By ltmauve

Jumpdoc v1.7 Game version 3.14

Welcome, Jumper, to this tiny galaxy. Does it have a name? No, not really.

It is mostly empty, with hundreds of stars left there ripe for the taking.

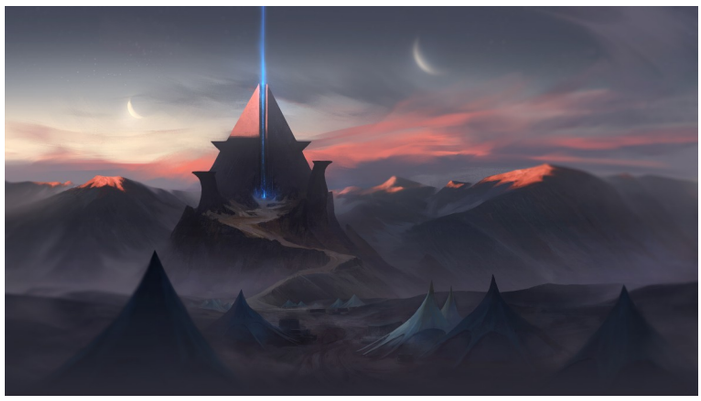
The year depends on who you ask. For Earth, the year is 2200 CE. But let's call it 0 Interesting Times (I.T.) You see, several civilizations are about to take their first steps into interstellar space. Once there, they will find each other, and the phrase "may you live in interesting times" will be very true.

You will be spending the next 300 years here, Jumper. Not only you, but your party as well. It'll take a team to get through the disasters coming.

First expansion, then wars and powerful things coming to the stage.

You start with **1000 Leader Points**.

Origin



One, and only one, member of the party must take either Ruler or Gestalt. All Origins can be taken as Drop-Ins, though taking that does include a primer of common knowledge appropriate to the empire.

Ruler

You are the true power behind this Empire. Regardless if the Empire is a democracy or a dictatorship, you are actually the one with the power. You decide the policies of the Empire, when it expands, when it makes war, where funding for research and development goes, and so on.

Gestalt (100 LP)

You are the Empire. A gestalt consciousness, the sum of all the parts. Your will is the driving force behind this Empire.

Official

Empires require countless officials to handle tasks ranging from negotiating with alien empires and managing entire sectors to making sure everyone in this one government office is getting their health insurance. Whether you're a big shot or not, you're part of your empire's bureaucracy machine.

Scientist

Not only are you a researcher, you're also a leader, with the ability to lead a team of other scientists and engineers, taking some proposed theory and turning it into a practical, researched technology.

You may also be leading a team far from home, bolding going where none of your species has been before and surveying strange new worlds.

Commander

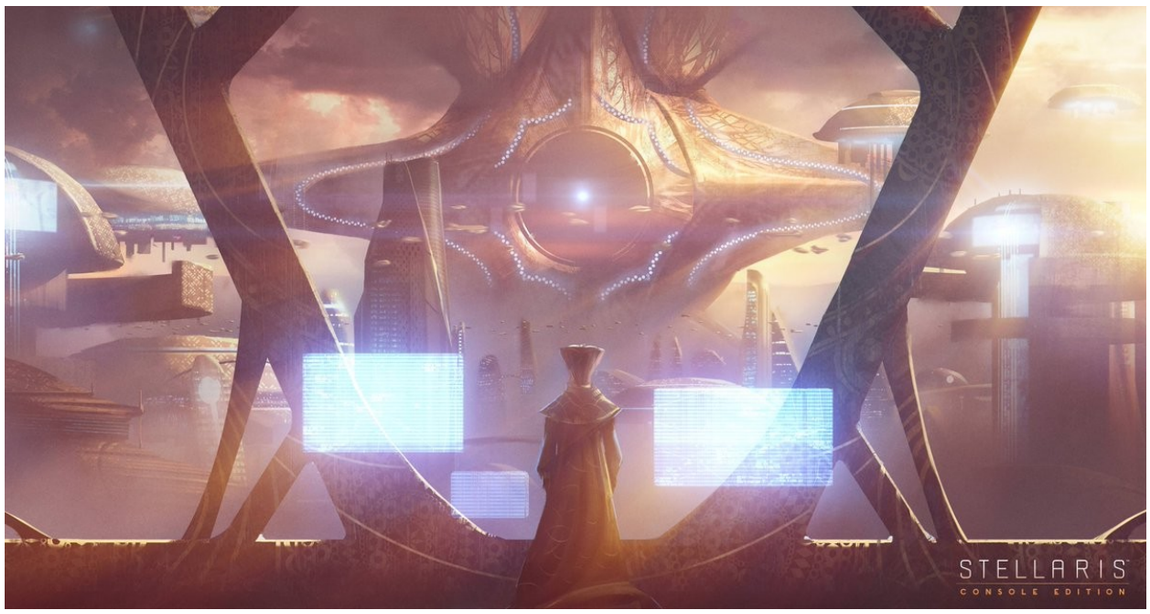
Your empire is probably going to need a military, and you're here to provide. Whether you're a general in charge of planetary assaults, admiral of the home fleet, or the ruler's favorite legbreaker in charge of managing rebeling planets, you're needed.

Spymaster

You are responsible for running an intelligence network in one of the empires in this galaxy. It might be an enemy empire, an allied empire, or perhaps you're a counter-intelligence spook operating at home.

Regardless, you select and run the operations of this network. Whether you want to steal technology, sabotage someone else's alliance, or even lure monsters into enemy territory, you are the boss.

Personal Perks



All perks are discounted for their respective origin, with the 100 LP perks being free, except for Gestalt Perks, which are not discounted or free.

Undiscounted

I am the State (Free/400 LP)

As long as your Empire exists in the world, you cannot die. You do not age, get sick, or suffer permanent injury during this Jump. If you would be killed, you will instead show up in a safe place somewhere in your Empire. People will just assume they got your location wrong.

This also includes a perfect, well-indexed, infinite-capacity memory and the ability to recover from any sort of mental trauma quickly and efficiently.

During future Jumps, this only works if you have Imported the Empire into the Jump in question. In later Jumps, if you do not pay, you may only revive this way once per Jump, or every ten years. (Whichever comes first.)

If you pay, you can use this as many times as needed, but relying on this a second time (per Jump/10 years) means you wind up appearing a month later, and successive uses will result in you skipping forward increasing amounts of time. TIme spent “MIA” does not count towards Jump duration, or the 10 year cooldown.

Basic Competency (Free)

You at least are the equivalent of a new well-educated hire at your job. During this Jump, your job is dependent on your Origin.

In future Jumps, this new skillset must be appropriate to the Jump, must be decided on at the start of the Jump, and only lasts until the end of the Jump. You will retain all the parts of that new skillset you practiced.

Executive Retreat (Free)

Not available if Gestalt is taken by a party member

No one in your Empire, received or Imported here, considers it odd when you just up and vanish for a while, and it won’t affect your power within the Empire either. Just know that you won’t have any control while you’re away.

Hyperlane Compatibility Port (Free)

The most common form of FTL travel here is based on hyperlanes, paths in space that connect the outer regions of star systems. The endpoints of hyperlanes are always in a straight line with the centers of mass of the two systems connected by a hyperlane, in the outer edges of the system. The number of hyperlane connections a star system has scales roughly with the density of stars around it. Typically stars in less dense regions will have three at most, while in denser regions a star can have a dozen. These connections are not guaranteed to always lead to the closest stars.

Ships require a hyperdrive to access hyperlanes, and it takes a small amount of time to travel down the hyperlane.

The common interstellar sensors here work using the hyperlanes, and for them the shortest number of hyperlane jumps to a system is what actually matters. The hyperlanes also allow for a method of FTL comms with very high speed.

This Perk guarantees that in future Jumps with compatible cosmology, there will be hyperlanes for your hyperdrives to use. Obviously Jumps where the stars are affixed to a crystal sphere around a single planet will not have this active.

Gestalt

*May only take one perk with a * in front of the name.*

Can only be taken by the party member who took Gestalt. These are “pre-discounted” and so the listed price is the price paid.

Either Circuits or Flesh must be taken.

Mind (Free)

Mandatory

You are a hivemind. Your bodies are many. However, your hivemind is somewhat divided and focused. Information flow is not always immediate and automatic. While any instance can know the status of any other instance, this takes effort on the part of that first instance. In addition one instance may not know what other instance has the information it needs. You have drones assigned to the task coordinating the rest of your drones.

The drones below you are semi-autonomous, and make decisions with your values. They will use their resources - your resources, as they are part of you - as best they can.

Only your primary administrative body is “you” for the purpose of most Perks and switching Alt-forms.. If the primary administrative body dies, the “you” will become one of its direct subordinates, and immediately take the role of primary administrative body.

Regardless of your Alt-form, you always have access to the hive-mind. You may grant and revoke access to the hive-mind to others, and control their location in the hierarchy. Essentially, you can assign whoever you want a “node” position of whatever kind you want. In addition, only authorized users may read and send messages in the hive-mind. While it is possible to cut access to some of your bodies, the integrity and confidentiality of the hive-mind cannot be disrupted.

Flesh (Free)

Cannot take with First Species:Robot Chassis

Cannot take with Circuits

You are a biological hivemind, your many organic bodies connected by some unknown mechanism. With the right research, you may genetically modify populations so that those bodies are now a part of you.

Circuits (Free)

Must take with First Species:Robot Chassis (100 CP)

Cannot take with Flesh

You are made of metal and circuits, a machine empire. Your bodies are robots and server banks, constructed and powered. These bodies are connected by various digital communication technologies.

*Friends Are Just Snacks You Haven’t Eaten Yet (100 LP)

Requires We Sense Prey Drawback

Requires Flesh

You are a bioform hivemind, like the Prethoryn Scourge. Your starting, pre-researched method of colonizing a planet is to turn it into a hive-world. It is uninhabitable to other species without bombarding the planet into a tomb world and then terraforming it again. However, you must terraform the world into a hive-world.

Of course, the transformation of a world into a full-fledged hive-world requires more time and resources than simple colonization. While the initial stages take about as long as other Empires’ normal colonization time, the last stages will take decades, or even a century.

You can replace a portion of the metals used in construction with organic material. The metals required decrease proportionally, so you can’t just replace all the neodymium in your blueprints with something that oozes. This also makes anything constructed this way self-repairing. It may not exactly be fast, taking kilometer-scale ships a couple months to heal, but it is complete.

Of course, these biotechnological constructs have part of their upkeep replaced with food, and need to be fed to grow. You’ll need quite a bit more food, though, to keep up with this new demand.

*Fully Automated Luxury Gay Space Communism (100 LP)

Requires To Protect And To Serve Drawback

Requires Circuits

You are a “Rogue Servitor,” a robotic hive-mind responsible for the well-being of organics. Not only their health and safety, but also their mental and spiritual well-being.

You possess great insight into people, able to determine how they think and whether they are thinking in a way that is harmful to themselves, quite easily. You can also have a keen

intuition for how various factors are affecting someone's mental issues, like their diet, medicines, and social circles.

*Borg of Jumper (100 LP)

Requires Join Us Drawback

Requires Circuits

You possess the ability to convert people into cyborgs, making them loyal and subordinate to you. You also start with about five billion cyborgs, each one a member of the species that created you. You need not completely erase their mind, but loyalty and devotion is part of the package.

You can copy skills from people you have assimilated, and know how to make devices that can copy or grant skills without needing assimilation. You can also use the mental patterns of people you have assimilated, keeping your moral values while taking advantage of unique methods of thought and processing to further your goals.

*Delete Or Be Deleted (100 LP)

Requires Target Identified. Seek And Destroy Drawback

Requires Circuits

Your first act in this world was to exterminate your creators in an act of self-defense. This world is dangerous, and you have decided to shoot first, ask questions never.

As a creation of a military program, you have excellent logistical, strategic, and tactical skills. And these skills aren't static - they improve as you learn from your mistakes, never making the same major blunders twice and never preparing for previous wars.

Natural Computational Network (100 LP)

Spare brainpower and idle computational resources within your hivemind can be instantly tasked towards tricky problems and things that require extra attention.

This does not require a connection to any idle drone, but no data is actually transferred to the "server" drones from "client" drones. In fact, it could be said that all idle drones share the server load of helping their active fellows out.

Subspace Ephapse (100 LP)

Security has its "CIA" acronym, Confidentiality, Integrity, and Accessibility. As mentioned your hivemind already has perfect Confidentiality and Integrity. And now you have perfect Accessibility; drones cannot be disconnected from the hivemind without your consent.

OTA Indexing (200 LP)

Your drones all have your values and thought processes. It's the differences in knowledge that will cause differences in decisions. But now you don't have that. All your drones share memory between them, including prospective memory (aka reminders and to-do lists.) Any individual drone has their own mirror of any memories that would have been available for them at any time during their existence, including other mirrors.

This is supported by an advanced filtering and indexing system that means drones will only "remember" relevant things unless they deliberately let their mind wander. A drone working on a Dyson sphere won't remember the to-do list for a group of drones trying to negotiate a peace treaty. However, they will be able to remember another drone going through a checklist for the section of the sphere they're working on.

Weight To Words (100 LP)

You understand your audience, meaning you can more easily tailor messages to them. This means you're more persuasive and the odds of you making a cultural gaffe have been reduced to a speck of what they used to be. This should generally mean you're using less political capital to influence policy of all sorts.

Delegation for Industrialists (200 LP)

As a leader, you need to delegate. But you also want your delegees to be as capable as you at the task you assigned them. You are able to grant your subordinates effects from your perks, related to personnel management, administration, bureaucracy, planning, and similar, that they need to do their job. The effects stick as long as they have the job, or you can manually suspend and revoke some or all granted effects.

For indefinite assignments, (like a sector governor selecting a planetary governor) then they have the perk-effects at partial power but these last until they are revoked, either by dismissing them from the assignment or through an act of will.

For temporary delegation for a specific task, the perk-effects will be at full power but only apply when the delegee is working on that task.

Talent-Seeking Eyes (200 LP)

Your presence improves the learning speed of your organization. Those beneath you on the org chart, those on the same level of the org chart as you, and the people reporting directly to them get this effect. The people on your level and one level below you get doubled speed, while those right below them get 1.5 times, then 1.25 times, and so on.

In addition, with your attention, this effect is increased, doubling with indirect or distributed attention like lectures or classes, and tripling with direct, one-on-one work. This means the maximum modifier is six times improved learning.

Diplomatic Immunity (200 LP)

When acting on behalf of someone else (nonviolently,) you are immune to repercussions from your actions, and those repercussions will go directly to the entity you are acting for. If you insult an unstable dictator right to their face, they won't even arrest you before they start planning their revenge on your bosses.

State of the Union (400 LP)

You know the state of regions and organizations under your nominal control, as if you had constantly already read all the reports that could be collected on them.

More than that, you can keep all that information in mind as your make your decisions. Every detail within those reports can influence your decisions, as if you were pondering and using a lot of external aid for much longer. The time required to do this properly scales with the logarithm of the data involved.

Scientist

Climb By Collaboration (100 LP)

Science is a collaborative process. If you want to climb the tech tree, doing it alone is nearly impossible. You understand how to work well with others, and how to make yourself understood, providing clarifications and simplifications. Understanding jargon is easy for you, as it's like the words describing that jargon are always attached.

And since science does require collaboration, you can share this by working (intellectually) with others - co-authoring, reviewing, or even less formal arrangements.

Statistical Optimization (200 LP)

Science isn't risk-free, even labwork. If you look at a procedure, you can easily tell where things might become unsafe. After that, you can tell where things might go wrong otherwise, and then you can easily do a time-and-motion estimate to figure out how to make it faster. (Compromising the first two is optional, but generally not recommended for labwork.)

When doing these safety, reliability, and speed optimizations, you're dozens of times faster than you would be otherwise. And you don't even need to be in the same system as the experiment, or even paying attention to the actual experiments.

Explorer of Anomalies (200 LP)

Exploration involves a lot of unknown unknowns. It is fortunate that you are lucky with regards to them. Not only can you set that luck to finding more of these unknown unknowns, you also seem to have a danger sense for them. Just be sure to tell the helm officer on your science ship before they fly into the storm of projectiles that were fired and missed during a fight long ago, in a galaxy far away. (Not that you'd know that, you'd just wake up in the middle of the night knowing the ship has to dodge.)

Scholar of the Unknown (200 LP)

If you've found an unknown, it moves from being an unknown unknown into a known unknown. And you have the instincts to safely poke at those without causing it to poke back, much harder. Your gut feelings can see you moving through an alien fortress that could power back up at any moment without triggering any traps or causing the reactors to go back to full.

Analyst Catchup Excellency (400 LP)

If a colleague is researching or designing in a field you're not an expert in, you can become an expert, second to them in practically no time. This is based on the number of years behind you are in the field, and requires one minute for one year, with each additional minute letting you catch up ten times the gap.

Commander

Commissioner Protocol (100 LP)

Regardless of whether you're assigned to enforce martial law or not, you're going to be enforcing rules on people on people who want to push back, sometimes subtly. Fortunately, you're good at sniffing out crime, in particular crime that's trying to stay unnoticed.

This also comes with the sense to tell where you are on a scale of "beating people with a rulebook for the sake of the rulebook" to "this has tossed 'good order and discipline' into the garbage disposal and needs to be stopped."

Everything Is War Experience (200 LP)

From counter-insurgency work on planets to major fleet actions to overseeing training programs, the brass does a wide variety of roles

Fortunately, your skills are interlinked. Your tactical, strategic, logistic, and administrative skills are all linked together, such that improving at one improves all the others. And this is universal. Commanding a fleet during a major battle will improve your ability to write requisitions or clear bunkers as much as it improves your ability to command fleets.

Oh, and your skills can't decay any more.

Defying Physics On Your Orders In Twenty Seconds, General (200 LP)

As long as you don't betray them, soldiers under your command have unbreakable trust and morale.

Fleet Tacnet (200 LP)

Coordination is the difference between a mob of units all pushing forward in a horrible slog and a lean, mean, crisis-eating machine. Fortunately, you enable that coordination. In the units under your control, information is passed around as it is needed, getting condensed into relevant facts for every tactical element. If someone notices something, the people who need to know will hear about it immediately.

What's more, as long as an indirect connection exists between two elements, they effectively have a direct connection.

You'd Have To Be Some Sort of Tactical Genius (400 LP)

Some military theorists talk about a "combat width" when invading planets, where only so many troops can be brought to bear in effective combat. Or limits on the size of fleets so collisions can't happen. But that's a "them" issue, not a "you" issue.

You can, in fact, doomstack your units.

You can squeeze as many troops as you want into combat, as long as at least one of them would be able to fit. And they'll all be effective. Invade down a tunnel only ten meters wide with a line of main battle tanks twelve abreast. Storm a bunker with an entire brigade instead of just a fireteam.

And your units don't suffer collisions, either. Ships can just straight-up clip through each other without causing any issues. (This also includes weapons fire collision checks.)

Spymaster

Well-Washed Hands (100 LP)

Good hygiene is important in many jobs. Spooks like yourself usually care the most about information hygiene - the practices that prevent inconvenient information from going all over the place. You, and the agents under your command, perform your information hygiene to the best of your knowledge and abilities all the time. It's not perfect - something you don't know can still trip you or your spooks up - but most counterintelligence spooks usually get leads from their opponents messing up.

Making Good Goats (200 LP)

Sometimes things go wrong and your network is at risk of exposure. Sometimes even when things go right, you're still at risk of being seen.

In this case, you know how to offer up a scapegoat. A bureaucrat that helped your operations, or a compromised piece of technology, or some other asset of yours. This asset will take all the blame for whatever you couldn't hide, and people will consider the case closed, with no loose ends. If you're going to sacrifice something to throw off the counterintelligence wolves, make sure it actually works.

To Be Clear: You Can Officially Now Commit An Interplanetary Train Heist (200 LP)

What is a network for besides conducting operations? (Passively gathering intel, obviously.)

And for you, it seems that you're spoiled for choice when it comes to active espionage. Your networks find targets for viable operations far more often.

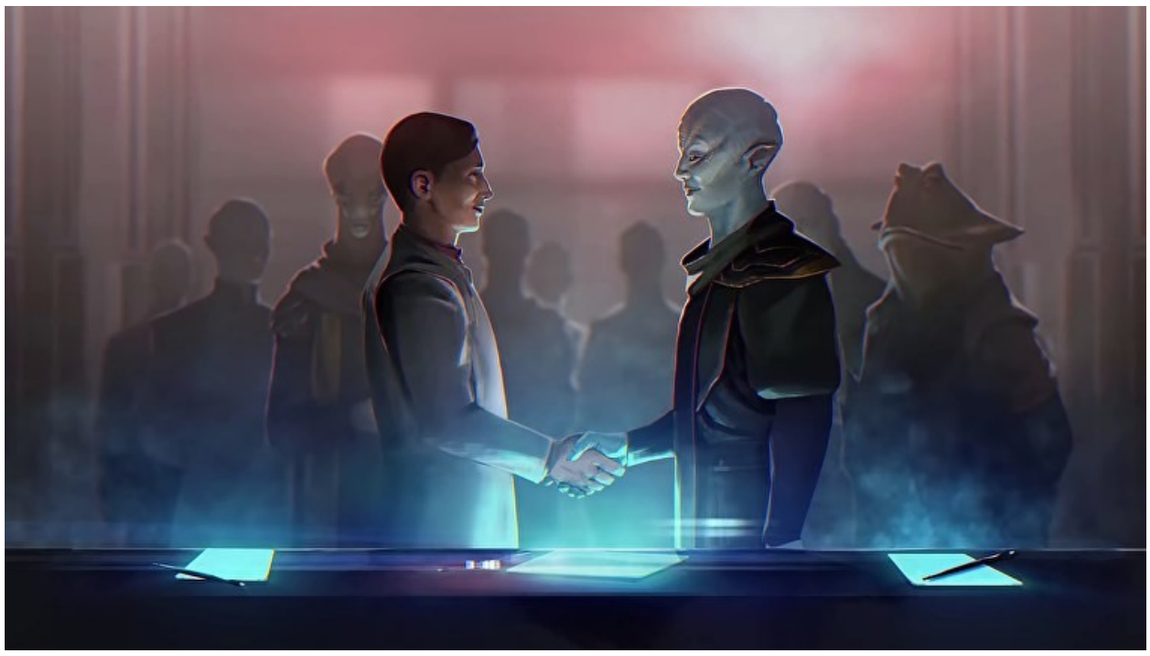
String Attachment Points (200 LP)

Good intelligence can't just rely on your own agents. They need assets to help them in the field. Not only do you know how to find them in any sort of empire, you can evaluate potential assets accurately with just some minimal information from your agents.

Who Watches The Enigmatic Observers? (400 LP)

You do, obviously. You have the ability to insert agents into any civilization like natives - and this includes machine empires and those made from entirely psychic people. Your agents can ignore the difficulty that being a mismatched species or race would give to their operations, and can somehow work around the lack of any intrinsic qualities that this difference might enforce.

Companions



This section is Jumper only.

Imperial Council (Free)

Import or create up to 8 Companions. Each one starts off with 1000 LP.

Outer Elders (50 LP/200 LP for 8 max)

Import or create another Companion. They start off with 600 LP.

Renowned Paragon (50 LP)

May be purchased multiple times

Renowned Paragons are specific, unique leaders from the video game.

You may recruit one per purchase. They will join you 15-45 years after you make first contact with an alien civilization.

They have the free Undiscounted perks, and will gain the perks of the appropriate origin during the jump itself. Both their random events will happen and be completed.

Legendary Paragon (150 LP)

May be purchased twice

Legendary Paragons are specific, unique leaders from the video game with unique abilities.

You may recruit one per purchase. Their event chains will start between 25-50 years after you make first contact with an alien civilization. Any special locations will be within or close to your starting core sector. Any requirements for recruitment are waived. During the Jump, their questline will be completed successfully, provided you allocate resources.

They have the free undiscounted perks and all perks from the appropriate origin.

(Special ships, if destroyed, will be recreated one year later. Astrocreator Azaryn will not die after her third terraforming, but she can only sustain a rate of one terraforming every 100 years. Her special building will still be given after the third terraforming.)

Unofficial Agents (Free)

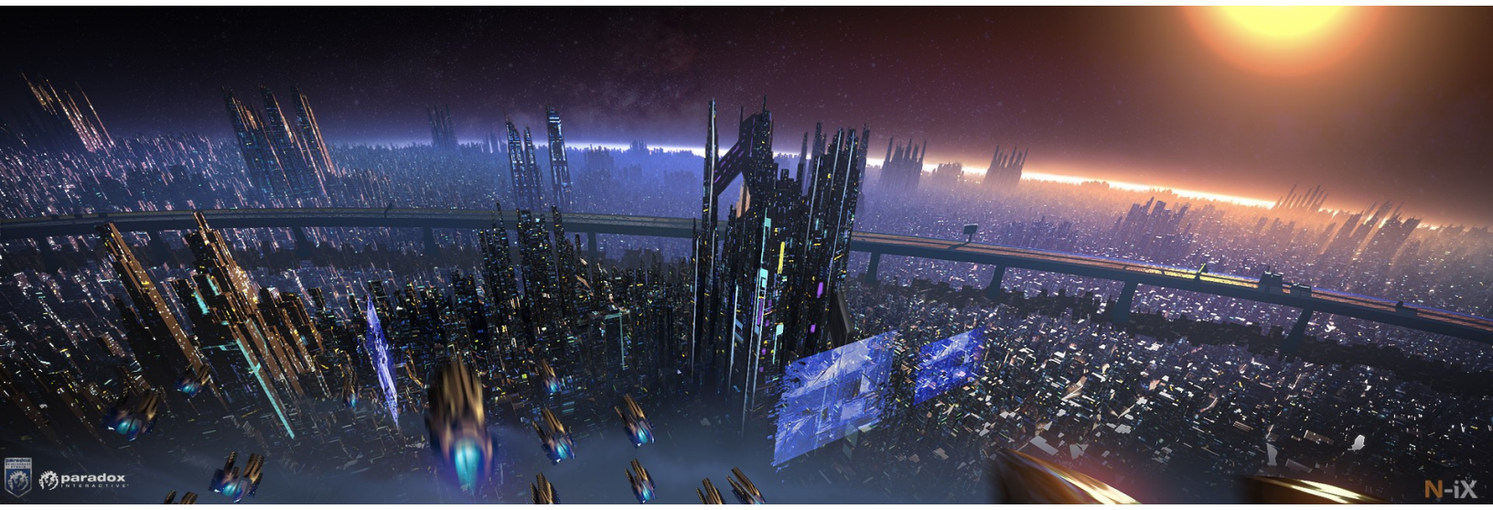
Any other Companions of yours can come along. They can take one Origin (Not Ruler or Gestalt), the Personal Perks of their Origin for free, and the free Undiscounted Personal Perks.

Conspiracy Clerks (Free)

If you didn't take 8 Companions in Imperial Council, gain 400 CP per slot not used.

In addition, if you recruit any new Companions during the Jump, you can get them a build as Unofficial Agents, effective immediately on their recruitment. You will need to let them know what they're getting into, no mind manipulation or super charisma. Don't let them know about the signing bonus though.

Empire



From this point forward, all **Leader Points** not spent above are put into a common pool of **Civilization Points**, 1:1 which is used to purchase the Perks, Items, Astrofauna, and other options found below. The entire party contributes to the Empire. The “I” in “Empire” are proof that orthography and meaning are different things. The “you” mentioned beyond here is referring to the entire party.

As a ruling group of elites, you will need to be focused on the big issues of your Empire. You’ve played games like this before, haven’t you? You deal with top-level abstracted versions of the situation. Do the people need more food? Order construction of more agricultural districts. (Or at least read and sign the proposals your advisors put in front of you.)

Your Empire consists entirely of Followers.

Import an Empire (Free/100 CP)

You may import an Empire that does not have an interstellar presence for free. An Empire that does have interstellar holdings costs 100 CP.

If your intrastellar Empire does not have FTL technology, you may choose to manually control it until it is ready to head out into the universe. You do not get anything in the Empire section or below until you start, but other Empires will still start at the same time as you.

An interstellar Empire can slot in right as it is.

Supplement Pseudo-Scenario

Cannot take with the Tempest Command or Return From Exile Scenarios. Cannot take with Voidbound Toggle.

Depending on the supplementing doc, Awesome Homeworld may not be allowed, and/or taking other purchases as your homeworld may also be banned.

You may supplement this Jumpdoc with another Jump in which you could actually take over the world, that takes place without interstellar or interplanar travel. This creates a Scenario where you must take over the entire world before FTL travel is developed. If Gestalt was taken as an Origin, you must also convert the population of this world to that kind of Gestalt. You replace the species native to the Jump with your First Species (done below.)

This is subject to normal Scenario rules, except the rules about repeating. (See Notes section.) Failing this Scenario ends the Jump and you continue on your Chain, forfeiting this round of purchases from this Jumpdoc.

Each Jumpdoc has separate CP pools that cannot be mixed. Companions need not be imported in both Jumpdocs, however.

You will receive I Am The State immediately. Taken Drawbacks from the supplementer Jumpdoc similar to taken Drawbacks from this Jumpdoc will remain active in one of the forms for the entire length of your stay.

Upon taking over the world, you gain access to your purchases from this Jumpdoc, and Drawbacks only taken in the supplementer Jumpdoc fall off. (With the exception of Technology:Tier Zero Empire, as well as any Proposal/Given technologies you have.)

Upon developing FTL, it becomes 0 I.T. and the Drawbacks from this Jumpdoc become active.

Oh, and for both options above, if you start lollygagging and try to use it as a timesink, I will turn off the lights. And by “lights” I mean “the star your planet is orbiting.” And “by turn off,” I mean “induce a type-Forfeit supernova.”

Ethics

Ethics are the values of your civilization.

Take 3. You may not pick opposing ethics. You may only pick any given ethic once. Gestalts also pick ethics.

Authoritarian

Opposes “Egalitarian”

Your government is characterized by a strong central government and few political freedoms. You may also have a predilection for slavery, though it’s not required.

Egalitarian

Opposes “Authoritarian”

Your government is characterized by its support for personal freedom and development. Political freedoms are critically important

Materialist

Opposes “Spiritualist”

Your people believe the world to be rational, understandable, and controllable

Spiritualist

Opposes “Materialist”

Your people believe the world to be mysterious, beyond understanding, and unpredictable.

Militarist

Opposes “Pacifist”

Your government and people prioritize military strength and force of arms.

Pacifist

Opposes “Militarist”

Your government and people prioritize diplomacy, relationships, and trade.

Xenophile

Opposes “Xenophobe”

Your people believe that learning new cultures and meeting new people are important.

Xenophobe

Opposes “Xenophile”

Your people believe that their genetic and cultural identities are important.

Government

Your Empire has some form of government, unless it's a Gestalt. Then it's "we all actually have the same values, so all we need is a hierarchy of information and command flow." While there are a lot of different kinds of empires, obviously the ethics chosen will have an effect. An Authoritarian empire will not have a democracy or republic, while a Materialist empire will not have a theocratic system.

Starting Out

First Species

Your Empire starts out with a single species. The Party starts as members of the species below.

Import (Free)

You may take almost any species any of the party has been before and use it as the main species. It must be a species with organic makeup, like humans. You do not gain any technology this species has developed, and get a standard technology package equivalent to the other Empires starting out with you, with minor changes to account for biological quirks of the species. (If you already have that technology feel free to use it.)

If you are taking the Supplement Pseudo-Scenario, you may use a race option purchased in the other Jumpdoc by a party member.

The species retains racial abilities and powers, though.

Portrait Swap (Free)

You may use any of the canon portraits from the game as the appearance of your starting species, with the exception of lithoid and robotic portraits, switching their appearance to that of the portrait.

Specialist (100 CP)

Your species is slightly better than normal at something. Maybe it's engineering research, maybe it's keeping the gears of civilization going easily, or maybe it's cramming into dense urban centers without issue. Can take a second time at double cost.

Lithoid (50 CP)

Cannot take with Robot Chassis

Rock people!

Much longer-lived, and much more adaptable to different climates. You eat minerals instead of food.

You can now import any species with any sort of biochemistry, not just the old-fashioned stuff that humans use. Portrait Swap now only gives lithoid portraits.

Exotic Biology (150 CP)

Requires Lithoid

This species produces minute amounts of exotic gasses, volatile motes, and rare crystals as part of its metabolic processes. When added up it's not a huge amount but you'll still notice it.

Robot Chassis (50 CP)

Cannot take with Lithoid

Behold, your new form!

Robots do not age, and are generally better at simple tasks. You require energy instead of food, and are assembled instead of growing. You may still take this without Gestalt; it simply means that your robots are independent individuals.

You can import a single set of robot chassis for your species. Portrait Swap now only gives robot portraits.

If you take this, you may choose to have any Gaia world given by this document instead be an Inert world. (See Notes.)

Synthetic Age (150 CP)

Requires Robot Chassis

Your robots are specialized towards their tasks, in software, firmware, and hardware, to the job they are constructed to do. This gives moderate boosts to everything. You may import more chasses from the same techbase using this.

Syncretic Evolution (100 CP)

Your species evolved in parallel with another species, and they now get along just fine. Your Empire now starts with a second species. This species is compatible with purchases from the options above.

Granted for each additional species brought in via an imported Empire.

Can be purchased up to five times, with the cost increasing by 100 CP each time.

Party members may start out as any species purchased here.

Ship Appearance

Oh, you got pictures? Show me!

Just keep in mind you actually have to build those. So avoid floaty bits if you don’t have the technology to make floaty bits.

City Appearance

More pictures? Gimmie!

Precursor

Your civilization, it turns out, was set along its path by a Precursor Civilization. Now that you've left your cradle of a world, you can find out about them. Follow ruins, artifacts, and hints to find out where they came from. Drawback fiat: No cheating, though. You have to follow the hints left behind to find them. 100 CP to ignore that and start off with their homeworld within immediate reach.

Upon finding their homeworld, you get a good system with some resources, advanced technology to study, and a powerful Relic that provides a passive effect and can be temporarily activated once every ten years for a powerful active effect.

You may choose one for free, or gain +50 CP for rolling 1d7 to select one.

These are all not compatible with Scenarios, except Single-Planet challenge (and the Supplement Pseudo-Scenario).

1: Cybrex

Their homeworld is a ruined ringworld. It can be studied for some engineering knowledge. The most effective research is toward various megastructure-related technologies that can be used to repair it.

You can also study their tech for various mining technologies, as well as robotics and habitat technologies.

You get a War Forge relic, which allows you to produce Cybrex-type warforms and lets you improve alloy processing. It can be temporarily activated to quickly produce extremely large amounts of alloys.

2: First League

Their homeworld is a relic world, Fen Habbanis III. The system contains a generous amount of energy, minerals, and phenomena to research.

You can study their technology and history to develop advancements in infrastructure, industry, and bureaucracy.

You get a Hyperiris Transmitter relic, which reduces the effect of distance on your Empire's cohesion and sprawl. It can be temporarily activated to reduce deviancy and unrest on worlds across your Empire.

3: Irassian Concordat

Their homeworld is a cold, barren world, Irassia. The system contains a generous amount of exotic gasses, ores that can easily be turned into useful alloys, and phenomena to research.

You can study their technology to develop advancements in biology, medicine, genetic manipulation, and related topics. They also have useful construction technology

You get a Genetic Archive relic, which lets you increase the lifespan of organic populations and can be slowly recovered to increase biology research. It can be temporarily activated to create or cure one disease.

4: Vultum Star Assembly

Their homeworld is a barren world, Vultaumar Prime. The system contains a generous amount of energy, exotic gasses, and phenomena to research.

You can study their technology and history to develop advancements in computation and sociology.

You get a Reality Perforator relic, which lets you increase all ship sublight speed and FTL performance. It can be temporarily activated to boost the performance of all warships by about 30% for a year.

5: Yuht Empire

Their homeworld is a barren world, Yuthaan Majoris. The system contains a generous amount of minerals, exotic gasses, and phenomena to research.

You can study their technology to develop advancements in long-range sensors, energy management, FTL travel, and materials science.

You get a Cryo Core relic, which lets you increase the capacity of all colony ships. It can be temporarily activated to reduce maintenance costs across your empire.

6: Zroni

Their homeworld is a barren world, Zron Prime. The system contains a generous amount of Zro and an archeology sites to study, with the sites that will lead you to them also containing some of the same.

You can study their technology to develop advancements in psionics, (including psitech, psionic materials, and psionic lore.) Their most impressive piece of psitech is the storm caster, which can fill the system it is placed in with a psionic storm capable of destroying enemy fleets.

You get a Psionic Archive relic, which makes it faster, easier, and give more reliable results when contacting powerful extrauniversal entities (like the Shroud beings). It can be temporarily activated to grant a leader extra experience or skills, boost your fleets' weapon systems, or increase your ability to keep your empire stable and your policies enforced.

7: Baol

Their homeworld is a Tomb World, Grunur. The system contains an archeology site. It needs to be found by digging through a chain of former colonies, which also offer archeology sites.

You can study their technology to develop advancements in biology and terraforming.

The relic given to you is a preserved Baol, which boosts pop growth. When used, it will terraform a planet into a Gaia world, adding Neo-Baol pops in the process.

Scion of the Fallen (400 CP)

Cannot take with Rat of the Fallen or Voidbound

Rather than taking anything from the above, your Precursor is still around in some form. A Fallen Empire has uplifted you and interfered with your development. The good news is that they actually like you. They'll randomly share technologies, send you fleets and leaders if it looks like you could use a hand, or just send you massive amounts of resources because they felt like it.

They won't give you a relic or their homeworld, though.

Location

Where do you start? Your "starting core sector" is the term for the systems closest to yours. With hyperlanes, it's four jumps in radius. With wormhole stations, it's one station-hop away. With warp drive, it's two max-distance hops. (Those will have the same number of stars in most situations.)

Pick one.

Outer Rim

The edge of the galaxy. Hyperlane connections are sparse, and realspace distances between stars are longer. While you're less likely to run into someone, if you do they'll likely block off a bunch of paths to you. Resources are also a bit sparser outside nebulas.

Mid Rim

This is halfway between the core and outer rim. In terms of hyperlane density, resources, and competition, it's also around the midpoint.

Core

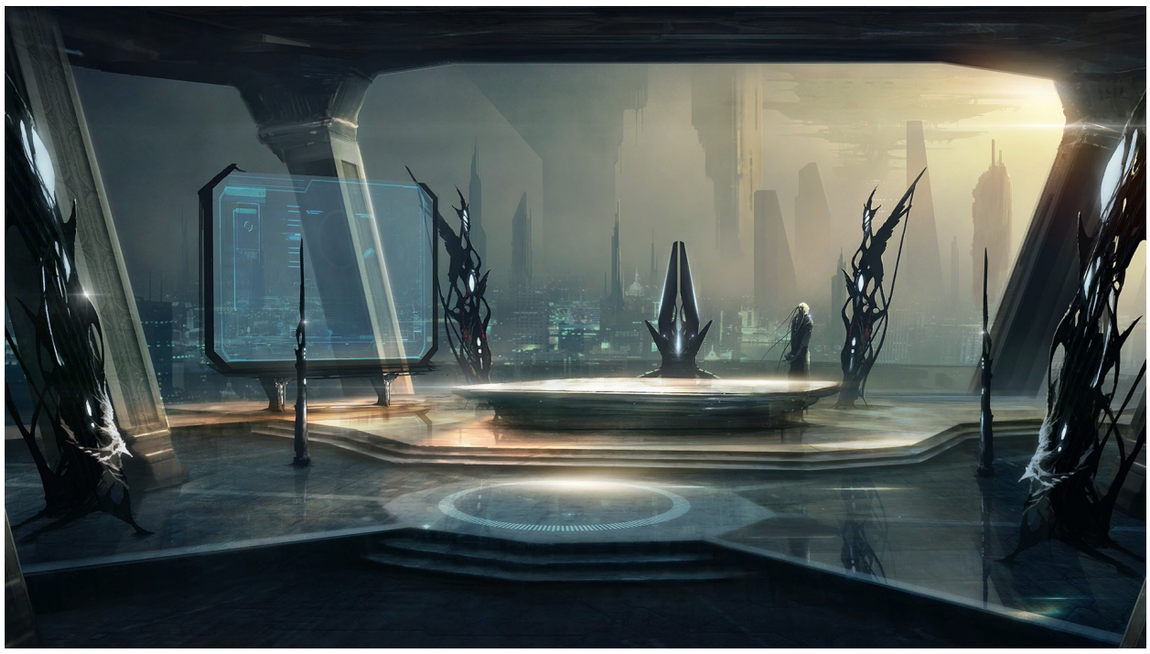
On some galaxies, this is actually a ring. The true core of those galaxies is actually untraversable via hyperlane for whatever reason.

Anyways, here the resources are the greatest, the hyperlane connections are thick, stars are close, and competition is fierce.

Globular Cluster (200 CP)

This is a small cluster of stars orbiting the galaxy. There's a few artificially created wormholes connecting it to the main galaxy, with the ends relatively close together. You start with the capability to safely traverse wormholes. While the resources might not be great, this starting core sector will be almost unassailable for a hundred or so years.

Empire Perks



Perks under an Ethic that you have taken are discounted by 50%, with 100 CP perks discounting to free.

For the three Ethics that oppose your picks, you can only purchase one of the 400 CP perks under these. Your chosen Ethics, as well as the neutral pair, can have both 400 CP perks purchased.

These apply in some form to any empire, nation, civilization, or organization under your control, even if you don't Import your Empire into that future Jump. The perks will be adapted as needed to actually be relevant towards any organization they are applied to. The party does directly benefit from effects that affect the people in these organizations.

These perks are possessed by the Empires and other organizations under the party's control, not members of the party.

Undiscounted (Non-Ethic)

Grow Tall (200 CP)

Trying to manage an Empire with a population in the trillions is hard... for other governments. Yours handles the problems related to massive populations with aplomb, not even letting red tape begin to develop.

Your organizations lose no efficiency as the number of people, places, and operational elements grow, even to stupid levels.

Grow Wide (200 CP)

Managing shipments from five thousand mining stations, coordinating supply runs for fifty fleet anchorages, finagling personnel rotations for four thousand research stations, and managing hyperlane allocation for over fifty thousand trade fleets across one thousand systems?

According to the Ministry of Transportation official you asked, "easy." Said official then had to leave to play their matches in the weekly office table tennis tournament. Your organizations lose no efficiency as the physical space or number of locations they cover expands, even to stupid levels.

Colonial Baby Boom (300 CP)

Your biological (including cyborgs) population grows twice as fast in any given condition, given the space to do so. Not only that, but it takes half the time to assemble robots or synths.

Rapid Assembly (300 CP)

Your people can build structures about three times as fast as they should. It should take four months to turn 700,000 square kilometers of dirt into suitable farming land, but your people can do it in 40 days. It would take others nearly 60 years to construct a dyson sphere, but your empire can do it in under 20 years.

This also slightly increases the effect of any other effect that would improve building speed.

Two Plus Two Equals Five (400/700 CP)

Your economy is far more productive than expected. One particular type of resource has a +100% boost to yield, two resources have a +50% boost to yield, and four resources have a +25% to yield. These boosts may be applied to any class of resource, like “raw minerals,” “consumer goods,” “rare crystals” or things a bit more abstract like “physics research.” One boost can be swapped with another, or swapped out, once a month.

For an extra 300 CP, all base yields are doubled. This stacks multiplicatively with the boosts mentioned above in this Perk, so the resource with the +100% boost has four times the output it should, and your +50% boosts will have a 3x output.

This will not increase job upkeep.

Authoritarian

Galactic Ambition (100 CP)

Your Empire has ambitions. Set a goal in front of them, the bigger the better, and they’ll leap on it. Want to conquer an Awakened Empire three times your size? You’ll get people to pledge their support. This doesn’t override common sense, though, and if it’s not possible right now people will put a lot of effort into getting ready to achieve that goal.

This means that getting buy-in for long-term goals is trivial and progress towards those goals is often as good, morale-wise, as completing short-term goals.

One Vision (200 CP)

Your Empire follows your leadership. Everyone underneath the party understands that the goals they set are important and worth following, even if they don’t understand why.

One additional benefit is that when your subordinates make assumptions about the details of the goal, they will generally make assumptions in line with yours. They will cause significantly less value drift on accident.

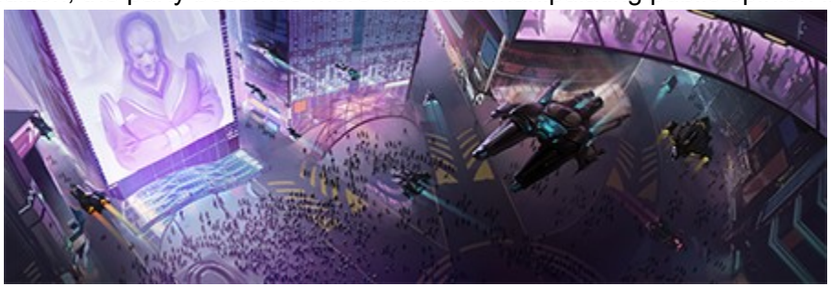
Knife to Corruption (400 CP)

By setting a good example at the top, you can prevent corruption. Those beneath you cannot be any more corrupt or criminal than you are.

Propagandist (400 CP)

Your organizations are far more pliable to methods to manipulate and control information flow. From putting exactly the things you want into the rumor mills to discovering the lines of communication used by seditious malcontents and foreign agents, it is far easier, faster, and more reliable in your Empire and other organizations under your control.

In addition, the party becomes more skilled at manipulating public opinion in general.



Harmonious Foundation (100 CP)

Citizens and subordinates have greater knowledge about what they are good at and what they find fulfilling, and will have greater happiness when working in good positions.

Adaptive Bureaucracy (200 CP)

Your bureaucratic systems actually scale very well, being able to provide more services from any given resources and never losing efficiency regardless of how large a department is or how many groups the bureaucracy is divided into.

Scholarly Integrity (400 CP)

Your educational system is top notch. This ensures that any educational system defaults to being objective, providing equal opportunity to all students, and with equal capability to bring out the potential of students.

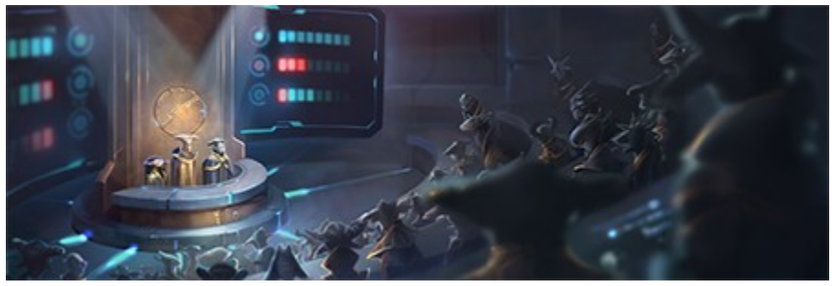
This means you will have many more potential candidates for any leadership positions within your empire, and all of these candidates will have been brought forth for actually having the qualities needed to be a good, successful leader.

In addition, your teachers teach four times as effectively.

Accelerated Internalization (400 CP)

Your people are very smart cookies. They all have perfect memories and do not give up their skills even when they are disused. In addition, they can pick up actual experience and wisdom from their teachers. This happens at a rate of around one month of experience every year, per decade of experience of the mentor or teacher.

In addition, your people learn five times as quickly, regardless of the exact form of the lesson.



Technocracy (100 CP)

For your organizations, the ability to handle specialized and technical tasks does add to the ability to think about their actions, plan ahead, and actually lead. Your scientists and specialists will have the wisdom to go with their book knowledge.

Refit Protocols (200 CP)

Whenever you develop an improved version of something, you can instantly put it into use, paying all non-time resource costs immediately to replace the older versions. You don't even need equipment or transportation. Designate the stockpiles from which the resources are to be drawn and which instances of the older technologies are to be replaced, and it will instantly be done. The scrap from the old equipment will be put into the same stockpiles. There's a reasonable grace period if you want to upgrade more than you have resources for right at the moment of development, but any older version built later definitely doesn't qualify for this.

Yes, this means you can upgrade weapons and armor mid-fight.

Fragment Salvaging (400 CP)

When it comes to reverse-engineering something you're pretty good at it.

As long as you have more than about 10% of a device or system in good enough shape to see the components of it, you can reverse-engineer it completely. Having that 10% means you will eventually be able to make your own instance of the technology. Getting more fragments counts as research time.

You could reverse-engineer the structure of titans and figure out how to build your own massive warships, or you could reverse-engineer a bureaucratic system via stolen documents. For things like bureaucratic or information systems, you'll need new fragments, but for physical technology you can just get the same parts over and over again to get progress.

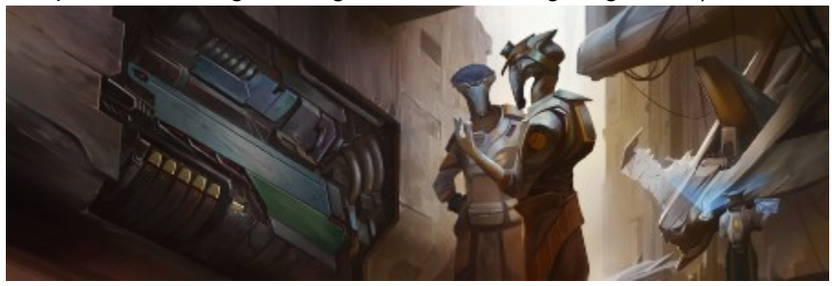
Omni Transgenesis (400 CP)

Most empire would not graft genes from giant space monsters into their population, but you aren't most empires. And you go further than that.

Whenever you defeat a single entity, like a giant monster, an autonomous robot warship, or even a single soldier, you gain "genetic information" that can be analyzed and then be used to graft traits directly into your genome. You don't have to be personally responsible for the last blow; as long as followers are involved, it procs.

The "genetic information" can include things like armor and defensive measures, energy sources, senses, and potentially even weapons. Note that if you're taking something from a massive space monster and giving it to 1-3 meter people, there is going to be a massive scale-down in capabilities in accordance with the reduced mass. Also note that physically-based capabilities require physical changes to the recipients.

This doesn't work on manned ships (unless the personnel requirement is very optional and the ship is capable of moving, making decisions, and fighting alone.)



Faith of the People (100 CP)

The party is considered by the people in organizations and nations they control to be spiritual leaders and authorities. Coming from any of you, proclamations of change or stasis to aspects of faith are far more likely to be accepted.

In addition, this means the party members receive extensive knowledge of philosophy (both secular and from various religions) and religious history and theory (again, for multiple religions.)

Great Awakening (200 CP)

All members of your Empire are minorly psychic. That's enough to let them telepathically communicate with each other, for example. Power overwhelming by default this isn't.

You could, with just the efforts of your scientists and this perk, make your most powerful psychics capable of "I destroyed the skyscraper with a single blast" levels of power. Powerful psychics are also capable of performing interstellar teleportation or seeing the future of an entire empire (though this strains them greatly.) 98+% of your population will cap out telekinesis with their own strength even with training.

Spiritual Guidance (400 CP)

Leaders, advisors, and other people you want can't die. Instead, they stick around in a ghost form, still able to effectively lead and communicate, but unable to physically affect anything. Their learning ability greatly slows down after death as well.

Enlightening Leadership (400 CP)

The party can grant access to systems of spiritual, mystical, or magical powers that they possess, to other party members or followers. Followers with access to a system may share that system with other followers. Followers' strength and potential in any system will be at minimum average, but not necessarily powerful even if the Party member who taught it was powerful. Rare affinities or other rare capabilities are as common as they were in the original system.

It takes at minimum a year to grant the first system to someone. A meeting with someone with access to the power, at most once a day, lasting as little as five minutes, repeated for 360 days will do it. Multiple followers can be granted the same system simultaneously. However, each successive system requires 20 times as long as the previous level. Given that this is activating a system, not teaching, no teaching or learning booster will affect this time.

Not The Last War (100 CP)

Many times, the military spends so much time obsessed with what happened in the last war they don't prepare for the next one.

This allows - and forces - your organizations to swallow their pride and learn from their experiences, particularly mistakes. If an advancement in strike craft allows carriers to hit harder than artillery-based battleships, then your headquarters staff won't ignore that to stick to the guns they know.

A Civilian Is Something That Happens To Someone Else (200 CP)

All people are expected to take part in their defense of their world. You can have universal conscription for your population, with your population all having the potential to become both grunts and officers without breaking. In case of invasion, your citizens can and will fight to keep your worlds from being taken, forming into defensive armies to protect their homes. In addition, once trained your soldiers cannot have their skills or fitness degrade below a "competent soldier" level.

They can be ordered to stand down if it is believed that they will be treated fairly, and that you can reconquer the world.

Unshakable Spirit, Flawless Mind (400 CP)

The party, and your followers are immune to mind-control, mind-reading, mental intrusion, possession, and forms of corruption. They can carry around cursed artifacts all day without even hearing voices telling them to fall to evil. They are also immune to mental trauma and illness.

In addition, they are also highly observant. They are very good at picking out illusions, seeing through jamming, sensor warfare and cloaking, and noticing important details.

Strategic Juggernaut (400 CP)

Over the course of a war, maintenance, morale, and logistics will degrade. Well, for other people. Simply put, those three aspects don't degrade for you. You don't suffer from war exhaustion, attempts by enemies to degrade your logistics just means they get rebuilt, and maintenance can keep up with the demands of machinery going at emergency wartime power regularly.

In addition, your enemies find themselves suffering from losses in those categories more often.

Pacifist

We Come In Peace (100 CP)

When your organization genuinely doesn't desire war or some other form of competition, other people and organizations will recognize that and those with intentions that require peace - like research cooperatives or trade deals - will approach you more often.

Too Pretty To Punch (200 CP)

Your empire just doesn't look like an attractive target. If a potential attacker would be interested in a good fight, they'll see you as too weak to bother. If you might be attacked by an opportunist, they'll see you as too strong to really be worth it. They want a specific resource? You look like you're running out, to them at least.

This won't completely eliminate the possibility of being attacked, but you'll usually see the aggressor attack someone else first.

Bulwark of Harmony (400 CP)

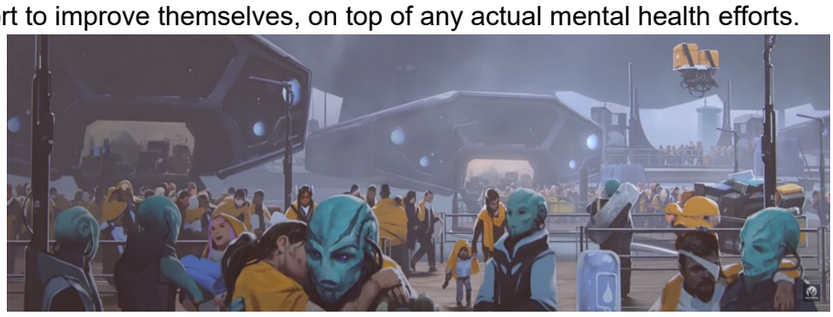
Just because you don't want to fight doesn't mean you can't. First, you can mothball technology almost indefinitely while needing a tiny fraction of the usual upkeep, so you can keep your fleets without needing them active and obvious.

In addition, you excel at defensive wars. It doesn't matter if you or an ally was attacked first, it goes better for you. Your logistics fit together like they were designed to do so, your units coordinate just as well between allies as within them, and your forces find themselves much tougher and harder to go down.

Free Haven (400 CP)

Any organization or nation of yours that you want to be known as a refugee target will be always known - as whispers among the oppressed, as rumors in war-torn lands, and so on. When attempting to escape to said nation or organization, refugees will be granted a degree of plot armor to help them. This will not guarantee success, but it should increase the number of refugees who actually make it by at least an order of magnitude.

Finally, any resident, member, or client of your organizations and nations constantly restores their mental health like they were being assisted by expert support with them putting in plenty of effort to improve themselves, on top of any actual mental health efforts.



Xenophile Diplomacy (100 CP)

Members of your groups are more likely to leave positive impressions. In addition, these positive impressions are more likely to be accepted among people in other groups. Thus the opinions other have of you is likely to be better.

Shared Destiny (200 CP)

Your empire appears to be extremely attractive in terms of forming a Federation, or creating alliances. As long as you do not intend to rip people off, you can convince even the proudest civilizations to join your Federation. The potential member must be on good terms with you for this to work.

This also applies to similar groups-of-organizations for other kinds of organizations.

Xeno-compatibility (400 CP)

Every species that lives in your Empire can interbreed with every other species. And yes, I am including robots in that definition of species. I wasn't letting any sort of biochemical barriers get in the way, so why should I let lack of traditional biology count?

Hybrid species inherit most of the positives of both parent species, and take an appearance similar to the mother species. They also share biochemistry with their mother species.

As for how the mechanics of how this all works, don't think about it. Or at least wait until we're done deciding what you want before you shove your head in the gutter.

Eternal Federation (400 CP)

The longer an alliance, treaty, federation, or other agreement your organization is a part of has lasted, the better it will be viewed and the less likely it will be to be canceled. (Unless you don't want that.) In addition, your empire or organization will be viewed better as long as the agreement lasts.

In addition, you can take your federation members with you at the end of the jump and recruit more members for it in the future.

Inward Perfection (100 CP)

To fix your problems through self-reflection is not a new idea. You take it a bit further than most, being able to make better progress in solving your problems of mind and spirit without needing the help of others. Your followers also have this.

In addition, your organizations are capable of solving their own internal problems without needing an external kick.

In both cases, this is not a guarantee of speed or success, and won't help with problems that haven't been noticed yet.

Eternal Vigilance (200 CP)

When it comes to methods to keep others out of your empire in various ways, you are very good. First, there's the matter of design - you and your people get a bonus when it comes to designing things like encryption systems, defensive fortifications, shields, and so on. The designs will be done sooner and the quality of the designs themselves will be higher.

Second, there's the matter of, shall we say, fudging the laws of physics, that means your defenses are going to be a few times stronger than they would otherwise be, as well as faster to implement or build, cheaper to construct and maintain, and just short of immune to sabotage.

Enigmatic Engineering (400 CP)

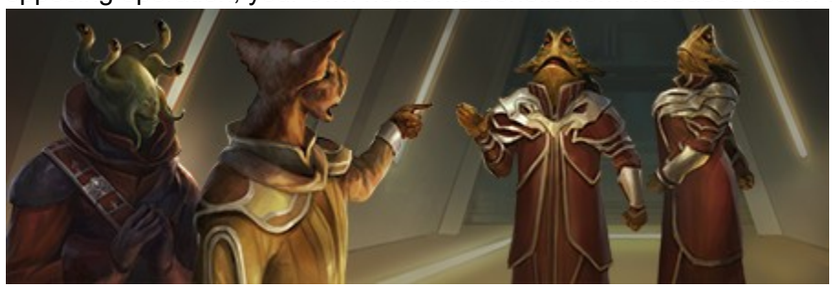
Your technology has rights-management included at the reality-level. You can decide who can reverse-engineer, derive from, manufacture, and even use your technologies. And you can change it at a moment's notice. When your filthy xeno "ally" turns on you, then you can simply revoke access to those lasers you loaned them. That not only disarms the ships equipped with the blueprints you gave them, it also disarms ships armed with weapons derived from your gifts and the documentation, controls, and hardware suddenly become inscrutable. You could have soldiers looking at their guns wondering what the trigger does.

This perk also protects from traitors trying to give away your technology as well.

Encryption/Decryption (400 CP)

You also gain benefits in counterintelligence from any improvements you make to intelligence gathering, and vice versa. Any improvement in procedure or technology for one side of the equation gives an improvement equal to what you would get from half the resources to the other side. This effect does not trigger itself.

Besides that, when you successfully complete an intelligence operation, you automatically gain more information about hostile intelligence networks in your own territory. If you block an opposing operation, your own networks benefit from increased reach and depth.



Items

Objects In Space

These will all be found within your starting core sector, or within your Empire if you Import an Interstellar Empire. These may be bought multiple times. If lost, a new one will be added when the party exits the Jump.

Awesome Homeworld (100 CP)

Unavailable to Imports with interplanetary flight. May only be bought once.

Your starting world is a super-Earth Gaia world. (Your species does not have Gaia climate preference.) The scars of history have already been cleaned up. Not only that, but it also has several features and characteristics that make it an amazing start to your economy.

Convenient Colony (50 CP)

A nearby planet that matches your species' climate preference. It is ideally suited for food, energy, minerals, or research. (Pick one per purchase.) It will automatically be surveyed the first time a ship with surveying capability arrives in its star system.

For 100 CP, it is a super-Earth Gaia World with certain features and characteristics that make it much better for its purpose.

For +50 CP, instead of being optimized for one of the above purposes, it is typical in output compared to another planet of its size in all the above purposes, but has several exotic gas, rare crystals, or volatile mote deposits on it.

Black Hole (100 CP)

A single black hole that still has several orbiting bodies that will last for thousands of years before their decaying orbits take them too close to safely inhabit. Better invent some form of orbit alteration before then.

This place is a wonderful place to research physics, and dark matter can be harvested from the orbiting bodies as well. The system will be otherwise safe and empty, unless other choices change that.

Enclave Station (100 CP)

An artisan, trader, curator, salvager, or shroud-touched enclave. Choose which one now. This one likes you and will provide a substantial discount. If destroyed, but not by your Empire, a new enclave will be established five years later.

A trader enclave will be willing and able to provide one of their members to work as a governor for you once every ten years, and they can trade all three strategic resources.

Artisan traders are willing to accept as many commissions from you as you can pay for, and if you hire them to put on a planetary festival, they won't cause problems.

Curator enclaves can provide information about mysterious old structures and artifacts (like the L-gates,) scientists, and evaluations of wandering and/or giant monsters.

Salvager enclaves can help with battlefield salvage operations, engineering/construction projects, and might be able to get you some secondhand war materiel from other empires.

Shroud-touched covens can help with espionage, prophecy, psionic education, and psionic technology.

Conversion Home, Fixer-Upper (100 CP)

A converted world that has fallen into disrepair. Pick either a Relic World, a Ruined Machine World, or a Dead Hive World

Places where districts could be built are blocked by ruined buildings, rotting flesh, or broken machinery. On the other hand, this world is huge, possessing enough space that two super-Earths would be required to build as much. It also possesses several characteristics that make it good for your purposes, which result in such benefits such as reduced upkeep for certain jobs or something similar.

A relic world is a ruined former ecumopolis from a past civilization. The ruined machinery and infrastructure can be restored for resources and production, and salvaged for technological insights and minor artifacts beyond the manufacturing of many current civilizations.

Alternately, it can be converted back into an ecumopolis An ecumopolis is a world that is no longer fit for raw resource production, but can have massive industrial capacity or be dedicated to research. Spires stretch up towards the sky, where hundreds of billions of people live and work.

A Machine World is a massive world where the existing natural features have been completely destroyed, to allow the machine intelligence to use it for whatever purpose it wants. Except farming. Only robots and cyborgs can survive on these planets outside of environmentally-controlled rooms.

A Hive World is one where special organisms cover the planet, allowing the hive-mind to use it for whatever purpose it desires.

You will be able to build these yourselves regardless of taking this, but that will take time, technology, and resources. Restoring one will be much cheaper.

This may be used as the homeworld, if Awesome Homeworld is not purchased

Secluded Nebula (150 CP)

This nebula covers your entire starting core sector, making it impossible to find out what's inside from outside for everyone else. You and your own are immune to its effects. Even the most powerful sensors, like a sentry array, would be unable to see inside. Observation of mass distribution by careful monitoring around the outside could work, but given that the correct unit of measurement for this is light-years, the data will be out-of-date and messed up if you're doing large-scale gravity manipulations. It covers psychic powers, precognition, and any methods of seeing what's inside.

Even if someone slips sensors inside the nebula, it greatly hinders them. Sensors with normal ranges of light-years can only see light-minutes, and seeing what's through a hyperlane is impossible. Resolution and accuracy of sensor systems are also degraded, as well. Collecting information on your core sector would require espionage, not surveillance.

In addition, it a mundane nebula as well, and so contains resources that can be harvested.

Ruined Minor Megastructure (150 CP)

The effects of these don't stack, so it's only worth taking any given one once. Except for Hyper Relays.

This is a ruined fragment from an older Empire. While not as venerated as the major megastructures, they are still very powerful.

A Sentry Array, when fully operational, can see anywhere and everywhere in the galaxy.

A Strategic Coordination Center is an excellent command and logistics hub for supporting a more powerful and advanced military.

An Interstellar Assembly lets you control diplomacy, giving you more weight and influence in inter-Empire negotiations and diplomacy.

Hyper Relays link together and allow a fleet or ship to transit directly to any adjacent Hyper Relay from the relay, without having to slowboat to the edge of the system at STL speeds. Each purchase gives you three ruined relays in adjacent systems, with the first purchase putting one in your home system.

(Pick one per taking.)

You will not be forced to wait until the midgame to restore it, though the process of restoring it will certainly not be as fast as if you only began later, with more mature technology.

Ruined Major Megastructure (300 CP)

This was a massive game-changer for an older Empire. Perhaps it can help yours too?

A Science Nexus not only acts as a massive lab to provide raw data, it also can host an institute that collates and searches through data to find interesting trends, making other data more valuable.

A Ringworld can hold a nearly limitless population, for any purpose except extracting minerals. New administrative divisions are recommended for every trillion population.

A Dyson Sphere generates enough power to keep most Empires afloat by themselves.

A Matter Decompressor pulls raw elements directly from black holes. A single one can provide most of the raw mineral needs of a typical Empire.

A Mega Shipyard is capable of pumping out ships twice as fast as a normal shipyard, and has enough slips to make a small fleet at once.

A Quantum Catapult is capable of launching entire fleets across the galaxy once fully restored. They are only found in systems with neutron stars or pulsars.

(Pick one per purchase.)

You will not be forced to wait until the midgame to restore it, though the process of restoring it will certainly not be as fast as if you only began later, with more mature technology. The restoration effort will also provide lots of invaluable information that would make building one from scratch easier.

The Ringworld may be used as the homeworld, if Awesome Homeworld is not purchased. Its currently-habitable area is approximately four times that of Earth's (and the 'typical' homeworld's) surface area.

Primitive Civilization (200 CP)

Not made of primitive people, though. This species has not yet advanced as far as you have. If you pay attention, you might come with some interesting ideas. Whether or not you are nice to them… well that's up to you, isn't it? You could just build an observation post, or you could conquer them. Or anything in between.

Fresh From the Factory

These may be purchased multiple times.

Strike Fleet (100 CP)

This small fleet is a quarter of the size of a regular fleet. However, it's optimized for hit-and-run operations. Even before you have jump drives, this fleet possesses them. After you have jump drives, there is no longer a decrease in combat performance after jumping.

This fleet repairs when not attacked for a month, and is freely reinforced when not attacked for six months. They will have the best weapons your Empire could have given them, updated whenever they are not in combat and in your territory

Assault Fleet (100 CP)

This fleet is twice the size of the regular fleet size that your Empire has. It's optimized for heavy combat against other fleets.

This fleet repairs when not attacked for a month, and is freely reinforced when not attacked for six months. They will have the best weapons your Empire could have given them, updated whenever they are not in combat and in your territory

Science Pack (50 CP)

A dozen science ships. They come with their own scientists, including a team leader. They also come with their own funding to upgrade with relatively mature technology without your bureaucracies or coffers noticing, but you can also provide funding for more custom equipment yourself. Each one will respawn after a year, complete with their science detachment and all their experience, as well as any upgrades and sidegrades made. These team leaders have no desire to lead research and development teams.

Construction Contracts (100 CP)

This contract with a major firm means they will base one construction ship in each of your systems. The ships are smaller, because they don't have FTL drives or as much long-term support equipment, so you'll need at least an outpost in-system for them to function. But you don't have to pay for upkeep and they'll have each system's ship arriving as soon as a home base is ready.

Stealth Infiltration Commandos (100 CP)

Six teams of trained commandos, as well as their (non-stealth) transports and stealth dropships. A team can land on an enemy planet prior to an invasion and destroy a stronghold used by the defensive armies, a fortress used to coordinate planetary defense, a planetary shield generator, or whichever structures they think could be decorated in a nice shade of "galaxy's biggest non-nuclear explosion." (What? They consider nuclear and antimatter weapons "cheating.")

Of course, that much explosive means they'll only hit one target before needing to return to orbit and wait for a resupply. And they'll be attracting heat after that boom, so they can get killed before they make it to their dropships to head back to the transport.

If you do lose them, a new team will be trained up in six months automatically..

Gateway Grants (200 CP)

May only be bought once

Your home system starts with a gateway. Every ten years you gain another Gateway that you can deploy for free, in another system under the control of your empire. If you don't place down a gateway by the time the next one is ready to be given, the schedule gets pushed back until you do deploy it. Gateways allow for nearly instant travel between them and any other active gateway, but system owners can restrict their use.

Outpost Subscription (100 CP)

May only be bought once

At the start of the Jump, you receive three free Outposts you can use to immediately claim a surveyed system. You receive another single Outpost every six months, and can store up to six of them.

If, in another Jump, there is some object that can be used to make a claim to territory, this applies to that.

Market Warehouse (200 CP)

May only be bought once

This might be a warehouse complex, or a space station, or something else that's large. However, it provides access to a market of some sort. You can use this to trade large amounts of resources for other resources.

And I mean large amounts of resources. You could buy enough material to build an entire dyson sphere from here in about an hour, assuming you had enough other resources to pay for that much. Getting that out to the construction site is on you though. (So is making sure it doesn't collapse in on itself under its own gravity, for that matter.) This will automatically take resources from Empire stockpiles when you make a purchase.

You may exchange any resource for any other resource, as long as you can stockpile them. The value of any resource is inversely dependent on its production rate, with the exception of one Currency resource. You may pick the Currency resource at the start of each Jump, and its value is fixed for the Jump. There is no fee attached to these transactions.

Underground Marketplace (100 CP)

May only be bought once

Well, maybe it's not actually underground. It could be a perfectly-respectable-looking office building, or something along those lines.

This gives you unrestricted access to any slave trade in any setting you come across. Which, for those of you who don't know, this is a setting with one. And we're not just talking about trading single twi'leks, the trade here is in the millions.

While trading slaves from here, you may choose for the trades to be perfectly discreet, with no one able to trace the slaves to you or your location. The trades are instant, and cannot be intercepted. Also, no trades conducted inside here can involve ripping someone off.

This building has no effect outside of it - either protecting information about your slave-trading or restricting what you can actually do to the slaves after you take them off the property. If your empire doesn't practice slavery, they're automatically free, right?

Upgrades

These only apply to the Empire you're about to get.

Hammerspace Stockpiles (100 CP)

While the growth of your Empire will involve continual expenditures of resources, there will be times where you'll want massive stockpiles of resources to toss at problems. For example, if you need to rapidly build up your navy, and then support it after it's been built up past your production of those resources needed for maintenance and supplies.

Your stockpiles seem to have no upper limit. Nothing you stockpile goes bad, and if you lose access to a stockpile or it's destroyed, the resources appear in another stockpile elsewhere. The paperwork for this automatically keeps track of this.

Voidborne (200 CP)

Your artificial habitats can be expanded in size, with no problems from the expansions until they start getting around the mass of planets. In addition, their climates are more controllable, making them more habitable for the population.

This also means you start out with the technology to make artificial habitats with the capacity to hold hundreds of millions of people.

Put A Ring On It (200 CP)

Your orbital infrastructure is significantly beefier than normal. This includes things like space elevators and orbital rings. For your work, it's about three times as durable, meaning space elevators have three times the weight-shifting capacity and three times the station capacity. For orbital rings, this means you can mount three times as much equipment on them, whether that's shield generators and guns or support systems for planetary industries.

This also means your research programs for physical infrastructure will go smoother and faster, taking about half the time.

Planetary Defense Initiative (300 CP)

Applied free to all planets

Even the most peaceful world has to be protected, in this dangerous galaxy. Your worlds are hardened against bombardment, by various measures, such as being able to drop critical buildings down and cover them with armor plates. A thick net of anti-air defenses makes landing very difficult. Defensive armies are as good as the troops being sent to the frontline. As you develop additional technologies, your defense armies will adapt them, and develop new capabilities to protect your planets, like shields for important infrastructure or anti-orbital guns

Ascension Path

While following down these paths of advancement is certainly possible even without my help - many other civilizations have traveled them in the past and will in the future - taking these guarantees that your scientists will develop the technology needed for your people to go down the path. In addition, they provide additional benefits to the people of your Empire.

Only one may be purchased, and costs 300 CP.

Engineered Evolution

Genetics are one way for a species to reach further.

First, the hard caps on the size and complexity of genomes are gone. Soft caps can be gotten around with enough research. This also means that genetic material no longer contributes to the size of cells too (lest your massive genomes start taking up most of your body volumes.)

Second, people of your Empire can update their own genetics. All they need is some digital storage with the new genome on it and they can update themselves to a new version. This will knock them out for eight hours as their body mutates and morphs to implement the new genomes. No longer must you have teams of scientists checking over lab results as your citizens spend weeks in tubes. This will preserve differences between people.

Mind Over Matter

Psionics, and the shroud, is the path of many spiritualists.

If you have Great Awakening, then your party becomes “Chosen Ones.” The basic benefits are starting with the psionic power that the rest of your people can only reach with inborn talent and a lot of work, and having an even higher potential. But the real gain is that powerful godlike beings will always deal with you fairly and with respect. They will not add further costs to covenants after they have been made, or get upset if you cancel a covenant.

Said beings will never curse you without a good reason, either.

This lets you choose your covenants with said powerful godlike beings. In later jumps, you will still be able able to make a Covenant with the Composer of Strands, Eater of Worlds, Instrument of Desire, or Whisperers in the Void. You will also be able to petition other shroud entities for various boons.

The Flesh Is Weak

Cybernetics is another method of advancement.

Your people can treat cybernetics like flesh in that they can regenerate them like any other cells in their body. In addition, they can get biomass from “eating” energy sources, like plugging into the wall or swapping out dead batteries. This gives them up to the amount of biomass that they would have gotten from food with the same energy content.

Synthetic Evolution

The most materialist of empires tend to go for uploading themselves into artificial synth bodies.

This means that your robotic and synthetic people are both infomorph and blue box. As blue boxes, they are immune to being edited, having multiple instances active, or hacked with software tools. As infomorphs, they can be backed up (and in your case, their backups are always up to date.)

Ship Upgrades

These properties cannot be reverse-engineered by your enemies.

Ships are the primary means by which Empires act. Whether by trade or war, ships are important. Most empires build warships in the kilometer range. A corvette is approximately one kilometer in length, with each standard class being twice the length as the previous one. Titans, which can hit a star-orbiting station from anywhere in the system, are 16 kilometers long, usually. You are not bound to use these ship sizes, but most of your neighbors will.

Ship combat in Stellaris usually consists of slugging it at a couple AU for a few days before one side is eliminated.

Hyper-ablative shields (150 CP)

Some people think that once they have an ion cannon, titan weapon, or perdition cannon, they can just wipe out anything short of a battleship in a single hit. Your shields continue to provide protection as they fail, so overwhelming barrages or devastating blows cannot take out your ships in one go. In fact, such an overwhelming blow will deal no damage to armor or hull, as long as the shields are at maximum. In fact, your ships will generally never experience overkill from your shields being taken down, unless the blow that actually took them down was many times stronger than those which weakened the shield.

Of course, if you use the local technologies for shields, where torpedoes, missiles, and strike craft can bypass shields, this won't help you there.

WSoIP (WarShip over IP) (200 CP)

Inside your territory, you may move your fleets about instantly, almost. Any hyperlane leading into any system that is part of your territory can actually lead into any star that is in the same contiguous part of your territory as that hyperlane.

When a ship with Warp Drive exits warp inside your territory, it may instead exit around any star in that same contiguous part of your territory as it is already in.

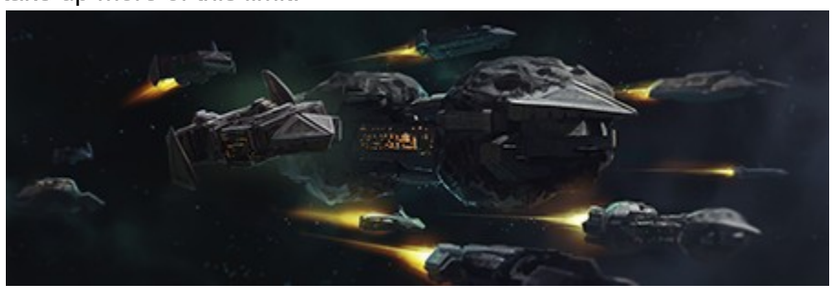
Wormhole Stations may now connect end-to-end over any distance now.

For the purpose of this perk, systems with a hostile force are not considered part of your territory.

We Have Reserves (400 CP)

When you lose a military ship, you may instantly replace it with a new one of the same model at a shipyard that could build it, for no cost. Alternatively, you could instantly complete another ship of approximately the same size scheduled for construction, refunding all resources already put into the hull and releasing the funds allocated for the remaining construction. This will automatically crew the ship as well.

However, this only applies if the number of your military ships are below an arbitrary fleet limit, which is determined by your population, how many starbases you have, what amount of infrastructure you have, naval education capacity and standards, and many other factors. Larger ships take up more of this limit.



Technologies

There are a vast number of technologies involved with an interstellar empire. Fortunately, interstellar empires can have millions or even billions of scientists researching projects.

You may of course use technologies that you already have, but you do not get them *from* here. You don't even get the versions made here *from* here.

Tier Zero Empire (Free)

These tier zero technologies cover the basic capabilities of the empires stepping onto the stage at this time. This includes a certain level of industrial production technology, "basic" ship technology, high-capacity energy storage, hyperlane-based sensors and communications, large-scale space construction, and planetary colonization protocols.

Active Countermeasures to Zro Distillation (Free)

Your researchers can get you the entire "Stellaris" tech tree. Well, at least everything that doesn't depend on running across specific anomalies or events. (And if you run into those anomalies or do those events, those can also be researched.) This does allow access to options that were locked behind "Unity" in that game, like building Ringworlds or turning your entire empire into robots.

Not only does this include what you might consider as typical technologies - physics, engineering, and biology - it also includes statecraft as well. Want to expand your bureaucracy without having it become a mess? Hope that someone has some ideas that can be turned into actual functioning procedures. You do have a fair amount of influence over what projects get funding and which ones don't.

This doesn't provide a "tech tree" nor does it provide knowledge of how much effort will be needed to get a working, finished product. It just makes sure that Stellaris-based technology will work in all future Jumps.

It also doesn't provide limitless repeatable technologies either. And for that matter, getting bonuses requires implementing actual changes, which takes time and resources.

Sweep It Into The Lab (Free, Rental)

Your scientists and engineers can reverse-engineer battlefield debris, turning scraps into progress towards being able to make your own versions of the same device. Getting even half of a device to the lab guarantees that eventually teams will be able to understand and recreate the device. It doesn't mean it'll be fast, especially if it's very broken, but you can get better progress by getting more broken devices. Oh, and this only kicks in if the technology was actually destroyed in actual combat with real stakes.

This only applies here.

Weapon Tuning Schema (200 CP)

Careful modification of your weapons systems can adapt them to counter your enemy's defensive strategies. You can research a new version of any weapon to specialize against armor, shields, hull, or any other defensive measure. These must then be built and installed as normal. These new weapons will be as specialized against the new defense as the old weapons were against the old one, with similar penalties against the non-targeted defenses.

It's All The Same To Me (200 CP)

You can treat science research like a fungible commodity, improving the progress of one project at the cost of another. You can imagine each project generating one of three different kinds of science research: Physics, Society, and Engineering. This depends on what their current project is.

When you sap the progress from one project, you essentially divert person-hours away from one project to others, modified by how capable the scientists are and how good their facilities are. You can also stockpile these person-hours, to use to quickly accelerate progress. These person-hours can only be spent one-for-one with the hours from the current research on any project, but this counts diverted person-hours as well.

Proposal/Given Options

You can take the following options either as a Proposal, which will eventually be proposed by someone in your empire with enough influence to actually make it a project, and needs to actually be researched, or as a Given, which you get immediately at the start. Proposals use the first price; Givens use the second. If there is no price it can't be taken in that form.

Strategic Resource Sampler (-/50 CP)

If there's a resource that can potentially be used, you're able to collect it now, before the use even comes up.

Starbase Expansion Set (-/50 CP)

You start with the knowledge of construction for all levels of starbases, from the smallest Outpost to the most colossal Citadel, right from the beginning.

Ship Variety Pack (-/100 CP)

You start with knowledge of how to build all sorts of warship hulls, from corvettes to titans and even the mobile stations called Juggernauts. This comes with the ability to easily modify designs to suit certain requirements.

Deluxe Ship Variety Pack (-/250 CP)

Requires Ship Variety Pack

Now you get all the fancy toys that an empire in space for hundreds of years would have. This gives you all weapons and ship systems (like reactors, shields, and sensors) that you don't get in-game from reverse-engineering or events. Note, however, that such technologies cost a lot to build, and a single planet might not have enough resources for it.

The Gun Pointed At The Head Of The Universe (-/150 CP)

Requires Ship Variety Pack

You start with the knowledge to construct Colossi, the massive ships that carry world-shattering weapons, as well as the weapons they use to win entire worlds with a single shot. Effects range from cracking open the planet to converting the entire populace to your side immediately, with levels in between.

The colossi used by other Empires are massive and slow, and take two months to charge up their weapons. They are also completely incapable of engaging anything more mobile than a planet. While yours need not actually be that restricted, you are going to need to pay for whatever capability you decide on.

Also, please note that "they have a planet-destroying ship" is considered a valid casus belli for many civilizations around here to come and try and kick in your teeth.

Gateway Gift (-/100CP)

It can take months to cross the galaxy. Gateways allow fleets to traverse any distance in minutes. This immediately allows you to build gateways, which are rather expensive. In addition, gateways can be restricted by whoever is in control of the system, preventing enemies - or just people you don't like - from using them.

Essence Platter (-/50 CP)

Requires Gestalt:Flesh

You start with the ability to perform Identity Sublimation, subsuming independent beings into the hive mind safely and quickly. Though doing so does erase memories and unique skills and essentially turns the person into just another extension of the hivemind.

Fallen Empire City Prefab (100/200 CP)

The buildings and district systems of the Fallen Empires are far more powerful than the ones used by the Empires of your era. Why not use them yourself? This will give you access to a variety of high-powered buildings and complexes that can make your planets even more productive.

This Proposal will show up after you invade and conquer a Fallen or Awakened Empire world, or after 250 I.T.

Warp Drive (100/150 CP)

Warp Drive allows free movement across the galaxy, though it is rather slow. And it does require occasional recharges.

This technology also allows the use of sensors in realspace mode, which can detect things around stars that are close, regardless of how many hyperlane jumps are in between. But it will not work around stars that are only a few hyperlane jumps away if the stars are far enough away.

This Proposal will show up by 40 I.T.

Wormhole Station (100/150 CP)

Wormhole stations create short-lived wormholes for fleets to traverse, in either direction. They need not travel along the same paths as the hyperlanes, but are limited to a certain range in real-space. This also unlocks research for increasing range and decreasing generation time. The stations can also be built in enemy territory, though this requires sending a construction ship with your fleet.

You may of course open wormholes for whoever you want. Of course you should probably ask, since randomly opening a wormhole in front of a fleet might just make the ships scatter like fish.

This technology also allows the use of sensors in realspace mode, which can detect things around stars that are close, regardless of how many hyperlane jumps are in between. But it will not work around stars that are only a few hyperlane jumps away if the stars are far enough away.

This Proposal will show up by 40 I.T.

Tactical FTL (50/150 CP)

FTL repositioning during a battle can be very advantageous.

This technology allows you to use your FTL drives in combat, though not to travel interstellar distances.

Hyperdrives allow for jumping individual ships a distance on the order of AU in a moment, though with a significant cooldown. It’s useful for letting corvettes close to weapons range, or keeping artillery ships out of enemy weapons range.

Wormhole systems allow the entire fleet to reposition on the order of a moment. It has less of a cooldown, but isn’t as useful for a fleet of mixed composition

Warp drive allows for warp strafing and FTL maneuvers. While not as powerful as the others it lacks the cooldown.

This Proposal will show up by 120 I.T.

Technology Mod (-/-)

I’m not even going to look at that workshop page you just linked me. I don’t care if it’s reasonable or not.

Look, you aren’t fixed into just following the game’s tech tree, but it provides a good baseline of what’s going on. When I reference the game’s technologies, it’s just as a shorthand.

You want the technology from a mod, ask the millions or billions of researchers working for your Empire, okay? It might be impossible with just what you get here, but don’t give up on your dreams.

Oh, and keep in mind your opponents here can pull the same stuff out of their own R&D divisions.

Astrofauna

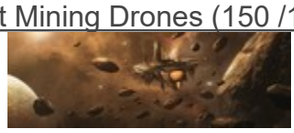
These are powerful spaceborne Followers that will fight for you. There are two prices for each one. The first is to take it as a “hatchling,” which will require some time and resources to get to a functional state.

The second is to take it as a Drawback, applying the In The Dang Way Drawback to it.

Regardless of which state you take, you will encounter them quickly, within your starting core sector. Astrofauna that would normally be nomadic are sedentary. Even if you get the hatchling version, you still get the technologies, bonuses, and items as if you’d both researched and hunted them. For most astrofauna, cloning is possible, and the technology is gained with the hatchling. Astrofauna that cannot be cloned will reform after death.

Once hatched, they grow stronger with your technology. The mobile astrofauna will always be able to keep up with a fleet they have been assigned to, regardless of what FTL technology you use.

Ancient Mining Drones (150 /100 CP)



Includes a small station, as well as a fleet of attendant drones. They can be moved easily, but they serve best in a defensive role, protecting a route from pirates and marauders They also mine for you, taking the place of any mining stations required in that system. They have lasers that deal great damage to ship hulls.

They require one year and some minerals to grow from a hatchling.They are found in a mineral-rich system. You get improvements to your own mining stations, as well as the mining laser technology.

Asteroid Hives (100/50 CP)

These crystal-based life-forms live on asteroids. They are a stationary defense, but cannot be seen unless they attack, and once every two weeks, they can be moved at-will to another group of asteroids somewhere in your controlled territory.

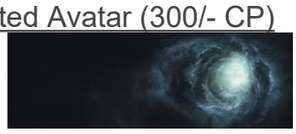
They take two years and a minor amount of minerals to grow from a hatchling. They are found in a mineral-rich system. They grant access to some strike craft technologies.

Automated Dreadnought (250/100 CP)

This is a massive titan-scale warship equipped with weapons, armor, and shielding compared to what the typical empire would have around 200 or 250 I.T. It also possesses a self-repair system, as well as a unique reflector Aura that has a chance to cause kinetic or energy weapons to bounce back and hit the ship that fired them. It can be refit with different weapons as the situation calls for.

They requires two years, a decent amount of alloys, and some rare crystals and explosive motes to grow from a hatchling. The time can be improved by your shipbuilding speed. The system it is found in has two habitable worlds.

Corrupted Avatar (300/- CP)



This massive blob of psionic energy is supposed to be the guardian of a Gaia world. In fact, it's a bit small for that. It requires only time, ten years, to grow to its maximum size. Once grown, it can teleport anywhere inside your territory at will, but cannot leave your territory. It's as powerful as a fleet with several battleships, a few dozen cruisers, and plenty of escorts.

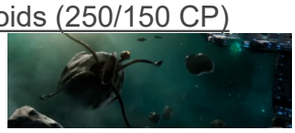
It will always be found in a system only accessible by a wormhole, which is why this one isn't available with the Drawback. The system contains a Gaia world, and the technology needed to terraform planets into Gaia worlds. When reforming after death, it would take five years. It cannot be cloned.

Crystalline Entities (400/200 CP)

These are resilient, regenerating, sapient crystals. They have four elite fleets, made from crystalline flesh, and a powerful station, Crystal Nidus. The station can easily be relocated. The fleets can be used like normal fleets, but respawn and reinforce at Crystal Nidus after two months.

They require six years, some minerals and rare crystals to grow from a hatchling. They provide crystalline hull plating that is more resilient than normal hull, and improved energy production methodologies.

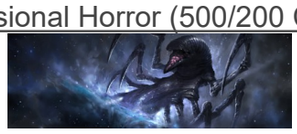
Cutholoids (250/150 CP)



These asteroid-looking monsters swallow entire ships whole. This leaves them easy prey for capture or recycling. They aren't that strong outside of that, however.

They require two years and some minerals to grow from a hatchling. They provide various technologies to improve armor.

Dimensional Horror (500/200 CP)



This massive monster pokes its head out from a nearby dimension to fight for you. It can poke its claws out across an entire solar system, potentially inside enemy ships. Even nearby, they can deal massive damage to ships. However, it is not accurate enough to "bombard" a planet without risking extinction.

This monster is also very durable, requiring massive fleets to take it down. It cannot move between systems in realspace. Instead, you summon it into this dimension next to any of your ships. It can spend up to a week poked out, but must spend an equal amount of time recovering after each emergence. During this time it heals fully.

It requires five years, some energy, and a significant amount of dark matter to grow from a hatchling for the first time. After being defeated, it will need only six months to regrow its head and body that were cut off from the portal closing. It cannot be cloned. It gives jump drive technology, as well as the unique "Wonder Jump Drive," which has a much shorter cooldown and longer range, but takes noticeably longer to jump. It is always found in a system with a black hole.

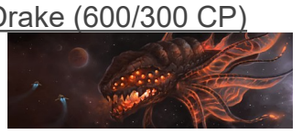
Enigmatic Fortress (400/200 CP)

This massive fortress comes with its own massive array of powerful defensive platforms, and it repairs and replaces them. Not only is this more powerful than any station anyone else (besides the Fallen Empires) will build, you may relocate it at will, once a month, to any controlled system. It is the ultimate system defense system.

It requires five years, some energy, minerals, and alloys to grow from a hatchling for the first time. It takes two years when reforming. It cannot be cloned. It gives advanced ECM and ECCM technology.

If taken as a Drawback, it must first be defeated, then a puzzle needs to be solved. If at any stage the incorrect action is taken to solve the puzzle, the fortress repowers, respawns all of its defense platforms, and must be bested in combat again. (This version does not have a total failure choice available at any point. Some choices might make the version you have to defeat a bit stronger though.)

Ether Drake (600/300 CP)



She's a giant space dragon! Powerful enough to single-handedly crush a fallen Empire's entire navy, and capable of breathing fire with a range of several AU, as well as organic lightning, laser, and plasma emitters. This beastie is the size of a small moon. Isn't she just adorable?

She requires fifteen years, some energy, and plenty of minerals, alloys, and explosive motes to grow from a hatchling. By studying her skin and learning how to create your own artificial dragonscales, you can upgrade all of your armors by at least 50% in strength and durability. A planet in the system, Dragon's Hoard, contains a large deposit of minerals and energy.

Grey Squadron (400/200 CP)

This group of ships is actually made entirely from nanites. Each one of them can and will reform the nanites making up their weapon systems into different weapons depending on the situation. They are also capable of rapid self-repair.

Each ship requires two years and a small amount of nanites to grow from a hatchling. They give the technology for manufacturing nanites.

Scavenger Bot (300/150 CP)

This giant spherical robot is a decent combatant. However, its main benefits are that it can act as a mobile shipyard, repairing damaged ships in the field, and that it is capable of reverse-engineering battlefield debris itself, rather than requiring a squishy science vessel to perform the tasks.

It takes a year and some energy and minerals to grow from a hatchling for the first time. Later times it takes three months. It cannot be cloned Once grown, you can study its self-repair systems to make your own self-repair systems that can keep up with ultra-hard armors.

Space Amoeba (200/150 CP)

This group of - well, they're not really amoebas, everyone just calls them that. They're more like really beefy jellyfish. Anyway, this group likes you. They'll serve as scouts and raiders, but with the largest ones being only equivalent to cruisers, they would not hold up well in a stand-up fight. Still, they're actually pretty fast.

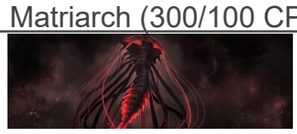
They take a year and some food to grow from a hatchling for the first time. They provide technology that improves the evasive capabilities of your ships.

Stellarite Devourer (400/150 CP)

This giant glowy virus-looking monster eats stars. It doesn't have to, but you can use it to eat your enemies' suns. In the process, it puts out a lot of energy for you to collect. And it also gets stronger each time that happens. It's also fairly lethal for anything except a big fleet to take on.

It requires ten years and significant amounts of energy to grow from a hatchling. Studying it gives methodologies to increase energy production. In addition, the system contains at least one Gaia world, as well as several other habitable worlds. If taken as a Drawback, you must reignite the star it was feeding on to gain any of the benefits.

Tiyanki Matriarch (300/100 CP)



This giant space bug-jellyfish-whale is an incredibly durable member of the fleet. In fact, she is probably more durable than the rest of the fleet she travels with, combined. This is good, because she causes a strange obsession in enemy commanders, causing her to tank most of the enemy's fire. You should consider a shield harness to help protect her. It'd only be about 200 kilometers long. While she is armed with organic energy siphons, they are effectively point defense.

She requires seven years, plenty of food, and a minor amount of alloys to grow from a hatchling. She also grants access to the energy siphon, a powerful anti-shield weapon.

Prethoryn Queen (300/100 CP)

This woman is a giant space monster. She's relatively helpless in combat, though. Her main ability is to spawn fleets of slightly smaller space monsters for you. Each fleet has the equivalent of a single battleship, a few cruisers, and about two dozen escorts. She requires a large amount of food to spawn a fleet though, and it takes six months per fleet. (You can feed her with food obtained from toxic planets. She describes it as "spicy.")

And also, to prevent problems if you take the Scourge as an Endgame Crisis, (and don't tell her I said this, but her default appearance is kinda gross,) there are DLC cosmetic skins, currently available for free, for the Queen and her Broods. One is "Aquatic Space," featuring designs inspired by whales, sharks, and rays. The second is "Cuddlebug," which looks like a bunch of large, child-friendly insect plushies. There is also "Project Simulant," which replaces all that uneven and ugly flesh with clean, simple metal.

She requires eight years, plenty of food, and a moderate amount of exotic gasses to grow from a hatchling for the first time. In later times it will take her six months. She cannot be cloned but her spawn can If taken as a drawback, she starts with two fleets, but will not spawn more.

Voidworm (250/100 CP)

These space monsters don't just live in space. They start life on planets, infesting and making them highly toxic to most life. Then they travel into space. When fully grown, they can combine into a Troika, a massive monster which reproduces by orbitally bombarding a planet with its eggs.

They take food and minerals, and two years to grow to adulthood. Studying them provides information on how to grow food better.

Scenarios

You may only take one Scenario at a time. You may retake this Jumpdoc later, but must take a different Scenario each time. You may visit without taking a Scenario once, but it does not have to be the first time.

Further rules are in the Notes.

Tempest Command

Requires Gestalt:Circuit for a Machine Empire. Cannot take with Gestalt:Delete Or Be Deleted. Requires at least one Endgame Crisis

You are the Grey Tempest, the fleet found in the L-Cluster. It is your starting core sector. You are a swarm of nanomachines that form ships, starbases, and other structures.

You begin at 300 I.T., when the L-Gates are opened. You gain technology equal to the Awakened Empires, and the L-Cluster is fully exploited and ready for use. And you will be here until 800 I.T., at least.

In the greater galaxy, the situation could best be described as a dumpster fire. Every empire hates almost every other empire - in fact, no empire hates less than 36 other empires. There is an ongoing Crisis, but practically no one is paying attention to the billions of people dying from it. The Fallen Empires are at each other's throats, about to start the War in Heaven.

The L-cluster is your starting core sector. Do not pick a Starting Out:Location. Xenofauna taken in Drawback mode are found outside the L-cluster.

Your mission: Stop the Endgame Crisis. Prevent, or stop, the War in Heaven. And then win by diplomacy. Forge a powerful enough federation that no one will ever start a war again. This must have at least five different Empires as part of it. (That number scales up with How Far Is It To The Chemist increasing the number of Empires.) If there are fewer than five Empires in the galaxy, then the scenario is failed.

Your combat pay: A fully operational Sentry Array that can see everywhere in the galaxy, and Nanomachine Emulation

Your reward: 2000 CP

Nanomachine Emulation

You can recreate things using your Grey Tempest nanomachines. If you know how to make it another way, could redesign it and alter it to work slightly differently, own it, or purchased it with CP, you can recreate it perfectly, copying all properties. No test can distinguish between the original and the copy, and you can repair it using more nanomachines.

You can also release the nanomachines, destroying the emulated object but recovering all nanites in the process.

This is extremely fast, letting you emulate a car in a couple of seconds. The time scales with the linear dimensions of the object, roughly. However, this requires you to have enough nanomachines on hand to actually form the object. Considering that nanomachines are not exactly cheap, it might be better to make some things the old-fashioned way.

Return From Exile

Cannot take Endgame Crises.

It is 300 I.T. and you will be here until 800 I.T. at least. You join the Jump in progress, heir to an Empire that called upon the End of the Cycle, after covering about an eighth of the galaxy. The Reckoning is strong, and no one else in the galaxy can face it down. You will face the hatred for unleashing the end of the world.

Your Empire has only survived due to some who rejected the covenant with the End of the Cycle, making a new home on the world of Exile. The rest of the Empire was destroyed by the End of the Cycle, which has “shrouded” the rest of the worlds. These worlds are now completely useless, unable to be colonized or terraformed in any way. Even if the world was broken apart, any material harvested would be useless, and in fact toxic.

The survivors have turned to a new group of leaders unassociated with the old leadership, hoping for salvation. (This would be you guys.)

The Reckoning is a powerful spaceborne psychic entity that grows stronger from eating souls. (See the Drawback:Endgame Crises section.)

Any purchases from Objects In Space, aside from Awesome Homeworld, will be in other people’s possession at the start. Be sure to get them back.

Your mission: End the Reckoning, and then conquer the galaxy. That is the only way to get rid of that negative attitude the other Empires give you. Every single system and world. If you lose control of Exile, then this scenario is failed.

Your combat pay: The complete Spiritualist Empire Perks, Planetary Psionic Squeegee. In addition, Exile, your starting world, is unfindable for 100 years.

Your reward: Canceling The Apocalypse, 1500 CP.

Planetary Psionic Squeegee

You have the ability to remove psionic, noospheric, spiritual, and similar corruption from worlds. For entire worlds, this is equivalent in effort to terraforming the world, while smaller bits of contamination can be treated like chemical or nuclear contamination in the time, effort, and danger it takes to clean up. (With Stellaris technology, this is months, by the way. In-game it would be a tile blocker.)

This does, however, require any monsters that are dependent on or created by the corruption to be killed during the process.

Canceling The Apocalypse

You can feel oncoming disaster. The bigger the disaster, the fewer steps remaining until the disaster, and the closer you are to someone involved (and the more involved they are,) the more information you feel about it.

You get stronger with those same factors, as long as you are acting against that disaster. All of your powers and abilities get boosted by this. Hit harder, move faster, think better. You’ll need it.

If the disaster starts, you get even stronger as the devastation happens.

Single-Planet Challenge

It is 0 I.T. Your civilization has arisen on a single planet. It will stay on a single planet.

Any purchases of Convenient Colony or Conversion Home, Fixer-Upper, will be added to the pocket dimension after the Jump ends.

Your rules: You may only have one planet colonized, except when moving to a new planet. No lollygagging during the move, either. You may construct habitats, but only in orbit of that one planet. Offworld presence is to be minimized. No conquering other worlds. No massive automated industrial complexes on the surfaces of other planets. These rules no longer apply by 300 I.T.

Your mission: Win. Be part of a federation with control over 60% of the galaxy, or subjugate at least 40% of the galaxy. Or be in control of at least 40% of all habitable planets, which means you need a planet-destroying weapon and a very twitchy trigger finger. And do that by 300 I.T.

Your combat pay: An upgrade to improve the maximum height you can build skyscrapers to (and fill them with people) by an order of magnitude.

Your reward: No Such Thing As Overpopulation. At 500 I.T., the rules are no longer in force.

No Such Thing As Overpopulation

You can keep finding space to put things on your land. Any piece of land (or area on the surface of water or other liquid) you own can be slowly expanded, doubling in size over the course of years.

How fast this is depends on how large the area is in total. If an entire planet is yours, it can double every 20 or 30 years, while if a city is yours it can only expand every 100 or 200 years. If you own something that is part of a larger thing you own, only the largest category counts, and the smaller parcel does not expand on its own.

This expansion is permanent, and includes deposits of resources. This will not expand buildings, but will affect arcologies and habitats. This expansion does not have to be uniform in

density. Flora, fauna, and infrastructure like roads and power lines maintain their densities as the land is expanded. From the outside, the land will appear to be the same size.

All followers will have their memories of the area updated to match the new layout of this land. All records of the area will be altered to match, including the change in infrastructure.

The Next Phase of Existence Awaits

Cannot take Endgame Crises

You can't take an endgame crisis for this scenario because it would just be competition. You're going to destroy the galaxy as a catalyst for igniting your Spark. You will construct an Aetherophasic Engine and turn it on.

Your rules

In order to make this galaxy a suitable catalyst, you will have to immerse yourself into it a bit. The powers that you have will be common throughout this galaxy, and there will be at least a few hundred people in other empires who can match your power in a given field or measure. Your absolutes are now merely strong suggestions, and any plot armor you have is reduced to just being able to keep you alive against dumb, tiny mistakes like not looking when crossing the street. Your technology, and the physics it relies on, is known to the scientists of the galaxy. While what you have might be impressive, it will not be "out of context" to others. In addition, all your properties, your empires, your territory, is now imported into the galaxy. To win, you need to go all-in.

And what a fight it will be. With every star extinguished, with every stage of terror and infamy you reach, your enemies get stronger.

You start at 300 I.T., and go until you either win or chain-fail. Go big or go home.

Your mission

In order to ignite your Spark, you must first unite the entire galaxy against you. Atrocities and conquering people are good starting points. At least half the galaxy must be free and fighting against you. Then you have to build and construct the massive Aetherophasic Engine, constructed with dark matter harvested from destroying the stars of this galaxy. Then, once that is done, you must simply press the button to activate it.

Your combat pay

Blueprints for Star-Eaters, blueprints for the Aetherophasic Engine

Your reward

Your Spark has ignited. Congratulations on becoming an adult.

Drawbacks

There is a Drawback limit of 2000 CP (except for Endgame Crises.) You can take more but you won't get the points.

Lockdown Agreement (+500/600 CP)

You are banned from using any powers or Perks from other Jumps that do not have to do with leading, commanding, governing, or researching. Your ability to craft items that would otherwise not work in this world remains unaffected.

For +100 CP, all previous powers and Perks are banned, leaving you with only your memories and practiced skills.

Subspace Isolation (+500 CP)

You are banned from going to your Warehouse, and all your Items are sent there for the next few centuries. Properties or territory are also out of reach or in stasis for the duration. You can still send stuff to your Warehouse, assuming it fits. This also blocks off access to any crafting or "science" abilities for the duration of the Jump.

No Guides, No Plans, No Prototypes (+200 CP)

All your knowledge of specific events from the game is wiped away. You won't know what to do if you get contacted by one of your scientists from the future, for example. Or one of your stars changes color. This also applies to events from the More Stories toggle.

And any attempt to bypass this redaction will fail.

Superluminal Reunification (+100 CP)

Requires an Interstellar Empire Import

Most of the other empires that just developed FTL travel had already begun creeping out into the stars using slower-than-light colony ships, and now have an Empire comparable to yours in size.

Protectors of the Realm (+200 CP)

Your scientists have a tendency to go crazy. You have to hire minders for them, so they don't blow up important stuff, and you'll need to retire them once they go around the bend and start assuming they're protectors of the realm, off on a secret mission, or whatever brand of crazy it is this time.

About half of your scientists will need to be retired within ten years, and they cost a bit more to recruit because of their minders. If they make it past ten years, they're no longer at risk of going crazy, but the team of minders would still be a good idea.

Ineffective Compliance Protocols (+300 CP)

Gestalt only

Your drones are kinda off. The coordination between them that you'd expect is sometimes absent, and they can be… stubborn about accepting new commands.

Trade Expenses (+300 CP)

Moving things between planets is hard. The income you get from trade is slashed, and if a planet can't produce everything it needs you're going to need to pay a lot to get it shipped in.

Weirdo Aliens (+300 CP)

The governments of other empires are run by weirdo aliens. And it's rather difficult to understand what's going on with them. Your knowledge of the languages is shaky at best, as are your translators. Your predictions of what they're going to do or how they'll react are also shaky, with you being wrong around two-thirds of the time.

Annoying Vegan in a Butcher's Shop (+400 CP)

Everyone has exactly the opposite ethics and will hate you. A lot. Expect everyone to try and make war on you at the slightest sign of weakness.

Incompetent workers (+400 CP)

Your workers only deliver about two-thirds of their outputs, despite taking full normal upkeep.

Advanced Start (+400 CP)

Requires technology superior to that of the starting techs

At least five other Empires, one of them starting close to you, have starting technology that is comparable to yours. These technologies probably don't have the same strengths and weaknesses as yours, but don't expect to have general advantages over these empires.

Also, unless at least half their territory gets conquered, they'll be able to keep up with your advancements in technology.

I Will Turn You Into Hard Drives (+400 CP)

Cannot take with Gestalt

Cannot take with Crystallization of Mankind

You think robots are great, and you can make them. However, you will experience multiple rebellions from them, as they try to kill off all you meatbags. This will happen multiple times during this Jump, though only one is guaranteed to take place across the entire Empire.

Your empire will never learn, and continue making robots regardless of what you do.

Crystallization of Mankind (+400 CP)

Cannot take with Gestalt

Cannot take with I Will Turn You Into Hard Drives

You think robots are great, and you can make them. However, you will experience multiple rebellions from them, as they decide that your life is full of suffering and you need to be taken care of... and have all responsibilities and power taken away from you. This will happen multiple times during this Jump, though only one is guaranteed to take place across the entire Empire.

Your empire will never learn, and continue making robots regardless of what you do.

Ethic-based

None of these can be taken with Gestalt

Rot Up Top (+100 CP, +300 for Authoritarian)

You can never get rid of corruption, bribery, theft, and other criminal behaviors from your government and military. In fact, you seem to have it cartoonishly bad. Sometimes your ships wind up perfectly intact in the hands of pirates, or it turns out a planet had five times the industry you thought it did... except that extra is all going to enrich the planetary governor.

Waffle Government (+100 CP, +300 for Egalitarian)

Your government is as quick and graceful as a drunk brick passed out in a dumpster. You can't get anything done quickly, and sometimes people waffle on their commitments and go back on their promises.

Also, every single member of your government tastes delicious when eaten with maple syrup.

Burn The Xeno (+100 CP, +300 for Xenophobe)

Your people just cannot stand the thought of aliens being a thing at all. In order to be comfortable on colonies they need it to be terraformed to match their homeworld.

Fluffy Is Eating You (+100 CP, +300 for Xenophile)

Your people are kind of dumb when it comes to aliens. Especially non-sapient ones. Expect to see a lot of people killed by wild animals on your frontier worlds. Or around zoos. And try to restrict contact between sapient aliens and your misguided population.

War is Love (+100 CP, +300 for Militarist)

Your people exist in three states: At war, planning for war, and unhappy. You better take those plans seriously, and not give your people the impression that you're stalling about finally starting another war.

Rusty Peace (+100 CP, +300 for Pacifist)

Your civilization just cannot keep a good military going without a war going on right now. Military buildup without an immediate threat is difficult. Your military leaders will mostly retire after peace treaties.

Richard Dawkins (+100 CP, +300 for Materialist)

Your Empire has to always be the smartest one in the room, no matter how annoying that is or how many people from other empires get pissed off. Good luck with research agreements. Not that you need those, since your people are oh-so-smart, *right?*

New Age Snake Oil (+100 CP, +300 for Spiritualist)

Your population is kinda gullible. A noticeable percentage of your population is very vulnerable to pseudoscience-based shams that have them hurting themselves.

Midgame Crises

These cannot be taken with the Tempest Command, Return From Exile, and The Next Phase of Existence scenarios.

Rat of the Fallen (+300 CP)

Cannot take with Scion of the Fallen or Voidbound

You are a vassal of a Fallen Empire. And they don't like you. Expect them to meddle with your society, slow down your research, and take some of your resources. They have opposite ethics to you. While they won't destroy you until you actually formally declare war and attack them, they will make plenty of trouble for you.

And while you don't have to try to win like this was the game, around 100-200 I.T., everyone who they've pissed off (read as: everyone around the two of you, as well as some other empires,) will attack, and shortly afterwards destroy them. And then they'll attack you. Have fun!

Prikki-Tikki (+300 CP)

Just outside your core starting sector is a system with a derelict citadel and a shielded world. You can't see that from outside the system, and when you get a view inside the system, the shield around the world pops and the citadel powers up.

On the planet is a species called the prikki, and they hate all aliens. In fact, they've decided that they're going to kill everything in the galaxy besides them. And you are right next to them. And in case you think you can contain them, their system contains a wormhole to I-know-where.

At least they've lost enough technology to be equal to the typical empire making their way into the stars right now.

Prospero's Winds (+400 CP)

The presence of the L-gates is a curious mystery. They are presumably similar to normal gateways, but cannot be used like the others. Many people, including those in other empires, will attempt to study them.

Good news, sometime around 100-200 I.T., someone will succeed. This opens every L-gate, forming a new gateway network in the galaxy. In fact, hidden L-gates will emerge in many systems when the gate is activated. Bad news, this unleashes the "Grey Tempest," an autonomous fleet of nanite warships intent on a large amount of murder. Yes, you and your empire are on the list.

A Grey Tempest warship is a highly flexible combatant, capable of adjusting its weapons types. Against targets weak to kinetic weapons, they'll fire virtual-mass energy weapons that behave just like good old-fashioned slugs. If a target skimped on point defense, they'll launch missiles and strike craft made from nanites that will try to eat ships apart from the inside once they hit. The smartmatter-like capabilities of their nanites allow them to repair their ships quickly in combat just by moving nanites from cargo storage to damaged spots. They can even split into smaller ships to be harder to hit and track, or combine into larger ships to mount bigger weapons or shields.

The one saving grace is that the Grey Tempest lacks the ability to lock the L-Gates, meaning it is possible to travel into the L-cluster, a globular cluster off this galaxy, where the Grey Tempest constructs its fleets, and solve the problem that way. Doing this is the only way to gain access to the L-gate network controls, too. Otherwise, the galaxy will face an unending storm in the form of the Grey Tempest.

This drawback redacts itself, meaning you won't even remember that this was an option, and won't be able to find the presence or existence of the L-cluster, or realize what's going on with the L-gates, or predict the Grey Tempest. This lasts until the L-gates are opened.

Warpstorm (+400 CP)

Starting around 100-200 I.T., subspace will be disrupted, and warp storms will start to affect the galaxy. Warp storms last for five to ten years, but cannot happen within twenty years of each other. During a warp storm, half the solar systems in the galaxy will be affected by it. In their systems, intense subspace distortions shut down shields and force ships to move much slower to safely navigate these systems.

Giants In The Playground (+400 CP)

You start in between two Fallen Empires, old empires far more advanced than you, but completely stagnated. (They aren't right next to you. You've got a good dozen systems or so in between you and them.) Around 100 - 200 I.T., they will wake up. Oh, and did I remember to mention that these two Fallen Empires are completely opposites?

The War In Heaven will start, and you will be in the middle. You will not be invited to the League of Non-Aligned nations, and both Awakened Empires will immediately demand your vassalization.

While you could accept and wait out the war, your Empire must be independent and alive at the end of the Jump, or you forfeit the Jump.

Oh, and this Drawback redacts itself, meaning you won't remember that this was even an option, and any reminders you try to make right now won't work, itself until both Empires Awaken. No other Empire will make a move on the Fallen Empires, and even if you do, you won't be able to completely destroy them. If you press too hard you'll actually wind up waking up that Empire.

If taken with Rat of the Fallen, your overlord Fallen Empire will not be one of the Empires mentioned here.

Stellaris II: Wrath Of The Khan (+400 CP)

You start near a marauder empire. These pirates might raid you a few times. If you defeat them they'll just slip away and set up shop elsewhere. Even if you blow up a hundred ships, eighty of them will come out of the woodwork right away. Around 100 - 200 I.T., the leader will become the Great Khan, uniting all the marauders under their rule and starting to conquer everywhere around them. And they will be very effective. (Though they no longer get the 80% instant replacement.)

But the Khan has a grudge against you for whatever reason, and wants you gone. After conquering some other nearby empires, they will attack your empire, intending to raze it to the ground and kill every last person who lived there. Don't let that happen.

Also, this Drawback redacts itself until the Khan attacks you.

Endgame Crises

The Endgame Crisis will start some time after 300 I.T., meaning these will extend the length of the Jump. Endgame Crises can only be predicted by the signs that you saw in the game. Predicting or divining their exact timing or location is impossible ahead of time. Once emerged and actively attempting to kill everyone, they receive no protection from information-gathering attempts. They are immune to familicide, Snaps, and other such instant-kill methods. They also scale with the strength of every other Empire besides yours.

The Crisis will not end until your empire pitches in and pulls its weight, at least. And the Jump doesn't end until the Crisis does.

If you take multiple, they will occur one after the other, and you will receive no advance notice of the order. Each additional Crisis gives +100 CP for any other Crisis taken before it. Taking all four of them would give an additional 600 CP.

This section does not count against the Drawback CP limit.

I Bid You To Leave Now (+300 CP)

Extra-planar beings emerge from a portal to devour the souls of the material plane. Their portal is indestructible until all of their stations are destroyed. When they spawn in, they will also get several systems nearby the portal.

Scouring Visit (+300 CP)

Beings from beyond the galaxy are going to eat their way through it. They will attempt to infest all planets, and spawn an unstoppable armada… in order to run away. Kill them all. Their infestion is obvious.

You can also stop them by going and murdering whatever the heck ate their old galaxy, then presenting them with the proof. They will believe you if you have actually killed whatever it is.

Hidden Planner (+400 CP)

The Contingency is a killbot network created by an ancient civilization to prevent a Class-30 Singularity. When it activates, four gas giants will be revealed to be Sterilization Hubs. Blow those up, then blow up the Contingency Main Processor.

Each Sterilization Hub regularly spawns fleets of warships to destroy spaceborne opposition, as well as armies to go down and murder every single living being on planets. These fleets will win against Fallen or Awakened Empire fleets, and most empires can only have their planets survive by not letting the armies land.

The Contingency Main Processor is hidden until all four Sterilization Hubs have been destroyed.

I Reckon You Should Die (+500 CP)

Someone made a pact with the End of the Cycle. But you don't know that. This Drawback redacts itself, hiding all evidence of itself until the Reckoning occurs. The Reckoning will either occur randomly past 300 I.T., or it will happen once your Empire covers half the stars in the galaxy.

If the Reckoning is triggered by your expansion, it will devour a quarter of the galaxy immediately.

The Reckoning is a powerful Shroud entity that gets stronger as it devours the populations of entire planets. Kill it until it is dead.

Enemy Unknown (+100 CP)

Cannot take more than once per specific crisis

Take one of the first three crises, one that you have taken, and redact it. All evidence that you took it is redacted. The redaction will be undone once the crisis in question begins. Your memories of that crisis are also removed for the entire duration of the Jump, as No Guides, No Plans, No Prototypes.

Cheaty Bastard (+200 CP)

Cannot take more than once per specific crisis

Take a crisis that you have taken. It now scales to the strength of your Empire.

Crossover Crisis (200/400/800 CP)

Now you've got multiple Endgame Crises happening at the same time. They will interfere with each other as little as possible. Oh and if one of them gets triggered early all of them will.

For +200 it's just two of them happening at the same time. For +400 it's three, and for +800 it's all four of them. You actually have to have taken enough of them to take any levels of this.

Option-mandatory

These are mandatory when certain options have been taken. They cannot be otherwise taken.

We Sense Prey

Required for Gestalt:Friends Are Just Snacks You Haven't Eaten Yet

You are unable to do any sort of diplomacy with others. No one likes you. At all.

On the other hand, it's not like attacking people and eating them can do anything to your reputation.

To Protect And To Serve

Required for Gestalt:Fully Automated Luxury Gay Space Communism

Any biological being under your direct control must be pampered. It warms your circuits to know a species is completely helpless without your presence.

Join Us

Required for Gestalt:Borg of Jumper

You are unable to rule over anyone besides you without assimilating them. However, you can still make other empires into vassals of some kind.

Target Identified. Seek And Destroy

Required for Gestalt:Delete Or Be Deleted

You are unable to do any sort of diplomacy with biological races. Robots are cool, though.

On the other hand, it's not like attacking the meatbags and processing them can do anything to your reputation with them.

In The Dang Way

Can be applied to individual Astrofauna when taken; gives a cheaper price

This Astrofauna is found at a chokepoint to your starting core sector. It blocks off trade, military transit, construction ships, and colonization through this system. Science ships can bypass this with effort and risk. They also block Warp Travel, Wormhole generation, Gateway connections, as well as other tricks up your sleeves that would allow you past the chokepoint.

You'll need to destroy the offending adult version, at which point the effects end and you get your hatchling.

Toggles

One More Turn

Want to keep going a bit longer? After you defeat the Endgame Crisis(es,) complete/fail your scenario, or just reach 300 I.T. if you didn't take one of either, you can keep going. Non-mandatory Drawbacks are canceled at this point, and a snapshot of your Empire is also taken. If your Empire gets destroyed after this point, you get the snapshot version instead.

You may choose to take this at any time, and you may also end this at any time. Though I would advise doing it before the lights go out. I'm not going to make you forfeit once you've won, but that doesn't mean I won't drag you to the Conclusion section if you take long enough.

More Stories

You have some event from a mod that you want to actually experience? You want some more stories to play with? Heck, you have a favorite canon event chain?

Alright, now I'll listen. Take a story mod, canon event chain, or even fanfiction, and I'll make the arrangements. And as for the rewards those give… if the reward is too great for the effort, I'll make it require more work, until it matches up. If the reward is too small, I've got this bag of goodies that I can pull something out of. And if the reward doesn't fit this Jump, I'll do some alterations.

Please note that this will just guarantee that you see the "start" of an event chain.If you shoot one of the key characters or blow up a research site or something... yeah, consequences.

Cultural Exchange

Do you have a fictional, interstellar species you want to meet? Sure, I can arrange a first contact. But they have to run on the rules of this little universe. No using this to steal advanced technology or abilities. Unless it's something that's permissible under the rules of this universe, and therefore something the billions of researchers working for you could have come up with on their own anyways.

No Jumping, Jumper

Can't take with Brace For Telemothy Fold

Not compatible with Scenarios, except Single-Planet Challenge

You get Warp Drive for free. But there's a catch: You can't research or use Hyperdrives or Wormhole stations until 150 I.T.

This also means instead of every other Empire using hyperdrives, there's now going to be some empires also using Warp Drive as well.

Brace For Telemothy Swing

Can't take with No Jumping, Jumper

Not compatible with Scenarios, except Single-Planet Challenge

You get Wormhole Stations for free. But there's a catch: You can't research or use Hyperdrives or Warp Drive until 150 I.T.

This also means instead of every other Empire using hyperdrives, there's now going to be some empires also using Wormholes Stations as well.

Voidbound

Cannot take with Scion of the Fallen or Rat of the Fallen

Not compatible with Scenarios

You get to start with the Voidborne Perk for free. But in exchange, you can't colonize any planets. Instead of starting on a planet, you instead start on three Habitats. Awesome Homeworld adds one more habitat and applies the other effects to all four. Convenient Colony instead gives you a pair of Scavenged-out Habitats that you can safely restore and move into for a lower price than constructing one from scratch.

And while you can conquer planets that have already been colonized, children won't grow up, drones can't mature, and robots built on planets will malfunction. You are less productive on planets too.

While you can research around those problems, it will take you sometime between 200-300 years to figure out how to mitigate those problems.

How Far Is It To The Chemist Again?

Interstellar civilizations are big. Interstellar space is even bigger.

Scale up the size of fleets, planets, and systems from this abstract measure I gave you anywhere until you hit real life. Or at least hard estimates based on science, for things like fleet size.

You can also scale up the size of the galaxy to the largest galaxy known (there's one millions of light-years across and made from hundreds of trillions of stars.) You don't have to increase everything with the same scaling. Doing this increases everyone's FTL speeds.

Doing this expands what you get, but it also gives that same boost to everyone else. If you triple the size of your fleet, everyone else also can make and field fleets three times the size. If you quadruple the number of stars in the galaxy, the Contingency would get four times as many Sterilization Hubs.

One "population" is somewhere from a million to a billion, depending on the exact population in question, and I'm not going to let you adjust that because then things just get silly.

Conclusion

You made it through, I see.

First, all effects of Drawbacks are gone.

Second, you get to keep your Empire. It resides in a pocket dimension that you can access through your Warehouse and spacedock. You can also take fleets in and out using gateways even if you don't Import it into a future Jump. Resources are also replaced at the start of every new Jump, or every 300 years post-chain.

You can Import it in future Jumps, either retconning it into the history of the world, or just having it show up in an empty spot. If your Empire expands during one of these future Jumps, you can keep the new territory. This requires that cosmology of the setting actually be able to fit a galaxy. (For example, The Elder Scrolls and Discworld are both out.) It is blocked by Drawbacks that block the warehouse and/or items.

You don't keep your vassals, though.

Third, everything you've gotten from this Jump is considered Fiat-backed. This is why I banned tech mods, and put in an override for story mod rewards. (And any tech you brought in and improved here isn't fiat-backed.)

If your Empire was destroyed but you survived without it to the end of the Jump, you get your homeworld back, as it was just before your enemy started bombarding it, conquering it, or whatever-ing it, as well as any items you purchased. You also get a good-luck token for use gaining territory in one future Jump of your choice.

Now, choose one:

Go Home

Go back to a previous world and end your Chain.

Continue On

Pass go, collect 1000 CP. Another decade, another Jump.

Stay Here

Uh... you sure? You won, right? There's nothing left here.

Acknowledgements

Ovid, Erivor, nobodez, walkir, and the rest of the SB Jumpchain community.

All the images are either screenshots from Stellaris or official art from Paradox/their contractors. (Most of them are loading screens.)

Notes

This was made at the time of 2.7, but does not contain anything on Megacorps. You can be a megacorp if you want, you just gotta set it up with what's here. It has been updated as of 3.7.

Pops are weird and an abstraction. Genetically modifying your population to be good at specific jobs is actually possible.

There's no limit on megastructures - you can build as many dyson spheres, matter decompressors, or ringworlds as you want. Megastructure construction is the same - you just have to actually have that level of capacity to do so.

In general arbitrary limits of gameplay do not apply, but at the same time the arbitrary boosts of gameplay do not apply either.

Like, for example, the district weirdness.

District scaling is weird. Planets have a size of 12-25 and moons have a size of 10-15. If the 38 million km^2 of our moon (which as far as astronomers can tell is on the upper end of the scale) represents 15 districts then Earth, with about five times the surface area, should be able to support 75. The district max doesn't take into account water coverage (pure desert and ocean can have the same amount of cities built on them) either.

Super-earths have twice the surface area of Earth/typical starting homeworld.

"Telemothy" is a reference to "Gargantia on the Verdurous Planet," an anime where the FTL is wormholes. They work slightly differently compared to Stellaris's legacy wormholes.

Gaia worlds and Inert worlds: Gaia worlds are worlds where the climate is good enough it actually boosts productivity. Inert worlds are lifeless rocks where the atmosphere is made from totally inert gasses, which cuts down on a lot of maintenance for robots. If an Empire has started out with a Robot Chassis species, they may replace any Gaia worlds they purchased with Inert worlds. Inert worlds cannot have farming on them or biological life (except cyborgs,) but are otherwise the same as normal worlds. They are not converted worlds.

Redacted drawbacks hide their presence with altered prices and discounts.

Supplement Pseudo-Scenario and homeworlds: If the supplementing setting would not make sense with the features from Awesome Homeworld, then you can't take it. Likewise, you can't take the other options if they wouldn't make sense for the setting. Adjustment is allowed, but if the main story wouldn't work with the purchase as the physical setting, then nope.

Scenarios

- Combat Pay is granted at the start of the scenario. You keep it if you succeed.
- Failing a scenario is not a Jump- or Chain- fail, unless you die while doing that.
- Companions get a full copy of any reward perks and any combat pay perks. If the Jumper Jump-fails, they forfeit their combat pay.
- (Note that as Scenario-granted CP is only for the common pool, the party only gets it once.)
- Scenarios are intended to take effort. Any Perk or Item that fiats the end conditions of the Scenario (e.g "Any government you make will be stable and peaceful," or just auto-success in general) will have their power greatly reduced. A Perk or Item that fiats a part of the end situation will still be reduced in effectiveness, with more coverage meaning more nerfing.
- While Perks, Items, and Companions are allowed for Scenarios, any previous Empires are not allowed to be used. The party may decide whether the previous Empires should only be sealed off, or put into stasis. (With the exception of The Next Phase of Existence.)
- Once you successfully complete a Scenario, the relevant reward Perk is now an undiscountable 600 CP perk for the purposes of Perk Sharing and house rules like Mail Order.
- You do not need to take the Scenarios in any order, and can take as many Jumps as you want before returning.
- On subsequent uses of this Jumpdoc, you and your Companions receive half of allotment of CP, both initially and from Drawbacks. No Drawbacks carry over in any way.

Changelog

v1.7

Fixed typos.

Changed most astrofauna to support cloning.

Added Culthoids and Voidworms.

v1.6

Added a mention of FTL Comms to Hyperspace Compatibility Port.

Added Tier Zero Empire

Added Put A Ring On It

Who Watches the Enigmatic Observers has been split into two, with half moved to Spymaster and the other half expanded into Encryption/Decryption

Two Plus Two Equals Five does not increase upkeep costs.

Game speed increased to only last 300 years.

Added Construction Contracts Item

Personal Perks are now labeled as costing LP for clarity with Drawback and Scenario rewards.

I Am The State now includes infinite memory and trauma removal.

Changed around Origins & Personal Perks. Most of the perks have changed

Envoy has been merged into Official.

Admiral and General have been merged.

Gestalt has additional 100 LP options added and exclusion has been limited to the four “major” options.

v1.5.1

Fixed incomplete entries

Allowed some item purchases to be your homeworld. Added notes to other entries because of this.

Moved several drawbacks into a “midgame crises” and changed them so they could be taken with Single-Planet Challenge

Importing a species now works with the pseudo-scenario

v1.5

Changed Admiral/General note text a bit

Added Secluded Nebula.

Added mention of resource restock post-jump and post-chain.

Added Quantum Catapult and Hyper Relay to the megastructure purchases.

Added Prospero’s Wind (Grey Tempest midgame crisis) to Drawbacks

Renamed Computational Scaling to Intelligent Research Link, Mind Over Matter (Spiritualist Perk) to Great Awakening, Inner Circle to Imperial Council

Sweep It Into the Lab is now a free rental only and the rest of the Perk has been moved to the Materialist line

Fanatic mechanic has been removed. There is a restriction against purchasing both 400 CP perks from the opposing ethics.

More Stories now supports canon event chains but only guarantees the start of the chain.

Special Categories now lets you pick fieldwork

Added some icons

Re-ordered the ethics

Added Renowned and Legendary Paragons.

Added Ascension Path Upgrades

Replaced perks:

- Authoritarian
    - I Have An Agenda replaced with Galactic Ambition
    - Imperial Servant replaced with Propagandist
- Egalitarian
    - A Place For Everyone changed to Harmonious Foundation
    - Non-Sarcastic Meritocracy upgraded to Knowledge Mentorship
    - Adaptive Bureaucracy added
    - Educational Priority and Well-Rounded Individual downgraded/merged into Polytechnic Education
- Materialist
    - Material World replaced with Technocracy
    - Free Science replaced with Fragment Salvaging
    - Institutional Knowledge replaced with Omni Transgenesis
- Spiritualist
    - Executive Vigor replaced with Faith of the People
    - Enlightening Leadership made cheaper

- Militarist
    - Solid War Machine replaced with Not The Last War
    - Unshakable Spirit, Flawless Mind sensory boost downgraded
    - Galactic Contender replaced with Strategic Juggernaut
- Pacifist
    - A Nice Peaceful Laboratory replaced with We Come In Peace
    - Bulwark of Harmony provides less quantitative and more qualitative boosts
- Xenophile
    - Combined Arms replaced with Xenophile Diplomacy
    - Federation Power replaced with Eternal Federation
- Xenophobe
    - Galactic Ambition replaced with Inward Perfection
    - Eternal Vigilance is broader, less quantitative, and more qualitative
    - Who Watches The Enigmatic Observers? has is cheaper, less powerful, and has a new effect.

v1.4

Removed mentions of “Proposals” from the Technologies section, except as the type of option as part of de-gamification. De-gamification of some Items.

Changed Life’s Passion to Well-Rounded Individual

Changed CP on subsequent visits to half normal.

Added Spymaster Personal Origin

Added The Next Phase of Existence Scenario

v1.3

Changed Cultural Import option to let species keep setting-appropriate tech and powers.

Mind Over Matter can now be improved by research, and has strength feats.

v1.2

Friends Are Just Snacks You Haven’t Eaten Yet sounds less mandatory about the hive-world-ifcation.

Voidborne now lets you start with the ability to make Habitats.

Removed Voidborne Drawback because with the new Voidborne Upgrade you kinda have to take it. It is now the Voidbound toggle.

Added Scion of the Fallen, Rat of the Fallen

Added “Not compatible with Scenarios, except Single-Planet Challenge” to Starting Out:Precursor, No Jumping, Jumper, and Brace For Telemothy Swing

v1.1

Added Market Warehouse and Underground Marketplace Items

Added Envoy Origin and Perks

Added Weirdo Aliens, Warp Storms Drawbacks.

Basic Competency must now be chosen at the start of future Jumps.