



Stellaris Jumpchain

Your species has united, reaching out from their primitive origins within your home system formerly wrought with conflict and waste, now seeking to venture the grand frontier of the Stars. With the advent of Faster than Light technology your empire can go further than what was ever thought possible before, access resources considered fiction or fantastical, fight wars on epic scales, and meet new alien life. It is now your chance to either conquer the stars and bring them under your heels, or unite them into one paradise fit for everyone. Whatever the case, it would be unfair to bring you into this grand new age of exploration, conquest, and growth with nothing to show, so here is a small gift. A token of my appreciation if you will:

+1000CP

(Credit Points)

Origins:

Wanderer(Free): You suddenly woke up one day to find yourself on an alien planet wandering amongst alien people with no memories at all to help you. They spoke alien tongues, with strange technologies and beliefs and you spent much time amongst them, even though you were an outsider, you adapted well. Sadly however, a cataclysmic event of some sort broke the civilization of the world you had entered leaving you one of the only few many trusted. With their trust, you unified their civilization and brought them to the space age. Now you must continue what you have started and bring them to greatness.

Scientist(-100): Your species has always been pursuing the knowledge of the stars, of the great frontier beyond to allow themselves to reach greater heights whether to war on even greater battlegrounds, gain more resources, or allow their citizens to obtain better lives. None of that matters now however, with your monumental discovery of Faster Than Light Engines your species is now ready to take the next step. That does not mean that your work is over however, no that is the complete opposite of the truth, an Empire always needs more and more technological marvels, new thinking, new technologies to further expand. Your job is far from over, and to be honest you don't want it to be.

General(-100): Many think that now with the creation of starships, your brand of warfare is obsolete. You however know better, as long as planets exist, your brand of warfare is always welcome, and as the newly appointed Grand General of all Land forces in your Empire, you will make sure to let the ones who scoff at your art of war understand.

Admiral(-100): With the Advent of space technology, there has been a call for new leadership within your species, and you are here to fill that role. Appointed as the first Grand Admiral of the Fleet, what you see before you is nothing more than a scant few ships, barely even good for mining, but deep inside of you, you can see their true worth as the seeds of a truly marvelous future. However seeds will not amount to anything unless planted and cared for, and you are just the person for that Job.

Leader(-100)(can be taken if another Origin has already been selected)(Free Wanderer):

You are the leader of your people, after centuries of petty conflicts, idiotic diplomacy, wasteful killings, and much more. You have united them under one rule, one doctrine, one Nation, whether under God, Science, or no particular care for either it is now your duty to make sure that your Empire spreads far and wide. No matter your goals, it is now time for a new age, an age you shall lead.

Races: All Races get two traits discounted and one trait free.



Humanoid(Free): Like the Humans of earth, your species is humanoid. You have many features similar to them, but maybe one key difference that sets you apart from your Terran counterparts such as blue skin or knotted foreheads, you may even be humans yourselves. No matter the choice however, your race still shares many key similarities to man. At least appearance wise.



Mammalian(Free): Your race seems to be a humanoid, except that you have one thing that sets you apart, you actually have the features of another mammal most predominantly. For example your race could have fur, the head of a dog, cat, fox, Ox, it doesn't matter. Depending on what you pick you may have slightly better features than a humanoid for free such as better eyesight.



Reptilian(Free): Your species is be Reptilian, you are cold blooded(literally) and lay eggs to reproduce. Once again you seem to be mostly humanoid with the addition of predominant animal features.



Avian(Free): Your species is one designed for flight, as such you have the necessary tools for such an ability including light bones, feathers, beaks, and wings. Like all of the other's above, your race seems to be mostly humanoid with very predominant features expected of an Avian. Despite your size flight is still possible, though rarely used due to the advent of technology.



Arthropod(Free): Your race are arthropods, you have strong exoskeletons which centuries of evolution has become very hard and sturdy. Unlike the others you can choose to share more features that are animal than humanoid. The ability of flight is also a feature you may choose.



~~Ethul~~ Molluscoid(Free): Your species are mulloscoids, creatures with large Phylums and generally unnerving appearances to some of the more.... Vain races. Like above you can choose to remain humanoid, or side more with the mollusc side.



Fungoid(Free): Your species is fungal based life. Somehow you managed to evolve into sentience, and dominate your home planet. There is no set line on your appearance, but sharp colors or pulses feature very heavily. Many of these kinds of races have unnerving appearances.



Plantoid(Free): Unlike the others here, your race is fully self dependant being the only producers on your planet(and most of the galaxy) to gain sentience. Your race doesn't need sustenance as much as others do, but settling on worlds that lack rich density of Nitrogen and Water is almost impossible.



BorgSynthetic(-300)(Can't take Psionic Trait)(Hive Minded Free): your race is not like any other found here, you are completely machine, and like Hive Mind, you control all the bodies in the species, except for things like Admirals and Scientists which are designated to Greater AI's. Nevertheless, instead of food you consume energy, and the only thing constraining your population is the minerals you need to build their bodies, and the energy to keep the worker drones online.

Species Traits: You may pick three of these traits for your species, traits such as “strong” and “very strong” count as one.



Adaptive(-100): Despite what one would normally think of your species, you are extremely adaptive when it comes to living on other planets. For example, plant based life forms could easily adapt to frozen Tundra or Alpine worlds. While you are very adaptive, some worlds are so out of the scope that they could cause serious issues, for example living on a desert planet when you’re used to ocean worlds is hard, but doable.



Rapid Breeders(-100): Your race breeds very rapidly allowing for your species to grow very fast. To add to this, children grow very fast both mentally and physically. Most members of your species could be expected to have at least 20 children in their lifetime, and each of them could grow to full size in five years. Of course your race has also come up with various ways to control the space needed for this population.



Agrarian(-100): Your species is amazing at farming and agriculture, your ability to raise plants is unparalleled to the point where your technology even reflects it. Your skill is so great that it could feed an entire planet with just one farm. A massive farm, but still just one.



Natural Engineers(-100): Over the years your race seems to have gained an amazing attribute towards Engineering technology. As such you constantly pump out geniuses of Engineering at a rate other Empires would be jealous of.



Natural Physicists(-100): Over the years your race seems to have gained an amazing attribute towards Physics technology. As such you constantly pump out geniuses of Physics at a rate other Empires would be jealous of.



Natural Sociologists(-100): Over the years your race seems to have gained an amazing attribute towards Social and Biological technology. As such you constantly pump out geniuses of Social and Biological tech at a rate other Empires would be jealous of.



Charismatic(-100)(Free Avian): Your race is extremely good at forming connections with others, your sheer likability has allowed you to rarely suffer negative opinions based on your appearance or beliefs much to the point where Empire's with ethics completely the opposite of yours would work with you as long as you don't attack them.



Enduring(-200)(Free Plantoid): Your entire species seems to be blessed with lasting lifespans. If left unharmed, a healthy member of your species could expect to live to 150 years old.



Venerable(-100)(Requires Enduring): The lifespan of your species is even more *venerable*, many of them could expect to realistically see 250 years of life unaided.



Strong(-200): Your race is strong, allowing them to demonstrate feats of strength often not thought possible by much of the galaxy. The average person of your species is able to lift 500 pounds casually without strain and near 1200 pounds for some of the very best.



Very Strong(-100)(Requires Strong): Your race is probably one of the strongest in the Galaxy, the average person on your planet could lift 6000 pounds, or 3 tons casually. That's not even mentioning some of the truly exceptional people who could lift twice that without strain.



Thrifty(-100): Your race is... Talented in the matters of Economics, to the point where it could even be considered something that makes you famous. Most members of your species would be capable merchants in other societies not to even mention some of the more talented ones.



Hive Minded(-300)(Discount Insectoid)(Free Synthetic): Your race is a Hive Mind, ruled by one immortal collective(that's you) and filled with millions of worker drones to do the menial Labor, and more sentient "Autonomous Drones" for things like Admirals and Generals. Ignore all the background fluff for Origin options. Alternatively however, your hivemind can be a collection of multiple different minds, with yours at the helm, this can be anything from a population of several billion coming together to give you power(with the potential risk of being voted out) to an entire population of sentient beings being the

autonomous drones, with you acting as the Mind capable of influencing their thoughts very strongly.



Psionic(-300)(Discount Spiritualist Ethic): Your race is psychic, with a small portion of your people having the ability to lift things with their minds, or zap someone a bit. With training and talent however, even greater feats may be possible, especially Military Wise.

Home Planet: Your home planet also determines how easy or hard it is to settle other worlds, Species from Ocean Worlds will

be unable to colonise arid worlds or Tundra worlds.



Continental(Free): Rocky world with a nitrogen-oxygen atmosphere. Active and stable hydrosphere. Great land masses are separated by oceans, with large climate variations depending on latitude and precipitation.



Arid(Free): Dry, rocky world with a nitrogen-oxygen atmosphere. The dust-covered terrain consists largely of mesas and canyons. Forests can be found in the more temperate polar regions, but vegetation is otherwise scarce.



Savanna(Free): Rocky world dominated by dry, arid plains covered by a nitrogen-oxygen atmosphere. The small hydrosphere allows for brief wet seasons, but aside from a few ubiquitous grasses vegetation is largely concentrated around shallow oases.



Tundra(Free): Cold and rocky world with a nitrogen-oxygen atmosphere. Permafrost covers most of the surface except for the more temperate equatorial regions. A stable biosphere exists but vegetation is mostly limited to mosses and lichens.



Tropical(Free): Humid, rocky world with a thick nitrogen-oxygen atmosphere. Seasons with significant precipitation are interchanged with drier periods. Most landmasses are covered in dense vegetation.



Ocean(Free): Rocky world with a nitrogen-oxygen atmosphere and a significant hydrosphere. Oceans cover more than 90% of the surface, with scattered islands making up the remaining percentage.



Gaia(-200): An ideal, temperate world with a nitrogen-oxygen atmosphere and a resilient ecosystem. Optimal conditions for all known higher forms of life at different latitudes.

Government Ethics: Ethics below are the

backbone of your Government's belief structure, you may only pick three, but be warned that conflicting ones cannot be chosen together, and choosing to make your race fanatics to anyone ethic(thus making it more of a focus) takes up two slots. Some ethics are better together than with others.



Millitarist(Cannot be taken with Pacifist): Your race has dedicated much of it's pursuits to that of war, children are raised fighting, the old make weapons, and everyone is made to be at the fittest they can possibly be and prepared for conflict. Unsurprisingly, this also moved on to your technology. Synergises well with Individualist, and Materialists.

Pacifist(Cannot be taken with Millitarist): Your race is incredibly peaceful, to the point where it should be absolutely near impossible for your kind to have managed to become the dominant race on your planet. Regardless, unless pushed near extinction, your race shall never consider violence. Synergises very well with Xenophile, and Spiritualist. Other Empires will find themselves much less wary towards you due to these beliefs.

Xenophobe(Cannot be taken with Xenophile): Maybe it was the rampant competition on your homeworld, or simply social landscapes changing, your entire race is extremely distrustful of anyone not apart of it, more especially anyone not of your planet. Because of this, your race is much more willing to tolerate enslavement and extinction of other races as long as your own citizens aren't touched.

Xenophile(Cannot be taken with Xenophobe): Your race has a strange fascination with aliens, to the point where other races can't help but enjoy being around your company due to your obvious love for them, even some of the most hideous aliens are fair game. Sadly however because of this any slavery of alien races taking place could cause a serious uproar in other empires let alone yours. Not to even get started on purges.

Collectivist(Cannot be taken with Individualist): Your race at some point in the past accepted that the good of the whole was better than that of the individual. Because of this workers work harder due to believing in the greater good, and slavery is completely fine in their eyes. Synergises particularly well with Spiritualist and Xenophobe

Individualist(Cannot be taken with Collectivist): Your race believes strongly in the freedom of the person, because of this any attempts to enslave others are met with vehement opposition, and any attempts to infringe on the rights of the people are met similarly. Synergises well with Materialist, and Xenophile. Safe to say you're pretty popular with those who oppose slaves and former slaves, and your economy is particularly cutthroat due to these very free beliefs.

Materialist(Cannot be taken with Spiritualist): Unlike certain... Other types of races, yours beliefs are solely in that of the material world, making such stupid things as worship, and religious practices near useless, and even slightly vilified. However, this focus on the material world has allowing for a much better focus on science and luxury. Synergises well with Individualist, and Militarist.

Spiritualist(Cannot be taken with Materialist): Any Empire that ignores the world of the spirit and the mind free from the material world is one that shall invariably fall. That is the philosophy much of your Empire, which is heavily based on Spiritual teachings of any kind. Research and technology is a slight problem due to many probable teachings that decry such a thing. Regardless, you still have the full appreciation and trust of your people. Synergises well with Collectivist and Pacifist.

Perks:

Wanderer:

Free Rule(100CP)(Free Wanderer): Sometimes ruling can get in the way of your fun. As a free spirit that could ruin all of the joys of one's rule. Luckily, it seems that whenever you wish to take a break and just leave to do something(as long as it isn't too long) you'll find everything working in perfect order when you get back to the reigns of your empire. Too many of these breaks will ruin this effect.

Upon one's Shoulders(200CP)(Discount Wanderer): As someone forced to be a leader, the stress upon your shoulders is immense. So many logistical issues and petty complaints that you must deal with. Any lesser man would have broken under the stress, but to you this is nothing more than a walk in the Park. With this perk your ability to handle stress and workload becomes almost insane, to the point where you could run an entire Empire with a dozen planets and still keep up with the load.

An Alien You Are, an Alien I am Not(300CP)(Discount Wanderer): Many of those you meet in this Galaxy are not of the same race as you, that is obvious, what is not obvious is the hundreds of different societal norms that Govern these civilizations. However, as what seems like consequence of entering this world with no tangible background to ground yourself to, you find yourself able to adapt quickly to these alien societies understanding language and complex concepts with nothing more than listening to conversations between two members of the same race, or simply speaking to them yourself. It may take several very long conversations to get very nuanced subjects down however.

Trustworthy Emperor(400CP)(Discount Wanderer): As a ruler your subjects are the most important thing about your rule, their opinions of you, no matter how downtrodden they are will always be important. Uprisings, Factions inside of your Empire, and foreign spies, all of these things could potentially end your rule. However, there is one key thing that all of these things need to truly affect your rule, and that is the hearts of your citizens. That however is no longer a problem, as long as you are actively attempting to create a better life for your citizens, and your rule is beneficial towards them, any slanderous lies, attempts at rebellion, or anything that besmirches your name shall fall on deaf ears allowing you to rule in peace without fear of any outside factions.

God Emperor (600CP)(Discount Wanderer): You are Emperor. Whether your people call you another title such as "president" "supreme leader", it doesn't matter because the meaning stays the same. Because of this your overall ability to rule is a marvel within itself, you can manage entire planets by yourself with maximum efficiency, calculate complex logistics for your nation on a scale that would require entirely new different branches of Government for others. Furthermore everyone you meet feels a profound sense of

awe at your presence feeling as if you are someone to be looked up to, at the very least they will give you the bare minimum respect. Finally, you find that those you inspire always seem to understand exactly what your goals were and are always true to them, never misinterpreting the intent of anything you say or do.

Scientist:

Genius(100CP)(Free Scientist): As expected from someone who broke through a barrier thought impossible by physics, you're a genius. Your level of study in the three most important fields(Social, Engineering, and Physics) are enough to have you be known as the premiere in all fields in your Empire.

Dedicated Research(200CP)(Discount Scientist): As a scientist research is your blood and bone, it is what you do every single day that you work, it is your lifeblood, your passion! So obviously it would be a shame if this passion of yours was interrupted by something such as lack of sleep, or lack of nutrition. Now while researching none of those things will affect your performance allowing you to work at your peak for several days in a row. You may pass out later however.

Safe Researcher(300CP)(Discount Scientist): Being a researcher or a scientist definitely has it's downsides, the biggest of these being the high chance of death when trying to understand the unknown. Now however you no longer need to fear for your life or the lives of everyone on the same planet as you. Anytime you start to research(or experiment) something completely unknown, you will find that things such as containment breaches or accidentally connecting to some other plane of existence and other pesky things such as that will not happen, in fact any research that could potentially put your life in danger just doesn't seem to deliver. For example you could be trying to clone Xenomorphs and they would simply never break out of containment or cause issues. As long as you're not being purposefully idiotic, research accidents will simply never happen.

Reverse Engineering(400CP)(Discount Scientist): Sometimes other Empires are plain better than yours when it comes to technology and use of it. That is where this comes in. As long as you can get your hands on a piece of technology, you can understand it after several days of study. Another Empire has new lasers that outshine yours? Well all you need to do is get your hands on a mostly working version and you're set to go.

The Ever Expanding Tree(600CP)(Discount Scientist): Science is something that people do not think of very much, in their minds it is almost like magic, simply looking into something and after an undisclosed amount of time, poof! You however know that is not how Science works, you know that it is a doctrine for which to follow when one wishes to understand the Universe safely and efficiently. You have mastered this doctrine, and because of it your ability to discover new technological heights is virtually infinite allowing you to continually discover more and more technologies without any limit. To add to this you can even branch out seemingly useless pieces of technology into something completely unfathomable. For example you could use the basis for a toaster to create a giant space station that superheats planets. While this may seem almost fantastical, the general rules of research still apply, and because of this you must still conduct actual research and experiments.

General:

Genuine Combat Master(100CP)(Free General): What sort of joke would it be that if as a general you couldn't even match your soldiers? A very bad one, because that's the complete opposite of reality. Your general level of talent in the Martial Arts is actually very proficient, to the point where you could singlehandedly take on several opponents at once or one opponent at least twice your strength.

Just Grit Your Teeth(200CP)(Discount General): As general of your Nations land forces you must brave to put the metaphorical fist in your enemies faces. Thankfully, you seem to have the ability to adapt surprisingly well to most hostile worlds you find yourself in. This same effect is also given to any of the troops you lead allowing them to miraculously work well in Desert Worlds even if they're from an Ocean planet. Be careful however because worlds that exceed the common sense definition of danger are much harder to adapt and survive on.

Military Logistical Genius(300CP)(Discount General): Military Logistics are the backbone of any army, feeding hundreds of thousands of men and supplying them with ammunition and weapons, all of these are things that if you were to do without would end you before you began. You however were made General for a reason, and this reason is your almost absurd level of planning when it comes to all of the above tasks allowing you to keep an army of ridiculous sizes fed within your nation's resources.

Calm and Calculating(400CP)(Discount General): Sometimes the tactical battlefield requires more than just hard numbers and shows of outstanding might,

sometimes it requires a good understanding of how to psyche your enemy out with bluffs and feints, something you are very good at. Not only are you great at bluffing to the point where you could convince someone you have twice the size of troops you actually do, you're also able to do it as calmly as possible without a hint of the true panic welling within you. As an added effect, the people crucial to this bluff also notice the same phenomena. After all you can't psyche your enemy out if they know you're visibly panicking.

An Inspiration to His Men(600CP)(Discount General): A general is many things, he is a coach to his men allowing them to break past the bonds of fear that hold them back, yet he is also the safety railings keeping them in line so they do not go rampant with that new freedom, and finally, a General is the one who helps his men not only break through to their physical limits, he is also the one that inspires them to fight and lead the charge. You are an ideal general, and as such you have all of the qualities listed above, your ability to bond with your soldiers is such that simply overseeing their training sessions could allow for them to exceed their physical limits and allow you to not only become good friends, but even friends to such a level that they would be willing to die for you. Orders you give, unless very nonsensical or suicidal will always be followed by your soldiers to the best of their abilities in what many would consider perfect sync with no visible loss in morale. Safe to say, as long as you're the one leading them, no one under you will think of running away or not giving their all.

Admiral:

Clumsy? What's That?(100CP)(Free Admiral): Working in space does not leave much room for mistakes, because of this whenever you're on a space faring vessel you find yourself much more coordinated than usual making trips and small mistakes more rare than a blue moon, to add to this everyone on the same vessel as you seems to have the same level of general lack of mistakes.

Space Work(200CP)(Discount Admiral): Living in space for weeks is unbearable to many, the rationed food, and the constant workouts and silence prove to be too much. Not for you however because you find yourself almost a natural on any vessel meant to travel the stars, finding no muscle atrophy(if your races gravity tech isn't up to par), and the nutritious bars to be delicious. The constant silence also proves to barely bother you as well.Safe to say you'll never be uncomfortable on a space faring vessel.

Perfect Formation(300Cp)(Discount Admiral): When participating in space battles proper formation and arrangement of your ships is key, keeping them where they do

the best damage. You are a complete savant in this field, being able to immediately tell which ships are best at what range, and keep them there during a hectic battle. No matter the size of the fleet, they will always be able to stay in the formation you order them to.

Luck of the Battle(400CP(Discount Admiral): Fighting in space requires a lot of luck, luck that a stray blast doesn't hit your bridge, luck that a hull breach doesn't hit something important, and finally luck that you can do all of these things to the enemy. All of these effects seem to be magnified for you, allowing for extreme luck whenever you battle in space. While it may not be enough to allow you to take on an entire fleet with a bomber, you could at least be able to beat a battleship with one.

The Art of War(600CP(Discount Admiral): Yours is a cultured mind, one that understands the intricacies of war, and that the key to it is understanding your enemies, because of this you have learned to not only understand your enemies and their weaknesses through small things such as speeches, conversations, or even art, you have also learned how to use it against them in battle. You can accomplish this by using the minute details you have gathered from your enemies to push them into corners you know they could never escape due to social conditioning, such as in the middle of a fleet battle using an enemy's great beliefs in their god to force them to compromise between saving a relic or their crew, and emerging victorious anyway due to the loss of morale in either situation. That is simply a small glimpse of what you could achieve because your general tactical abilities have also been boosted to the point where even the Empires of old would be marvelled at your strategic genius, and your now impeccable memory which allows you to notice the smallest details and use them against your enemies.

Gear and Items: Any Item is returned to your warehouse(or you) if lost or destroyed unless stated otherwise. Each is discounted to their respective Origins.

Wanderer:

Alcohol(-100): Some of the most renowned and Luxurious alcohol made by your race, perfect for a nice day off, or to smooth the edges of an otherwise not so good day. You gain a set of bottles ranging from Whiskey to fine wine which all refill if drained.

Comfortable Throne(-200): A luxurious majestic looking throne, that has the added effect of both being extremely calming, as well as being light enough for comfortable transport. It also happens to enhance your regal appearance and look particularly menacing depending on the mood.

Personal Manse(-400): This mansion is just a short walk away from the governing building of your Government and serves as your home staffed with several dozen servants as well as an ever refilling bar and kitchen. In future Jumps it can either be an extension to your warehouse or an entirely new building worked into your origin.

Colony Ship(-600): A colony ship, something that would have taken your race at least a decade to research and build, is now in your hands in the form of a light transport vehicle that can hold up to ten thousand people and unfold to become the base of a city. It doesn't end there however, as this particular ship once fully deployed and unfolded(with a substantial population) it will reappear ready to use again.

Tree of Life(-800): The Tree of Life is a giant Tree that normally finds itself floating in the vastness of space staying a constant enigma to anyone who finds it, however whether through crash landing on your planet, or through some other convoluted method of acquisition, has come into your hands growing out of your planet towards the very void of space. Normally the tree would only grant one benefit, however for you it grants all of them, making everyone on your planet live over three hundred years, as well as keeping them all happy. If researched enough, this could even be the basis for biological immortality. Finally, the tree enhances the happiness of all of your citizens making them considerably happier than they otherwise would be. The Tree can be taken to other Jumps, though you can choose whether these benefits are included.

Scientist:

Glasses(-100): A pair of glasses that serve to help you focus while also looking very stylish. Comes in any look you want.

Test Subject(-200): Discovered years ago, this lifelike body seems to be that of an ancient race that may have once populated your planet. Regardless, it seems to be the perfect specimen for research into Biological enhancements and manipulation of genetics due to this races seemingly bizarre ability to reverse all biological changes made to it including injuries and genome changes given enough time. Normally this would be near useless, but near the specimen was also found a databook that detailed how to prolong the amount of time the modifications ran allowing for long term testing.

Research Lab(-400): As such an important and brilliant scientist, your race and Government all understand the needs you have, thus they have gifted you with a state of the art Research Lab equipped with both temporary living quarters, and servants that clean up after you and your experiments. It also comes staffed with hundreds of chemical compounds that refill constantly, and some of the best computers seen on your planet. If you wish in later Jumps this could either find itself under your name in some location you think of, or a part of your warehouse.

AI Assistant(-600): After your race gained access to space travel, an all too peculiar Artificial Intelligence proceeded to make itself known promising to help guide your race on Galactic basics and strategy. You of course didn't happen to care much and immediately put it under the lights and dissected and rearranged it to your liking. What ended up coming out is this AI assistant which follows you around and both helps with calculations on the probability of experiments and certain actions, but also gives translations for alien languages, and functions better than most supercomputers in your world. If you wish you may have it follow you in future Jumps for free without taking up any slots and keeping all modifications.

Fallen Blueprints(-800): Along with many other things your race found about pre-cursors in their studies, they also found an interesting set of documents listing many of the technological advances of their Empire, and how to recreate them. Things such as biological monstrosities made simply for war with the ability to breed from dead corpses, robots that look, feel, and act like humans, and the atomic compound for armor seemingly modeled after some sort of... Dragon. Either way there is much to these documents, but heavy encryption means at least two decades of study before a good portion can be deciphered.

General:

Pack of Cigars(-100): A pack of Cigars(or something similar for your race) that serves the purpose of enhancing the smokers image and maturity. Comes with no health risks and a pack of thirty that refills once a day.

Powered Exoskeleton(-200): Sometimes when someone is weak, they need something to make them stronger, and if they're strong, they need to be even stronger. With this problem comes these: hyper efficient powered exoskeletons that increase the amount of strength that a Soldier can utilize making an average run of the mill race able to match those with the strong trait, and those with the strong trait able to match those with the very strong trait. You gain fifty of these exoskeletons, and the plans which would allow you to make more of them for your fighting force.

War Room(-400): Land based attacks are severely complicated, and planning for variety of situations can be a near nightmare, that is of course, why you have this, an absolutely massive room filled with computers and screens that when fed the location of the planet you wish to invade, can come up with several pieces of important data such as weather prediction, important structures and the climates of the entire area and overlook any battles. Sadly however, it can only do this for five planets at a time. The room can either be put into your warehouse in future Jumps, or become a part of any building you wish.

Personal Squad(-600): As a general, commanding a new squad of soldiers and getting used to them is an extreme hassle, that is of course why you have this, a personal squad of five thousand soldiers all whom you have memories of fighting with, as well as a deep bond between all of you. In each consecutive Jump you will find different people who will come together to make this taskforce with just a bit of looking around. If you were to make any of these people immortal they shall follow to these worlds with a history in them.

Clone Vats(-800): Somehow, somehow, your Government stumbled upon what you think is the most important innovation to ground warfare: Clones. With this, your empire gains 30 clone vats, each capable of taking a race's dna and then cloning them endlessly. These vats however seem to have the ability to replicate even certain supernatural traits of other races such as psionics. If given a month, they can pop out fifty thousand soldiers, all of which are fit with programmable combat, which you can change at any time. The clones are of course, mindless without a commanding officer, but that has been offset by neural interfaces that can be used for command.

Admiral:

Snazzy Outfit(-100): You don't know where this nice white outfit was found, but now that you have it you can't help but be happy, it takes the form of a nice snazzy suit that helps make you look both intimidating and intelligent, though sometimes you swear you look a bit blue when you put it on.

Tactical Map(-200): Space is annoying, this mostly being due to the visibility, something your empire may(or may not) have figured out yet. With this tactical map however, you no longer need to worry as it provides a top down view of whatever system you're in, giving you information on everything that could be seen.

Tactical Bridge(-400): A bridge is a very important part of a ship, thus this bridge serves almost all that expects to be served by one, with enough monitors and info on the status of the ship, it's enough that even one person could pilot a battleship without losing any efficiency. You can import this bridge into any spacecraft you have ownership of in future Jumps.

Personal Battleship(-600): Somehow, somehow, your empire has managed to get its hands on a fully working battleship. This ship comes equipped with weapons that would even make Fallen Empires think before attacking, as well as armor that can do the same. In future Jumps it can be brought in or stored at any time.

Ether Drake Baby(-800): Thousands of years ago your race tells tales of a mighty battle across the skies in which an ancient force did battle with a beast the size of which cannot be expressed, a beast you have come to call the Ether Drake. Seemingly after some research, your race found this battle to have truly occurred, ending with the death of the Ether Drake, and the mysterious withdrawal of this unknown empire. However, while searching your solar system in your early days of exploration, you stumbled upon a titanic egg, an egg that soon hatched birthing a baby Ether Drake. For some reason or another, perhaps you were on the expedition that found it, the Drake has taken you to be it's parental figure, and thus will listen to your commands, though how it knows you are commanding it is still a mystery, these commands have been found to work even light years away to the amazement of some. It has grown since it was first born at the size of a large asteroid, to now the size of an oversized battleship, this in addition to it's natural abilities(such as bio-lasers) allow it to take on several fleets of moderate strength, though not to the same extent as it's parent. If given at least a century however it shall grow to a size that may even exceed its parent. If taken with Tactical Bridge, the drake is equipped with that bridge and with it you can ride it, if also taken with Personal Battleship, it replaces it and acts as a ship in future Jumps.

Ethics Technologies: For this section you shall use ET points, here's +1000ET to start, you can convert CP to ET at a 1:1 Ratio and convert ET to CP the same.

- **Improved Stations(-100)(Discount Militarist):** Perhaps due to a rush in military technology, or simple luck your race has found itself with the technology

capable of outfitting their space stations with modules allowing for faster and cheaper building of smaller ships, and the capabilities of creating the newly designed destroyer class ships. Many of the newer Empires have not been able to create ships of this size, so as a principle your empire now has a Military edge unforeseen in the Galaxy.

- **Upgraded Reactors(-100)(Discount Militarist):** Energy is most important for your empire to continue its work and with the advent of these new reactors and power plants such a thing has found itself to be much easier. These new on ship reactors and power plants almost completely embarrass the power gained from Nuclear Fission, and in conjunction, those of other Empires.
- **Improved Mines(-200)(Discount Materialist):** Mining is another very important component for your Empire, both for its war machine, and for it's day to day activities. These new mines present a new opportunity for the ground based mining, due to reaching much further into the core, and improved mineral detection systems. Already your Empire finds itself with many of these new mines, and with them many opportunities.
- **Improved Labs(-200)(Discount Materialist, Individualist):** Science is like the two above, one of the most important things in keeping your Empire running there is constant need for research and development, and with these new labs such things have become even more and more stellar to say the least, with state of the art systems installed that can be customized for the several different branches of research unlike the primitive counterparts you utilized before.
- **Observation and Nerve Stablings(-200)(Discount Collectivist, Xenophobe):** Many Empires do not see the most untapped resource of them all, *the primitive societies*. Yours however does, and has perfected the observation of these races, and... Pacification through Cranial implants that keep them obedient. The perfect work force some would say.
- **Genetic Manipulation(-300)(Discount Collectivist):** Your race over the years, in response to their imposed biological weaknesses has decided to take it upon themselves to find ways to fix it. You have now seemingly succeeded with the ability to modify a single person's genetics, or your whole empire at once. The process is however very lengthy and takes much of your researchers concentration.
- **Uplifting and Integration(-300)(Discount Pacifist, Xenophile):** Your empire sees the use of other primitive ones, however unlike *others*, you simply wish to share with them the glory of full sentience, and if possible, even a place on the round table of your Government, due to this your Empire has developed programs and technology made specifically for both increasing the speed in which races can reach faster than light, but also integrate into civilised society.

- **Psionic Soldiers(-300)(Discount Spiritualist, Psychic Trait Required):** Cultivation of psychic powers has been an ongoing attempt in the history of your Empire. Finally however you have achieved it. With this new cultivation of abilities, your Empire has created an elite fighting force composed of psychic soldiers that are nearly the best in the Galaxy, with only a small few able to match them in the field of battle, none of which have been discovered by the empires around you of course.
- **A Sphere that Ate the Sun(-1000)(Discount Materialist, Militarist, and Collectivist Ethos'):** I do not know how you have this, and neither do I mind really, but in your hands are the plans for a building on a scale of which your budding empire would be lucky to even glimpse. Luckily for you however, the plans also detail how a small empire such as yours could potentially build this... Dyson Sphere with significantly reduced cost, a monument that could surround a Star and completely close it off and siphon its energy. As you can easily see such a creation is on an incredibly wide scale, and also very useful to certain people which of course makes defending such a creation your number one priority, not to mention that it can only be created in systems where you don't much mind killing all potential life in a solar system.
- **A Ring that Surrounds the Sun(-1000)(Discount Pacifist Spiritualist, and Individualist Ethos'):** Once again I have no idea how you could get the plans to such a creation, but you have. These plans detail the creation of a giant ring, like the above surrounds a Star. Unlike the above however, this ring contains within it different sections that simulate life on an ideal planet. With it's massive size your empire can focus much of its population in this described ringworld, as well as its industry allowing for perfect spaces untouched by the hazards and issues found on colonizing planets, as well as the effort needed. All of these sections are as large as the most ideal planet, and if partitioned well enough, could be used for different purposes that complement each other. Once again however, the creation requires a voiding of an entire Solar System, so the same warnings apply.
- **A Nexus For all Wonders(-1000)(Discount Materialist, with Individualist Ethos'):** Once again this manifests itself as a set of plans and blueprints, however unlike the others these plans detail the construction of a colossus that while not quite on the scale as the previous entries, is still a fair size. The plans detail the creation of a state of the art laboratories that contain the necessary tools and equipment to potentially provide for the research needs of your entire Stellar Empire. This station however seems to be built with the concept of sections in mind, and each research department is its own giant area all connected together. Thus each section must be built at a time with tremendous resources(though reduced tremendously thanks to

these plans) needed for each new section. The boons from such a creation however are left unsaid.

- **A Station that sees all(-1000)(Discount Collectivist, Spiritualist, and Pacifist Ethos'):** These plans Jumper detail possibly the least directly profitable creation out of this group, that being said its capacity for other uses are almost unseen in the Galaxy. For you see Jumper these plans detail a station, not one like those above, but a station outfitted with nothing but sensor arrays. All of these arrays however must be built piecemeal, but when it is complete, sight over the entire galaxy is an almost paltry task, and the diplomatic bypasses such information allows is enough on its own to lead to your place in the top. Needless to say the price paid for this creation will be paltry when met with its boons.
- **A Shard of Metal Filled with Grass(-500)(Discount Individualist Ethos):** Sometimes, Ringworlds are not the best of options, having an entire solar system voided simply for more living space for some is positively wasteful. These “Habitats” detailed in these blueprints however are much more reasonable taking up the exact same space as a planet and serving as an extra population center if you find yourself stranded with planets too hostile to live on. The uses this could have go unsaid.
- **A Shield of the Mind(-300)(Requires Psionic)(Discount Collectivist and Spiritualist Ethos'):** A seemingly miraculous discovery made long ago by your ancestors through means that are no longer shared due to... Unfortunate accidents, your race has gained access to Psionic shielding technology, which not only protects much better than normal shields, but also does not fall to the pitfalls of weapons that damage them anywhere near as much.

Ethics Perks: This section utilizes EP, so you can have +1000 of them as well as with the same rules as above.

- **Mineral Senses(-100)(Discount Materialist):** Some may jokingly refer to your kind as bloodhounds for minerals, but little do they know that phrase has more truth than they think, Your Empire just has the strange ability to know where to find

more mineral deposits that could benefit you where others would find nothing, almost doubling the potential amount of resources found.

- **Anomalous Empire(-300)(Discount Materialist):** The universe is a strange place, and your Galaxy is no stranger to such... strangeness. Normally such things could be ignored or even completely passed by when searching other systems, but your Empire seems to constantly find itself running into the strangest part of the Universe such as teapots orbiting a star. Nevertheless, these anomalies are never negative.
- **In the Name of *Our* God(-100)(Discount Spiritualist):** An empire such as yours needs its Religion. As such, your citizens may come in second in some of your worries, however no Empire has ever survived while simultaneously ignoring the opinion of its citizens, and yours is no different. Thankfully, Religion and pragmatism meet in your Empire's seemingly supernatural ability to simply use their founding Religion to explain away certain acts without ever needing to fully explain them to your citizenship.
- **In the Name of *God*(-300)(Discount Spiritualist):** An empire needs allies, but for one like yours that is beholden by its Religion such alliances could be completely above you. With this however, even when faced with a completely opposing Empire you find yourself able to overcome such differences and trade and work together without much issue as long as your Ethics do not completely oppose one another.
- **Slave Liberation(-100)(Discount Individualist):** Slavery is an abomination against the freedoms of a sentient being, and thus your Empire puts a non negligible effort into freeing these slaves. With such an effort put towards freeing these unfortunate victims of fate it wouldn't particularly do for them to be unable to adapt to civilised life. With this any of those attempts go flawlessly for these newly freed Denizens of your Empire, and any political ramifications or social upheavals are kept to a minimum.
- **A Stand For Freedom(-300)(Discount Individualist):** Too long have other Empire's stood by and watched as those others trample across the most valuable freedoms to sentient life. With this any time your empire faces a war against those who find themselves with heavy utilization of Slaves they find almost double efficiency with everything, weapons, logistics, army damage, all of it. While this might not be enough to make a completely hopeless fight winnable it will give those slaving bastards the smack they need.
- **Domesticated slaves(-100)(Discount Collectivist):** It is a waste of valuable time and efforts to have to sully your Empire with the work of subduing those who do not understand their true place in the grand scheme of things. Thus your Empire has developed a much more... Streamlined process of making sure

that these... Workers for the greater good truly understand their place and never try to leave it.

- **Slave Trader(-300)(Discount Collectivist):** Many Empires miss out on what could possibly be the greatest resource in the Galaxy: Flesh. The millions of those in servitude to your Empire and its greater vision can instead find themselves in another use, trade. With this your empire becomes completely peerless in the matter of Slave trading, to the point where none others could hope to even match your abilities in both setting up such a trade monopoly and maintaining it.
- **Exterminatus(-100)(Discount Xenophobe):** These filthy vermin completely infest the galaxy. The people of these lesser races even after their surrender and decimation still continue to exist, and their worlds remain a final unending testament to that continued existence before being brought down. No more, with this you have developed a way to turn planets that would once have been tropical paradises to completely unrecognizable husks of their former selves with little effort and preparation, from something as simple as a small fleet to a canister with a chemical agent, no longer shall the inferior breeds mock you in silence even after their passing.
- **Common Ground(-300)(Discount Xenophobe):** Every race in this Universe is inferior to you. That is fact, however, what is also a fact is that you are not in the position of greatness you would otherwise be in, thus you need the assistance of these more disgusting entities. Thus your Empire has been forced to adapt and you have managed to find ways to easily make other Stellar Empires forget the fact that you consider their every waking moment a blasphemous insult against your very being, and allow them to work very closely with you despite such a fact, the people in your Empire easily adapt to allow these new allies the comfort they need to consider yourselves good friends, that is at least before the betrayal. This obviously does not work if you've already given an Empire reason to hate you that doesn't involve Xenophobia.
- **Uplifting Without Issue(-100)(Discount Xenophile):** The poor species others might refer to as primitive have another description in the eyes of your Empire: unenlightened. It is wholeheartedly believed that these beings simply need the opportunity to rise amongst themselves before they can truly find themselves. Because of this the creation of special programs and countless years of research has allowed your Empire to fully find itself capable of allowing cultures even at the lowest rungs of the progression tree skyrocket to the more modern ages to govern themselves.
- **Kawaii Desu(-300)(Discount Xenophile):** Cute. That is a word many have used to describe your race, and Empire in general from your culture to everything. Just as you love those other cultures, other Empires have also found themselves in love with you as well, diplomatic tensions will always be low, and relations

with everyone will be great, unless your empire does something to truly offend another, then this fondness will evaporate.

- **Unraised Arms(-100)(Discount Pacifist):** Not believing in the use of violence or believing in little use of it means that your Empire will rarely ever raise arms to declare war, or even for general purposes. This may cause some to look at you as easy pickings, thankfully however you seem to have the strange ability that when you choose not to pick a side in a conflict or directly antagonize others, others will generally not do the same to you. Even Fallen Empires and other such great looming threats will rarely ever attempt to attack you if you haven't shown such prior hostilities. Attempting to build a superweapon or something of that sort however will result in this evaporating.
- **Peaceful Military(-300)(Discount Pacifist):** While violence may never be the true answer, only a fool would believe that peace offers perfect protection, and when it comes to defending yourself. With this however any worries of your non violent philosophy, and your attempts at defense from conflicting. Any attempts to defend yourself from an invading force go twice as well as they otherwise would, from lucky hits to failure in formations, all of it could help you successfully defend yourself. This doesn't however mean you'll win under impossible odds.
- **Right of Conquest(-400)(Discount Xenophobe):** In a Galactic scene like this there are far too many rules for declaring war, a limit on planets to be taken here, a limit on bombardment there. Not for you however, whenever you declare war your demands are seen just as valid as any other. Your demands could be for the hundreds of planets within an Empire, and it would be taken just as validly as asking for a single planet.
- **Open Arms(-400)(Discount Xenophile):** Sometimes all that is needed is to welcome others with open arms to have them understand you. Thus whenever your empire embraces another with open arms, you will find them much more appreciative to your advance. Empires who would otherwise hate you will find themselves willing to trade with you and stay cordial as long as, on your first meeting you treat them with open arms and excited fervor.
- **Galactic Force Projection(-600)(Discount Militarist):** A galaxy such as this needs to understand who is boss, and that's exactly what you're here for, to show the others who's boss. With this fueling, and maintaining massive fleets or superweapons become a distant memory as your Empire finds itself able to support, repair, and deploy a fleet of any size through multiple other means, from onboard energy reactors that others seem to have failed to utilize, to simply being amazing at logistics. Needless to say, your Empire shall never find itself limited by the level it can support its fleet.

- **Evolutionary Mastery(-600)(Requires genetic Engineering)(Discount Collectivist):** your use of Genetic Engineering before this may be compared to a monkey banging a stick on a rock and calling it innovation. With this your Empire has fully mastered the art of Genetic Engineering, to the point where feats of genetic manipulation which would otherwise be thought of as Impossible are now easily possible for you. Turning your whole race into a Hivemind, or forcing other races' progeny to be distinctly of your biological make-up, or changing the natural habitat preferences of a single race are all possible in single digit years instead of the decades it would otherwise take. Finally, you have mastered the flesh.
- **Psionic Awakening(-600)(Requires Psionic)(Discount Spiritualist):** An awakening has reverberated through your Empire. A Psionic Awakening, Millions across your homeworld find themselves now with the abilities of a Psion, able to manipulate the very fabric of space around them for various effects, and touch the minds of those around them. Not only that, but the average citizen now finds themselves with Psionic abilities greater than that of what would have been your elite before. Finally however, the greatest boon from this awakening seems to be the entrance to a strange and mysterious Psionic dimension under the name of the Warp- Shroud. The Shroud is filled with many beings who may be willing to bargain a deal for great power, though be careful, these beings cannot be understood to mortal minds, and their motivations even more so.
- **Master Builders(-600)(Discount Materialist):** Your race has fully embraced the materium, because of this your ability to build wonders, and technological marvels has all but flourished under it, even the most daunting of creations, such as the Dyson Sphere above could be built with less resources and time than the Blueprints above allow. In time you may even be able to develop super weapons and Monoliths that will float amongst the boundaries of space, though the time this may take depends on you.
- **Defender of the Galaxy(-600)(Discount Pacifist):** The Galaxy is beset by many forces beyond their own understanding, yet petty disputes and fights impede these great "Star Empires" from coming together to deal with a threat that would all regards aside be easy for such an alliance. No more!! With this whenever a great threat is coming towards the world your Empire shall always be able to unite the various nations to deal with it, however there must be an actual threat, and once it is dealt with there is no guarantee what these Empires will do.

Companions: Only you can take Ethics options.

Full Team(-400)(Discount Wanderer): A Leader needs a team to help head his Empire. A team for the various aspects of your Empire, and with this purchase you get that team, three scientists, three generals, two Admirals. Each of these may purchase with discounts from their Origin Tree, and all come with 800 CP. This team can either be imported from a previous Jump, or created wholesale for these purposes.

Advisor(-200)(Discount Leader): A leader also needs someone to help them make decisions, and what better person than an Advisor? This man or woman, comes with 1000 CP and any choice of perks or Items under the wanderer tree discounted,

Plain Import(-200): 8 Companions, each whatever Origin you wish, with 600 CP to spend on perks and Items. Or you could spend 50 CP for each one

Drawbacks: No limits on these, take as many as you want.

Extended Stay(+0): Maybe you wish to see your empire grow even more than usual? Regardless, you may now stay in this world anywhere from one thousand years, to ten thousand. The Sky's the limit with that much time.

Civilization From Jumps Past(+0): Picking from these options for your future Empire may be disappointing for you, thus you may pick one Empire or race from the past that you ruled over, and their Capital Solar System to use instead, completely ignore the race section and planet sections. For an extra 50 CP you can import another. You can do this as many times as you wish.

- **Imperial Inserts(+200):** Not everything seems to be fun, as an Empire from a past Jump under your rule has followed you, so has one not under your rule. This Empire is completely hostile to you, and for an extra 100CP you may import another Empire or nation for a total of 600CP that can be gained from this. If this Empire isn't yet space faring they will be given Faster than Light Technology and the base needed for it.

Energy Deficiency(+100): Energy is the most important facet of your Empire, from its maintenance of ships and stations to your currency for trade with other Empires. However it seems as if all of your in-Jump Energy Plants and reactors only yield half their normal output of energy credits. This will make starting off a serious issue.

Mineral Deficiency(+100): Minerals are a close second to Energy when it comes to usefulness to your Empire, they are the raw metals and such that are needed to create buildings and Starship, yet like above, all your In-Jump mines and stations only seem to produce half what they usually would. Once again your early growth could easily be crippled.

Ship Formation Deficiency(+150): The formation of your ships could mean the difference between victory and loss in a battle. Sadly for you all your ship captains and Admirals seem to be completely unaware how to properly stay in one. Thus you shall commonly find multiple ships not where they are supposed to be, or crashing into one another non fatally and generally just disorganized. Have fun with any sort of Military Intimidation.

Planet Limit(+200): Despite any perks or abilities or otherwise, you or your council only seem to be able to directly govern ten planets before having to section them off into sectors whose direct affairs you can't seem to change. Frustratingly enough the only thing you seem to be able to do is change their manufacturing priorities and their taxes.

- **Idiotic Governors(+300):** As if having to section everything off wasn't bad enough, now you have to deal with the fact that anyone you put in charge of these sectors just manages to become the stupidest person possible, despite any natural advantages in their sector manage to go in the most inefficient direction, and generally cut the efficiency of everything in half. Expect to be faced with much Bureaucratic blockage in the matter of resources.

Fleet Depletion(+200): Ignoring whatever abilities or perks you have, you only seem to be able to fully support half what you otherwise would be able to with your resources, normally massive fleets will find themselves riddled with energy issues and hull weakness lowering their fighting effectiveness to even lower than what would be possible if it was just kept lower.

Dedication? What's That(+250): The idea of dedicating entire worlds to one facet of production seems to be entirely beyond your people, and by extension you. Getting over the massive inefficiency this brings, this also means that you must make sure that each of your worlds can individually support themselves with food and mineral+energy upkeep for their buildings, leaving little to your Empire itself. Efficiency weeps for you.

- **Trade? What's That?(+200):** To make your prior problems even worse, you find yourself completely unable to trade with other Empires to help release the burden on your planets. Trade with other Empires is still possible, but if it's an attempt to help relieve the burdens on these planets you'll be met with failure due to the fact that there isn't an Empire-wide food storage system, and the fact that all attempts to bring these supplies to these planets fail miserably.

Intergalactic Trade Problems(+250): There seems to be an issue with your Empire, more specifically your complete inability to trade with others. Any attempts to exchange any sort of goods with each other completely fail without any chance of success. Whether through issues transporting goods, or some sort of insult to the Empire making them unwilling to trade. You're completely on your own.

Pirate Woes(+300): Pirates seem to be an annoying blight upon your Empire, constantly attacking some of your bases and stations almost constantly, meaning you must keep a constant battlegroup ready to weed them out. However even after completely rooting them out and destroying them you simply find another base, and another. Even after the whole Galaxy has been completely explored, or inhabited they'll still pop up somewhere.

Closed Borders(+300): Spying? Well that's pretty hard when any time an enemy closes their borders to you, you have to follow. You find yourself completely unable to breach any such declarations for espionage or simple efficiency in travel. Yes, this will be very annoying once others catch on that you'll actually follow this.

Warmonger(+500)(Can't be taken if Pacifist): Regardless of your Ethics, your Empire has found itself with a new obsession that it takes the effort to cultivate constantly: War. Your people and government officials as well as yourself will clamber to go to war with any nation that even breathes in their direction regardless of their relative power or even if it would be beneficial. Have fun.

Happy Problems(+500): Keeping civilians happy is the most important job for any Empire, or at least keeping them docile is. However, you've come to find that this is near

impossible with your citizens, every single one of them can barely stay happy with any decision you make, your best efforts, which could leave some as if feeling they were in a Utopia would only make them feel as if things were going ok. Expect much frustration.

Leviathans(+600): It seems as if the Universe isn't as Wonderful as it would seem, there are roaming horrors behind every corner. Actually, there are 4 in particular: The Ether Drake, a giant space Dragon, The Stellarite Devourer, a being that eats stars, The Dimensional Horror, a being halfway through our Universe from another. One of these entities has somehow been inflamed against your empire, and now in ten years they will assault your Empire, in which case you must defend yourselves.

Fallen Empire(+600): Well Well Jumper, here is an Empire from the old times, from thousands or even millions of years ago, and now they wish to retake their place as a former galactic power. Do not be fooled by their small territory space however, they have fleets that can outmass entire planets, and technology that can only be rivaled by the end of your technological expansions. They may not be very happy about all these little kids around their playground, so prepare for the Storm. Luckily for you however, you have 20 years before they arrive.

War In Heaven(+400): As if to make a bad situation even worse, there is another one of these Empires, and they aren't very happy with their old rivals. So both will give every other Empire in the Galaxy a choice, submit with us or die with the others, and needless to say staying neutral is not an option. Both sides will immediately eradicate anyone attempting to do so. This is a true war in Heaven between two colossi.

Unbidden(+800): From what seems to be the technological folly of a now dead Empire, a dimensional rift has opened leading the energy beings known as the Unbidden from entering the Galaxy. Their goal? The complete eradication of all life in the Galaxy to be replaced with theirs. Like the Fallen Empire their fleets and technological prowess is at a level that cannot even be comprehended by your minds, unlike the Fallen Empire however, they have an entire Galaxy beyond this portal to draw from and multiple of these fleets and armies to field. If given time more of these monsters may be brought into your galaxy, the only solution? A massive frontal attack on the site of the rift to forcefully close it and banish them forever. You have 10 years to prepare Jumper, use them well.

The Swarm(+800): The Tyran- Swarm, is a massive hivemind of biological beings ranging from the size of a dog to a fully scaled battleship, that have now invaded the edges of the Galaxy, their goal? To convert all Biomass in this galaxy. Like the former two threats, their sheer number and Naval prowess is enough to make any Empire and Nation quiver, yet unlike the others, they will keep multiplying and growing without limit if not stopped. The only solution is like before, a massive frontal amongst all words infested, and a prompt bombardment that leaves it nothing but an empty tomb, and a naval attack that destroys any and all of their spores. Once again you have 10 years to prepare.

A Galaxy at War(+1000): These are truly times of worry Jumper, every Empire in the Galaxy has entered an unending war, with alliances as frequent as stars in the sky, and evaporating faster than the turn of a Galactic year. No one is exempt from this, and you must stay and fight, the time for Diplomacy is over, and until every other Empire is completely eradicated, all their planets glassed, and their subjects integrated will you be able to leave. They are all preparing for the same, so get ready.

The ~Worm, King of the Endless.(~+1000): You know what this is Jumper~, ~yes you must ^kill it^ or fully end its influence~ as the blight it is on this world and others, good luck~. The ~Worm~ is the before, the after, and the ~present, to truly defeat the madness that is its influence you must~ somehow delude it while simultaneously researchi~ng^ for a way to overcome and protect your~self from these effects. At the end of it however, you must realize that it's death was for no~thing, and an otherwise Benevolent Entity was killed for the ^sake of more personal power. Was ~it worth it^?

Victory: You shall be in this world for five centuries to govern over your Empire, yet these centuries would be misplaced without a Goal. Within this time period you must complete one of these four goals,

or risk failure. Completing any of the goals apart from Standard could result in you being allowed to leave early victorious.

Standard: Simply survive have your empire survive for these five centuries without ever losing their Sovereignty. Not hard right? Any time you die of old age, your successor will be taken over by your consciousness. This successor must however be of the same Empire, a rebellion taking place that completely uproots your Empire will count as failure.

DOMINATION: By the end of this Jump, control 40% of all habitable planets in the galaxy, if any other Empire does this first this cannot be used as a victory type.

CONQUEST: Simply conquer and dominate every single Empire and Nation in the Galaxy leaving none except those too primitive to do anything. Become the Star Lords of this Galaxy, and you may leave.

FEDERATION: This one is simple, form a Federation and control 60% of all habitable planets in the Galaxy. Once again if someone does this before you it's can't be used.

The End

Cancel Colonization: Maybe it's time to leave, you've seen enough of war, and ruling and would much rather return home.

Colonization In progress: Or you could stay here, the world of Stellaris and it's Stellar Empires has fully enraptured you, so you won't be leaving soon, or ever.

Colonize new Planet: Why would a speedbump like this ever stand in your way? Of course, you will continue, unbidden amongst the stars.

Notes

- Each of the 1000ET Technologies will take an extra 20 years in comparison to their normal canon times, as a result of being made for a small empire like yours.

- Bringing in an old Empire means that anything in their capital Solar System comes with, including all your infrastructure there. If you had a fleet there it will come with you.
- Furthermore you may take the Empire you gained here with you to future Jumps, either integrating them into the history of the world. If the world is pre-FTL it will simply be another nation, but if it's in another FTL Setting the full might of your Empire may be brought with you, including all your colonized systems which will insert themselves into the world.
 - If you somehow made any of your advisors or citizens immortal, they'll find themselves in other Jumps with anyone designated so acting as the de facto leader and will work according to their personality in that setting.
- There will be thirteen other Empires apart from yours by default.
- No you can't leave early by fulfilling a Victory Condition until you defeat the drawback enemies.
- Stay away from Black Holes.