxic Atmosphere* // Starting Resources: *Sparse ore, Sparse rare-ore & Trace organics* **OR** *Sparse ore, Sparse rare-ore & Trace volatiles* // Hazard rating: 150%)

Irradiated (25 cp)

A rocky world that has either been constantly irradiated by a nearby source, such as its star, or whose crust contains an exceeding amount of radioactive isotopes of various kinds

(Conditions: *Irradiated* // Starting Resources: *Sparse ore* & *Sparse rare-ore* // Hazard rating: 150%)

Gas giant (50 cp)

A giant collection of helium and hydrogen gases that have formed into a planet, though it lacks any form of ground to harvest minerals it holds a great abundance of volatiles

(Conditions: *High gravity* // Starting Resources: *Diffuse volatiles* (can have no other resource type) // Hazard rating: 150%)

Ice giant (25 cp)

Much like a regular gas giant, except the collection of gases that formed it are primarily water, ammonia and methane (Conditions: *High gravity & Cold* // Starting Resources: *Diffuse volatiles* (can have no other resource type) // Hazard rating: 175%)

Desert (75 cp)

A planet that was able to form a habitable atmosphere, but which lacks any source of readily available water. Most of the life that has formed is either able to subsist on very little water or able to store great amounts of water for a long time. (Conditions: *Hot, Extreme weather & Habitable* // Starting Resources: *Sparse ore & Sparse rare-ore* **OR** *Poor farmland* // Hazard rating: 125%)
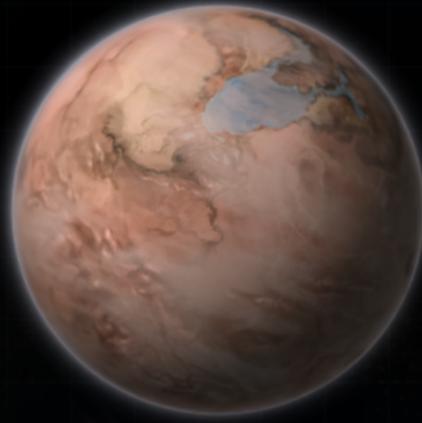
Arid (100 cp)

A planet that like the desert world was able to form a habitable atmosphere, it holds more water and available water than the desert variant, but not enough for flora to overgrow and cover the planet (Conditions: *Hot & Habitable* // Starting Resources: *Poor farmland & Common organics* // Hazard rating: 100%)

Jungle (125 cp)

Able to form a habitable atmosphere and lucky enough to have an abundant amount of water, this has caused flora to cover the entire surface of the world in a myriad of species. This abundance has also given rise to unique and novel ways for life to compete with each other, which can cause complications to settlers (Conditions: *Hot & Habitable* // Starting Resources: *Adequate farmland & Common organics* // Hazard rating: 100%)

Tundra (100 cp)

A world covered in snow and ice, with great forests full of evergreen trees or related flora, it hosts great amounts of megafauna that compete for resources. This world is much alike to what Earth once was during its many Ice-ages (Conditions: *Cold & Habitable* // Starting Resources: *Poor farmland & Common organics* **AND** *Sparse ore* **OR** *Sparse rare-ore* // Hazard rating: 100%)


Water (125 cp)

Less a world and more a great blob of water, these type of planets vary in what lies in the center of them, be it a core of rock or extremely pressed ice, they all hold one thing in common; being covered in liquid water. (Conditions: *Habitable & Water-covered surface* // Starting Resources: *Common organics* // Hazard rating: 100%)
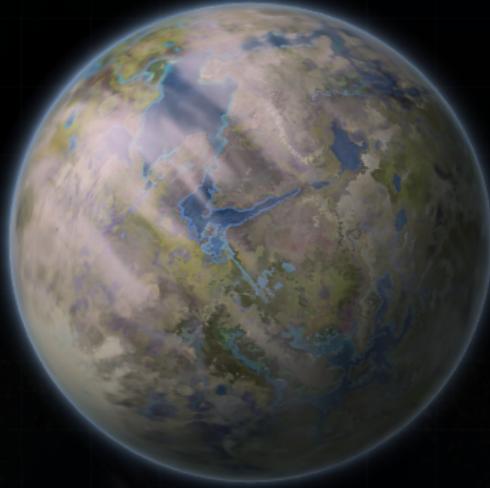
Terran-extreme (150 cp)

A planet that has an environment that is very close to that of a Terran type, yet has some quirks that makes it less than ideal to colonize if it was. (Conditions: *Habitable* & *Poor light* **OR** *Tectonic activity* **OR** *Inimical biosphere* // Starting Resources: *Adequate farmland* & *Common organics* // Hazard rating: 100%)
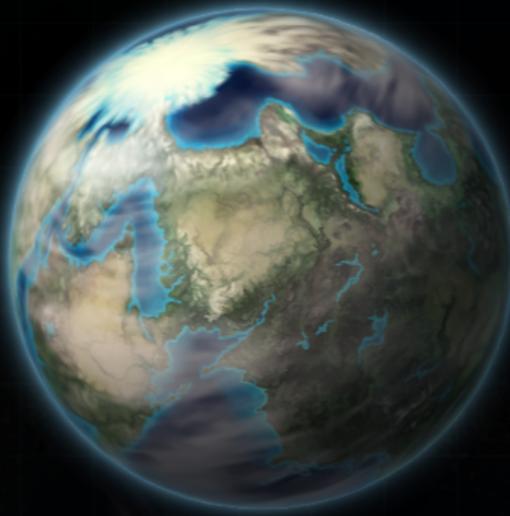
Terran (175 cp)

A quirk of chance or a careful terra-forming project millennia in the making, this world mimics the environments, including fauna and flora, of old Earth. (Conditions: *Habitable* // Starting Resources: *Common organics, Adequate farmland, Sparse ore* & *Sparse rare-ore* // Hazard rating: 75%)

Planetary conditions

Many of the planets that litter the Sector are affected by some sort of condition. Be it that the entire place is irradiated to hell and back, or that the ground may at any moment choose to erupt into volcanoes or crack in half. All of these conditions come with their drawbacks, yet they also bring opportunities for those who are willing to brave their dangers. Maybe a planet has a biosphere that would love nothing more than to turn you into fertilizer, yet it also improves the yields of all agricultural products grown. Take as many of the conditions as you wish, but remember to keep an eye on your **Hazard rating**.

Mild climate (100 cp)

Grants a -25% **Hazard rating** for any habitable planet

Thin atmosphere (+25 cp)

gives a 25% **Hazard rating** increase

Dense atmosphere (0 cp)

Gives a 50% **Hazard rating** increase and one(1) purchase of **Volatiles**

No atmosphere (25 cp)

Gives a 50% **Hazard rating** increase and a 50% discount to **Refining**

Toxic atmosphere (0 cp)

Gives a 50% **Hazard rating** increase and one(1) purchase of **Volatiles**

Cold (+25 cp)

Gives a 25% **Hazard rating** increase

Extreme cold (0 cp)

Gives a 50% **Hazard rating** increase and one(1) purchase of **Volatiles** or **Organics**

Hot (+25 cp)

Gives a 25% **Hazard rating** increase

Extreme heat (25 cp)

Gives a 50% **Hazard rating** increase and 50% discount to purchases of **Ore** or **Rare-ore**

Low gravity (25 cp)

Gives a 25% **Hazard rating** increase and 25% discount to **Light industry** and **Heavy industry**

High gravity (25 cp)

Gives a 50% **Hazard rating** increase and one(1) purchase of **Ore** or **Rare-ore**

Tectonic activity (+25 cp)

Gives a 25% **Hazard rating** increase

Extreme tectonic activity (25 cp)

Gives a 50% **Hazard rating** increase and one(1) purchase of **Ore** or **Rare-ore**

Extreme weather (+25 cp)

Gives a 25% **Hazard rating** increase

Poor light (+25 cp)

Gives a 25% **Hazard rating** increase

Darkness (+50 cp)

Gives a 50% **Hazard rating** increase

Inimical biosphere (0 cp)

Gives a 25% **Hazard rating** increase and a 50% discount to one(1) purchase of **Farmland**

Irradiated (+50 cp)

Gives a 50% **Hazard rating** increase

Meteor impacts (+50 cp)

Gives a 50% **Hazard rating** increase

Pollution (25 cp)

Gives a 25% **Hazard rating** increase and one(1) purchase of **Ruins**

Decivilized (25 cp)

Gives a 25% **Hazard rating** increase and one(1) purchase of **Ruins**

Vulturnian lobster (75 cp)

Gives a +1 food bonus to any Water type world, making them equivalent to **Rich farmland**

Planetary resources

The bounty of the earth, be it through metals to fashion tools and weapons or from food to feed and keep content the hungry masses. Every world has something to give, no matter how little or how much that may be. Here you can either augment resources already available to your planets or give them new bounties that they didn't have before, though some will require some conditions to exist.

Ore (50 cp)

The metals and materials that form the foundation for most buildings and industry in the sector, it covers a variety of materials such as iron, copper, palladium and gold. These resources are very common and heavily used in various sectors of industry, be it in machinery or electronics. Each purchase goes from *Sparse>Moderate>Abundant>Rich>Ultra-Rich*

Rare-ore (100 cp)

Rare and invaluable, these elements are the backbone of spaceships and the advanced high-tech that seems like magic to the uninitiated. Also commonly known as transplutonics, these materials are what made the future of humanity possible.
Each purchase goes *Sparse>Moderate>Abundant>Rich>Ultra-Rich*

Organics (50 cp)

Covering a variety of different types of hydrocarbons and other biological materials, they are precursor materials for the plastics and fuels that give life to the civilian sector. Most of them are used in the making of consumer goods and civilian production, though some are used in the making of high-end pharmaceutical products.
Each purchase goes *Trace>Common>Abundant>Plentiful*

Volatiles (100 cp)

Whether it be the abundant hydrogen or the rarer xenon, these gases are all called volatiles in the far future of humanity. Whether it be in the use of fusion-reactors or in the creation of antimatter, volatiles are important for the continued function of space travel and commerce. Each purchase goes *Trace>Diffuse>Abundant>Plentiful*

Farmland (150 cp)

Probably the rarest and most treasured resource in the entire sector and something the Domain held an iron-grip on, food is one of the most prized commodities when gone yet near forgotten when full. The sector has a long and bad history with mass starvation, so any world able to produce food is highly prized among all factions.

Each purchase goes *Poor>Adequate>Rich>Bountiful* (Water worlds has Adequate as a default and can not increase it other than through the vulturnian lobster condition)

Ruins (75 cp)

Not a traditional resource as most of the others, yet it exists with an abundance in the sector that could rival any other resource. Be it the remnants of the Domain's expansion project, the burned out cities lost in the AI-wars or far out places forgotten by everyone but the dead. Each purchase goes *Scattered>Widespread>Extensive>Vast*

Industry and Mega-structures

While having a great amount of resources is great, not being able to use them for something is simply a waste. Therefore you are able to buy industry and all the buildings required, ready for you to use immediately, without having to build them yourself in-jump. Some buildings and industries will require a previous purchase before you can get it, requiring you to purchase every level.

Many of these industries you will buy won't state the exact amount of goods they produce or what they produce in specific. This is because starsector does not deal with specifics when it comes to goods and rather goes for generalities. This means that, for example, while a refinery produces a lot of different materials they are segregated into being either metals or transplutonics. It is because of this that I will not state how much or what precisely a station, building or industry produces, but rather what theme of production they have. So a light industry would produce consumer goods, while a farming industry would simply produce food. Not specifics (like farms producing tea, even though we know tea-bars in lore and gameplay are popular in Luddic space) just the generalities of their production.

Spaceport (0 cp)

The main artery of any colony, this building is the heart of every planet under your control.

> Megaport (50 cp)
>
> Greatly expanded and able to handle magnitudes more input and exports, be it deliveries of food or sales of weapons.

Waystation (25 cp)

A midway orbital structure for any inbound ship. This structure is able to refuel ships and take a limited amount of goods without them having to touch the surface of the planet.

Farming (100 cp)

A practice and industry that has existed since the very beginning of human civilization, though much enhanced since then.

Aquaculture (50 cp)

Much like farming, but simply done in wet areas and the sea. Requiring a lot of water and specialised tools for it to function.

Light industry (50 cp)

The most common and less valued type of industry. This great factory complex is able to build a variety of consumer goods and valuable resources for the average civilian. Also able to produce narcotics if given the right instructions and tools to do so.

Mining (75 cp)

The humble miner is the blood and sweat of the industries of many a planet, bringing valuable ores up from the crust or mantle of the planet.

Tech-Mining (50 cp)

A sad state of affairs that this is even seen as a common job, yet the ruins of the Persean Sector are full of various goods and tools that no one simply knows how to make. It doesn't hurt that one might find a production chip if they are lucky and savvy enough to survive the dangers inherent to the profession.

Refining (75 cp)

Turning the work of the miner into the clay that the factories might mold into machineries and starships, the act of refining ore is a valuable one and this industry can process all types of material.

Heavy industry (200 cp)

The rarer and much more coveted type of industry. This is the lifeblood of any faction in the sector, able to build parts for ships, the hulls of most types of designs, weapons to arm your soldiers and much more. So long as you have the production chips, then these factories can make it.

    Orbital works (50 cp)

    A specialized extension of the planet-bound heavy industry, this great orbital complex is more easily able to build the hulls for ships, increasing their quality.

Fuel production (150 cp)

Turning volatiles into valuable fuel for starships, these sectors of industry have been nearly monopolized by either the Sindrian Diktat or the Hegemony. Any colony which holds these machines should make sure they are heavily secure, or they might annihilate themselves in a great conflagration of energy.

Commerce (100 cp)

A great mixture of independent merchants, colony sponsored trading stations and great markets, this is less an industry and more a physical representation of the economy. Great for any colony which seek to maximize their profits at any cost to stability.

Patrol HQ (25 cp)

A small fortified location that acts as a command and control center for small strike groups of ships, seeking to maintain order and find smugglers to search.

> Military base (75 cp)
>
> A true proper military complex, including training area for marines, barracks to house them, armouries to arm them and bigger strike groups to carry them. With this base able to maintain and support bigger groups of ships strong enough to defeat most pirate bands and flotillas.
>
> > High command (150 cp)
> >
> > A true military-industrial complex. This place is not only a great expansion of the previous military base, it is a place able to wage war on the scale of the whole Persean sector and win. Increasing both the quality and quantity of the fleets around, it can defeat most forces arrayed against it.

Ground defenses (25 cp)

A collection of smaller Surface-to-Orbit batteries, capable of taking out smaller corvettes and laying suppressive fire against any force seeking to land on the planet. They are effective for their cost, but not the best that could be.

Heavy batteries (75 cp)

Giant trenches and massive guns, able to reach any place in orbit and pierce into the hides of destroyers and cruisers alike, no force will be able to land without suffering crippling casualties. To even dare to think of invading this world, any enemy force must first destroy these batteries or suffer the consequences of their hubris.

Orbital station (50 cp)

A basic and common space station orbiting your colony, this station ensures at least only the most foolish of captains will attack you without at least a small fleet to support them.

Battle station (100 cp)

Now this is a true and blue battle station, able to defeat most pirate fleets that might seek to raid your planet. This type of station is seen as the minimum security for any planet which has an industry deemed important.

Star fortress (150 cp)

With this, you can rest easy knowing that only the most determined foe could ever try to hurt you. There are few foes which can break this station open and even fewer that could do it if the station is supported by a competent captain and their fleet.

Planetary shield (200 cp)

An old Domain relic and much prized invention, this facility can ionize the upper atmosphere and deploy a massive field of energy that severely hinder any type of orbital bombardment. Burning away kinetic ammunition and destabilizing energy blasts and lasers which try to pierce it. With this, there is no way for them to simply bomb you to death.

Comm relay (50 cp)

A space-structure using the physics of hyperspace to send information to and from distant star systems. It is the backbone for the entire sector and any colony without it is seen as lesser and a backwater.

> Domain grade (100 cp)
> Able to send and receive much more information both faster and cleaner that any sector-made version ever could, having this would make your colony an important relay node for all starsystems near it.

Nav buoy (25 cp)

A space-structure for intra-solar communication between different fleets and planets, this structure uses older FTL technology to send navigation data to allied fleets, increasing their speed and lessens the likelihood that they will fly into each other.

> Domain grade (75 cp)
> Using the same type of tech, but built to a much higher standard, this domain version of the Comm buoy is able to more quickly collate and correlate the various data feeds of allied fleets and therefore giving more accurate and up-to-date information.

Sensor array (25 cp)

Using the same FTL technology as the comm buoy, it instead turns its sensors outwards and scans the area around those allied fleets for any gravitational anomalies and gives this information to those fleets.

> Domain grade (75 cp)
> Both better in make and using much more sensitive equipment, this version of the sensor array can sniff out most hidden fleets, even those lying in-wait in phase space.

Gate (250 cp)

A relic of a time past, this Domain megastructure once served as a near-instant FTL travel to and from stars across the breath of the Domain. Though it now lies dormant and sleeping, an enterprising scientist, or several, could potentially awaken it once more… maybe even make more of them.

Space station (variable)

Not all colonies were bound to planets and this is a true testament to the extent that the Domain took to spread the will and influence of mankind. Built to exacting standards and durable beyond belief, these stations are able to house thousands of people, with space made to build expansion as is needed.

Habitat (100 cp)

Built to support people and industry, these are the mainstay of stations that the Domain built and which are still inhabited in the Persean sector.

Research station (75 cp)

Hidden in the far corners of the sector, these stations were filled with equipment and laboratories, meant to be able to operate independently for years at a time with no resupply. There are no known stations of this type in use…. Yet there are many husks of them out in the outer-reaches.

Mining station (75 cp)

Heavily automated and with minimal creature comforts, these stations were meant to mine entire systems on their own with the only contact with the rest of the sector being the ships coming for the ore. Though some types of the stations still see use, many of them are no longer working due to the damage they suffered both in the fall and wars that came after.

Coronal hypershunt (250 cp)

The peak of Domain engineering and hyperspace physics, this masterpiece of a structure is able to take the output of a star and send it into hyperspace. This giant mass of energy was then accessed by the gates to power the transportation of ships and by smaller taps that used the energy to fuel an immense amount of industry. Though it has a relay range of 10 lightyears, these mighty structures were the dream of the Domain's ambition of being a true Cherenkov II type civilization.

Population & Infrastructure

Choose one option for each planet in your starsystem which you wish to have a colony on. (This is not mandatory.)

10ˆ2 people (50 cp): Hundreds of people live on this colony, working or toiling their lives and days away in their small communities.

10ˆ3 people (100 cp): Thousands of people live on this colony, working in small towns and burgeoning cities, laying the foundation for a greater society.

10ˆ4 people (150 cp): Tens of thousands of people live in this colony, working and living in great towns and cities, they are born, educated and then enter the workplace all without ever having to toil against the world like their ancestors did.

10ˆ5 people (200 cp): Hundreds of thousands of people call this place home, a great and sprawling mass of cities and connected towns make up this colony, giving birth to a society all on its own.

10ˆ6 people (300 cp): Millions of people live here. The beginning of mega-cities and the growth of a colony into what would be a core world to the Persean sector. People live and die on this world without ever having known the struggles of their predecessors, for good and ill.

10ˆ7 people (400 cp): Tens of millions live here, a place that would be counted among the last true remnants of the Domain's expansion plans in sheer number, if not in industry and government. This place would be seen as the capital of smaller polities and an invaluable strategic asset to the greater nations of the Persean Sector.

Scenarios

The Persean sector is filled with a variety of unlikely events and fantastical adventures, even despite its grim setting and near-fatalistic society. Here you can choose some of the many quests that lie hidden among the stars, simply waiting for their stories to start!

Bar mission board

A board filled with notes and messages for small deals and requests with listed rewards for any willing to take them;

Deliver heavy machinery to Kazeron
Reward: 40.000 credits

Bomb a pirate-station in the outer-sector
Reward: 100.000 credits

Destroy weapons trade convoy to Eventide
Reward: 70.000 credits

Buy lobster at volturn and transport to location
Reward: 20.000 credits, 10 ballistics weapons (size varies)

Sabotage organ harvesting ring
Reward: 50.000 credits, 1 destroyer-class ship (type to be negotiated)

Destroy Luddic path base
Reward: 150.000 credits

Transport pilgrims to all sites on the path
Reward: 10.000 credits, 200 units of Food and supplies

The Abyssal Seas

In the smoke and shadows of a filthy bar on some decivilized world you have forgotten the name of, you and your band of merry men rest easy after another successful gun and "medicine" run. Listening to the chatter and gossip of smugglers and small-time villains, their worries and fears, hopes and dreams, they all blend into a morass of noise and info. Soaking it all up, you startle when an old and haggard man in the corner begins yelling about his "*Arch-nemesis*". Growing curious at his ramblings, you listen closer as he begins to talk about his "*fated foe and inevitable bane*", how it hides in the shadowed depths of the starless skies that lie between the Persean sector and what once-was the Domain. The other low-life criminals around him seemingly ignore his ramblings, but you are pulled in and the old man sees this and directs his attention and speech to you. "*I know it is still there, lurking between the faults of reality! It is malice and evil, all the wickedness of the world that is and ever will be; it killed my crew, blew my bounty and sank my dreams, but I didn't give up! No, no, I built myself up again, got a new crew and a new ship, yet still the beast would not die. No matter how many we fought, how many men I got, nor how much I spent on building the perfect harpoon, that scourge of the devil wouldn't die- But you! You see it, right? You can understand what I am saying, the beast has to die; or we are all **Doomed!**" the old man has grown frantic, sweating and frothing at the mouth and the shadows of the room seem somehow lengthened, as if simply speaking about the "beast" has drawn its attention.

If you accept his request you will have to prepare yourself for a long and fraught journey into the Abyss. You will have to stockpile great amounts of fuel, supplies and men, for the Abyss will take a great toll upon all of these. Once you have done this, the old man will be waiting for you, unbidden yet always by your side, he will show you the path to the beast's lair and the places stained by its touch. If you follow this path diligently, taking no heed of the omens and warnings from your crew and the dead wrecks of previous explorers, you will stumble upon a Cruiser-sized ship called **Vengeance**, a grand cruiser outfitted with a ship mounted energy lance that mimics a tachyon lance, but upscaled to a mind boggling size and power.

After finding this ship, you will stumble upon more and more dead wrecks and ship carcasses, growing into a great graveyard in the middle of a dead and voidless planet. Nearing this place you will stumble upon a signal of undetermined nature that will sound like a voiceless song. Drawing closer to it you will find the beast and… It is evil. It is neither real

or imagined, yet it lingers.. Ever hungering, ever cruel and malicious. It seeks the destruction of all things and will not stop until the stars themselves turn cold and lightless.

You must fight with your all or perish to the monster and its ever-feasting-never-sated hunger.

Rewards:

If you follow the mad man's advice on how to track down the beast, you will be given the Cruiser *Vengeance* which has 3000 sp worth of mods and upgrades (Which you can choose in the ship designer) as well as a frontally mounted super energy weapon with these stats;

Damage type: Energy(beam)

Range: 1200

Flux/sec: 146

Burst: 4.1 sec.

Accuracy: Perfect

Turn rate: N/A

Shots/min: 2.2

Burst damage: 5666

Emp damage: 3334

Upon the death of the beast, its body will fade away into an uncountable amount of ashen and blacked pieces that will slowly, then rapidly, coalesce into a sphere of concentrated nethermost evil. This **Heart of Darkness** will drip with an oily and scarlet-hued liquid which your scientist will try to convince you is either some sort of exotic matter or higher-dimensional substrate, but you know the truth; The liquid it drips is the blood of Demons. Whatever the truth may be, this liquid can be used in the creation of powerful weapons and ship mods… if only you would stain your hands and soul.

A Night to Remember

A grand feast and party for all the sector to see and for only the most privileged of clients to enjoy on Eventide, this is what was promised to you. "*It'll be fun!*" you were told, "*The opportunity of a lifetime*" your Second-in Command had said as you got the invitation. They had convinced you that this would be a good time and a great way of getting some high-level contacts. Walking among the crowds of a high class party, your relatively light escort of marines hidden amongst the party goers, you feel a sense of slight melancholy and regret come over you. Is this truly the best that you could do with your limited time? Walk among these high class snobs and sycophants, waste breath and thought on matters that are irrelevant to everyone but the most pedantic of people? Truly, this party was something of a mistake and the person who invited you was always something of a stuck-up bastard. Going to the bedazzled bar for a drink so you might at least somewhat salvage this waste of existence, you stumble into conversation with a fairly attractive young woman. Olive-tanned skin, eyes shining like the night sky with wonderfully luscious and velvety brown hair falling like a mantle upon her shoulders, you were quite taken with her appearance, but even more so by her thoughts and mind. Quick with a joke and with words flowing out of her mouth like quick-silver, she seemingly had an answer to every question and a question to every answer. So you spent the night amongst the sycophants speaking with each other, ideas and opinions flowing freely amongst you with the drinks flowing even more so. Honestly, this had been a great ide-

You wake up on the floor, your head pounding and a goat upon your chest slowly munching away at your tattered clothes. The room looks like a warzone, paintings ripped, walls seemingly burnt and waterlogged, the bed has seen… extensive use. It looks like someone had a good time, but for the life of you, you seemingly can't remember a thing. Then there is knocking at the door, a slight pause, before the door is blown from its hinges and you are surrounded by marines; your marines luckily, what is less lucky is the news they bring. Apparently you have been a menace to the whole planet, going on a drunken bender causing havoc and annoyance all the way along. Of the woman from the night before there are plenty of mentions, but where she is now is a mystery, but you're told that if you can't find her you will be in deep trouble.

Why?.. She was the planetary ruler's wife…. You have a lot of trouble on your hands.

Rewards:

For being able to clean up your mess and happy conclusion to each incident you have caused, you will feel within yourself a sort of calm acceptance about yourself. You may not have chosen the right course of actions during the night, or the right course of actions during your drunken state, yet there is one thing you can feel proud of; you only caused *Minimal complications* for yourself. Sure you may have burned down a church or two, but the pastor seemed alright with it after you promised to rebuild it and apologized, hell he even seemed slightly favorable to you for owning up to your misdeeds.

If you are able to find the ruler's wife, she will give you a clearer picture about why the whole thing went down the way that it did. She had, in a seeming act of *brilliance*, chosen to imbibe a great amount of narcotics and alcohol, using her suave nature and appearance to convince you to do so too, so that she might finally make her husband be interested in her. This revelation will cause a 'not insignificant' amount of both shame and anger to well up from the planetary ruler, whereafter he will dismiss you and, as an apology for being dragged into their marital affairs, give you a *Promissory note* for any one thing or action. It could be a capital ship or support in a political maneuver, it doesn't matter to him, he will do it.

Hearts of Steel and Blood

It was a fairly regular month for you; gather supplies, go get fuel from Askonia (avoiding the Lion's Guard "_optional donation_"), rally the crew with an inspiring 'into the brave beyond' speech and then scan some star systems then repeat. Yet, somewhere between the last and first step of your routine, someone had decided that "_hey, that system with the warning beacon? Let's go explore there!_" and while you had been away from the ships deck for sleep, no one had the bright idea of asking **their Captain** if that was a good idea. So now here you are, stuck in a system filled with murderous AI and fleets upon fleets of warships that would love nothing more than to burn your little flotilla into cosmic dust. Not a great situation to wake up to, but hey- you ain't the Captain because you look pretty in the chair, you can do this! Can't be harder to do than your semi-regular "_pharmaceuticals_" runs to-

A system wide broadcast is issued from a central AI station in the system, recalling all available fleets for immediate defensive actions. A lucky break for you, though what could make an emotionless AI send out a distress signal doesn't really make you feel safe and- You see an 'Incoming Message' on your main screen. Opening it up, you get to see a full picture of an Alpha class AI core, with a hololith projection above it depicting a young woman in what you can only describe as renaissance-era clothes. Letting the message unfold, you get a front seat row to what must either be a joke of unprecedented scope or an event unseen in the entirety of the Sector. The AI is pleading for you to help it, more specifically it is asking you to help their lover, their very HUMAN lover. A human lover that has been captured by the Luddic path due to his "_Sinful actions going against the laws of Man and Ludd!_" and who will be executed within the week if he is not saved before they can leave the star system.

Why is it that even beyond the edges of civilized space, somehow there is conflict? And why did it have to involve two lovers? More importantly of all, why does this feel so god damn familiar?

Rewards:

If you are able to somehow save these, literally star-crossed lovers, you will find yourself in favour with the faction of Remnants that inhabit this star system. You will be able to colonize any planet in their system of *Verona* (Which will consist of a yellow star and 5 planets you can customize with a 1000 colony point budget) and the Remnant will follow with the system if it's imported into another jump/reality.

Along with this, you have also been given your very own AI companion. More specifically, in your attempt to help these death-marked lovebirds you have somehow inspired a Beta core to follow you on your travels. Going by the epithet of *Playwright*, this AI core is skilled in propaganda and mass media control. To supplement these skills, they are also great at reading and manipulating people and digital systems, making them a great support for any person seeking to control groups of people or AI. They also like drama.

<u>*Lord of Death Mountain*</u>

It began with a request from a small-scale, now slightly larger-scale, merchant to transport supplies and heavy machinery to a new colony that had just been set up in the outer edges of explored space in the Sector. Whatever reason that anyone had for making a colony nearly 25 lightyears away from any sign of humanity, be it civilized or not, you didn't know. One thing for sure was that the pay was good, the journey pretty boring and that you would be financially compensated for the fuel you would use. Truth be told, some of your crew had even complained a bit at the lack of *"usual Captain-ly hijinks"* which happened to anyone who regularly went outside the civilized parts of the sector. Why, it could be that even you would be willing to agree with them at the lack of anything interesting happening… at least until you learned why someone had made a colony here.

-Domain-era vault the size of a mountain. Confirmed to have invaluable and unreplicable-

That's how far you got into the small report you had 'acquired' when your danger-sense immediately began to flare up and say that shit was gonna go bad. Which it did, not even an hour after you had finished reading the report.

First to come had been several flotillas of Pirates and other low-life scum who wanted the artifacts for themselves. Discussions between them and the small garrison of local scavenger fleets and strike patrols had barely even begun before the second group of arrivals came. An *"acquisitions fleet"* from a Tri-Tach sponsored company had arrived to *"gather reimbursement for outstanding loans and thereto applied rent"*, which was quickly summarized as 'give us your stuff'. This further led to a standstill between the old-newcomers and the new-newcomers, since the pirates found them trying to *"Kidnap goods that we have rightfully stolen!"*. This was also when the third group of arrivals appeared, or more accurately to say, the battered remains of two fleets and a mobile-station. These identified themselves as a mix of Sindrian rebels, former Pather's and one paranoid Hegemony officer who had somehow found an old Domain mothership and gotten it to fly.

To say that the shooting began near-immediately afterwards would be dramatically underselling it. To say you were stuck in the middle of it, would be unfortunately accurate.

Rewards:

For being able to survive this size of clusterfuck is a miracle unto-itself, but to be able to come out on top of it all and keep the main prize? Now that's the sign of some serious tomfoolery and unapproachable skill in warfare. You are a consummate ***God among Men***, able to out-fox the most cunning, out-skill the most experienced, out-last even the strongest and bring down anyone who tries to defeat you in a straight up murderfest! In a fight where no holds are barred and all the chips are down, you can be sure that you are the one who will come out winning and still swinging.

Coming out as the victor of this complete mess of a fight, you are also now the newly crowned owner of the now-named ***Death Mountain*** underground vault complex. Filled with treasures and technology that would boggle the minds of lesser men and able to bring down small nations, all its contents are now yours (with its treasures equivalent to 2 purchases of 'Production Chips', 5 purchases of 'Cache of Equipment' and 1 'Colonial wonder', all for you to decide).

As a cherry on top of it all, you have also got the giant wreck of a ***Domain Mothership*** for you to either salvage or restore, including its database of ship-drone schematics. Honestly, getting it to work would take great effort, but having a giant factory-on-rockets would be a great force-amplifier… if you can get it to work that is.

Relic of time

(WARNING: This is a challenging scenario that will change your starting area to be a star system deep in the Abyss. The journey will be hard and all out-of-universe perks/powers will be disabled due to extra-dimensional interference. Dying will not result in a chain-end, but the starsector universe will forever be out of your reach.)

Relic of time: On Foreign Shores

There is cold and pressure all around you… sounds and feelings seem ever distant to your senses and your thoughts flow muddy and slow, as if you are hovering between the states of death and dream… slowly, things change. You begin to feel more around you, the liquid that clings to your body, the tubes and wires that snakes around your limbs and into your mouth. Light bleeds through the previous darkness, with red flares screening across your closed eyes, tingly your brain in ways that remind you of… something.. Something important to the state you are in and you can't remember, but it's important and you have to wake up quickly Quickly WaaKe Up WAKKeu UPPP!!!-- Sudden energy flows through your veins and arteries, lighting your nerves on fire with alchemical power. Your mind has finally, truly awoken from your previous state [*Cryosleep*] and you know something has gone wrong [*Emergency awakening protocol*] for waking a cryo-sleeper the way you have been is extremely dangerous.

As your chemically stimulated mind gets its bearings you are shunted from the cryo pod and into the drainage lined floor. Around you, several other people have been awoken in the same way, with a few of them not moving; dead from extreme neurological shock. Lights change from emergency red to light-orange, signalling that minimum crew awakening has been reached and the speakers growls in static speech *"Warning, all crew to ship-stations, emergency landing in 15 minutes. Area; unknown, Planet; unknown. Prepare for level-5 or higher planetary conditions"*. The speakers cut out, its message delivered and the crew around you doing their best to spring into action. Looking at a nearby digi-screen, you'll see the appearance of a planet with near no land and covered with a deep blue ocean…. Well, better wet than dead.

Rewards (Potential):

Dependent upon your actions in trying to save the ship, there are three possible outcomes for what rewards you can take with you.

If you focus on saving as much crew as you can, you will get **600 Men** who will be the best of the best in all space- and warfare related matters. They will all be the peak of what a human can reach both physically and psychologically, able to weather even the worst of situations with calm and steady minds. Anyone who survives the scenario will count as followers and will gain 100cp each jump they are imported, which can stack across different jumps in the chain.

If you instead focus on saving as much equipment as you can, you'll get a **Mobile Constructor** able to make any type of tools, supplies or more that you could need. The precursor to what would become the nanoforge, this type of machine is an unfolding factory that is able to take any type of material and use it in some aspect. Be it turning xeno-fauna into safe and edible food or unprocessed ore into various metals and transplutonics, this constructor can do most things you could need of it.

Lastly, if you try all you can to save the ship itself you will be able to get the disabled wreck of **DNV Majestic** onto one of the few islands on the planet. A giant troop transport and logistics ship, this vessel dwarfs even some of the larger capital ships that exist in the Persean sector. Able to house and supply upwards of 5000 crew without requiring any outside supply, it won't be able to fly during this scenario, but will serve as a very valuable base for the survivors of the crash. After the scenario is done, you will get 1300sp to modify it with and the DNV Majestic will be gaining **Factory ship** as a ship mod; giving it the power of the mobile constructor.

Relic of time: Eidolon Station

Having survived the crash, you and whatever survivors are around will have to gather as much of the wreckage as you can while also getting unto land as soon as possible. Looking around, you will find yourself lucky enough to have landed in an area of relatively low depth, with some of the deepest areas only reaching 100 meters in depth. Exploring around, you will find plenty of xeno-fauna and -flora which will be either passive or unthreatening to you and the survivors. Gathering up all the salvage you can, you will eventually come upon a working set of communications equipment, be it a radio or a small hyperspace signal receiver. Whatever it be, you will be able to come into contact with other groups of survivors with this, but this will also reveal the dangers of the planet to you. Many of the other groups were not as lucky as yours were and will have landed in areas where they have been unable to determine the depth of the ocean. Not only because of the sheer depth of the ocean, but also because of the mega-fauna that live in these areas.

Highly dangerous, incredibly ravenous and territorial with a seeming need to kill everything not them or near to it, they will be a constant danger for anyone who tries to explore the seas. It will be right after you get this news that you will be notified by the other groups that some of them discovered the remnants of Domain installations covering some of the islands and holding maps of the planet. These maps will show several locations of interest on the various islands spanning the planet, being either small signal stations, orbital landing pads or storage facilities. These places will have valuable resources and vehicles designed to survive the crushing depths of the seas, able to go down in the void and further. The reason for this will soon become obvious; a city and giant research complex lies in the bottom of the deepest area on the planet and with it, a single space-capable cruiser.

This will be a journey that will test your survival skills and resource management, requiring you to conserve every piece of scrap you can to ensure your success in reaching the deep-sea station called Eidolon.

Rewards (Potential)

No matter what you do, getting the cruiser is the only way of getting off the planet without being forced to build up an entire industrial economy that the planet can not support. Therefore the cruiser **DNV From-Iron-Born** is available as a reward no matter whatever choice you make. Seemingly a precursor to the Mora-class carrier, it lacks any form of shield emitter, yet makes up for it with an extra hangar bay and nearly double the armour, though it is slower due to this. (Exact stats are equal to Mora, but having 2000 armor and 4 flight decks, with speed reduced to 30.)

If you choose to raid every above ground facility you can get before you venture down to Eidolon station, you will get the **Nanite Resurrector** repair-device. A machine the size of a small car, it is a massive nanite colony that is able to repair most space vessels to a functioning state based on its internal database of standard parts. This does mean that machinery more advanced than the parts in its database will suffer from a decreased performance, be it due to lacking energy to various systems or sub-standard durability in the replacement hull/armour.

Choosing to raid all the surface facilities will send a warning to the Eidolon that someone is tampering with Domain facilities and it will therefore lock away any experimental technology and machinery. This will leave only the less important resources available for looting, resulting in a haul of **Supplies and Fuel** great enough to power the cruiser for some time, but not more than that.

If you choose to instead travel down to Eidolon station as soon as you are able to, without raiding the majority of surface facilities, you will come to a station that will faultly recognize you as the chief administrator. This will give you access to the massive research and development complex that fills the majority of the station. In this place you will be able to find the blueprints for the **MK1 Onslaught**, a truly noble design that has served the Domain well in the fight against the THREAT. Going further into the facility, you will also find the blueprints for an improved **Neoferric Quadcoil** and a great storeroom full of **Supplies, fuel and Heavy machinery**, enough to supply the cruiser for a near limitless time.

Choosing to leave the surface facilities unraided, a signal will trigger down in Eidolon station that will put them in lockdown mode, which will also put the mega-fauna in a frenzy, making it near-impossible to raid them as any who tries to are either eaten or shot down by the reactivated defenses.

Relic of time: Heaven's Scourge

Getting the cruiser up into the air and out of the ocean, you will rapidly ascend into the edges of the atmosphere, before finally reaching into space. Here you will be able to see a great ring of debris circling the planet, remnants of the damaged sections of your previous ship that didn't fall into the sea and instead gained enough speed to form a pseudo-orbit. Searching among these remnants, you will be able to find the remains of those people who weren't able to wake up from cryo and may even find some of them still alive. Among all this debris, you will also be able to find an emergency hyperspace transponder that was shot out by the DNV Majestic before its untimely and mysterious end. Scavenging it, you will be able to search its cache for recordings and data that may be able to give a clue as to why the Majestic was damaged. Among the data you will also find the hyperspace records, which will show a short communication burst with a relay network within the system.

Following this information, you will find a very old and nearly completely destroyed relay network that still seems to work, though not for long based upon the expertise of your fellow survivors. Hurrying to stabilize its systems, you will be assaulted by a small group of corvettes that will be identified as being part of the THREAT. Destroying these corvettes will lead to them sending out a hyperspace burst into the Abyss, the location of their end point being unknown.

Fixing the relay, you will find that this place was once the first place where the Domain field tested their weaponry against the THREAT and where they built multitudes of ships dedicated to securing the Domain's borders. Going through the logs, you will be able to find the location of this facility and, following these coordinates, will find a massive station surrounded by the cold hulls of a multitude of ships. Going close to the station and its graveyard, you will be able to see that both of them are salvageable and could be made operational once more.

This will also be the moment where you will be informed of unknown contacts, several of them corvette and destroyer sized, with two capital sized contacts identified as a fabricator unit and the other as some siege ship, the front of it glowing an ominous scarlet light.

Rewards (Optional)

The fight against the threat will be hard and the fabricator unit will continue to build units out of all available materials that it can get its nanites on. This means that you will have to choose which asset it is you wish to save and which you will sacrifice to buy time for being able to reactivate your chosen vessel.

You can choose to sacrifice the massive shipyard to ensure you can get the massive **Automated Navy** up and running to at least usable levels. You will get 2000SP to design a Capital ship, 1200SP for a Cruiser, 700SP for two types of Destroyer and 700SP for two types of Corvettes. All the ships can choose **Automated ship** for free, can't choose **Shield emitter** or **Energy mounts/weapons**. (The navy will have 3 capitals, 8 cruisers, 5 destroyers and 12 corvettes)

Choosing instead to sacrifice the navy by flinging it against the incoming THREAT fleet, you will get the **Abyssal Starfortress *Onogoro-shima***. Just as strong as a Low-tech starfortress, this station holds giant shipyards withins its hull that allows it to produce corvettes and destroyers in battlefield timescales, while also able to send out drones that repair any nearby ships. It is also able to electro-magnetically interfere with the nanites of the THREAT, rendering them unable to recover ships which are close to the station.

No matter which choice you make, defeating the THREAT fleet will bring its own reward. Not only will the nanites that make up their ships be useful for making new ships or ressources, the capital siege ship will also leave behind its main weapon. This unique and large weapon is a **Hydro-magnetic Thermal Lance** which fires great beams of superheated iron at relativistic speeds.

Damage type: Ballistics(beam; vs Shields 200%, Hull 200%, Armour 25%)

Range: 1600

Flux/sec: 655

Burst/sec: 2.5

Accuracy: Good

Turn rate: Good

Shots/min: 8

Burst damage: 4500

Relic of time: Last Hurrah

Destroying the last of the THREAT fleet, they will send out a hyperspace burst into the black emptiness of the Abyss, the same as the previous group had done. It is obvious now that what they are doing is calling for reinforcements and that staying here will only lead to a slow death. Yet what can you do? The THREAT is not something that can simply be defeated, for it is an ever growing army that will never tire and never sleep. You could try to outrun it, but that won't work forever, for you are in the abyss and you will need to gather resources at some point, resources that will most likely be guarded… No, there is only one thing to do; travel deeper into the Abyss, keep destroying their fleets and follow their signals. Doing this, again and again, all the way to the source of the whole mess so you might be able to stop them or at least cause disunity among them.

So that is what you do. How you do it varies and the ways that you fall upon the fleets will vary. Destroying them whole? Only kill the Fabricator units and leave? Multitudes of ways to reach the same end result; the signals are sent and their path traced. Again and again the dance happens until finally, you find yourself in a barren system holding only cracked planets and a dim brown dwarf star. There you find it, a gargantuan station surrounding one of the massive tectonic plates that had been ripped out of one of the cracked worlds. Gigantic, indomitable, power without dispute… a power that is under attack.

It seems you were not the only one to seek out the heart of the THREAT in this sector, for a battered and scarred MK1 Onslaught is seemingly futilely shooting against the station. Surrounded by dozens of wrecks of similar types of Onslaughts, their efforts have dealt a crippling blow to the station leaving it open to one final attack.

The THREAT is weak at this moment and you will take full advantage of this opportunity.

Rewards:

Destroying the station will lead to a giant cascade event in the entire Persean sector and the Abyss that surrounds it. THREAT ships will fight against each other, their internal IFF systems designating any foreign THREAT fleets as being deviant and therefore subject to recycling. This state will continue until all the fleets have either been subsumed by each other or by a THREAT fleet beyond the sector. By the calculations of your chief AI expert, this could take either several millennia or never occur at all. Effectively neutering the THREAT from attacking the Persean sector in any grand scale.

Your chief engineer also informs you that they were able to salvage several computational cores that they suspect holds **Blueprints for all THREAT ships**. Although they are unsure if they can get any modern nanoforges to create or follow these blueprints, they are relatively confident that they could figure something out in time.

Even more impressive than this is the erstwhile ally that you stumbled upon in your journey, this **Relic** of an Onslaught holds no crew, but rather a massive supercomputer that spans its entire length and breath. Going by the designation of Athena, this supercomputer holds ability in warfare of all kinds that vastly surpasses even Alpha level AI's, yet it has worse social skills than a Gamma. Even further than this, while the supercomputer is unable to further improve itself, it is able to learn and can use this to calculate a way to win every kind of conflict. With this ship on your side you could fight a war that would span millions of years against a near endless foe and still win.

Drawbacks:

The infinite frontier (FREE)

The sector is inundated in weirdness and unique wonders, filled with great stories of heroism and personal gain. The small stories of personal achievement and perseverance against economic adversity. The larger stories of groups and nations bidding among themselves for the fate and future of their lives. All of these wonderful stories fill the world, yet there is a limit to them and eventually they will have all been told over and over. Yet now new stories spring forth from the void of space; Whether it be the glorious gas station managers providing the sector with fuel or the dutiful Luddic knights plunging the depths of eldritch skies. So go forth and explore this new and even greater sector! (ie. add mods)

Extended employment (+100)

Normally you would only be in this universe for 10 years, yet your stay in this world can be extended for much longer, with each extension measuring 10 years and can be done for a total of 9 times, adding up to 100 years if extended to its total.

Minor grudge (+100)

Did you bully them in the naval academy? Did you demean them in their work? Are they simply a dick and decided you to be their victim/rival? Who knows, but you have gotten the enmity of a small figure of importance in a chosen field (military, economy, industry, politics) of the sector. This can be taken up to five times, with each purchase making them all know that there is another person who despises you. Maybe they'll work together to oppose you, or maybe they will try to take each other out to be your only foe, who knows.

Naive (+100)

You are terribly naive and gullible. If a Pather were to try to convince you to join their mission, you would gladly do so and not ask questions as to "why are we blowing up that space station?" or "Do I have to kill them?". Luckily, you are not an idiot and can't be convinced to do anything that would immediately hurt you, though it doesn't protect you from the long term consequences.

Border skirmishes (+200)

Two of the local independent polities have begun to start low level skirmishes into each other's territory, seeking to loot their opponents resources and industrial productions chips. If this continues on or if the fighting becomes worse, there will be a war and it will attract the attention of the larger nations. If nothing is done, it may be the precursor of a new inter-system conflict.

Insufficient clearance (+200)

No matter where you go, no matter what you do, you seem to be haunted by the bureaucratic machine of the sector, always having to do triple forms and bundles of paperwork. So long as you are in civilized space, you'll have plenty of papers to sign and if you don't do it on time you'll be fined and given more paperwork to do. Truly, this is a fate worse than most.

Exile (+200)

One major nation has exiled you from their space, with orders to shoot you on sight if you were ever to try and circumvent this decree.

They are savages, savages.. (+300)

It finally happened; the event that has been dreaded since the destruction of Mairaath proved how devastating even small zealous forces can be. The Path has declared war on the entire Sector as part of a great "Cleansing" that will wipe away the "sin" of the old Domain. They will target all infrastructure and technology more advanced than what existed in the 20th century. The only exceptions to this great purge are those facilities which support the habitation of worlds and shrines deemed sacred to the Luddic faith.

.. Barely even human! (+300)

The remnants of the 1st and 2nd AI wars are moving throughout the sector, attacking indiscriminately all population centers and military installations which host the Luddic faith. Why they are doing this and what they could gain from this is unknown, but there is no way of making them stop other than destroying them.

Total war (+600) [Requires "They are savages, savages.." and ".. Barely even human!"]

The Sector has gone mad and every faction has decided that either they kill everyone else or everyone else will kill them. Tri-Tachyon has released new fleets of AI-driven ships and stations seeking to survive through their AI-expertise. The Hegemony has revived several hidden fleets of XIVth battlegroup ships, trying to reinstate order in a sector gone mad. Persean and Independent fleets fly out into the void, seeking to raid their enemies into oblivion and beyond. Yet worst of all the Sindrian Diktat has fallen under new leadership and grown stronger from it. Now re-unified they seek to burn everyone in antimatter and plasma fire, with a new Super-Executor class ship leading the front and able to break fleets upon itself.

Good luck spacer, you will need it.