



Spore - Space Jump v1.0
By Orz

It is done. All the nations of the world have finally, by hook or by crook, come together under one banner. With such unprecedented cooperation, it's only natural that your people, your very *species*, *would* aim for higher sights, including the highest of all: the stars themselves. As your species' first interplanetary spaceship is launched, you are no longer a mere planetbound civilization but a full spacefaring Empire. It's time to show the galaxy what your people are made of. Perhaps you'll even discover the answers to space's biggest mystery?

You have **1000 Choice Points**.

Origins

Wanderer

Why pigeonhole oneself into a specific role when there's so many different paths available to the properly curious soul? No, this universe is a marvelous, vast place and your people want to see and experience it all!

Trader

Your people let other species worry about the significance of existence and how to achieve perfection. Instead, you only concern yourselves with making everyone happy. Namely, through trade and the amassing of resources. After all, profit makes you very very happy!

Shaman

Your people know that science tells us many things but not the truly important ones, like the meaning of life or what happens after death. To answer those questions, there are many paths one may walk and your people are expert wayfarers and travelers among these many Ways.

Warrior

Violence is not an unnatural thing. The galaxy is full of dangers. The only way for your people to be truly safe is to be the strongest ones of all and your people *know* this, always clashing with your equals to sharpen their skills even as they take what they want and need from the weak.



Perks

Wanderer

Gentle Generalist (100 CP): While other empires might throw every available mote of effort into sharpening their skills in a specific pursuit, to the point of leaving the rest to decay, your people know that specialization is for insects! Er, wait, are *you* insects? In any case, you're all just that small amount better in...just about everything. Not much but every bit counts.

Speed Demon (200 CP): There's so many wonders of the galaxy to discover and your people want to see them all! You're so eager, in fact, that all your vehicles from your spaceships to your tanks move noticeably faster than they should, as if the machines have picked up some of that very same eagerness. Be sure to thank your ship for all their hard work.

Colony Craze (400 CP): Ah, but why just visit these wonders when you can live there yourself? Your people's expansionist glee has somehow driven the price of creating and buying colonization tools and equipment down by a fifth without reducing their effectiveness in the slightest, perfect for a mass outbreak of Manifest Destiny! Just don't go manifesting that destiny in other empires' front lawns. Not unless you want to cause an *incident*, anyway.

Fellow Travelers (600 CP): Wanderers have to stick together right? Throughout their journey, your people will find themselves often encountering those that drift through the universe like they do, from nomadic merchant caravans to lone travelers with hearts of gold and a thousand stories to tell. More often than not, these new faces will end up becoming close friends and allies, providing all manner of aid depending on your current situation and difficulties. Maybe you should pay that forward to another group of travelers in the future.

Trader

Money Talks (100 CP): The only god your people follow is the invisible hand of the market and by golly can you make that hand work in your favor. Your people are talented in pretty much anything that has to do with directly handling cash, from accounting and banking to actual trading. This alone might not have you swimming in a pool of Sporebucks but it's a good start!

Cash Infusion (200 CP): You know what people really like? Money. And giving that money to a person or governing body really has a way of brightening up relations. It can be in the form of outright investment, gifts or even bribery but whatever its nature the more money you're willing to give the more you'll find that your new friend is willing to scratch your back in return.

Spice Savant (400 CP): Spice. What might be the most valuable substance in the universe, especially the rarer colors. So valuable in fact that your people have made great strides in the extraction of the stuff. You'll find that your harvesting operations are half again as effective as that of your competitors. So go out there and make some money!

Everyone Has A Price (600 CP): Money can accomplish anything. Seriously. If somebody has something you want then you could just buy it off of them instead of getting into any silly (and likely very unprofitable) wars. This could be anything from their lunch to their ship to an important artifact but as long as you can pay the (possibly ruinous) price then they'll be willing to hand it over. This even applies to a spacegoing empire's last planet if you can pay enough, but you'll probably want to butter them up first if you don't want to bankrupt yourself in the process.

Shaman

Gracious Greeting (100 CP): Make love not war, man. Your people are pretty good at it too, both on a personal level and in making technology that aids with leaving a good impression, like fireworks, crop circles and mind controlling happy rays! Er, what was that last one?

Peaceful Seclusion (200 CP): The universe is full of threats, from vicious warriors to crazed Zealots to *much* worse things in the center of the galaxy. Thankfully your people have gotten quite good at hiding themselves from those that mean them harm. Those evil influences will have a harder time finding you and your people at every level, from personal all the way up to planetary.

Spirit Guide (400 CP): Your people are not alone, and I don't just mean the aliens. Whether they're the spirits of your ancestors, ascended beings or some kind of eldritch gods your leaders will find advice on their situation wherever they go if they just listen carefully enough.

Cosmopolitan Spiritualism (600 CP): Some people claim that there is only one path to enlightenment. Theirs. Those people are fools. The road of spirituality is different for each and every person and your people know this very well. No matter their differences in spiritual tradition and belief, your people will not bicker and fight over them. If anything, the differences draw your people even closer together, to say nothing of the potential spiritual benefits of new ideas.

Warrior

Unlimited Powah! (100 CP): Your people know full well they need more bang for their buck if they want any bang at all. Whether through personal tinkering or a ruthless desire for efficiency, you'll find that your powered devices hold just that little more charge than expected.

Raider Rally (200 CP): Privateers, Corsairs, *Pirates*. Whatever you call them your people have a way with the vicious bastards. Possibly because you're even more vicious than them or possibly because they know there will always be good salvage left in your wake. Whatever the case

Arms Dealer (400 CP): From lasers, to bombs and missiles, your people are skilled in building all kinds of *fun* toys, from personal weapons to vehicle-mounted arsenals to entire building-sized creations whose only purpose is destruction. Your foes will be shocked at how your people can

afford that planetary death ray but in truth they're just so eager for explosions that the economy bends over backwards to facilitate such things with minimal unpleasant side effects to boot.

Survival of The Strongest (600 CP): Your people will only accept the best of the best and that applies to themselves as well. Due to this ever present desire for greatness, almost every facet of your society will slowly hone itself to a razor edge. Your soldiers grow stronger, your weapons companies grow more maliciously inventive and even your administration grows ever more ruthlessly efficient. Surely becoming rulers of the galaxy is only a matter of time!



Items

General

Your Very Own Spaceship (Free!): Your empire's very first spaceship! Hopefully the first of many, this particular vessel belongs to you and you alone as its captain, with its aesthetics up to you and your tastes. It contains, among others, a set of personal quarters for yourself, a crew compartment, a storage hold, a power generator and engine room, a command bridge, and an infirmary. It's equipped with a scanning device, tractor beam for abduction and resource collection and a low power laser. It only has the ability to travel between planets in your solar system to start with...but maybe you can find something to change that if you look hard enough.

Dyed Spice (100/200/300 CP): The most common Spice found in cradle worlds like yours is Red which, while valuable all on its own, is *also* the most common Spice period. For a payment of CP, the color can be changed, either retroactively or as your first spaceship is launched. Depending on how much you pay, 100 CP gives you Yellow Spice, 200 CP gives you a choice of Blue or Green Spice and 300 CP gives you a choice of Pink or Purple Spice.

Spice-Rich Homeworld (200 CP): There's Spice in there dem hills! Your homeworld has around a third again as many Spice Geysers as an average planet. Obviously, this gives your people an advantage, both in trading it to other empires and in using the Spice for yourselves.

Ship Upgrades

Boosted Interstellar Drive (200, Discounted by Wanderer): This is the miraculous faster than light device that lets ships explore the cosmos and yours is particularly noteworthy for a species who've just lifted themselves out of their planetary home. It can travel much farther and for much less energy than one would expect. Have fun!

Expanded Cargo Hall (200, Discounted by Trader): You know what the worst thing ever is? Being surrounded by valuable materials and not having enough space to carry it all. After all, what if some other group comes and takes it for themselves before you can return? Thankfully, this cargo hold can store far more than its outsides would imply, as if you bribed physics itself.

AoE Repair (200, Discounted by Shaman): However this thing works be it nanomachines, some kind of exotic energy or otherwise, this device once activated will repair all machines in a large radius from itself, from toasters to starships. It takes a while to recharge but unlike the version you might find out there this one is not a consumable one-and-done type deal.

Auto Blaster (200, Discounted by Warrior): This purchase is less the weapon and itself and more the set of computers and targeting algorithms that lets it run. Hook them up to a weapon and the system will gladly fire at any hostile targets nearby, leaving your crew to man the bigger and more fun weapons that doubtlessly line your starship.

Wanderer

Sightseer's Map (100 CP): You interested in a treasure hunt? This strange chip can be plugged into most any computer system and when read reveals the secrets of the surrounding stars to you. Use it to explore vast vistas of space, find beautiful landscapes and valuable planets all in the name of your people~.

Immigration Office (200 CP): You know what can really put a dampener on moving to a new world? Paperwork. Thankfully, this little cube will expand into an entire building when activated, and the ones stationed there will quickly find that they can get the people settled in much faster than usual. It even seems to attract new settlers to an extent as well, like a big welcome sign.

Species Shuffler (400 CP): Even with the wonders of space travel you can still find yourself bored but with this device that'll be a thing of the past. Activating it within the atmosphere of a planet will completely randomize the non-sapient life that exists there. Don't worry. The new organisms will always fill the same roles as their predecessors to avoid causing 'problems'.

Tome of Destiny (600 CP): This book is said to contain the future of every Wanderer, the rules they must follow and their eventual fate. And yet, anyone that flips through its contents will find it to be completely blank. Just holding the tome is enough to fill oneself with vigor and the courage to explore the great unknown, especially if one realizes the truth of its empty pages. There is no destiny except for what we make of it. Our fate is our own and the holder of the book will find that this truth remains evident no matter how much other parties may try to change it.

Trader

Cache of Trade Goods (100 CP): Spice might be the best thing since sliced bread but you can't forget the other methods of making a profit. This crate is full of all kinds of knick-knacks and doo-dads that are perfect for pawning off for a quick buck. We all got to start somewhere and this will let you set up a nice foundation for your inevitable trading empire.

Spice Storage (200 CP): This little piece of space-warping technology takes the form of a small cube that when activated on a planet's surface becomes a vast building perfect for storing Spice. It can hold far more of the substance than its already large size would suggest and is fully capable of storing Spice of any and all colors without contamination or other issues.

Galactic Market (400 CP): This interstellar satellite beams advertisements and invitations on every known wavelength and several experimental ones. It's sure to attract attention, both in the form of customers and in fellow traders and merchants wanting to unload their cargo.

Tablets of Prosperity (600 CP): This set of stone tablets contain the secrets of Trade itself. Anyone who reads them will find their merchanting skills grow severalfold as their eye for profit and value becomes keen and piercing, their tongue becomes as slick as the shiniest platinum and their gut leads them to new and profitable enterprises. Or, uh, other equivalent organs.

Shaman

Peace Stick (100 CP): This ornate staff, or maybe a fancy hat, does double duty as the symbol of your rule as well as signifying that the person holding it is allowed to speak during meetings. Somehow nobody ever breaks that rule though they might be reduced to snatching the thing out of your fingers if you abuse it too hard.

Temple of Temples (200 CP): Taking the form of a small cube, this device becomes a grand place of worship and meditation when deployed, with enough varied facilities to tend to anyone no matter their belief system. Even better, something about it seems to inspire spiritual revelations, perfect for those who wish to dedicate their lives to enlightenment.

Return Ticket (400 CP): This mysterious piece of technology, possibly granted by the divine, is able to open up a short-lived portal to your home planet. No matter how far away in the galaxy you are, the path home will always be open to you.

Scrolls of Harmony (600 CP): This set of scrolls contain the secrets of spiritual Harmony itself. Or at least the secrets to finding them on your own. Anyone who reads them will find their introspective abilities increased greatly as they become more attuned to the spiritual and the divine. This awakening neatly aligns with existing abilities and beliefs of that nature, the exact effect differing to more support the reader's true self.

Warrior

Big Gun (100 CP): This massive gun (or maybe a melee weapon like an axe?) is your personal weapon as the master of your empire, not only being capable of piercing high tech defenses but also giving off an aura of strength that's sure to command respect for your followers.

Pirate Cove (200 CP): This nondescript asteroid houses a secret, a stealthy facility for the maintaining and supporting of less than above board group of ships. The perfect base for your raiders, especially as it can be retrofitted with FTL capabilities with enough work.

Arms Factory (400 CP): Simply place this small cube down where it's needed and it will rapidly transform into a large factory capable of creating a wide array of military weapons, vehicles and support equipment. It's about a fifth faster than conventional manufacturing, as well as somehow being the same amount cheaper when it comes to raw materials.

Stones of Force (600 CP): This set of massive jagged stones contain the secrets of Force itself. Anyone who reads them will find their physical strength massively increased as well as their skill at commanding forces in battle. It even applies to one's personality, allowing one to browbeat others into submission with much greater ease.

Companions

Crewmate (100 CP): You want to invite someone else to join you here? By all means, go right ahead. Each companion you import into this jump gets 600 CP to spend and an origin matching yours. They probably won't have the same amount of power over the empire as you but having competent help is a reward all on its own. Though maybe they can be your spouse or something?

Drawbacks

From Civilization To The Stars (+0): If you've completed the Spore - Civilization Jump, or otherwise happen to have access to an entire civilization verging on becoming a full-on space age empire that you wish to play as then feel free to import them into this jump.

Rude Neighbors (+100): Maybe your people's reputation precede you or maybe they just don't like your face. In any case, you'll find that the alien empires you encounter are all unfriendly at best to start with, though with some work I'm sure you can turn those frowns upside down.

Unpleasantly Mild (+200): For whatever reason, any planet you find that isn't already claimed by another empire tends to produce a fraction of the Spice as there's. Thankfully, you can just take those planets one way or another, in which case they'll produce as normal, but it's still quite unpleasant.

Barren Gardens (+300): Has everyone just claimed all the good spots already? You just can't seem to find hospitable planets, each of them always being either too hot or too cold to support most forms of life. That is, except when they've been claimed by another empire. You'll need either some good terraforming technology or a very nice military if you want to make progress.

WHO DARES!? (+500): Your impudent actions have angered a being far more powerful than you can imagine. As soon after the jump starts, your doom will appear from the black hole at the center of the galaxy and make its way to your location. Not your empire. You in particular. It doesn't have FTL capability which means you likely can avoid it if you're careful but its utterly indestructible and will completely destroy you if it manages to reach you. What form does this doom take? Why, Will Wright's giant floating head of course.

Scenario: The Galactic Core

At the center of the galaxy is a supermassive black hole, truly colossal in scale. Surrounding that cosmic structure are a teeming horde of xenophobic, isolationist and just plain *rude* cybernetic creatures known as the Grox. They refuse to allow anyone to get close, shooting down ships and making punitive raids at anyone who dares trespass. If one were to discover the technology to pass through a black hole's radius unharmed, and made their way past the Grox, be it through strength of arms, immense stealth or even making friends with them and surviving the backlash from all other Empires, they will find a strange ship/being by the name of Steve. They would be granted the Staff of Life, a device that will perfectly terraform any forty two planets into paradisiacal garden worlds, teeming with life and waiting to be settled.

That's the "normal" reward for such an accomplishment, but we all know you aren't normal, right? If you happened to have taken a single species all the way to this point from the start of their evolution to its end, making use of the Creature, Tribe and Civilization Jumps, then not only will you find your Staff of Life to have a limitless amount of charges but you will be granted a Jumper's ultimate reward, a Spark of your very own.



Notes

On Spice

Spice is a mysterious and very valuable substance with many uses, most commonly found in powder form pouring from geysers on various planets. There are six colors of Spice, running from Red to Purple, with Red being the least valuable and Purple the most. Its use depends on the color.

Red: Often used as a flavor enhancer, this substance causes an effect similar to capsaicin. Notably it somehow affects every known sapient species and zero nonsapient ones, making it also quite useful for self defense and other forms of nonlethal conflict resolution.

Yellow: Also often used as a flavor enhancer, this substance is the sour to red spice's burning sensation. Given how most people would prefer the lack of pain, that alone would make it more valuable but it can also be synthesized into a very strong acid, useful in anything from combat to industrial uses.

Blue: This Spice is mostly used as a sleep aid, as it not only helps regulate the circadian rhythm but promotes mental and emotional rejuvenation. Many first time users of the substance have been shocked by the fact that they can get through the morning afterwards without using their stimulant of choice.

Green: This substance can be synthesized into a minty tea-like beverage. Along with being quite tasty to most species, it also promotes focus, a certain degree of levelheadedness under pressure and good dental health. A popular commodity among scholars, leaders and military commanders alike.

Pink: This Spice is often used as a sweetener, a classic luxury good throughout the history of many planets. It can also be synthesized into a semi-acidic and highly effective floor polish, the ensuing sweet scent being considered pleasant to most species.

Purple: It's well known that this substance can be synthesized into a sweet purple-ish pudding, one that many rulers and high-powered business owners will pay an insane amount of money for. What most don't know is that regular consumption of this pudding promotes overall wellness in every portion of the body, encouraging muscle growth, gut health, joint flexibility and a thousand other things...and most importantly, expanding the natural lifespan of particularly habitual users.

Ending

Stay Here

Go Home

Move On