



After a period of extensive war and environmental decay, humanity united to form the spacefaring galactic federation, dedicated to exploration and exploitation of new worlds. From its capitol at Mars, it developed a corporate and corporation-dominated order, leading some private colonists to form the new power of the empire in the Achenar system. These two powers clashed and fought to seemingly no end, and out of their autocratic ways the new, democratic alliance was born, dedicated to bringing about independence from the two major powers. Between these three factions and several other minor ones, humanity has colonized and extensively settled a spherical area of space known as “the bubble” – roughly 200 lightyears across at its widest, containing 19,000 inhabited systems and nearly 95 trillion human beings. All of this is a tiny speck in the vastness of the galaxy, however – and rumors of entirely alien threats emerging are more common than ever. You will find yourself set among countless changes in this galaxy, for you arrive in the year 3301, the year of a succession crisis in the empire, and of dramatic upheaval in the federation. But I’m sure someone with your talents will be able to find work.

Welcome to the big black, commander.

You will be a commander – one of the few individuals capable of piloting a spacecraft. You may choose your specialty, and will receive an amount of training in it, as well as your faction – though you will be an independent contractor, you will have an amount of sway and familiarity with the faction

you choose. And as always, +1000 CP.

Specialties:

Explorer: There are billions and billions of stars in this galaxy, and only 19 thousand are populated in any way by humanity. Your species has yet to bear witness to the vast majority of wonders that this universe has to offer – but you’ll change that. Useful for if you just want to drop in and get to see the big black.

Trader-100 CP: Countless worlds and systems means resources and material wealth beyond imagining. It’s your job to extract that wealth, to find the right customers, and finally to sell it for a high profit. Your

work keeps countless worlds fed and productive, and the powers of this galaxy will pay high prices for your services.

Fighter-100 CP: War never changes. Even in the vast expanse of the galaxy, humans have still found reasons to kill each other – and people to do it for them. You may fight for money, a cause, or maybe just to stay alive, but one thing is for certain – you’re good at what you do.

Administrator-150 CP: There are thousands of things that need doing in the bubble, and trillions of people that need to be taken care of. Unlike the more reckless pilots out there, you don’t have the luxury of only caring about yourself – you are a manager of a space station, after all, and the fates of all of its inhabitants as well as all of its cargo rest on your shoulders. **If you do not purchase a station in the “ships” section, you will attain a mid-level post at a minor outpost on the outer reaches of the bubble.**

Factions:

Federation: Formed from the ashes of the third world war and governed from a Martian metropolis, the federation is a broadly corporatist society, where the managing of trade and resources is the highest concern, and galactic corporations hold the greatest amount of power over the government. A great number of items are illegal, such as the practice of human cloning and slavery – particular points of contention with the empire. At present, reformer Felicia Winters has taken over as acting president following the disappearance of the actual president, though her conservative opponent Zachary Hudson has been pushing for a vote of no confidence.

Empire: The Empire was formed by a group of private colonists upon a gas giant’s moon, entirely covered in water, in the year 2314. Resenting the corporate structure of the federation, the empire sought to create a society based upon strength and grace, with leadership and sovereignty passed through the family line of the Duvals. Today, the Empire is a society that tolerates and encourages the practices of human cloning and slavery, with governance over its thousands of worlds managed by a set of one thousand senators, each of whom stands above the law and with an enormous degree of power. In the hour of your arrival, a succession crisis has emerged between two of the most preeminent princesses – Arissa Lavigny-Duval, a staunch traditionalist, and Aisling Duval, a reformer who seeks to do away with the practice of imperial slavery.

Alliance: The alliance was formed after a mass uprising in the Alioth system and several others, due to an intense period of war between the federation and the Empire in those systems. After successfully fighting for their independence, the new alliance formed a democratic system of government based on loose association between a set of many independent systems. Though this system has often been cast as weak and slow to act, and no chancellor has yet managed to serve for more than one term (as the alliance constitution allows them to), military matters are entirely different, with the council of admirals free to act independently in times of crisis. This has made the alliance able to survive for an extended period of time, though it remains substantially weaker compared to the more senior factions, and its new nature has left it without any new ships of its own – a stark contrast to the seasoned and well-equipped federation and imperial navies.

Locations

No matter what location you choose, you will wake up in a random point in the system inside your ship. Roll 1d8 for location or pay 50 CP to choose freely.

1-LHS 3447: A largely anarchic dual star system run by the local cartel, you might not want to be here for too long. Nonetheless, you will undoubtedly be able to find work, as this is the starting point for many new pilots.

2-Sol: The ancient homeplace of humanity – one thousand years ago, we left this system and found great glories among the stars. It is still the capitol system of the federation, meaning that you will not likely have to worry about danger for a while.

3-Achenar: The great capitol of the Empire – though you will likely have to offer an explanation as to your presence and purpose, there are few more significant places in the galaxy at the moment. If you want to change galactic history, you'll do it here.

4-Alioth: The capitol system of the alliance. Though this may be a weaker faction than most others, you'll definitely be able to find work here, and a talented pilot will be quickly rewarded. Has an ancient name of Epsilon UrsaeMajoris.

5-Robigo: Well, well, well. You've come a long way from Sol – 400 lightyears from it, in fact, and quite far away from the bubble and the comfort it offers. There's only one other human presence here, apart from your ship – an outpost circling a blue gas giant known as the Robigo mines, almost more dangerous than raw vacuum. There, you'll find the cargo that Robigo is famous for – slaves. You can get a pretty penny by taking hundreds of these slaves to locations around the bubble, but do be careful – between bounty hunters, criminals, and the official authorities, only 20% of smugglers survive their first Robigo run. The reward, though, is a higher profit than 99% of living humans will ever experience.

6-Beagle point: The single furthest system ever seen by human explorers, beagle point is on the other side of the galaxy relative to Sol – and is in fact over 65 thousand lightyears away from it. Hope you brought some entertainment, because it'll take a while to get back to the bubble.

7-Sagittarius A*: Well, if you wanted to see the Galaxy, this'd be a good first stop – the center of it, well known for the supermassive black hole that all the stars in the milky way revolve around. Many explorers journey here as a point of pride, so if you were planning on exploring, it'll be good to take that one off the list right at the beginning of your career.

8-Free choice: Well aren't you lucky, commander? You get to start in any star system that you desire.

Perks:

All discounts are 50% off, 100 CP perks and items are free for associated origins.

Explorer discounted:

The beauty around you-100 CP: It's often said that the only thing more common than stars in this galaxy is jaded explorers who've seen too many. And in fairness, it can be easy to get bored of space once you've seen nearly everything that it has to offer – once you have modern equipment, pulsars and neutron stars are a dime a dozen. This leads many explorers and frontier pilots to become bored of space and their profession, much to the dismay of cartographical agencies desperate for their services. You, of course, are different – you never cease to see the beauty in the big black. From watching flares across the surfaces of red giants, to drifting through the asteroid belts of strangely luminescent gas planets, you will always be captivated by the majesty of the cosmos. Post-jump, you will always continue to find ways to appreciate the beauty in the world, and nearly nothing will ever become truly mundane. Of course, you may turn this off at will.

Long-term isolation-200 CP: Explorers like you aren't often the most sociable of sorts. With modern tech, you could operate outside of the bubble for decades on end before needing to come back, and if you did come back for a brief set of critical repairs, you could avoid human contact indefinitely – and some explorers do. Without any contact with other human beings whatsoever, it's very easy to simply go insane, a constant risk for those in your line of work. This isn't something that you need to worry about, however, as you are uniquely capable of enduring indefinite isolation on every level without any potential negative side effects. This allows you to deal with a lack of human interaction, as well as a lack of any stimuli whatsoever.

A sense of direction-400 CP: The big black is quite huge, commander – countless stars and sights to see, it's very easy to get lost, or to just aimlessly drift for extended periods of time. But if you should desire to put your talents to work, or to find something truly extraordinary, you will find yourself uniquely capable of doing so – for you tend to have gut feelings that lead you to notable events and locations. Useful for finding truly alien corners of the galaxy.

With string and glue-600 CP: There are some ways in which being an explorer is more dangerous than facing down an entire armada of pirates, or sourcing the rarest goods in the galaxy. Specifically, when your O₂ regulator breaks, and you're ten thousand lightyears away from the nearest repair stop. You may not be an engineer, but you'll have to learn how to fix issues like this and many more, using some of the most unheard of solutions in the galaxy. And indeed, you'll become one of the best at makeshift solutions and improvised "engineering", making it highly unlikely that any one random accident will do you in.

Trader discounted:

Space trucker-100 CP: It may not be exciting, but it's honest work. 200 tons of Helium here, 400 tons of carbon there. Maybe a bit of arbitrage on the gold. Another message from that one bounty hunter making fun of you for not signing up doing cool shit like him. But you don't care. Because you have, unlike nearly anyone else, an almost supernatural ability to find enjoyment and avoid boredom while doing menial, stupid labor. After all, you're beyond any juvenile desires for "excitement" and "adrenaline".

Trade routes-200 CP: Trade routes are constantly shifting in this galaxy, and you're expected to be on top of them if you want to make anything approaching a decent profit. The best routes from the newest resource discoveries to the areas of greatest demand, the areas where one can rely on security and where one cannot – the trade routes and economy rely upon these factors and a thousand more. Yet somehow, you always manage to find the quickest ways to get your goods from A to B, while obtaining the greatest profit in doing so.

Blockade runner-400 CP: It ain't easy being a trader. The space lanes teem with pirates, bastards who want to take a slice of your profits without earning them at all, and the official authorities, who pretty much want the same. Getting past them requires more talent than the vast majority of traders have, especially considering just how many of them there are. Fortunately, you're no newbie, and you've learned the best tips and tricks in giving them the slip, no matter how many of them might be on your tail.

Source X units of Y-600 CP: It seems that everyone out there needs something. And it doesn't matter if you're a bulk arbitrager specializing in lithium sales, all that these stupid station governors see is your "Broker" rank, as they assume you can totally find a large quantity of specialized water filters within the next few hours. And when, of course, you fail, they act all shocked and deny you docking privileges for a month. This cuts into your profits, however, and you just can't tolerate that. As such, you've become one of the best at hunting down some of the most exotic and unheard of goods, especially when it serves to assist you in fulfilling contracts and obligations.

Fighter discounted:

Hunter-100 CP: You know why they call space the big black? Because there's a lot of it – even the space within one star system is beyond the ability of the human mind to truly comprehend. And if you're trying to find someone that's trying not to be found, that fact becomes quite clear, as conventional means are remarkably ill-suited for hunting down the outlaws of the galaxy. Instead, you will come to rely upon various tools such as signal tracking, prowling upon the most criminal areas, and chasing down every rumor you can come across. You shall, of course, find yourself very adept at using these tools, and will become quite capable of tracking down criminals. Of course, taking them down is another matter, commander.

Advancing to future victories-200 CP: No combat pilot has ever gone through their career without at one point recognizing that they are hopelessly outclassed – and such will undoubtedly happen to you at some point. Whether it happens before a fight occurs due to you recognizing that the ship targeting you outclasses you in every way, or if it happens when your canopy is popped and your onboard computer tells you that you only have minutes of oxygen left, that moment of lucidity and terror will most certainly motivate you to escape. And now, you shall find yourself as one of the best at escaping by the skin of your teeth, and only just making it to a survivable location. You undoubtedly will have your fair share of injuries, and escaping with 1% hull integrity is never fun, but any landing you can walk away from, right?

Gainful employment-400 CP: Sometimes, work might be hard to come by – after all, your skill set is one that people try not to need. Sometimes it makes you wonder why you learned how to dogfight, if you could have had far less risk and far more profit by just trading instead. Nonetheless, you've managed to avoid going hungry up until now, and you'll manage to do so in the future, for you have an uncanny ability to apply any and all of your talents, including your skills in space combat, in an effort to find work. It might not pay much, but it'll keep the bills paid, and it will be legal.

Elite-600 CP: There are a lot of combat pilots out there. The vast majority, however, are rank amateurs – piloting some shitty sidewinder that's extremely easily gunned down by a bounty hunter in an anaconda. You, however, have learned the ropes from a long career in combat – and now proudly boast the "Elite" combat ranking, only given to the most dangerous commanders in the galaxy, a category that you can claim to be part of with no exaggeration. Few can stand up to you in a dogfight, even when you do punch out of your weight category, as your piloting skills are legendary.

Administrator discounted:

Incentivization-100 CP: There are thousands of space stations out there, some of them with managers as smart as you are. In your efforts to redirect trade and capital so that it flows through your station and you can take home a higher salary at the end of the day, you'll find yourself competing with dozens of stations and station managers at any given point in time. And you've become something of an expert at winning such competitions through means of lowering taxes, providing subsidies to traders that pass through, and some more ...underhanded... tactics.

Expert logistician-200 CP: Your station sees hundreds of thousands of tons of cargo going through it per day. Depending on the buyers, one ton of that cargo may be worth more than the planet your station is orbiting. Managing such astronomical amounts of money and material require a knack for big data that escapes the trillions of imbeciles in the bubble, and you are one of the very few that can boast such talents. You have a nearly unheard of talent to manage vast amounts of supplies, and to ensure they reach their destination in the most efficient possible manner, as you are nearly a wizard when it comes to logistics.

Putting out contracts-400 CP: Whether it's pirates in the asteroid belts, or a famine on the station, there's always work for you. Sadly, a good portion of it is work you can't actually do, being that you're more of a pencil pusher than a pilot. Fortunately, you happen to be one of the best at making sure it gets done, regardless. You have become very adept at putting out contracts on important tasks and items, and attracting commanders from around the bubble to get them done.

A hive of scum and villany-600 CP: Working under the main factions is nice, but it can get... restrictive. When it comes to trading stolen goods, outlawed tech, and of course, "human capital", the Federation will be quite antagonistic to whatever illicit endeavors you may be planning. And the Empire is well-known for its inconsistency in commercial matters, not to mention the difference between the policies of each individual senator. You, however, have learned how to manage markets for illegal goods, and how to make sure they fly under the radars of the authorities. This will, of course, dramatically increase the throughput of your station, and the capital you receive as a result. Reputation as a criminal playground optional.

Federation discounted:

I'm with the federation-100 CP:Being with the oldest and most well-established civilization opens far more doors than it closes, and you're very capable of using this card to get access to things most others couldn't.

Corporate sourcing-200 CP:Ah, the power of private industry. The federation is well-known for its corporate strength, and you've become very capable of using corporate connections to get some of the best possible equipment.

Extensive privatising-400 CP:The Federation's more conservative leaders have long outsourced vital infrastructure and security services to private commanders – and you have become something of an expert in taking advantage of such privatization to gain influence and capital in your hands.

Empire discounted:

A sense of decorum-100 CP:The Empire is well-known for its byzantine social regulations – and you have become familiar with these codes, both those spoken and unspoken, as well as having become capable of adapting to similar social codes around the multiverse.

Ethics by arms-200 CP:In this galaxy, might is right, and strength is the ultimate determinant of truth – as much as the federation may refuse to admit it. You will have little trouble convincing others that your ideas are correct after a strong show of arms.

Favor of the Emperor-400 CP:You have the ear of one of the most powerful men in the bubble – the emperor himself. This may obviously be cashed in for countless favors and much power, though it will make you one of the worst enemies of the other factions.

Alliance discounted:

Hero of democracy-100 CP:Your faction may not be one of the strongest or the most active, but it is the one faction that can truly call itself right in the bubble. And this extends to you – you will have no trouble portraying yourself as right, and will come across well to good-aligned individuals.

Military Maverick-200 CP:The council of admirals is capable of acting in the alliance's name without their technical consent. You might not have their level of power, but you nonetheless find it easier to get away with jumping the gun in the name of whatever power you have pledged allegiance to– except in cases of blatant treason.

Unbelievable underdog-400 CP:The alliance was created in a nearly impossible struggle, a struggle against both of the major powers in the bubble – and yet, they won. You have also gained a knack for winning struggles with impossible odds and perilous fights.

Undiscounted:

The music of the spheres-50 CP: You will find yourself very lonely in the eternal night of the big black – perhaps this will help to put things in perspective? A set of music playing in your head, always thematically appropriate for the occasion, this music will be playing for all of those intense moments – coming into a station, hunting a target, drifting into dock using stealth. Of course, you can turn it off if you so desire.

Items:

Explorer discounted:

Scanning equipment-100 CP: Well, you can't be an explorer if you don't know what you're looking at! This set of deep scanning equipment will tell you nearly everything you need to know about astronomical bodies at a glance – their composition, population (if applicable), class, and of course – whether or not any others have found them before. If not, the system will allow you to enter a name for the astronomical body which will show up for any others that later come across it and scan it, or that consult their records for its name.

Fuel scoop-200 CP: If you're going to be an explorer, you're going to be going very far out of the bubble – in fact, there'll undoubtedly be points when you find yourselves tens of thousands of lightyears out in search of an artifact or a stellar object. It goes without saying, of course, that this'll be well beyond the fuel tank capacity of any starship – and even the patience of the fuel rats is limited. While a fuel scoop that takes fuel from certain classes of stars at risk of heat damage is standard-issue to all explorers (you didn't really think I was that cheap, did you?) Certain stars are unscoopable with conventional equipment – and while memorizing acronyms might be fun for some people, I think you'd rather just stick to exploring. As such, I'll offer you this fuel scoop, capable of extracting FTL fuel while in the orbit of nearly any stellar body that can be reasonably classified as a star.

Surface exploration equipment-400 CP: Most ships in this day and age weren't meant to go anywhere near planets, moons, and large asteroids, let alone land on them (unless you planned never to leave). With these small modifications, however, you can land on most planets and moons that lack an atmosphere, and safely take off. For the purposes of analysis, I'll even throw in a vehicle bay and Surface Reconnaissance vehicle, a small all-wheeler capable of traveling at around 60 mph.

Multiversal cartographics-600 CP: Nearly every explorer is familiar with universal cartographics, the company that makes a database of all commander-recorded data about celestial bodies within the galaxy. You, however, have access to a greatly improved version of their database – one that lasts post-jump, and maintains data on any and all star systems that exist within your starting galaxy (Though you may expand it beyond this if you have the capabilities, you'll have to add the data in yourself). This recorded data is turned into a brief overview of any and all systems – population data, chemical composition of each celestial body, economic data – giving you a significant leg up when it comes to exploration destinations. In future jumps, it will also be compatible with local navigation systems and computers.

Trader discounted:

Galnet subscription-100 CP: If you're going to get anywhere near the top in the profit margins, you'll need to stay on top of things, news-wise. Between tracking the prices of commodities, informing you of the latest events, and detailed analysis of the current happenings, Galnet news provides an invaluable service when it comes to dealing out information and professional analysis to commanders. This is useful to everyone, but it is especially useful to traders such as yourself. Post-jump, Galnet will update you with the news of whatever universe you find yourself in, always with a high level of quality analysis and commentary.

Gold-200 CP: In order to get ahead in this trade, you're not going to want to start at the ground level, capital-wise. These canisters contain around 200 tons of compressed gold, and are easily enough to pay for a substantial improvement to your ship – after all, they're worth more than some planets. Alternatively, you might use them to start off your career with an investment on the commodities market. Either way, you're better off with these than you would've been without them – their total value is 2 million credits. They replenish once per year when spent as money.

Insurance-400 CP: Do you have any idea how easy it is to be set back to square one with just one stupid mistake? Spend all of your money on one effort at arbitrage, then sell it at another station for profit – that was the plan. But then you crashed the ship, and lost your goods to pirates and scavengers – turning your entire lifetime of work into nothing, making you start back at square one. Not anymore. This is a set of insurance notes – merely attach them to any vital goods or vehicles, and after their untimely destruction you will receive 75-100% of their monetary value in whatever account you use most, or in local currency if you abstain from local monetary services. If you stick them on items that you do not own, the money will be transferred to the owner of the item. Each used sticker is replaced one month after the destruction of the associated item. The money transfer shall not be regarded as suspicious by any authorities. Cannot be used on items that respawn.

Resources database-600 CP: It's one thing to stay on top of things. It's another thing altogether to know all there is to know about the market at any given point in time. This database will allow you to do the latter – having information about any and all goods discovered at every single location in the galaxy, as well as the prices of each and every single good at each and every exchange location that exists.

Fighter discounted:

Scanner-100 CP: They say that knowing is half the battle – which means that each and every battle you go into is, in a sense, already half won. This scanner, when attached to your ship, allows you to know the most critical information about other pilots from a 5-second scan with a range of 10 km (usually, this will be before they pick you up on their own sensors) – namely, their ship type, module grades, and of course their combat ranking. In addition, your scanner will be able to sum up notable portions of their ship's log into a short bio, no more than a paragraph. You'll also find out if they happen to be wanted in any star systems in the entire bubble, and any associated bounties if they are - making this downright essential for the aspiring bounty hunter.

CQC pod-200 CP: Unfortunately, there just isn't much opportunity for practicing combat skills in the big black. With every engagement being a life-and-death affair, going around looking for nonessential fights is hardly advisable. Thankfully, the federation has developed this system to train their vast array of mercenary pilots – a virtual reality pod that puts your mind in charge of a vast variety of ships, from the tiny F63 Condor to the vast Federation corvette, and pits you against other commanders around the bubble. It can simulate the controls of any ship that you have found yourself at the helm of, and can even create NPC bridge crew for those ships that require more than one pilot.

Limpets and point defense-400 CP: It's one thing to take down a foe with superior firepower – nearly anyone can do that. It's another thing to obtain some vital cargo they might be carrying, or to bring their ship in intact. For that purpose, your ship has been equipped with this set of specialized limpets – small, self-propelled capable of getting under a ship's shields and attacking their modules directly. They can easily open an opponent's cargo hatch, or do significant damage to their engines. Of course, like all slow-moving projectiles, they happen to be vulnerable to point defense turrets – such as the one that you receive by taking this. Your point defense turret will be capable of firing 100 shots before reloading, and the vast majority of limpets and missiles can be taken down with that burst.

Specialized weaponry-600 CP: Of course, perhaps your tastes are more exotic. In that case, this set of weapons specially designed by the bubble's finest engineers will do well for you –from cannons with force shells designed to send enemy ships careening off course, to beam lasers capable of regenerating friendly shields. This purchase contains all weapons with a specially-designed engineer effect, a vast arsenal which can be found in your warehouse, and which replenishes weekly if damaged or destroyed.

Administrator discounted:

Artificial crew-100 CP: Running a space station is no small matter, and even your own vast intellect and great abilities would be totally inadequate on their own. To the end of efficiency, then, you will receive these androids, capable of performing the vast majority of duties required on board a starship or space station. With them, you will be able to operate most star ships and stations with a reasonable level of efficiency, though a human crew filled with seasoned professionals will undoubtedly outperform them. Nonetheless, they will be able to operate the stations and capital ships here as a skeleton crew, fulfilling all basic functions needed for the minimum possible navigation and combat capabilities. Furthermore, they are quite capable of coordinating human crew members, increasing their effectiveness in combat. You will receive around 50 of them, and they will replenish in your warehouse weekly if damaged or destroyed. If you should require more to operate any given starship/station at a bare minimum level, more will spawn, though there will never be more than the amount absolutely necessary for the station/ship to function –it'll always be a skeleton crew. When such operation has ended, the extra androids will self-destruct.

Resource refinery-200 CP: Your station will be distributing cubic kilometers of resources every single week, even if it is as small as an outpost. And while there is undoubtedly a demand for raw, harvested resources, processed goods are more useful and can bring a higher profit. As such, this facility will come attached to your station (or your warehouse, if you lack one) and will be able to refine and process the vast majority of raw materials that you can find in the galaxy. Capable of refining 100 tons of material per day.

Capital weaponry-400 CP: While every station is equipped with a powerful arsenal of laser weaponry, capable of taking down all but the heaviest capital ships, this set of weaponry will put you on another level – and allow you to take down top of the line anacondas and other such ships in mere seconds, easily wiping out small armadas. It will even put you on the level of the otherwise indomitable capital ships of the empire and federation. 24 such lasers are equipped on your space station, or placed in your warehouse if you do not have one. Lost or damaged lasers are replaced weekly in the warehouse.

Droid fighters-600 CP: Your station will come under attack at some point in your time here – that is as inevitable as it is undesirable. And while your defenses will prove strong and capable, certain powers will be able to overcome the vast majority of station defenses such as turrets and shields. For taking on them, you will be greatly aided by this set of drone fighters – 50 low-grade fighters (you may choose whether they are the F63 Condor of the federation, or the imperial fighter), and 10 relatively high-grade fighters (again, you may choose between the Eagle and the imperial Eagle.) They are packed with B-grade modules, and their AI pilots may not be up to par with ace enemies – but they will be able to overwhelm most foes through sheer force of numbers. Damaged or destroyed fighters will replenish on your station if you have one, and in your warehouse if you do not.

Federation discounted:

Investors-100 CP:Being part of the most well-established and the wealthiest faction in the galaxy has its perks – you can very easily find investors willing to loan you money or invest in your initiatives.

Subcontractors-200 CP:Telling someone else to do your job for a slice of the profits is very common in the federation, and it's something you've become more than adept at. You're very good at getting others to do your job for an amount of money, and can find a capable subcontractor for most tasks.

Stockholder-400 CP:The federation is controlled and governed by a collection of large, powerful corporations, each of which nearly totally dominates their associated industry. And now, you have become a powerful player in one of these corporations, owning 10% of one of the largest. Be careful that this does not lead you to danger – you are worth more than most star systems, after all.

Empire discounted:

Slaves-100 CP:Was there any doubt that we would take this practice to the stars with us? You start off with 50 slaves, each of whom joined the practice voluntarily to pay off debts. According to the law, there are limits on what you can ask them to do, and how hard you can work them ... in theory.

Cloning equipment-200 CP:Another practice that is highly frowned upon in the Federation, but outright encouraged in the empire. These 30 pods are each capable of generating fully-grown humans, indoctrinated into being slaves, in one week.

Patron-400 CP:While most imperial citizens will never know even an iota of influence, and most commanders are kept at arm's length from political proceedings in the Empire, you have attained the position of a patron – giving you the ear and personal aid of a senator, who will undoubtedly work to retain your support in order to retain his seat.

Alliance discounted:

Permits-100 CP:Most systems in the alliance are kept strictly restricted from nearly all pilots, and only after a high degree of trust is earned are pilots allowed to visit the vast majority. With this purchase, however, you will have permits to access all Alliance systems, which will apply also to all future factions you join.

Home system-200 CP:Each system in the alliance is very autonomous, in keeping with the alliance's tradition of democracy and freedom. You have a significant amount of ties to one of these systems, allowing you to enjoy a great amount of backing in the Alliance, and a safe place to lay low, should you need it.

High rank-400 CP:The alliance navy is nearly a league of its own, acting mostly independently from the byzantine politics of the rest of the alliance. By attaining a high rank in this body, you have secured for yourself a good amount of independence and prestige within the Alliance as a whole.

Companions

Companion import-50 CP: You may import companions with 400 CP to spend on perks and items, and 300 CP exclusively for ships and ship modifications. They will receive a free origin and faction. You are limited to 8 companions imported by this method.

Zachary Hudson-300 CP (Discount Federation): The shadow president of the Federation, and the second most important person therein. Zachary Hudson is well-known for his hardline stance on the Alliance and Empire, diplomatically snubbing both of them on numerous occasions. While he has come under fire for his program of privatizing the military and other vital federal services to mercenaries and other corporate entities, few doubt his devotion to the Federation's prosperity.

Felicia Winters-300 CP (Discount Federation): The current president of the Federation, well known for her reformist stances. She has long pressed for the corporations of the Federation to play a greater role in providing for its citizens, and favors a more centralized governmental structure. While she is undoubtedly a crusader for justice, this has won her few friends in the Federation.

Arissa Lavigny-Duval-300 CP (Discount Empire): One of the current claimants to the Imperial throne, and the illegitimate daughter of the now-deceased emperor. She strongly adheres to the traditional imperial concepts of honor, and institutions such as slavery and cloning. Her refusal to place heavy restrictions on individuals such as senators has led some to see her as weak, and broadly speaking she is in favor of the maintenance of the status quo in the empire – though some claim this is the only way to avoid civil war.

Aisling Duval-300 CP (Discount Empire): The young and beautiful granddaughter of the now-deceased Emperor, Aisling has been known to some as “the people's princess” for her social crusades to eliminate such ills as Narcotics, and her high-revolutionary initiatives to ban Slavery and human cloning within the Empire. This has led many in the senate to condemn her bid for the leadership of the empire, though she is nonetheless determined to have it.

Senator-Admiral Denton Patreus-300 CP (Discount Empire): Senator Patreus hails from a very warlike region of space, and gained command of the Empire's fleet long ago. He has become very famous for his adept use of tactics in space warfare, and is no easy foe to defeat. Many have questioned him, however, for his practice of shifting the cost of wars onto his defeated foes, and then onto their citizens – effectively forcing them into slavery to pay these debts off, a fate that has fallen upon countless millions of those he has conquered. Today, he is highly regarded in the empire, though rumors abound of a possible connection between him and the death of the last emperor.

Prime minister Edmund Mahon-300 CP (Discount Alliance): Edmund Mahon has been, and remains an idealist. Coming from a small, impoverished system, he has adapted his democratic ideals to work in Alioth, though he has suffered from limitations that frustrate him more and more by the day – most notably, the power of the other main factions in the bubble, which have prevented him from promoting his ideals on numerous occasions. None doubt, though, that he is able and eager in their promotion.

Lysianassa, Queen of Sagittarius A*-300 CP (Discount Explorer): A young, brave, and somewhat crazy pilot, Lysianassa took a fully armed Federal corvette and declared her patrimony over the supermassive black hole at the galaxy's core several years ago. After being rightly booted out, she has drifted from system to system, laying down claims and subsequently abandoning them in the face of overwhelming

force. Which is just as well – she gets bored of any given system quite easily. Pilots a heavily-armed Federal Corvette, but don't try to tell her what to do with it.

Viz-300 CP (Discount Trader): The man, the myth, the legend. Viz is one of the most experienced smugglers in the galaxy, and has managed to get into some of the most secure locations in the bubble with some of the most illicit cargo imaginable. There are some jobs he won't take, but he has never once failed to do those jobs that he has taken. Pilots a fully-decked-out Asp Explorer, and would be happy to deliver something for you – for a price.

Grembo-300 CP (Discount Fighter): Grembo is one of the best guys you'll meet in Federation space. Well known for his efforts to apply law and order to the Kremainn system following a massive upsurge of pirates there, he and his wing were instrumental in bringing in over 1 billion credits in criminal bounties, which has turned the system into the thriving commercial hub it is today. Pilots a combat-oriented Fer-De-Lance, and would fly with you any time (so long as you're staying on the right side of the law).

Vrax-300 CP (Discount Administrator): Vrax is one of the most wanted individuals in the galaxy for his administration role on the Robigo mines, which he came to own after a nasty bit of backstabbing. He runs a tight ship – 40 years of dealing with some of the toughest customers in one of the worst businesses imaginable, he maintains order and stability on the station, and high profits and customer retention for his business. He owns Robigo Mines and it'll travel with him, jump to jump – but telling him what to do with it is a bad move.

[Ships:](#)

All ships start with C-grade modules in the maximum available class. Fighters receive twin autocannons and beam lasers (all origins, of course, receive twin E-grade pulse lasers), explorers receive a fuel scoop, and traders receive a large-capacity cargo bay. If destroyed, will respawn in one week at their original spawn point. Post-jump, they can be brought in to any location that you designate, and stations can be brought into orbit around any given celestial body. Alliance commanders gain 300 extra CP for this section alone. You additionally may pay 150 CP to import a ship into this section, and have the modules and hardpoints from the purchased ship here become integrated into that one. They must have similar lengths (that Sidewinders' FTL drive isn't going to be sending your star destroyer anywhere, anytime soon), however – consult the wiki to be sure, and ping me in the IRC if in doubt.

Sidewinder-Free:Most pilots start their careers in the Sidewinder. It is a classic ship design that has been in use (in various configurations) since 2982. Its original design was a light support ship and it lacked jump capability. Modern compact drives have enabled jump-capable versions to be created, making this a useful all-rounder. Some navies still use these ships as fighters and patrol craft.

[Undiscounted/multirole ships](#)

Adder-150 CP:The Adder is another classic design, this ship was tailored as a general utility vessel. The original model was first built in 2914 by Outworld Workshops and the type is now manufactured by Zorgon Peterson. Although lightly armed it has more cargo capacity than a Sidewinder and this ship can often be seen doing shuttle runs as well as light trading. All told, it is a small multipurpose ship, excellent as a bridge between the Sidewinder MkI and the Cobra MkIII. In addition to being a potentially viable dogfighter with proper equipment, the Adder has the distinction of being the least expensive ship capable of mounting a Class II Mining Laser, making it a potentially useful starting point for aspiring miners. The Adder's respectable jump range of over 27 Ly also makes it a potentially capable exploratory vessel, and its maximum cargo capacity of 26 tons without shields makes it one of the cheapest ships with a relatively high cargo capacity.

Cobra-250 CP:The Cobra MkIII is a classic all purpose ship found throughout human space. The model was first built in Lave Cowell & MgRath shipyard in Lave in 3100. Despite its age it remains a popular ship for lone pilots who value its balance of carrying capacity and ability in combat. The Cobra's carrying capacity, being more than double that of the Hauler, and its cost, being almost one third that of the Type-6, makes it a logical stepping stone for aspiring traders as there is no other ship capable of hauling more cargo at the Cobra's size and cost. In addition to its large cargo hold it has much better combat potential than freighters and can defend itself or run away from hostile interdictions. The downside of this ship is the combat ability relative to other ships. For bounty hunters who are attempting to tackle skilled opponents the Cobra MkIII can be outmanoeuvred by Eagle MkIIIs and Viper MkIIIs while being easily outgunned by Pythons and Anacondas.

Asp explorer-350 CP:The Asp Explorer is the civilian version of the military model Asp MkII (which first saw service in 2878). LakonSpaceways now owns the licence to construct these ships and has marketed them heavily at customers looking for their first multi-crewed ships. The ship class has earned a solid reputation for long range missions and those requiring some discretion. Furthermore, it has a high jump range relative to other ships in the game, and thus is very good for use as an exploration ship. It has six

weapon hardpoints and has a good turning radius for its size which makes the Asp good for more than just exploration. The Asp can act as a heavy-duty bounty hunting vessel due to its superb weapon capacity and good manoeuvrability for its size. Pirates can also use the Asp to great effect because of the ample cargo capacity, heavy armament, long jump range and large mass (allowing it to charge its own Frame Shift Drive with minimal mass disruption while also mass disrupting the frame shift drive of most ships). The Asp Explorer also features a copilot seat located directly under the player's seat, visible while outfitting the ship.

Python-450 CP: Another classic design that has survived the centuries. The first vessel was constructed in 2700 by Whatt and Pritney Ship Constructions. With the demise of the company and after various mergers and takeovers the ship design is now owned by Faulcon deLacy. The ship remains the slow and sturdy craft it was originally famous for and some smaller navies still use this class as a patrol cruiser (although tiny compared to the Imperial Interdictors and Federal Battle cruisers). It is considered by some to be the most effective balance between firepower, manoeuvrability, and protection currently available. In addition to being capable of holding its own against the larger Anaconda in a toe-to-toe frontal battle through its substantial protection and firepower, the Python is generally agile enough to comfortably deal with smaller fighter classes without having to rely on turret mounts.

Anaconda-550 CP: The Anaconda is the pride of Faulcon deLacy's ship yards. The design was first manufactured in 2856 by RimLiner Galactic. After numerous mergers the template was eventually owned by Faulcon deLacy, who have made only minor changes to the classic design. The Anaconda is a versatile craft that can transport large cargos as well as pack a decent punch. Some smaller navies use the Anaconda in the light cruiser and frigate roles. The Anaconda can also be upgraded with a docking bay allowing small fighters up to Sidewinder size to be carried and launched. The only downsides of the ship are its sub-par speed and maneuverability due to its size, as well as the cost to upgrade and maintain the ship: prices for less essential modules will easily exceed 1 million credits, whereas more important modules are priced in the tens of millions of credits each. The repair fees for the Anaconda are also relatively high, since repair costs are calculated the same way as for all ships, meaning they are based on the purchase price of the ship and its modules. It is usually cheaper to repair an Anaconda's modules using an Auto Field-Maintenance Unit.

Discounted explorer

Diamondback Scout-200 CP: The Diamondback Scout is LakonSpaceway's specialist combat explorer vessel. Unlike its bigger brother Asp, the Diamondback isn't suited as an all rounder vessel. It is popular with elite recon and pathfinder units with navies throughout human space. Its relatively low cost also makes it a popular choice with independent pilots who appreciate its combat and exploration potential. The ship has a relatively low heat output, great speed and manoeuvrability and is a popular choice for shieldless stealth builds.

Diamondback Explorer-300 CP: The Diamondback Explorer was LakonSpaceways' response to criticism of the original Diamondback ship class. By extending the ship's frame it allowed greater cargo capacity and so greater mission variety and endurance. It also brought the ship more into line as a smaller brother to the successful Asp line although at much more modest price range. The Explorer model can fulfil the same roles as its companion ship type, but is also able to operate as a fast transport and resupply vessel useful for supporting deep space operations in a hostile environment. The Diamondback

Explorer is very effective in both exploration and combat roles, though limited internal space limits many multipurpose outfitting options (i.e.- Pirating/Smuggling), in favor of a more dedicated single task.

Asp Scout-400 CP: LakonSpaceways unveiled the Asp Scout in late 3301 as a cheaper alternative to the well-regarded Asp Explorer, and in terms of market it sits between the Diamondback range and the Asp Explorer. It utilizes much of the same airframe as the Explorer, but the reduced hardpoint capacity (compared to its parent model) means it packs less of a punch. Test pilots reported that the mass reduction resulted in a vessel that handles better than the Asp Explorer while maintaining its impressive jump capability.

Discounted trader

Hauler-200 CP: The Hauler is Zorgon Peterson's low level entry in the freighter market and has been a big success. A large cargo capacity (for its size), cheap purchase price and low running costs have made these the most popular small cargo ships in human space. The Hauler is the true start point of most traders' careers; it is the first step up from the Sidewinder that is not a pure combat ship, and is well suited to the trading of rare commodities. Low overhead in terms of purchase price, outfitting, fuel, maintenance, and even insurance, means high profit. If used correctly, this ship can allow new pilots to turn a large profit quickly.

Type 6 Transporter-300 CP: LakonSpaceways are famous for building dependable, jump capable transport vessels. The Type 6 is their smallest commercially available model. It has limited combat capability, but is capable of transporting decent size loads for its size class. Due to the poor armour and manoeuvrability it is not suited for combat and it is advisable that traders avoid entering any combat situation without an escort or upgrading shields / hull. When fitted for maximum cargo capacity, which can reach 112 tons, many traders find that the Type-6 Transporter becomes quite suited for trading standard commodities in bulk rather than hauling rare commodities long distances. After upgrading the Frame Shift Drive to increase its jump range, the Type-6 Transporter can be equally good at hauling commodities long distances.

Type 7 Transporter-400 CP: The Type-7 Transporter, previously known as "Freighter 3", is a large and moderately armed freighter. It is one of four freighters produced by LakonSpaceways, the others being the smaller Type-6 Transporter and the Keelback, and the larger Type-9 Heavy. While it has the potential to defend itself from small ships, the Type-7 is not designed for combat and thus it is recommended to anyone flying this ship that they should avoid combat whenever possible. Repair costs on the Type-7 are low, which makes trading without shields a reasonable strategy if you can avoid combat along the way.

Type 9 Heavy-600 CP: The Type-9 Heavy is the final word in bulk commodity transport, capable of transporting over 500 tons of goods throughout space. However, commanders are advised to avoid combat, as the Type 9 exhibits worse manoeuvrability and lower speeds than any other ship in the game; it has extreme difficulty in shaking smaller ships from its blind spot. Its five weapon hardpoints, including three medium mounts, allow it at least some defense. Equipped with turrets, they can at least force smaller ships to operate with caution and give the Type 9 a chance to escape, but its shields and armour are nearly as bad for its size as its manoeuvrability. Most combat ships have at least a good chance to take it down if it doesn't get away quickly enough.

Discounted fighter

Eagle-200 CP:The Eagle is a proven combat fighter with a distinguished history. It is one of the smallest fighters available with jump capability. It has the distinction of being the only ship that has been so successful versions have been built for both the Federation and Imperial navies. This role has been superseded by the respective navies' short range fighter programmes, but the Eagle still sees extensive service across human space. Core Dynamics are no longer building these ships, but do still provide parts and servicing due to their popularity. Indeed, this ship is quite popular among aspiring bounty hunters due to its status as one of the most manoeuvrable ships currently being made – despite its extremely low durability.

Viper-400 CP:The Viper MkIII is a light fighter craft designed for agile ship-to-ship combat. Its minimal design combined with excellent modularity make it a popular choice for security units and bounty hunters. At a relatively low cost, it is also a great combat ship for entry-level Commanders. It is a top class fighter found in many well-equipped police and naval forces.

Vulture-600 CP:The Vulture space superiority fighter sacrifices hardpoint flexibility for manoeuvrability. Advanced manufacturing techniques have allowed the Vulture to integrate large hardpoints into its relatively small frame, offsetting the ship's limited weapon count, but its nimble flight characteristics make it equally devastating against smaller targets. A limited cargo and passenger capability has not stopped it becoming a preferred personal transport for those who like to project a certain attitude in their dealings. Its reliance on its two large weapon hardpoints have caused many comparisons to the ancient earth vehicle known as the “Tank”.

Fer-De-Lance-800 CP:The Fer-de-Lance is another classic design that has now been in production for two centuries. The ship became famous for its popularity with top business executives and wealthy bounty hunters, being a fast, well-armed vessel, with luxurious accommodation and high quality components fitted as standard. Ultimately, there are few ships that can hope to survive a one-on-one encounter with an adept Fer-De-Lance pilot, leading many to regard it as the final word in ship combat.

Discounted administrator

Outpost-400 CP:While this is the smallest available station, it is nonetheless extremely impressive. 1 KM wide at its widest point, it boasts 3 landing pads and space sufficient for 500 crew members. It is capable of storing nearly 10 million tons of cargo. Its low price also translates to low maintenance costs and requirements – some of the more illicit outposts have gone multiple centuries without undergoing major maintenance.

Coriolis-600 CP:The space station that most commanders will operate out of during their careers. It is shaped like a Cuboctahedron, and is 2 km across at its widest point. It has over 40 landing pads, and is capable of servicing ships of all classes (except, notably, capital ships). It can support a crew in the tens of thousands, and many humans with wealth have chosen to live on these stations – the exterior apartments providing fantastic views of space. It can manage tens of millions of tons of cargo, and when these stations are found along major trade routes, they can often possess more wealth than some minor factions.

Orbis-800 CP:Now we're getting into the big leagues. This is an 8km long tubular station, with a spherical pod at one end to contain docked ships and cargo. It has a ring attached to it, which can also support vast quantities of cargo, and is often used as a habitation area due to its natural gravity

generated by centripetal force. They are often seen as spaceborne cities, having vast populations and resources. It can contain more cargo, personnel, and ships than any of the aforementioned stations, and boasts greater weaponry and armor to boot.

Ocellus-1000 CP:The single largest space station class produced by humanity, the Ocellus-class station is similar to the Orbis in its overall structure, but is only 6 km long and maintains multiple rotational rings. They gain the edge over the Orbis in terms of mobility, being the only stations capable of moving at FTL speeds, though this requires enormous amounts of energy and is somewhat risky. They may be slower than the slowest cargo ships, but this allows them to maintain massive profits at nearly all times, due to their ability to move from boom to boom, trade-wise – the first Ocellus to arrive at a newly-discovered resource extraction site can make huge profits. Some of the largest megacorps in the bubble operate out of these types of stations, though only a select few actually own them – most are owned either by a collection of corporations, or by the major factions. They can take a punishment from nearly any fleet, though most of these stations' owners have conducted security deals with private firms.

Discounted Federation

Federal Dropship-200 CP:The Federal Dropship is the Federation Navy's workhorse ship for tactical and special forces deployments. This is a well armoured and well-armed ship capable of carrying large loads. Its versatile nature means that it is well suited to tackling even the most hostile environment. The Federal Dropship is noted for its ability to remain functioning even when the hull is at very low integrity. This is due to its good module protection.

Federal Gunship-400 CP:The Federal Gunship came from the desire for a more supporting role in operations utilising the standard Dropship frame. Its primary role is in fire support and is tougher and also supports higher rated modules making it more versatile. While being one of the slowest ships, the Gunship is very heavily armored and features seven weapon hardpoints (two small, four medium and one large hardpoint), giving pilots an ability to get creative with their weapon loadouts. It has four utility mounts. It's also one of the few ships in the galaxy that is capable of carrying a small fighter ship, and is the only medium-sized ship besides the Keelback with that ability.

Federal Assault ship-600 CP: Many of Core Dynamics customers desired more specific roles for their dropships and the Assault Ship is a response to some of those demands. The Assault Ship is designed for a more combat intensive role than the original ship. It has improved speed, manoeuvrability, and weapon carrying capacity and placement. These additions come at the expense of smaller internals making it less versatile, but better in its specialised role.

Federal Corvette-800 CP:The Federal Corvette is the smallest warship deployed by the Federation Navy. It is a quick, hard hitting vessel also capable of transporting cargo and personnel. It is unmatched in terms of firepower and hardpoints among vessels that a singular commander can pilot. Its versatility makes it the most common vessel of the Federation Navy that most people will encounter. It can be found everywhere, on long range patrol, peace keeping, pirate suppression, in fact anywhere the navy wishes to maintain a solid presence without deploying one of the Farragut class Battlecruisers. It is possible, but extremely rare for a private citizen to own one of these vessels. The ship can carry and deploy two small fighter class ships.

Farragut Battle Cruiser-1000 CP (Must take impressed into service for no extra points):The Farragut Battle Cruiser is the mainstay capital ship of the Federation. Heavily armed with classified weaponry, the

Farragut stretches over two kilometres long. It can take immense amounts of punishment from entire fleets before being forced to retreat, and can destroy dozens of the most powerful commander-owned ships in mere seconds. The backbone of the Federal Navy, it also forms the central core of the Federation Intervention fleet. The battle cruiser is capable of transporting and operating whole groups of Federal Corvettes, alongside housing multiple F63 Condor squadrons.

Discounted Empire

Imperial Eagle-200 CP:The Imperial Eagle has seen service in the Imperial Navy and allied fleets for many years. The original Eagle is a multi-role fighter where the Imperial version is geared more towards the interceptor role. It carries more powerful weaponry and is capable of higher speeds than the original, although at the expense of some of the original ship's famed manoeuvrability.

Imperial Courier-400 CP:The Imperial Courier is the quintessential Imperial ship. It epitomises elegance of form while packing a good punch. Officially the class is used to provide transport for officials that don't warrant the use of a Cutter or Interdictor. However its flexibility means that it fills many roles within the Imperial Navy and prominent citizens. The Imperial Courier is armed and very well shielded for its small size, making it a great and evasive fighter in combat, and outperforms many dedicated combat ships in terms of shielding.

Imperial Clipper-600 CP:The Imperial Clipper is the quintessential Imperial ship. It epitomises elegance of form while delivering speed and agility. Because of its balance of Speed, Luxury and strength it is used for transporting valuable items and personnel of importance across the Empire. This ship is quite popular with pirates, traders, and some combat pilots. It is a reasonable pirate ship due to the large cargo capacity and heavy armament. Traders may find this ship appealing due to its superb cargo capacity and defensive capability; while it is more expensive than most dedicated trading ships, it can easily defend itself against a pirate. Pilots of any profession may appreciate its speed; with fully upgraded Thrusters, it is comparable to that of smaller ships such as the Cobra MkIII and the Imperial Eagle. Additionally, its pitch rotation and yaw speed are higher than most ships, making it feel like a very hefty, weighted-down Eagle.

Imperial Cutter-800 CP:The Imperial Cutter fulfils a similar role as the corvette for the Imperial Navy. The design philosophy reflects Imperial sensibilities as it is faster and more elegant than the corvette, but doesn't quite match it in firepower. As with other Imperial warships the cutter is also used for projecting soft power, via diplomatic missions and support for friendly powers. It is possible, although rare, for a well-connected client or patron to own one of these ships. Like the corvette it can deploy two small fighter class ships.

Majestic-class interdictor-1000 CP(Must take impressed into service for no extra points):The interdictor is the central pillar of the imperial navy. While it does not match the Federation's Farragut-class cruiser in terms of firepower or size, it maintains a similar level of armor, and boasts far greater manoeuvrability. For a capital ship with a 2-kilometer length, it is quite agile and sleek, and can destroy most non-capital ships with its vast arsenal of railguns and other weaponry. These ships are capable of deploying squadrons of Imperial Cutters and fighters, and can destroy most such minor ships with an extremely small usage of its impressive arsenal.

Ship upgrades (undiscounted)

These upgrades are modular, and are attached to your purchased ship. They are A-rated, and are at the maximum class available.

Increased fuel capacity-50 CP:You won't get much of anywhere if you're stopping practically every system to refuel. Plus, it's inefficient, cash-wise. As such, you should be able to make good use of this expansion to your fuel tank, which should double your total range.

Increased cargo capacity-50 CP:Small cargo, small cash – even when you're doing Robigo runs, more is always better. Therefore, you will undoubtedly be able to turn this into a good increase, profit-wise.

Military-grade Bulkheads-100 CP:You won't last long on a ship made out of paper Mache – and that's why you have this armor upgrade, which will increase your ship's durability when the shields fall.

Shield boosters-100 CP:But maybe you don't want the shields to fall? Well, then you want this module, which will dramatically increase the ability of your shields to take incoming fire. Little use when they fall.

ECM-150 CP:Some pilots never want to work for it – using homing, turreted, and gimbaled weaponry to track you. This will make such efforts fall flat, though – activate this module, and enemy homing weaponry will veer off course, and lock-ons will immediately fail.

SC(u)B-150 CP:Shield-cell boosters – these are for when you're in it bad, and you need to get back in the game fast. Firing them can take your shields from 0 to 100% up extremely fast. Good for when you need a pick-me-up.

Auto-maintenance and ammo factory units-200 CP:For when checking back in at the station is more trouble than its worth, and ammo and repair prices happen to be quite high. These factories can turn raw materials in the cargo hold into new bulkheads and sets of armor, as well as ammunition for your weapons.

Local-area fighter-200 CP:You get to choose whether this gives you an Imperial fighter or a Federation F63 Condor. Only really useful on large ships, as it has no frame shift drive and cannot deploy on its own. Nonetheless, capable of moving quite fast and inflicting a good amount of damage in capable hands, though it is mostly a distraction from the big fishes. Has a decent autopilot.

Amped interdictor-200 CP:Useful for pirates, bounty hunters, and few others – this ship can take others out of FTL. It is unique in that it can do so for practically any FTL type of travel, dragging its victims into realspace with moderate damage and disabling most shield systems. Skilled pilots can evade, but most will be forced to reckon with you.

Drawbacks

600 CP drawback cap.

+100 CP-Bored:It seems that there's just not much to do in this galaxy, after all. It's an inch deep, and incomprehensibly wide. You easily get bored of any given task, and there's just nothing you can do to shake the feeling that the cosmos are somehow unfinished.

+100 CP-Convolved:Was that how you targeted the modules? No, how do I request docking permissions? You seem to have one hell of a time doing anything in your ship, as all of the controls and menus are needlessly complicated and convoluted.

+200 CP-Bounty:Well, this is one way to start off – a bounty of several million credits has been placed on your head by some unknown third party – and a new one will replace them if they're ever truly dealt with. While it is not recognized by any of the major powers, so you won't have to worry about being exiled, expect bounty hunters to come after you all the damn time.

+200 CP-Insignificant:It seems that there's just not much significance attached to each individual commander – there are so many of you, after all, that it'd be nearly impossible for you to manage to make a difference in the grand scheme of things, and that prohibition lasts for the duration of your stay here.

+400 CP-Impressed into service: Normally, you would be an independent contractor during this jump – maybe attached to a faction, but free to explore the galaxy as you see fit. That has changed – and now your faction controls your day-to-day, as you live in their service nearly totally. Defection and freedom as such is possible, but they will never stop hunting you for treason.

+400 CP-Penniless: The majority of experienced commanders are worth more than the majority of star systems in the bubble – but for some reason, you just can't hold on to cash. You'll never be able to retain any earned money or items, leaving you with only that which you bought here and what you have in your warehouse.

+600 CP-Thargoids!:They say that there's something unknown, hidden, alien out there. Something that makes ships disappear, and stations mysteriously move systems over. And they were right – the insectoid thargoids now come from witchspace, interdicting travelers on their interstellar jumps, moving in, taking system by system. They hopelessly outclass all factions in terms of technology and numbers, and their one objective is our extinction. If any of the main factions should crumble, jumper, you lose – and you must drive them back to interstellar space to succeed here.

+600 CP-A galaxy of war:But maybe we didn't need aliens to make the galaxy an undesirable place to live – the greatest villains of our history, after all, were us. Another war has come – a war that puts every faction on a war footing, engaged in total and complete destruction of each other's planets, stations, and resources. Trillions will die before this is over – but you must bring it to a peaceful close before 20 trillion people die in it, or you will have lost.

Post-jump

Your ten years are up, and you are faced with a choice.

Sol system permit granted: Maybe you want to change humanity's course so we don't get here. Or maybe you want to change it so we do. Regardless, this will send you home, with all the skills and items you have collected thus far.

Docking request granted: Or maybe you've come to enjoy this universe? After all, when you're from, most people don't get to even imagine the things you've seen, and who would give that up? Of course, for you, this might be just another day at the job. Time to get back to work, then!

Frame shift drive engaged: Ah, but just as those explorers who ventured off into the big black 1000 years ago, you want to see that which hasn't been seen. This place has been good for that, but even it has its limits. Onward and upward, then!

Notes

You start off with knowledge on how to fly most E:D ships –chalk it up to standardization.

You gain the schematics of any and all parts that your ship requires and/or consumes, such as ammunition, making their postjump replication easier.

Post-jump, your ship's fuel replenishes weekly.