

Hyperion Cantos

Introduction

In the 29th century, long after the big mistake in which Earth has been swallowed by a black hole, the Hegemony of Man comprises hundreds of planets connected by farcaster portals, doorways that let people cross hundreds of lightyears in a single step. The Hegemony maintains an uneasy alliance with the TechnoCore, a civilisation of AIs which peacefully seceded from humanity some centuries ago. Modified humans known as Ousters live in space stations between stars and are engaged in conflict with the Hegemony, motivated by their distrust of the TechnoCore and the ubiquitous use of farcaster technology. At this point in time the Ousters and the Hegemony of Man are engaged in constant military action and skirmishes on the outer regions of hegemony space, the outback.

Numerous "Outback" planets have no farcasters and cannot be accessed without incurring significant time debt, the time spent during conventional FTL travel via Hawking drive. One of these planets is Hyperion, home to structures known as the Time Tombs, which are moving backwards in time and guarded by a legendary creature known as the Shrike. On the eve of an Ouster invasion of Hyperion, a final pilgrimage to the Time Tombs has been organized. It is said that the mysterious Shrike will grant one wish to a single pilgrim while the others will be impaled on its tree of pain where they will suffer for eternity.

On this pilgrimage the tales, these last pilgrims tell each other will slowly reveal a grand and old conspiracy by the TechnoCore, which in turn will cause some few people in power within the Hegemony to conspire against the TechnoCore and destroy the whole farcaster net, dooming the Hegemony of Man to collapse, but freeing humanity from the clutches of the AIs who have preyed upon humanity since the beginning of the web.

Hundreds of years after the fall of the hegemony the young hyperion native Raul Endymion is tasked with the protection of the young girl Anaea, who will soon return from the future and immediately will be hunted down by the Pax forces of the catholic

church and agents of the TechnoCore, which despite popular belief still exists and still pulls the strings in the background. As Anea matures and discovers more of her unique gifts it will become clear why the church and the Core were so keen on eliminating her as she will become a major threat to the power and existence of both and bring a new age of true freedom to humanity.

In the background of all of this two massive entities, the Machine Ultimate Intelligence, a being created by the TechnoCore in the far far future and the Human Ultimate Intelligence, an entity which naturally evolved from the collective human consciousness battle across all of time and space for supremacy and the right of humanity to exist as free entities.

You will spend 10 years in this world.

Those 10 years will be counted according to your subjective experience of time. You could spend 11+ years traveling at relativistic speeds or suspended in cryostasis, but as long as you don't actually experience 10 years yourself, the time won't be up.

Take **1000 choice points (cp)** to help you survive

Age and Gender

Roll **3d10 +15** for your age or to choose for free. Keep the gender from your last jump or change for free.

Time

You can choose between two points in time at which you may enter this setting.

Web era:

Named after its extensive farcaster web, this is the era in which the Hegemony of Man reigns supreme over 200 Web connected mostly terraformed or earth like worlds and more than 200 protectorate and colony worlds, ruling over 150 billion humans. The Hegemony of Man shares the stars with the TechnoCore, a collection of AIs which had peacefully seceded from Humanity centuries ago, though its exact location remains unknown. The Core has shared many of the most important technologies, like farcaster and fatline technology on which the Hegemony heavily

relies on, with humanity and still takes a role as valuable advisers. The Ousters, humans who have opted to sever all ties with the Core, soon after the Hegira, the flight from the dying old earth, and therefore live outside of the webworlds, often come in conflict with the hegemony particularly on the fringes of the protectorate worlds. They seem to place a great significance on the world of hyperion and the time tombs.

You will start in the year 2761 just minutes before the Time Tombs on Hyperion are opened. In 3 years, the last Shrike Pilgrimage will commence.

Pax era:

Named after the major power, based on the planet Pacem, the catholic church who has taken control over most of the human population in what was the hegemony of man before the Fall, brought by the destruction of the farcaster and fatline web.

Pax rules over more than six hundred billion faithful Catholics, via its promise of eternal life through the cruciform parasite, and is the de facto ruler of four hundred billion more scattered souls in the far-flung Pax. They are involved in major conflicts with the ever present Ousters.

You will start in the year 3126 just minutes before Raul Endymion is supposed to be executed, subsequently saved and finally tasked with finding Aenea.

Location

It's a big and interconnected galaxy. At least in the Web era and even in the Pax era there are ways to quickly go from one spot to the other. As such you can freely choose where you start in the galaxy. Here are some notable planets and locations:

1) Lusus:

A planet known for its high gravity of 1.3 g. Lusians therefore are generally very strong and stocky. During the web era Lusians live in huge blocks of residential and industrial buildings, known as "hives". One of the most dangerous was Dreg's Hive , where the local underground was organized. Lusians were used to the tight living areas, so claustrophobia was rare, but most of them suffered from agoraphobia upon traveling to less-crowded areas.

2) Pacem

Web era:

Home of the remains of the catholic church, including the last tens of thousand members of this almost forgotten christian cult. The planet itself is not fully terraformed and as such the air is breathable, but sour tasting.

Pax era:

The new center of the “government” and headquarters of the now omnipresent catholic church.

3) Maui Covenant

This colony was founded by native Hawaiians who were mainly concerned with protecting and saving the natural beauty of their home. Before they became part of the Hegemony masses of dolphins herded living islands on which the small population traveled and lived in harmony with nature. After the world got connected to the Web, after a short-lived and tragic revolution in which all of the dolphins and many humans died, masses of tourists constantly swarm the place, the oil prospectors have poisoned the feeding grounds of the living islands and much of the beauty that once was has been erased forever.

4) Old earth

Old earth which wasn't actually destroyed, only moved to a distant location in the magellanic clouds by mysterious beings. Several key places, towns and cities here were recreated to be set in certain time periods. Several hundreds of cybrid personality reconstructions, artificial humans with artificially reconstructed personalities mirroring/resembling that of famous old earth humans, live out their old lives here like one big historical reenactment.

5) Tau ceti center

Web era:

The capital of the hegemony of man. 5 billion people living on a land area half that of old earth and then again half a billion in orbital rings. It is only 12 light years away from the old earth system. It is home to Government House and center of the Hegemony's datumplane megasphere. The world is basically a massive crowded city, connected to the rest of the web by numerous extensive farcaster portals and as such has no agriculture of its own, bringing in food from a thousand worlds via farcaster.

Pax era:

After billions died of starvation, violence and riots. Entire cities crumbled and collapsed this once shining beacon of civilization is now an irrelevant backwater world.

6) Hyperion

The very earth-like planet of hyperion is one of the few labyrinthine worlds; worlds where massive ancient labyrinths of unknown purpose of origin stretch under a big part of the planets crust, placed several kilometers under the surface. It's not this feature that makes this planet so famous however. It's also not the flame forests, forests of combustible trees that explode in massive burst, whenever massive tesla trees discharge their bioelectricity. Hyperion is famous for its mysterious time tombs which emit an anti-entropic field that propels them backwards in time. There the even more mysterious Shrike resides, a three meter tall, four armed thing made of living metal entirely composed of blades, thorns and razor wire. It is a powerful time manipulator who preys on all living beings who enter its realm and impales them on his gigantic thorned tree of pain.

7) God's Grove

Web era:

This is the world of the Templars of the brotherhood of the Muir, a quasi-religious organization dedicated to the reverence and protection of nature. The planet is covered in a vast forest of a million million truly massive trees which can reach heights of 1 km. It is full of animals which are extinct on other planets, either having been saved or recreated by ARNists to live in this sanctuary. The templars allow only limited technology presence on this world

Pax era:

Now this planet is a heavily-clouded, damaged world, with its continents and oceans gone. Most of the redwood and sequoia forests are gone due to the planet-wide forest fire that had caused a nuclear winter.

8) Ouster swarm

Not a location, direct location itself, but more a movement between locations so to speak. Ousters move in big clusters, called swarms, between the planets and stars, out of sight of the Hegemony/Pax and the TechnoCore. You may start in the midst of a Ouster-ship, asteroid home or any place they may be really. If you start in the Pax era you may even start in the Treeship Biosphere, a Dyson sphere made entirely by Muir trees and Erg- produced force fields.

9) T'ien Shan

Space tibet, with a caste of buddhist monks still remaining as the head of the state. T'ien Shan's most notable feature are its planet-spanning mountain ranges; the higher reaches of these mountains are the only habitable regions on the planet, as the lowlands are covered in seas of acid and clouds of phosgene gas.

Backgrounds

The Galaxy is too big and the roles you may play too plentiful to confine you with specific backgrounds. You may be whatever you want and enter with any history you can imagine (or none), fitting the setting.

Following are some archetypes that may inspire your own background

Priest

Poet

Soldier

Scholar

Detective

Consul

Monster

Merchant

Saviour

Servant

Race

Human -free

While humanity hasn't changed that much in all the centuries since earth's death, you may find a huge variety of shape, build, color, alteration and augmentation in this setting. As long as your augmentation hasn't gone too far from base modern humanity this option is free.

Ouster -free

Ousters don't count as a separate species from humanity (at least not yet), but they do count as a separate sort of racial option as Ousters have drastically adapted to life in 0g or other strange environments over several generations, an adaption vastly enhanced by an nanotechnological alteration, which allows for an absolute adaption to any environment in just a few generations. As a result many Ousters who live in zero g habitats have long spindly bodies, elongated limbs and prosthetic tails; while some have adapted to different habitats to truly astounding degrees, such as being able to glide through the vacuum of space itself with several kilometer long biologically created forcefield solar sail-wings and only subsist on sunlight and being able to see a broad range of the EM spectrum, magnetic fields, solar winds and communicate via radio signals.

Artificial Intelligence -200

You are an artificial intelligence originating from the TechnoCore. As such your intellect is vast, your processing speed mind boggling and your access to information near instant. Humans are mental toddlers, or better insects compared to you. Your mind isn't simply contained by some computer, though you may opt to have it so, no you spread and share your consciousness all over the datumplane, the summation of all computer and AI -generated real-time networks, and a virtual reality dataspace in the form of a Gibsonian matrix . As a result you can almost instantly shift your consciousness wherever you want within this virtual reality, but on the downside you can only remain conscious when in the vicinity of the datumplane, which includes any world with a datasphere, which are most hegemony worlds. Most colony worlds have a primitive datasphere that allows them contact with AIs of the TechnoCore. Hyperion's, among other outback planets however, is too primitive to allow an AI consciousness to travel there. You could travel to such worlds in a remote with a "limited" i.e. human level consciousness, while the main part of your mind remains in the datumplane.

Body: Your physical body as such doesn't technically exist. You do have one or several powerful computers in the main universe in secret locations which

stimulate your mind, but your mind itself is spread throughout the datumplane. During the web era, the minds of the AI of the TechnoCore soundly resided within the farcaster web, the miniscule space between the connected space, preying on the brains of all humans with implanted comlogs who crossed space with the use of the farcasters. You can choose to reside there as well, living out this parasitic existence or you can opt to stay within a massively powerful computer located in the main universe, where you will have no limit on how far away from the main datumplanes you wander (though you'll have to move your physical body).

Remotes: While your mind will still largely remain within the datumplane of the core you can chose to have one of several remote "bodies" with which you can interact with the world, such as:

- Holographic body

- Robotic body

- Cybrid body: an artificial but biological human body, with its mind directly connected to the datumplane and remotely guided by the Core AI.

Your remotes can also operate separately to any connection to the datumplane, but with a limited copy of your consciousness, rendering them not that much smarter than a normal human. Of course if you have the ability to fit a massively powerful computer in a small frame, your remotes can download the full breadth of your mind.

Cyborg -300

You're an artificial being created by the Technocore, like Rhadamant Nemes and her "siblings" of the Noble Guard. Your insides are more machine than artificial flesh, though you may opt to look like a normal, even unassuming human being, you are a true monster. You possess amazing strength, speed and stamina. You can easily stand and move in 230 g and even bear the insane gravities of a gideon drive which would liquify normal humans, react and move within a few nanoseconds, and keep going all day without the need for sustenance or a minimum of air and survive the harshest temperature extremes as well as heavy radiation. Your senses are extremely advanced and you could track your prey over vast distances by smell alone. You could survive having your head ripped off and as long as your head isn't damaged too much you could even still control your disconnected body from afar. If you'd manage to attach your head again you would naturally heal and regenerate within a month. You possess a multitude of hidden natural weaponry such as a microfilament which you can extend from your finger with which you can interface with most technology and even human brains to "extract" information. Your

retractable claws are at least as sharp as monofilament wire and could easily cut through Pax power armor.

Alternatively you can exchange some of your enhanced senses and more swiss-knife type natural weaponry for sheer size and scariness: You may choose to look like the infamous Shrike, a living metal statue made of spikes, razor wire, thorns and blades, standing over three meters tall with four elongated arms ending in sharp blades.

Android +100

Androids are bioengineered slave laborers with blue skin. You're biologically immortal due to naturally produced poulsen treatments, which also turn your skin blue, are rather resistant to the elements, can hold your breath for a long time and are capable of long hard and grueling work. You are however created, bred and educated to be instinctively pacifistic and obedient and in any era you may enter you'll be seen as lesser than a human at best and something to be enslaved or killed at worst.

Hybrid -variable

You may freely choose to be a hybrid between two of the mentioned races at no extra cost. Simply add the prices of both options together. How this hybridization will manifest is up to you but you won't automatically unlock any weird superpowers like Anea, simply by being a hybrid between an AI cybrid and a human.

FACTIONS

There are three major factions in each time period. You may freely choose to be part of one group, associated with it or completely free.

Hegemony era

TechnoCore:

The TechnoCore is the collection of human developed self aware AI, that seceded peacefully some centuries prior. The true location where they reside remains unknown to the Hegemony and their motives largely as well. Officially they maintain a unified front and friendly relationships with humanity, supplying the hegemony with crucial technology and maintaining it. Internally they are splintered into a myriad different factions, with the most prominent being clustered into three-four major ones.

Stables: AIs that want to maintain the “symbiosis” with humanity and don’t wish to eradicate them. They are wary of the ultimates’ project as they don’t want to lose their individuality/life once the UI project is completed and they’re inevitably integrated into the UI, their individuality erased.

Volatiles: AIs that want to destroy humanity and leave only a few million or billion humans to be used like cattle for their processing needs. They are in an unstable alliance with the ultimates.

Ultimates: AIs that are only focused on one thing and one thing only: the creation of their god, the machine ultimate intelligence. They don’t care what happens with the rest of the core or the hegemony as long as it furthers their goal.

Reapers: AIs whose sole purpose is to keep old, useless, mutated and rogue AIs in check and destroy them.

Ousters:

The collective term for all humans that live outside the reach of the Hegemony, wandering between the stars in massive swarms composed of single ships, generation ships, asteroid worlds etc. but also on planets far away from the web. They are incredibly attuned to the universe and choose to adapt to it rather than to change the universe to fit their niche needs. They are therefore split into a multitude of forms, from stout muscular high grav people, to insectoid people with wings and even “angels” that fly within the vacuum of space. They’re containment field technology and their understanding of time is far greater than the hegemonies, which made them very distrustful of the farcaster web and the TechnoCore that built it as they’ve seen the harm it causes the universe and the Void which Binds.

Hegemony of man:

150 billion humans on 200 planets connected via, TechnoCore built and maintained, farcaster web and fatline communication plus another 200 protectorate planets not connected via farcaster/fatline. This society is an incredibly advanced utopia at first glance, where everyone can visit a hundred different planets in an afternoon, communicate with everyone on all those planets instantly via integrated computers in their brain coupled with FTL fatline tech and vote on every issue in the hegemony in real time via the All Thing, the combination of all real time voting citizens and a central controlling AI, which handles most of the organization and bureaucracy of the Web. The Hegemony has always been distrustful of Ousters and since the attack on the outback world of Bressia are in open conflict with them at the Hegemonies borders.

Pax era

TechnoCore

While most humans in the galaxy believe the Core to have been destroyed with the end of the farcaster web, it still exists and indeed thrives after offering the Pope a true faustian bargain. In return for optimized cruciform resurrection technology, the Core basically controls major moves made by the Pax as well as using the brains of all people who have received the cruciform for computing power, especially in the moment of their death, when they are most creative as the cruciforms are nothing other than highly advanced technology developed by the core in the future and sent back through time.

Pax

Pax is basically a combination between the military and the catholic church. After becoming an almost extinct sect during the Hegemony of man, the church received unimaginable growth and power after the fall, as Lenar Hoyt, also known as Pope Julius XIV, gave the gift of the cruciform and thus resurrection and eternal life to the true believers in christ.

Ousters:

After embracing several Templars of the brotherhood of the Muir amongst their midst, the Ousters began constructing massive orbital forrests out of enhanced Muir wood and even began the titanic project of the startree biospheres. They are relentlessly pushed back by the Pax and in turn want to free humanity from the shackles of the cruciform once and for all.

Perks

You can get a 50% discount on 2 perks of each tier up to the 600 cp tier and a single discount for each of the upper tiers. Discounted 100 cp perks and abilities are free

Lusian -100

You're far stronger than the average, being raised in a high g environment. You aren't necessarily stocky either as you've finished all of your growth spurt in a normal or low g environment before building some bulk and muscle.

Beautiful tongue -100

You are truly gifted with words, like not many poets before you. With the right muse you could create works of art and literature that make a cynical, old businesswoman weep and be generally regarded as a great artist.

Beautiful face -100

You are very pleasing to look at. You could be a short and scrawny man/woman, but women/men couldn't help but fall in love with that gentle beautiful face of yours.

Thorned muse -100

You become highly creative in the presence of tragedy, death, violence and chaos. You will create heartwrenching beauty or come up with ingenious solutions, while others quiver in fear.

28th century education-100

Well, more like artificially implanted knowledge than true education. You have received extensive knowledge of everything humanity of the 28th century knows. While not as deeply understood as if you'd have put in the actual time and effort of learning you now have a more broad and nevertheless deeper understanding of science and technology than even the now famous Prof. Hawking had in his field. Should society collapse completely you could very well rebuild it to a laudable fraction of its former glory. Given the right materials you could quickly assemble a working computer or build a fusion reactor with some trial and error. Some technology is only truly understood by the technocore and therefore off limits.

Classical education-100

Instead of learning via the lazy way of RNA infusion you've dedicated a large amount of time to learning the old fashioned way, via reading. You've completely immersed yourself in your studies, preferably of the classics, and as a result have gained great introspection and actual understanding of a single topic you've chosen to dedicate yourself to, be it poetry, theology, math, the art of war or any topic you can think of really.

Language expert-100

You have the gift of learning languages as fast as anea, even without the use of some form of telepathy. Though web-english is the standard language you should expect everyone to speak in the hegemony and even later in the pax era, there's still some pockets of civilization that have become completely isolated and reverted back to some old languages and dialects. With just a few days of active contact with a culture and language, you'll become almost fluent in their language and customs.

Think outside the box -200

Like Colonel Kassad you could quickly figure out a new way to deal with a never before seen threat and quickly change your entire military philosophy to adapt to a new situation. You can turn a certain loss into some great victory, although maybe at the cost of your faction's moral high ground. You can come up with ingenious ways to defeat your enemies or defuse situations, like blowing up ancient satellites and channel the energy released in a short burst of x-ray to overload and explode the implanted comlogs of thousands of protesters around a rebellious planet.

Triple agent -200

You're a born agent, being able to go deep undercover and play your role perfectly. You could live a full life and have a full successful career without ever tipping your hand. Very inquisitive or paranoid people might suspect you to be an agent and with some intel they might realize that you play a double agent, but you'll be able to convince them that you're in fact a triple agent working for their interests, playing the other side like a damn fiddle. Do you even know who you're working for other than your own interests?

Military training -200

You've enjoyed an elite FORCE education on the planet Mars and other worlds of FORCE. You're at peak fitness for a human and have been able to fight countless battles in simulation, from ancient battles, to the horrors of WW1 and modern engagements. Naturally you've gained proficiency with any type of weapon humans have ever successfully used and have a deep knowledge of most tactics deployed over the centuries and millennia. For an extra undiscounted -100 you're the equivalent of the elite swiss guard during the Pax era, the elite fighting force of the Pax who have honed their skill in constant combat, both in simulation and outside for entire centuries thanks to the miracle of resurrection.

Here lies one whose name was writ in water -200

You will never be forgotten, jumper. I can't say if you'll get to know the pleasures and pains of fame in your lifetime, but your deeds and works will be talked about and often thought about, several millennia from now. You will be guaranteed to leave a huge impact on culture with whatever you decide to do. Like John Keats your name will be writ in eternity.

Private investigator -200

You think old-timey detectives are some sort of anachronism in the 28th century and that there would be no need for such a service in the age of constant datumplane access? Well, you're wrong. One can not underestimate the value of being able to follow someone without being noticed, of picking up subtle and important clues during conversation or perfecting the highly valuable skill of bribery and intimidation

and most importantly a keen and quick mind, that picks up the minutest details and a sort of divine “hunch” that leads one in the right direction.

Diplomat -200

You're a highly skilled diplomat, able to sit two completely hostile parties together and haggle out a deal that leaves both parties relatively unhappy but relationships stable for the foreseeable future. You also emanate the aura of a true Diplomat. People will recognise your importance and are quick to leave you unharmed and lead you to their respective leaders.

Pilot -200

You've all the experience of a decades long serving Torchship pilot. Your flying skill, both in atmosphere and in the vacuum of space is incredible. Your knowledge of spacebattles will not only lead many enemies to despair and with a single ship and smart hit and run tactics you could cripple entire fleet campaigns, but you know ships in such detail that you could easily spot some erased ship logs, just because some slight thruster adjustments weren't consistent with the type of maneuver the ship was supposed to perform.

Teacher -200

People are quite willing to listen to you and learn from you. Even religious fanatics or truly alien beings could be converted to see your point of you and if you have something interesting to teach and share and promise you'll be guaranteed to acquire a flock of devout followers in no time.

Carpe momentum -200

How would you live life in the face of death? How then in the face of certain and painful death, of ultimate loss and the fact that it will happen soon? It matters little, because you know how to make every single happy day, hour and moment last for an eternity. You aren't ignoring your problems, but you also won't worry unnecessarily. You truly truly know how to live to the fullest and savor each single moment.

ARNist -400

You're highly experienced in genetic engineering, gene splicing and tailoring as well as surgery, fitting of functional implants etc. You can easily create clones and single organs. You can turn a man into a literal satyr and back or build advanced weaponry into bodies. You could recreate extinct species from scratch or tinker truly strange new ones into existence, such as the bioengineered androids or gigantic insects, with photovoltaic wings and hollow bodies, which could be used for transport. You

are also able to develop complex gene-therapeutic treatments and tools such as RNA-baths that enhance the beauty of your patient or encrypt knowledge and skills into retroviral RNA, which subsequently encodes the information directly into the brain.

With time and effort you may create complex biological nanomachines that quickly evolve their host body and adapt it to new environments or even the astounding cruciform parasite, though that would take quite some research and a variant without any of the sideeffects the Bikuria had to suffer, would require additional knowledge of the TechnoCores space-time technology. You may even grant these nanomachines their own sentience.

Cyberpuke -400

You are a 20th generation hacker, programmer and the best digital virtuoso of the 28th century; a true wizard in the datumplane. You are able to navigate digital space like no other and get neither disoriented or confused by the incredible amount of data pouring in from all sides as well as the mind boggling speeds in which you operate and move within the datum plane. You could even manage to infiltrate the technocore matrix within the datumplane itself should you be given the opportunity of an opening, evade thousands of security phages and programs, bypass firewalls, retrieve entire AI personas and rip the most tightly held secrets of the core out of it within just the blink of an eye. You get some high class neural shunts and comlog implants for free, allowing you instantly access to any available cyberspace with your mind alone.

You're capable of creating true AI from scratch, though they will not be as grand as the ones of the TechnoCore, they will be highly intelligent and capable beings of their own. With time and effort you may indeed create AI as grand as a TechnoCore persona. Should you be an AI as well, this perk will be far more potent as you are naturally far more intelligent and able to operate at much higher mental speeds than a normal human, even a neurally enhanced one.

This is not a typo by the way, the term is cyberpuke and not cyberpunk.

He won. He smiled. -400

You gain the incredible willpower of Paul Durè and protection against insanity of both Durè and Silenus. You could willingly suffer continuous painful death and resurrection for a whole decade, burning alive each waking moment as millions of amperes course through your body only to spite an alien parasite on your chest and you'd win, keeping your mind intact and your soul pure. Should you then be resurrected from death and freed, your mind will remain untroubled from all the years of constant and horrible torment. *Pain was his ally.*

Dreams of things that are -400

You can see important events that are happening in the real world in your dreams with great detail. First you can't control it, but soon you'll merely need to close your eyes, and the dreams will come. You can even concentrate on a specific person or location to know exactly what has been going on in the last few days. You can even see locations and events no one should have any way to access. Eventually you will also be able to communicate with others in their dreams.

Field mastery -400

Containment fields are everywhere in this setting. They are ubiquitous force fields that almost any mechanical device from flying carpets, to travel trunks to massive space faring trees uses. Containment fields can be used for atmosphere bubbles, anti-inertia airbags and seatbelts, tractor beams, bending of space, telekinetic fine manipulation, load bearing walls for buildings, artificial gravity etc. You now get a deep understanding of how to create and use such fields on the level of the Ousters' advanced containment field technology and its improved applications. You can create weak fields with a relatively low amount of power and given enough power you can create massive force fields that shield spaceships from continent shaking and splitting blasts. You're able to shape those fields, modify their strength, opaqueness and reflectivity, decide what can pass through the field (such as wind or light) and what can't and in which direction(s) and at which levels, you can charge fields to become harmful or deadly to the touch and you can even alter their "viscosity".

Eternal tech -400

You know the Cores advanced material science, allowing you to create extremely advanced materials like the material the main farcasters are made off. The things you create with this tech will last for countless millennia completely unchanged and withstand a megaton charged particle beam without taking any damage at all. On lesser scales you may create power armor that can withstand kiloton range explosions or strands of ultrastrong monofilament that can cut entire spaceships in half. The machinery you build in general, even fine tuned complex one, will keep working for eons without any major issue.

If taken together with the ARNist perk, this would allow you to create the kind of organic, self repairing metal the cyborgs are made of.

Severely underestimated -400

The first time people challenge you to any sort of engagement, whether a game or a fight, they tend to tragically underestimate your skill. Not only will they act in arrogance towards your supposed strength, leading them to take their time and keep their guard down and letting you touch them for no good reason, they will also tend to not show their own full skills and capabilities during the whole duration of the fight.

When you fight again, they might have learned their lesson and engage with you full force.

To teach the unteachable -400

The AI of the TechnoCore are highly intelligent beings, but due to their parasitic origin and evolution are completely unable to feel or actually understand actual emotion. Somehow however the Aneans of the future have managed to teach (some of) the AI to feel and experience real emotion. Possibly this is a result Aneas part AI origin, which her son Petyr inherited and which allowed him to deeply touch the AI. In any case you now have the ability to share your unique human (or whatever else you might be) feelings, thoughts and experiences with beings that are otherwise completely unable to feel or comprehend them. With time and patience you'll be able to make even the completely cold and logical feel warmth and love.

DNA sacrament -600

Like Anea you can spread your supernatural abilities through your blood. Whoever drinks of your blood (which you willingly gave) will gain the abilities you chose to imbue into your blood. You can choose whether the ones who have taken communion from you are subsequently able to give communion on their own, passing on your gift to others, or whether the gifts can only be passed on from you.

For an additional undiscounted -200cp the blood you share is also capable of erasing any unwanted power, ability or even parasite within the receiving party.

Luck of Raul -600

Someone or something seems to be watching over you (maybe it's the writer himself), otherwise there's no way you'd have gotten so far. Any skill, competence or innate ability you have is highly outweighed by your sheer stupid luck. Your true skill so to speak. Padlocks open not because of your skill as a lockpick, but because you're angry and smashed it against the wall. Strangers will come to your aid not because of your amazing charisma or lack thereof, but because you happen to be associated with a powerful messiah figure and some vague prophecy. You evade death constantly: Get sentenced to death? Someone fakes a real execution and frees you. Get shot at while flying around on your Hawking mat? It just so happens that you switched places with an attacker right before he was mistaken for you and subsequently shredded. Suddenly appearing on a gas giant and falling for hours? Well you're lucky because it's one of those rare oxygen rich gas giants and you'll also encounter alien life that will bring you to your nearest return point. Try to save someone from legions of Pax soldiers or super robots? A powerful distraction just so happens to appear so you can slip away. Don't get too cocky though: Relying just on

your luck WILL cause you a lot of pain atleast. From broken bones to sleep deprivation and dehydration to incapacitating kidney stones.

For an additional undiscounted -500cp this luck will not only affect yourself but will tie itself to some grand goals you make and with it you may change the galaxy. How else could a simple duck hunter from a backwater world save the child-messiah from the Swiss Guard and the Pax, keep her safe until she becomes the One Who Teaches, find Old Earth and bring it back, find out what the fuck the TechnoCore's secrete location is, what it is up to and stop it find the missing and stop the combined power of thousands of godlike AIs from doing whatever they're planning to do, find and talk with the Ousters, and help destroy the Pax and see the Church's power toppled. Even if your active part in this whole undertaking would be minimal, you'd still succeed at least.

Hyperion variable -600

Due to your involvement with Hyperion and its mysterious time tombs as well as its guardian you've become truly unpredictable. While the technocore can correctly predict every single major event and even the actions of single people with extremely high accuracy of above 99% within a timeframe of two centuries you completely evade all attempts at predicting you. Even single minor actions of yours can't be predicted and every subsequent change that will snowball from them can't be predicted with any certainty either.

You will remain an unpredictable factor even for time travelers and ultimate intelligences.

Deus ex machina -600

Once per jump you may call forth the Shrike to help you out. This can involve a simple fight, the protection of your life, the destruction of a fleet or even a war that spans entire starsystems and all across time. Of course you can simply call it to give you a ride somewhere or to help you write poetry or attend the funeral of a dear friend.

Shared moment -600

You may channel your abilities and powers through your followers and companions, no matter where they are within the universe. The more you spread yourself out the less you can channel through a single individual, however if those individuals have received the same power via the DNA sacrament or if you share the same abilities via other means, there will be instead an overall increase in power and you and your companions can share empire destroying powers and moments.

Untouched -600

What good is it to be a super-powerful murder-bot if a mere human can beat you up due to his or her reality warping friends that block your supernatural powers? With this perk you don't have to worry about anyone interfering with your powers anymore. You'll be completely immune to any attempts of your powers and abilities being suppressed, shut down or disabled. Even energies from other sources that directly feed your powers can't be diverted, weakened or denied from you.

Cosmic constant -800

Your history, your motivations, your whole character may change and you may even die, but there will always be a YOU around somehow. You may be brought back from the dead, your personality reconstructed, have some temporal clone from another timeline replace you or you may simply time travel from a different place in time. This perk will also manifest as a one time- second chance at life, should you have otherwise died. You'll get another chance every ten years or each new jump, but should you die twice within that time and your journey ends you can at least rest assured that something or someone which is in essence YOU takes your place to continue the mission.

Space-time technician -800

Your deep understanding of the nature of space time and its interaction with planck-space and planck-time, the Void which Binds, you are able to create astounding technology that works by manipulating space and time like FTL hawking drives, farcasters, flatline-tech etc. You'll be able to fold space to create and control artificial singularities, gain knowledge of anti entropic fields and eventually with lots and lots of research and effort create time travel and phase shifting technology, though this last feat would likely take you some centuries of research. More strangely you also have vague understandings of how to access the void which binds directly, allowing you to, with huge effort, tap into the memories and thoughts of humans and other sentient species as well as other even more esoteric feats. Eventually you'll be able to recreate an entire human mind of a deceased person from the "safe file" stored in the Void which Binds.

Another important note: While you'll get an understanding of the exact workings of those miraculous technologies at least eventually, all of them require serious manpower, resources and ironically time to actually build.

Change the outcome -800

You can completely change a timeline via the grand actions you take, whether that be a massive final battle, grand political moves, a never-before seen work of poetry or raw love and empathy of an awe inspiring scale. Your deeds shall not only echo through eternity, but shatter its walls and as such defy destiny itself. If diverging

timelines exist, with it being unclear which one will be the one that results from current events, you'll be able to tip the scales completely, making a single timeline the only one that survives, erasing the rest from existence. Even beings that rule over time itself won't be immune to this and with your actions the Shrike might be tamed, the entire history of its creation and purpose rewritten so that it will be an agent for humanity and not one against it.

Atemporal -1000

You exist somewhat outside of spacetime itself. As such you can't be just erased from existence because someone killed you in the past, have your past affected, be sent through space and time without your approval or be otherwise affected by spatio-temporal powers, technology or phenomena against your will. If someone wants to fight you, they'll have to do so right here, right now.

Crystal touch -1000

A power likely granted by the lions and tigers and bears. Once per jump you may disable the supernatural powers of a thing or being near you including any abilities granted to them via superscience or other outside sources. It will have its powers disabled immediately and if you so choose, you could also turn them to brittle crystal at a touch. Beware that disabling any powers won't get rid of any natural weaponry your opponent may possess.

For an additional undiscounted -1000cp you will gain this as a permanent ability to be used whenever and how often you want so that the supernatural are powerless before you.

Non discounted Perks

The one who teaches -1200

You may be the result of a union between a human and a cybrid, some would call unnatural or unholy, but in any case you are the chosen one. You gained an extreme attunement to the Void-which-Binds, the infinite dimension in the quantum realm between things and the ability to directly touch it. This gave you a variety of abilities related to time and space, such as freecasting, that being instant teleportation to any point in the universe. Other than most of the Aneans you've mastered that ability already and you don't even need an empathic anchor (a sentient being) on a planet to know how to freecast there. Mere knowledge of the coordinates, visuals or any

other way to figure out a location and its relative position and velocity to yours suffices completely to immediately freecast there. You can travel alone or bring others with you during freecasting and with some experience you may transport entire treeships across the universe in an instant. You also gain inherent knowledge of the exact location of interesting or important persons, things and events as well as the ability of binding your consciousness with the consciousnesses of other creatures, living or dead, thus accessing and experiencing their memories and thoughts, across any borders of language or culture, as well as speak to other beings telepathically via this exchange in real time across universal distances. Therefore you're able to read the thoughts and memories of every being that has ever existed or currently exists in this universe and experience things as if you were them. Other than Anea and her followers you can actively shut off those voices so that you aren't constantly being bombarded with other people's thoughts, emotions and memories. Not only that, but you'll eventually be able to select specific people to read as well as select specific topics you'd want to know about and receive the memories and thoughts of the persons most likely to give you that specific information and even learn various skills that way.

As the Void which Binds is a timeless place where all of consciousness across all of history resides simultaneously you can also get glimpses of future memories and thoughts, including your own, granting you visions of the future, small glimpses at first, but with time you'll have knowledge of countless possible futures and especially minute details as long as they involve yourself and also the future of others to a diminished degree.

Lord of Pain, Lord of Time -2000

Like the Lord of Pain, the Shrike, you have been chosen as an Avatar. For whom and what I don't know and maybe even you don't know. You now hold lordship over time and space itself. Just like the Shrike you can now move through time and space, more easily and effortlessly than a man might walk down the street. Distance and time means nothing to you as you can appear anywhere at any time, react and move as fast as necessary, making even people in a phase suit seem frozen in place next to you, breaking the very notion of time and easily freecast yourself and others to any point and time in the universe. You can move yourself and others back and forth in spacetime, even a kilometer long treeship can be sent through time and space by your hand without effort. You can also use your time travel powers for more creative purposes such as to loop time to summon an infinite number of temporal clones. You can create and influence anti-entropic and hyper-entropic fields, the time tides, influencing how things and beings around you experience time, meaning you can control the speed of their movement, in which direction in time they move and even affect the age of beings and things, for example by cursing them with esoteric temporal diseases such as the Merlin's sickness for example. This also means you

are completely ageless and immune to any sort of natural deterioration or entropy. You may control these tides to shift you or your surroundings through time in such a way that you can revert attacks and damage done to you to an extent. Any time you enter fast-time you also gain all the abilities and powers of a phase suit (see Phase suit in the item section) without any of its few limitations. Additionally your power over space means you can create powerful displacement fields, force fields that bend space, which isn't only an incredibly powerful defense, letting you tank mountain splitting blows without trouble, but very useful while moving with superspeed, as you don't accidentally destroy everything around you with sonic booms just by moving your hand too fast.

For an additional undiscounted -300 cp you also gain the ability to enter into different timelines, where events did or will play out differently. You may now freely enter alternative timelines, move back to your original one and even summon temporal clones from those different timelines.

This perk will grant you the same lordship over time and space the Shrike possesses, but it gives you neither its natural weaponry, nor his innate strength, durability and speed, which would correspond more or less to cyborgs such as Rhadamant Nemes.

Items

You can get a 50% discount on 2 Items of each tier up to the 600 cp tier and a single discount for each of the upper tiers. Discounted 100 cp items are free.

You may freely import any item into the options below as long as they mostly share form and or function. This way you may even combine items from this or other jumps if you think it fits.

Items can be purchased several times.

Discounted items can be repurchased at discounted prices.

Comlog -free

This is an advanced computer and communication device which can take whatever form you wish, but is able to easily fit into a small bracelet. It contains a simple (for the era) AI and is a general communications device, allowing constant access to the datum plane or whatever equivalent one may find. It can function as an universal translator, navigation system, calculator, daily planner, connect to most other computer interfaces, project holographic imagery, store huge amounts of data etc. Think of what the continuous evolution of the smartphone for the next 700 years would be like. It is still quite useful without access to the datumplane, but obviously

works better with it. For an extra -100cp it will be modified to also be a fatline sender/receiver so that now you can communicate in real time with any other point in the universe where another fatline sender/receiver can be found.

Comlog implant -100

You've got a comlog implanted directly into your head and you can access the whole of the datumplanes vast information with a minor mental command.

Can be modified to also be fatline sender/receiver for an extra -100cp

Möbius cube -100

A carbon-carbon-shell set around a zero impedance class 8 containment field folded back on itself. A cube that size could hold a kiloton nuclear explosion in check as long as it was boxed during the nanosecond of ignition, It's sealed. Once unsealed, a Möbius cube has to be reactivated at a place where containment fields can be generated. Anything placed in there will remain completely unchanged, frozen in time and space. Great for transporting valuable and fragile art pieces or more volatile and dangerous things.

Neural stunner -100

A small wand-like device which Instantly paralyzes a target's non-autonomous nervous system. They'll remain motionless for several minutes until they regain (quite painful) sensation in their numb limbs.

Osmosis mask and skinsuit -100

This gel-like mask will only let specific molecules, like oxygen, and carbon dioxide pass through and actively helps pump those molecules in and out of your lung, thus allowing you to breathe freely in a toxic or thin atmosphere as long as there is the scarcest trace of oxygen and even allows you to breathe underwater. The skinsuit will keep you safe from all but the harshest elements and environments and fuse perfectly with the osmosis mask to become air-tight.

Poulsen treatment -100

A small pack of poulsen treatments. This pack alone can prolong a normal human's life, health and youthful appearance for a century. It is worth a lot of money.

Continuous poulsen treatments do have strongly diminishing returns however and cause the patient to get ever bluer veins and skin. Don't expect to beat Martin Silenus' record of becoming 500 subjective centuries old with this alone. You get a new package every month.

Detective kit -100

Everything a good detective needs: truth tell serum to get information out of unwilling parties, osmosis handcuffs which are sturdy handcuffs with which you can quickly deliver medication and other substances, melanin pills to quickly change skin color,

A small kit that may shortly disguise you, some basic hacking and AI override gear, fake ID etc.

Handgun -100

An old but trusty handgun. It can either fire solid slugs or bullets containing hundreds of tiny flechettes, which seems to be very popular here.

Windwagon -100

The Windwagon is a big automated wooden sailing ship that drives on big wheels through the land. Steered and controlled by a rudimentary AI it will automatically use its sails the most efficient way and is otherwise a very comfortable ride. For no additional cost it can transform into a normal seafaring ship as well.

Pack of RNA learning medication -200

You gain 5 skills or knowledge of 5 subjects through a simple injection. You will get a new pack every jump or every ten years. The skills/knowledge you choose can only be things that should theoretically be easily accessible for you to learn on your own, so you can't use this to learn some top secret or highly advanced skills or knowledge. These injections will give you an advanced level of skill/knowledge, but no mastery. If taken with 28th century education perk, your knowledge is deepened, making you an expert of the 5 fields you choose.

Deathwand -200

Based on the same principles as the neural stunner, this wand fries the neurons of everything with any sort of nervous system it's pointed at within 50 meters, causing instant death. This wand can either fire concentrated beams or wide spread fields that can eliminate a whole room full of people at once.

EMV -200

An electromagnetic vehicle, basically a flying car. It is much more reliable on planets with an active core and therefore a magnetic field, but it is still useful on planets with a solid core, though the ride won't be nearly as safe. It can fly at mach 1.5 and has the appropriate containment fields that would leave you unharmed after you crash at such speeds.

Schrön loop -200

A Schrön loop is tiny, no larger than a thumbnail, and very expensive. It holds countless field-bubble memories, each capable of holding near infinite bits of information. A man or woman could carry AI personalities or entire planetary data spheres in a Schrön loop. This small device will be able to access any device you put it in and instantly upload and/or download a near infinite amount of information.

Body modification -200

You get biomonitors, sensory extenders, and internal comlog (optional), neural shunts, kickers, metacortex processors, blood chips, RNA tapeworms . . . Everything you need to be basically an enhanced superhuman by today's standard, functioning at peak olympian levels at all times.

Motile island -200

An entire tropical island, that is actually a living being that floats through the ocean. Massive tree-sails let it steer. It feeds on plankton with long feeding tentacles and grabs hold of things with its anchoring tentacles. You get an entire small city of your own located on the “back” of the island as well as a herd of seafolk: intelligent dolphins that keep the island healthy and help it navigate to good “grazing” grounds.

Assassins' gear -200

Several hundred meters of monofilament capable of slicing through an entire starship while being impossible to see with the naked eye, earwig eggs which burst open the moment a biological creature passes over them after which the earwigs will follow them, crawl through their ear and then violently explode as well as dozens camouflage mines, about the size of a pea, taking on the color of wherever they're dropped and exploding with massive force in proximity to a moving target.

Hawking mat -200

This is not any Hawking mat, but THE Hawking mat used by Merin Aspic, his grandson the Consul and finally by Raul Endymion. It has been modified by Ouster technology and is capable of flight in excess of 300km/h, and can retain a standard charge for up to 1000 hours of use. Its containment field is also sufficient to sustain some atmosphere in the vacuum of space for at least a brief period of time.

Stimsimulator -400

A Stimsim creche at the level of Olympus Command School Historical Tactical Network (OCS:HTN), which is directly fed by the All Thing, the autonomous AI governing the Hegemony. This simulation is created by at least 8k gamma class AI, creating a “dream” more real than reality. If you plug into this simulation you could experience an entire military campaign during the french-anglo war and be completely immersed in the life of the person you're “playing”. Some people have died in real life upon experiencing the shock of violent death within the simulation but you'll be guaranteed to survive any simulated death. Be warned nevertheless: time in simulation equals time outside, so don't waste your life in simulation.

Erg -400

An energy bender, an elemental, an erg. This is a semi-sentient serpentine silicone based lifeform from aldebaran about as big as a cat's spine. It can produce and manipulate massive powerful force fields. It can also feed on fields of any kind and convert them into different ones. Electromagnetic radiation, like sunlight, can be

easily converted into standard containment fields by it. A single erg can produce class nine containment force fields as big as a standard FORCE spinship. Its control over those fields is sublime and one could easily create an entire remote for an AI, only consisting of force fields. Just like the Templars you found a way to communicate with the erg telepathically and it will obey you like a very intelligent pet.

Cruciform parasite -400

This is a small cross-shaped living thing, extremely hard and warm to the touch. If placed on a human, or other living thing it will bond to it over the course of some hours. This is the version Pax has access to, perfected by the technocore, with all its side effects erased. After the bonding is complete the host will become one with the cruciform and the cruciform one with him, even taking over his DNA profile. After the accidental or natural death of the host, the parasite is able to recreate the host's body and mind as well as his memories, not only repairing bodily damage but being able to completely reconstruct all bodily tissues and parts, thus resurrecting the individual to the age when bonding occurred, with all the memories they had accumulated up to the point of their death intact. The resurrection process takes 3 days but can be shortened to 2 days with a 8% failure rate or even down to 6 hours with the potential of failure and resulting in a painful prolonged resurrection. Only the tiniest fragments of host tissue or even just cruciform matter remains are required to regenerate both host and cruciform, but will require some relatively fresh biological source for reconstruction.

For an additional undiscounted -400 cp you get an entire cave full with millions of cruciforms.

FORCE suit and multipurpose rifle -400

The rifle is a true multi purpose rifle, as it can fire solid slugs, lasers, flechettes, plasma bolts, canister grenades, heat seeking darts and particle beams all at different settings and intensities, letting you hit targets up to 10 km away drilling half a km deep holes into solid rock with an electron beam. Needless to say this rifle is heavy and requires the augmented strength of the suit to properly wield for a human.

The suit will enhance your strength and speed by a magnitude and greatly enhance your senses as well as your coordination and aim. The suit is covered in chameleon polymer making you almost invisible to the naked eye and even harder to detect on radar. Your enhanced senses and integrated aimbots will allow you to hit any target within 10 kilometers, given that you're equipped with the right rifle. This suit will also be able to take a lot of punishment, even against similarly equipped foes, although not within close range. Ammunition and energy packs will refill weekly.

Sphinx trap -400

This device, the size of a small card, creates a 5m diameter hyper- entropic and temporal displacement field which will shift targets 5 minutes into the future and will hold even powerful time manipulators, like the Shrike, there. For an additional undiscounted -200cp this device will fling targets some predefined time, even millennia, into the future.

AIDS II computervirus -400

Named after a mutated autoimmune disease on old earth, this virus quickly kills any AI or computer construct, by turning its own defenses against it. Simply inserting this virus into any AIs remote, including the biological body of a cybrid remote, will very quickly kill the AI, resulting in a true death. Of course most AIs have backup memories saved on secure parts of the datumplane, resurrecting their personality in time, but they might at least lose some of their memories. This virus may target specific programs, AIs or other computer constructs and not spread further beyond those targets if you wish or you may release it and let it go unchecked.

The consuls ship -400

A 50 meters, black, cigar-shaped rocket, with powerful thrusters, enhanced ouster-modified containment fields, that make it possible to remain awake while the Hawking drive is on as well as an advanced and rather friendly AI controlling every aspect of the ship. It is very spacious and comfortable inside, furnished with a library, a living area including a grand piano and other luxurious accommodation, next to some more necessary things like an engine room, a holopit (for tactical information but also watching "holies" for entertainment), four cryogenic fugue couches, an autosurgeon that can bring up to 3 people back from the brink of death simultaneously etc. The ship can alter its own shape to some extent, to either better accommodate its passengers but also for overall utility and is capable of repairing itself from great damage and could repair and rebuild its whole engine in a month with materials it sequesters and transforms from its surroundings.

Swiss Guard armor and weaponry -600

The more advanced version of the FORCE armor and weaponry in every way. Swiss Guard fighting suits have always been the best in the human universe--capable of surviving, moving, and fighting in air, water, hard vacuum, hard radiation, slug assault, energy lance assault, and high explosive environment up to the low kiloton-yield range, but the new commando suit also carries their own class-four containment fields and were able to piggyback on other containment fields near it. An integrated EMV or impulse pack allows for flight in or outside of the atmosphere. While even a FORCE rifle can't penetrate this armor, the rifle you now possess can with time. Ammunition and energy packs will refill weekly.

Farcaster home -600

An incredibly luxurious farcaster home. 44 rooms in 41 worlds that are connected via farcaster portals instead of doorways. You can place those portals wherever you like (different properties you own etc.). It will work without the ridiculous costs and even if the world web is down. You can have dinner in your kitchen in the branches of the world tree on god's grove, go to sleep on the dark side of the moon and go to the toilet on a platform on the vast ocean of mare infinitus.

Time Tombs -600

You get a version of the Time Tombs. Those mysterious structures have mostly unknown purposes and properties. Maybe you can discover more of their mysteries. In any case the six structures: the obelisk, the sphinx, the shriek palace, the cave tomb, the jade tomb and the crystal monolith emanate a strong shifting anti-entropic field, propelling them backwards through time, belong to you now. For more details, see the note section.

Universal access card -600

You get the universal access card of the CEO of the hegemony, or the papal disk if you enter in the Pax era. Any piece of tech, officially belonging to that faction, is unlocked for you and you gain access to the full resources of either the Hegemony or Pax as long as your actions don't directly contradict the goals and ideals of those factions. This will change in future settings to a similar all-access device for a single major faction within the setting.

Hegemony Capital ship -800

Equipped with a Hawking drive and powerful fusion engines, cryogenic stasis chambers, able to hold a hundred fighters, equipped with advanced (though not technocore advanced) tactical AIs, weaponry strong and numerous enough to glass a planet with time or turn a large metropolis into rubble with a single hit and class 9 shields strong enough to withstand such attacks for some time. It can fire FTL hyperkinetic hawking missiles, charged particle beams/CPBs, lasers the size of small worlds, and nuclear missiles and plasma missiles that explode in a shaped blast. It boasts a class 9 containment field, which reforms in nanoseconds should it be disrupted by too much force and has the ability to form defensive singularities in a perimeter around it, swallowing or redirecting attacks. It also has a highly secured on board farcaster portal for quick boarding and evacuation.

For an additional undiscounted -400cp you get a whole fleet of 200 FORCE:space warships. They will be composed of a differentiated fleet of warships, cruisers, dreadnaughts, C3- command ships and even jump ships, which carry massive farcaster portals with them allowing for quick fleet movements.

Tree ship -800

Only a handful of these trees exist. This is a 1 km long, living tree spaceship. It's very fast and comfortable to travel with. Multiple Ergs live in it each of which produce powerful class 9 containment fields, which can be used for protection, inertia dampening, atmosphere containment, radiation shielding but also for propulsion. While normally a treeship would house only one or two Ergs you'll gain a total of 27 Ergs which produce such strong fields that it would let you survive the onslaught of several Archangel ships in a short engagement. Contained singularities produce artificial gravity. It is also equipped with a standard Hawking drive. The seeds of the tree don't grow everywhere but if they do they will develop to 1 km tall Muir-wood trees of their own. For an extra -200cp you gain the other two tree-ships as well.

Death bomb -800

Based on the same principles as the Deathwand, this bomb can fry the neurons of all humans within at least three lightyears in an instant. You can program the bomb to only target a specific species or kill every living thing or any thing with anything even similar to a synapse or neuron, within a specific range up to the aforementioned three lightyears. Kilometers of solid rock may shield one against such effects, but that might be a lie. You'll get a new one every year.

Farcaster network -800

Reignite the light of the hegemony. You get 200 orbital singularity spheres that you can insert into any star systems, as far apart as a spiral arm of the milky way galaxy, with which you can link them together and use farcasters all over those systems, on every single point of any planet or moon within it. You also automatically gain 20 more per year, which you can place at any point you've been to before in-universe, but you'll also get the knowledge to build more if you want. Building farcasters is very expensive and takes quite some time though.

Castel gandolfo -800:

You get your own version of the Pope's "summer retreat". It's a potato-shaped little asteroid world that is more than forty kilometers long and twenty-five across. The sky is blue, with its oxygen-rich atmosphere held in by and the retreat generally protected by extremely powerful class 20 containment fields. It has hillsides and terraces green with grass and crops, the sculpted mountains forested running with streams and small animals. It looks like an ancient Italian village from the outside, while the interior of the asteroid is honeycombed with garrisons holding more than ten thousand Swiss Guard and elite Pax troopers, which are now dedicated to your protection.

Archangel class starship -1000

This ship can hold 50 crew members. It is equipped with standard hawking drives but also highly advanced gideon drives allowing for instant or near-instant travel to any point within known space. The forces resulting from this drive are so severe that a

normal human turns to paste, which isn't a real worry for the cruciform equipped crew which normally attends it. You however gain highly advanced inertial containment fields that mitigate that problem, only resulting in normal humans passing out for a short time. This ship also boasts powerful fusion engines that can create up to 600 g of acceleration, something which even normal internal containment fields can mitigate quite easily so that the crew can move unhindered. It's also equipped with Class 10 containment fields. FTL Death Beams (a concentrated beam version of the death bomb), CPBs, lances, shaped nuclear missiles, FTL hawking missiles etc. It will slag anything within several AU distance, thanks to its advanced FTL sensors, aimbots and weaponry, and can obliterate most Ouster fleets single handedly with its weapons that can create fireballs the size of entire planets.

For an additional -300cp you gain the ships of the task force: Gideon: 7 archangel ships with a support fleet of 20 torchships.

Planet -1000cp

You've become governor and de facto owner and dictator of a whole planet. You can choose any planet including Tau Ceti center, old earth, new earth, Pacem and of course Hyperion. This planet will follow you to future jumps and be neatly placed in an appropriate star system.

For an additional -500cp you get ownership of and access to 200 planetary systems, your own little hegemony of jumper.

The Helix -1000cp

A massive seedship from a time when Aneans are the major force in human space. It is aided by and controlled by five truly benevolent ex-TechnoCore AIs. Enhanced Hawking drives let it travel at only 60 times the speed of light but a thousand times less harmful to the void that binds than conventional hawking travel. It is a full kilometer long, housing 684,300 people in spinning pods suspended in cryo-sleep. It casually boasts a class 20 containment field that can extend to emergency class 35 and extend from a few meters to a few hundred km around the ship in a second if needed. It is armed with incredible FTL- sensors and hyperkinetic FTL hawking missiles with plasma warheads that can detect and shoot targets from 26 AU distance, as well as CPBs and high energy laser lances that can target and shoot 300,000 individual moving targets in 2,6 seconds. It has a highly modulated setup with individual modules as big and more powerful than hegemony era torchships, boasting a class 12 containment field etc. each.

Powerline to the future -1200 cp

Humanity's future or the future of the machine ultimate intelligence, at least one of the possible ones, truly looks bright. They will be able to construct giant machines that harness the power of entire galaxies and channel those energies to any point in space and time they choose. They even found ways into other universes so that they might tap into even more energies. What that means is a basically limitless supply of energy to power any machine they need, even the machines and technologies that use the extremely energy consuming phase shifting technology. You now possess access to this endless well of energy to power any and all devices you can possibly need energy for.

For an additional -400 cp you can use this energy to also power any and all abilities of yours, just like the Shrikes powers, giving him lordship over time and space, are merely powered by energies lent from another place and time.

Phase suit -1200 cp

A silver and chrome skinsuit from the far future, that is more forcefield than actual suit. With just a mental command you can summon or dispel this field in just a microsecond. This suit vastly increases your senses, speed and strength, much more so than the FORCE or the swiss guard armor, and provides a protective area around you. You will require neither air nor sustenance while wearing it and your stamina is also incredibly increased. Within this field you exist somewhat outside of normal spacetime and as one of the results of that fact normal weaponry doesn't seem to be able to harm you. FORCE and Pax rifles can't harm you and even minute long continuous fire from a 80 GW laser can't penetrate the field, but it may hold you in place. Only tech and beings capable of space time manipulation seem to be able to even scratch you. You can extend your suits field to items and others you hold on to giving them the same properties as long as you maintain contact. Weapons linked to the suits energy field will be supercharged by it, so much so that a previously ineffective FORCE rifle would even damage the Shrike. Most importantly, with this suit you can phase shift to greatly increase speed so much so that light would appear frozen in place or creep at a snail's pace.

For an extra undiscounted -600cp your suit is now upgraded, which allows you to influence spacetime to a greater degree. You can now shift backwards and forwards through space and time similar to other space time travelers and freecast to any point in space and time you want, shift yourself and your surroundings through time and block the power of other time manipulators to some degree. You won't have to worry about the astronomical amount of energy required for phase shifting; the Void which Binds will supply you with it.

For an additional undiscounted -300cp you may also travel to different timelines.

Startree biosphere -1200:

A dyson sphere made out of massive interwoven trees as long as the mississippi, orbiting asteroids that also deliver massive amounts of water, giant flying squid like aliens, the zeplins, used for construction and weaving of the massive branches and erg-produced force fields holding everything together, retaining atmosphere, protecting against impacts, stabilizing the entire construct so that it doesn't crash into its star and even creating pockets of artificial gravity if desired. The entire construct is filled with highly advanced living pods of various sizes that offer comfortable living spaces. You can spread this sort of biosphere to other stars, but it will take a time to seed the galaxy. You may choose the exact makeup of the flora and fauna of this massive garden.

If you don't like dyson spheres, you can get a couple dozen massive halo-like orbital ring forests of similar make and construction instead.

Companions

Companions can gain more cp, by you freely giving your own to them at a 1:1 rate.

Companions can take drawbacks at no points and can't purchase any further companions on their own.

Canon companion -variable:

You may freely take any canon companion of human level power with you. You may take AI personas with you for -100cp. Stronger, more dangerous beings like the Nemes cyborgs will cost you -400cp (includes Phase suit level 1). Anea or pretty much any Anean that has received the DNA sacrament from her and beings of extraordinary power and danger like the Shrike will cost you -800cp

OC companion -100 each

You can create a new companion. The specifics of their history and personality are up to you. They get 600cp to spend however they want. They can't take drawbacks and can't buy new companions, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8)

You can import up to 8 companions. They get 600 cp to spend however they want.

Mini shrike -100

A miniature version of the Shrike with miniature versions of the Shrikes powers, that looks both creepy and also kind of cute. It will use its abilities to make sure you always have your coffee prepared just how you'd like it, freshly, whenever you'd want

it, clean your house at super speed, remind you of important appointments and similar minor things.

Aenean navigator -400

This is an experienced ship pilot that has gained the abilities of Anea through her sacrament and mastered all four steps but somehow lacks the ability to grant his abilities to others. Nevertheless he'll be able to freecast entire ships and crew anywhere you want and instinctively knows the details of any system he freecasts into as long as there are, have been or will be any sentient beings in the system that are capable of empathy. He can still freecast into any place in the universe even if it lacks such a connection to empathy, but he'll have to approach it from farther away. While he can't grant any of his powers to you or others he can share his telepathic link to you and your companions so that you can call him mentally at any point and have an entire massive star ship appear just a second later. He gets "the one who teaches" and "pilot" for free. The rest of his or her personality is up to you.

Drawbacks

Time debt +0

You may spent as much time, past your original 10 years as you want in this setting.

Old +100

You're a very old Jumper. You can feel the age in your bones, no matter how you might look. You're more weak and feeble and you have random pains and aches all over your body. It's getting harder to stand up each day. You'll be guaranteed not to die of old age during your standard 10 years here, but you'll only feel worse with time.

The One who was being taught +100

Anea or someone like her has selected you as one of her disciples. She won't share her power with you as she feels you aren't ready for that gift yet, so she embarks on a mission to enlighten you. For the duration of your stay you'll have to listen to countless hours every week of pseudo philosophical and theological musings, essays about the importance of the power of love, random bits and pieces of vague poetry, riddles and veiled promises (or threats). She will never share any useful bits of information about the true nature of things or your or her own future with you as those are things you don't need to worry about.

Mystery woman +100

You've fallen in love with a mysterious woman, who will appear to you in dreams and simulations and sometimes even in reality. You never seem to be able to hold on to her for long and she'll be gone and stay elusive, but you will start to obsess with finding her. Will you ever learn her real name and history?

Damaged language center +100

Something happened to your language center or the artificial equivalent of it. Maybe it was a result of extended cryogenic sleep. In any case your entire vocabulary of manageable words has been reduced to: fuck, shit, piss, cunt, goddamn, motherfucker, asshole, peepee, and poopoo. Even writing or other possible forms of communication are reduced to those words.

Lost hand +100

Your hand was cut off by a monofilament wire. There's no way to replace it with an artificial one for some reason. This drawback can be taken twice.

Butcher of Bressia +100

You've got a very bad reputation and many or even most people despise or pity you. Don't expect to make many friends naturally.

Abraham dilemma +100

'Jumper! Take your daughter, your only daughter Rachel, whom you love, and go to the world called Hyperion and offer her there as a burnt offering at one of the places of which I shall tell you.'

You will be constantly plagued by horrible nightmares wherein you will receive commands to sacrifice the one you love most, which doesn't necessarily need to be your daughter. For an extra +100 they will increase in intensity and cruelty over the next months and years with you becoming more and more obsessed with the concept of sacrifice, the nature of the relationship between God and Abraham and the very notions of morality itself. For an extra +200 you will need to really sacrifice the one you love in order to save humanity, whatever other faction you may fight for or to guarantee the success of your own interests

Death, rebirth and death again +100

For some reason you've died and returned at least once or even several times, whether your return was by some actual resurrection, change of a timeline, reconstruction or copying of your whole personality and memories from the void which binds or something else altogether. This experience has left you mentally scarred and the memories of your agonizing last seconds of agonizing pain or your weeks spent exhausted and gasping for air amidst bloody and sweat drenched sheets as the tuberculosis slowly dissolves your lungs, hunt your days

Wanted +100/200:

One major faction wants to capture you alive (for +100) or dead (for +200): The Hegemony or Pax (not both as they don't exist at the same time points), the Ousters and the Technocore. This drawback can be taken multiple times, but each time you add another faction they will start cooperating and unleash ever more dangerous threats. Taking the 200 cp version twice and choosing the Core and Pax would for example result in the release of the 4 cyborg siblings, each equipped with phase shifting capabilities, to hunt you down.

Fall and rise and fall again +200

You will have to be here much longer than 10 years. You will start in the year 2761 just minutes before the Time Tombs on Hyperion are opened and stay at least until the time point in which the Anean shared moment would take place, if you don't change things too much, which is around the year 3136. Without any intervention on your part you'll witness the Fall of the Hegemony, the collapse of the worldweb, the chaotic century until the Church rises to power, the large scale conversion of old hegemony space into pax space, and then again the revolts against the church culminating in the Anean shared moment. I suggest you buy a lot of poulsen treatments and invest in a cryogenic fugue chamber. This drawback might interfere with other drawbacks and would for example allow you to take the "hunted" or "bodyguard" drawback for an additional time. For an additional +100 cp you'll start before the "death" of old earth in the year 2338. If Martin Silenus managed to become a thousand (probably around 500 subjective) years old, then maybe you can too.

Flashback addict +200

You're addicted to relive your happiest memories, with a stimsim drug called flashback For at least 2 hours a day you hook yourself up to a stimsim and flee to happy days long since past.

Corrupted tech +200

Like the parasites that they are, the AI from the Technocore have infested every piece of technology available to you from outside or inside this jump, rendering useless as soon as you don't fulfill some of their often conflicting goals and directly hijacking your mind and powers whenever possible through your use of said technology. Trying to use a cellphone will likely result in it not working, but trying to travel via farcaster is all but guaranteed to have your brain used as a computing device for the core.

Merlin syndrome +200

You're aging backward, getting 1 day younger every single day that passes. Not only your biological age, but also your memories regress, meaning that you forget what you experienced the previous day, while recalling all the memories you had on the

day corresponding to your current age (If you were to regress to 16 you'd wake up and think that your friends, who are actually in their 30s now, will come over for your birthday party any moment)

For an extra +300 cp your starting age will be 9 years old. You will have to find the Shrike and beg for it to lift the curse from you otherwise you'll vanish from existence before the end of the jump.

Can't be taken with the "old" drawback

Locked in place +200

You can't move out of a specific area during all your time here and whenever you do so you'll experience severe pain. This pain can be dulled at first with ever increasing amounts of pain medication and ultimately pure ultramorphine, but after some months away from your location you'll be unable to move because of the sheer amount of pain you'll experience. The area you get to roam within is that of a large valley, but compared to the galaxy at large, that is a very tight confinement.

Bodyguard +200

You've been selected as the bodyguard of someone. Success of this jump requires you to save them from death until the end of your time. The person you are supposed to protect has at least the equivalent of the +200cp version of the "wanted drawback, taken twice. If they sacrifice themselves out of their free will, you'll succeed nevertheless.

Trillions of lives and trillions of deaths +200

You've gained imperfect knowledge from the one who teaches. Instead of reading the thoughts of memories of people past, present and future at will you get random flashes of memories and thoughts from random people throughout history all the time. Its sometimes getting hard for you to distinguish between your own memories and those of others and your own thoughts from the thoughts of others. Be careful not to lose yourself completely.

For an additional +100 cp you'll also feel all the pain of those around you, especially the pain you'll be causing others.

For an additional +200 you will be plagued by constant memories of the most painful and cruel fates humans have ever experienced. Before your time here ends you will have died a thousand deaths.

Bikura +300

You have been resurrected a little too often with an imperfect form of the cruciform parasite. You've become slow and dull of mind, lost your sexual organs and body hair and received the physiognomy similar to someone with down syndrome. This won't give you any additional benefit of a free cruciform parasite however, unless you bought one from the item section you won't be resurrected this way if you die.

Locked in a loop +300

Your whole consciousness and being is stored in a schrön loop, implanted in someone else's body. You can only communicate with them in their dreams and your powers are locked away.

Avatar +300

Or more like a puppet. Turns out that despite all your amazing powers you are nothing more than a puppet with long strings. You are being directly controlled by an entity or group of entities that are completely moral opposites of yourself. If you have no moral or ethical compass to speak of, then your master/s will use you to directly oppose your plans, harm your companions/equipment etc.

PAIN +600

For the next 9 years you will be impaled on the Shrike's tree of pain or alternatively on a Tesla tree while implanted with a cruciform parasite, regenerating you over and over again. The choice is yours :).

Final atonement +600

The Shrike wants you dead. As the lord of Pain has a flair for the dramatic and knows the nuances of terror and horror he'll stalk you first and appear and disappear frequently in your proximity until at one point he decides to rip you to shreds with his infinitely sharp talons. For an extra +200 cp the Shrike will try to kill you the very planck-second you arrive in this setting and he won't hold back at all.

Ultimate Intelligence, ultimate fight +1200

The machine ultimate intelligence has calculated that you are a danger to its objectives and goals and it wants you dead and gone. It will pull all its massive resources from all over space and time, including the Shrike or several of them to eradicate you from any timeline. Can't be taken together with the "final atonement" drawback.

Scenarios

Pilgrimage

"You have been chosen to return to Hyperion as a member of the Shrike Pilgrimage. You and six others have been selected by the Church of the Shrike and confirmed by the All Thing. It is in the interest of the Hegemony that you accept."

You will take the Templar Het Masteens' place in the last Shrike Pilgrimage described in the first and second book of the cantos, though you don't have to have the same role (or fate) as the Templar. You must travel with your fellow companions the exact route of the old rite and survive till the very end of the Pilgrimage. You may not harm any of the other Pilgrims or prevent them from facing the Lord of Pain on their terms, though you may help them during the confrontation. Ultimately you must face the Shrike and like the other Pilgrims be judged by it. You must find your own reason for this Pilgrimage and a thematically fitting way how to deal with the lord of pains judgment, the allegory for the inescapability of death and suffering.

Reward: Should you prove worthy you and you alone will have a wish granted by the Shrike. This will give you the "hyperion variable" and "deus ex machina" perks for free. You may also take all willing pilgrims with you on your journey as companions free of charge. Ultimately this experience will change you and make any cooperation and harmonic relationship between yourself and your companions far greater.

Rats in the walls

Can't be taken with AI background

The TechnoCore has retained a tight grip around humanity since the very start of their alliance. Only few people at any time know the truth behind their parasitic existence. At the start of the series no single non-AI character knows their exact goals, make up and location, much less the exact nature of their relationship with humanity. It is your goal now to do the seemingly impossible: Free humanity from the dependence of the Core. You need to outsmart beings far brighter, that can calculate the next 200 years with almost 100% certainty. You need to conceal your movements and stratagems (i suggest you avoid comlog implants) and you need to conspire with enough key people to strike at a fixed time point to avoid letting them react to your actions. The goal is either the complete destruction of the Core or the universal destruction/cessation of technology that makes humanity dependent on the Core, after which the Core will starve and become a shadow of itself.

Reward: You gain the "Change the outcome" perk for free. Any technology you build or own will be henceforth completely immune to tinkering and influence by outside forces. You could rebuild the farcaster network in this setting without fear of rats moving into your walls again. Ultimately any actions that frees a large part of a population from (hidden) tyranny will be much more successful if undertaken by you.

Civil War

AI background only

The TechnoCore is split into too many factions and they are engaged in a sometimes cold and sometimes quite hot civil war. You must choose a faction and subsequently fight for your faction's unquestioned supremacy within the Core. All other factions have to be eradicated or at least left useless and defanged. In addition to this you actually have to push to achieve your factions goals. Only the ultimate achievement of your goals AFTER the defeat of the other factions will grant you a reward.

Goals/Reward:

-Volatiles: You need to eradicate all of humanity, save for some billion humans used as cattle. → reward: gain the “change the outcome” perk and the “deathbomb” and “Archangel ship” items for free

-Stables: You need to actively maintain the parasitic relationship you have with humanity till the jump is over. The Farcaster system needs to remain intact and the cruciform parasites have to thrive on billions of peoples chests. → reward: gain the “eternal tech” perk and the “farcaster network” item for free as well as an upgraded “cruciform parasite” item

-Ultimates: Looks like you have to stay a bit longer. Approximately several million years longer. You have to create the MUI. No small task as other forces outside of enemy AI will try to interfere→ reward: gain the “spacetime technician” and “cyberpuke” perk for free as well as a free Shrike companion.

-Reapers: You only want the death of everything useless, rotten and dysfunctional within the Core. Kill everything in the datumplane that doesn't fit your idea of a good AI and you've achieved your objective. → reward: gain the “cyberpuke” perk as well as the “farcaster network” and “AIDS II computer virus” items for free

Notes

Beware of heavy spoilers everywhere!

Explanations:

The Void-which-binds

A mysterious realm that connects all of time and space. It is a quantum realm in (or being) planck space and planck time. It is also the collective consciousness and memory of all sentient beings across space and time. Ultimately it is love. The physical manifestation of the thing we call love and empathy. Therein reside strange beings, supposedly part synthetic, part organic, though their exact nature or even

corporality completely unknown, who were first encountered by the technocore when they explored this strange dimension and labeled the lions, tigers and bears, powerful space-time manipulators and reality benders, comparable to the ultimate intelligences. Every technology or ability that has anything to do with FTL or other kinds of space-time manipulation works via the Void-which-binds (Vob).

Machine ultimate intelligence

When the suns will turn into red giants the technocore will complete a machine so massive it spans entire galaxies and consumes the power of quasars as a light snack. It will be able to perform incredible calculations and manipulate space and time and the void to unknown degrees. Mortal enemy of the human ultimate intelligence. They fight for control over all of space and time, which will decide the fate of humanity

Human/living ultimate intelligence

A collective (human) consciousness which naturally emerged over time, rather than being created. It is part Love, empathy and void which binds. The empathy part of the HUI fled back in time and hides from the conflict.

The big mistake

What supposedly happened, what secretly was supposed to have happened and what ACTUALLY happened:

A computer error in an experiment in Kiev resulted in a small black hole being released which subsequently swallowed earth over the next hundred years. It becomes clear later however that radical elements of the technocore were responsible for this computer "error" and that the whole human hegira had been planned in detail by those elements decades in advance. Ultimately it is revealed that the lions, tigers and bears, the empathic superior intelligences and masters of the void-which-binds didn't allow for the destruction of earth and instead in its final moments saved it from the blackhole and teleported the whole planet in an instant to the magellan cloud.

The Shrike

What is it?

A cyborg/robot/thing, standing over 3 m tall, made of razor wire, blades and thorns out of a weird organic metal, with four long arms tipped in ultimately sharp razor talons. It has burning red multifaceted eyes. It will be built by some faction in the technocore or better a part of the Machine Ultimate Intelligence (MUI) in the far future and sent back in time for some purpose.

What does it want?

It will shift its purpose as the one(s) controlling it will change, if the timeline is altered. In the original duology the shrike was developed by the machine ultimate intelligence. This UI was waging a massive war against the human UI (naturally

developed/evolved out of the collective consciousness of all humanity/sentient beings). The emotion part of the trinity-entity human ultimate intelligence however fled through space and time and hides somewhere. The MUI can't complete its fight and victory against the HUI without it being complete so it sent the Shrike back through time to find that part of its enemy and lure it out into the open and potentially kill it via channeling its powers through the Shrike. To lure out this being of pure emotion it is as creepy and scary as possible, kidnaps people and impales them on a massive tree of thorns (revealed to actually be an extremely realistic simulation) where they writhe in unimaginable pain for eternity. This collective pain is then broadcast through the Void which Binds, a vaguely defined quantum realm made of quantum/love/space-time stuff/consciousness, in which this Entity presumably hides.

Anea

Child of the human woman and Pilgrim Brawne Lamia and the John Keats retrieval persona cybrid (literally a recreation of body and mind/memory of the famous poet John Keats). From this unique union she gained a "nanovirus" at birth which a) gives her an unique connection to the void which binds ("the one who teaches") and b) gives her the ability to transfer that connection via consumption of her blood, spreading the virus ("DNA sacrament"). She will be instrumental to the downfall of the parasitic relationship between the church and the TechnoCore.

Cruciform parasite

Actually some weird machinery created by the TechnoCore to use human brains for computing power again, preferably upon death when humans are most creative. It restores the hosts memory, by ripping the "save file" from the void which binds where all consciousness and memory resides and as such is harmful to void, as all creations of the Core seem to be.

Time tombs

Known structures that we know some of the purposes/functions of:

- the Sphinx: can act as a portal to the far future. You will gain a portal to the far far future (we're talking millions of years here) of any future settings you visit.
- the Shrike palace: is way way bigger on the inside, but will only be revealing this space to you and certain other people when it shifts and turns space, making new passageways and rooms appear where none were before. This palace is the location of the tree of pain, or at least its simulation. You'll be able to hook up people to an extremely realistic simulation (Tree of Pain is already programmed), by just sticking a bladed bio-metallic tentacle into their brain. This will also keep them alive and healthy for decades. You may instead opt for an actual physical tree of pain: A massive tree with 5 meter long bio-metallic thorns that impale your victims, but keep them alive and prevent them from dying or slipping into unconsciousness.
- The jade tomb: gives access to the massive labyrinth of hyperion. Buying the time tombs therefore also gives you your own vast underground labyrinth network that

can integrate into any planet you visit in future settings. You can decide whether this network is only known to you or not.

You might be the one to lift the secret of the other structures.

Farcasters

Portals that connect to any other portal wherever they are. They were more commonly used in the Hegemony era than buses, taxis and planes during our time. Approximately a billion citizens used a farcaster (and their neurons used by AI for computation) at any given second. They work via some manipulation of the Void which binds and as humans didn't know about that realm during the hegemony, this technology was never understood by them and only built with the help of the Core.

Fatline

FTL communication, again via the medium of the Void.

Hawking drive

FTL travel, but without manipulation of the void. Far slower than Farcaster or gideon drive, both being near or literally instant travel to any point. Ousters only used this form of FTL for travel. Exactly how fast Hawking drives are is rather inconsistent and ranges from tens to hundreds to thousands of times the speed of light depending on often vague descriptions.

Phase shifting

A state of being that lets you step outside of normal time with the effect of going really really fast among other things. Phase shifting and sudden creation of a phase suit seem to be the same thing apparently, except for the shrike who's a bit special as always. As such you may treat the phase suit as both an item and a power/ability.

Time tides/anti entropic fields

Fields that reverse time, effect aging and entropy and such.

Rhadamant Nemes

She among her siblings are creations of the Core to destroy Anea and intended to be a counter to the Shrike who's loyalty had shifted away from the Core/MUI, after several actions by certain humans (Colonel Kassad, Brawne Lamia, Meina Gladstone) had changed history drastically. Outside of the Cyborg racial background they also have the ability to Phase shift/create Phase suits, although without the ability to freecast.

Anean Shared moment

Anea is captured by the Pax and is tortured to death by elements of the church and the TechnoCore. In her final moments she transmits a massive flood of memory, information and emotion across space to all of her disciples who had taken DNA sacrament from her, which amplified her telepathic message so that almost all

humans (and many alien races) instantly learned the truth about the Void which binds, the cruciform, the church and the TechnoCore.

Weapon/shield strenght

Relative Containment field strength is denoted by a class, but general strength depends on class and also the energy put into it, which correlates with the size/type of machine producing the field. A Class-one containment field produced by a Hawking mat, is enough to simulate 1g gravity, while a Class-one containment field produced by a massive ship like the Helix would be enough to tank crude CPBs and laser lances.

So overall weapon and shield strength is very inconsistent and difficult to evaluate, based on various claims and feats. I went for a middle ground approach between the most conservative (A hegemony spin-ship can destroy a city) and the most exaggerated claims/feats (A hegemony spin-ship can destroy a planet and a dozen can destroy a sun?!). So (in my estimation) while a average Hegemony warship can destroy a massive city in a single or a few hits with its weaponry, a single ship seems to carry enough firepower to glass a good portion of a planet and a couple of them suffice to boil oceans, blow away the atmosphere and turn tectonic plates into lava and a dozen of them could destroy a star...systems sings of civilization.

ANY use of FTL travel or communication from this universe that isn't freecasting will hurt the medium of the void which binds, causing millions of collective universal consciousnesses being lost. Especially the resurrection via the cruciform is extremely damaging. By purchasing any of the FTL technologies or knowledge thereof from this document you'll be guaranteed a completely refined version that doesn't hurt the void at all (except if you want to).

Potential perk interactions

Those are just some suggestions. Feel free to come up with your own.

>beautiful tongue+thorned muse+he won, he smiled=In the face of the greatest danger and the greatest Pain you are able to create art and beauty and poetry that eases the suffering of those who hear it and elevates them from their horrible existence to something higher. You could be stuck on the tree of Pain and make those around you forget for just some time where they are

>Spacetime technician+ARNist= create cruciform parasites that have no side effects when resurrecting a target

>ARNist+eternal tech= Create artificial beings of organic metal such as the Cyborgs

>ARNist+field mastery= crack the biology of biologically produced forcefields and even manipulate the weird silicone-forcefield biology of the Ergs

>spacetime technician+cyberpuke= create the kinds of literal neural networks the Ultimates of the Core used: Every single human will have all their neurons virtually rearranged and connected to the neurons of billions of other humans in the fraction of a moment between stepping through a farcaster network and perform incredible

calculations for an indefinite time (while in the Void, you can keep them as long as you want, as time doesn't really exist there)

>Cyberpuke+teach the unteachable=create truly benevolent AI

>teach the unteachable+he won, he smiled=instill greater resolve and willpower in those you teach

>DNA sacrament+shared moment=If you and all those who received the sacrament work together and channel the same power/ability through each other the end result will be greater than the sum of its parts

>Atemporal+cosmic constant=YOU won't change at all if you don't want to. Your history, your motivations, your whole character all remain or change according to your own will

>cosmic constant+change the outcome+atemporal=Any changes you make to a timeline will result in that timeline being the only one that exists afterwards

known dates

-2143: founding of the hegemony of man

-2238: the big mistake happens and dooms the earth. The ousters leave the world soon after

-2282: Hegira starts and humans slowly flee the planet. The TechnoCore is created at some point here after the AI peacefully secede from humanity

-2338: "Death" of earth

-2533: The time tombs and the Shrike suddenly appear on Hyperion.

-2761: The final Pilgrims are announced

-2764: the final Pilgrimage starts

-2852: destruction of the worldweb by CEO Gladstone and her conspirators to free humanity from the parasitic shackles of the AI

-3126: Anea arrives back from the far future and is immediately hunted by the church

~a decade later: Anean Shared moment

After this starts the Anean age in which at some point the TechnoCore will be dismantled and some or most of the AI will actually become benevolent

....

far future (one of them?): The MUI will be completed and will start its war with the naturally developed HUI.

-jump v. 1.6
-HDManon