

Civilization

Are you a noble and pious ruler, a bloodthirsty god-king conqueror, or a savvy mercantile prince? These are your choices and more as you emerge upon a new world not unlike your home. It is a wild, untamed land with a primitive culture- one that has just discovered agriculture.

You are expected to live among your people. You might not lead them, but you will be of them for the span of their entire history.

Starting Budget: +1000cp!

Special Rules

Eras

Unlike most jumps, Civilization spans *eras*, with decades, centuries or more comprising each one. To that end, your time in this world will be a little different.

If you are an incarnate being on the world, you will age as normal for whatever kind of being you happen to be, and if you die of old age, a new 'you' will arise in the subsequent era. Any time you lost between those two periods, you'll have to trust your civilization to have handled without you.

Setting aside win-conditions, you are expected to stay in this jump until the year 2300AD. Even if you start in the Future Era, you will be here for nearly 2 centuries!

Dying of old age in this jump does not end the chain. Dying in battle or by accident *does*.

The People

You do not need to start a new civilization with baseline humans. For 100cp, you may choose a race you have encountered on a previous jump, granting yourself a suitable form to lead them. Do you want to lead a nation of demons, merfolk, elves? Go for it. Your people will begin on a world/environment that is well suited to their expansion.

Your Rivals

You aren't the only people on the planet! Depending what drawbacks you pick, you will have 3-15 other rival civilizations to contend with. Their world leaders may be drawn from history, or randomly generated by the vagaries of fate. Regardless, they will be balanced to deal with you and your nation.

Win-Conditions

Accepting the fact that quite a few Jumpers could bootstrap technology up to an exceptional level, there are optional win conditions, if you wish to end the jump early.

Cultural

Your goal is to convince other Civilizations to adopt your cultural values and national identity. When 'They' are 'you' and their leaders have declared an alliance with you, you can end the jump before 2300AD.

Economics

Here, your objective is to create a world-spanning mercantile empire. When your Civilization is the largest worldwide bank, trade group or business interest, with headquarters in all remaining Civilizations, you may end the jump before 2300AD

A good mark of progress: Your face is on every piece of currency.

Theology

Your nation must influence the way of thinking, spiritualism and philosophy across the entire planet. Either by forming a worldwide religion, a unified philosophical college, or similar institution, you may end the jump before 2300AD

Think of this less like 'religion' and more like the world adopting Confucianism, or perhaps Buddhism. (The latter is not exactly a religion...)

Warfare

Your objective is to conquer the world, nothing more and nothing less. When every surviving Civilization has either surrendered to you, or become a client state to your empire, you may end the jump before 2300AD.

Science

If your people can succeed in building, launching and surviving an interstellar spacecraft, destined for Alpha Centauri, you may end the jump before the year 2300AD. Simply giving your people a ship you already have does not count.

Roll Your Starting Era

Roll 1d8 to select your era, or pay 100cp to choose.

1. Ancient Era - 10,000BC - 700BC
2. Classical Era - 701BC - 0AD
3. Medieval Era - 800 - 1400
4. Renaissance Era - 1400 - 1700
5. Modern Era - 1875 - 1975
6. Information Era - 1976 - 2025
7. Future Era - 2026 - 2300+
8. Choose your starting Era!

Origins

Your Origin defines your 'point of view' and how directly involved you are with your civilization and it's development.

Drop-In - Free!

You aren't anything special, other than someone who obviously is of the tribe that founded the first permanent settlement. No one will call you an outsider, but you'll have to figure out how to contribute to the survival and growth of the nascent civilization.

- + No extra memories or responsibilities bogging you down.
- + No one is going to look at you for solutions- as long as you pull your weight, you'll get along just fine.
- You have no credit with anyone, so they'll have trouble believing you about pretty much everything they don't understand. Rationalism, scientific thought/method and logic? Well, people aren't *dumb*, but they're certainly not going to grasp what you deem obvious without some effort.
- Your jumper powers will probably scare the hell out of people, so keep them on the downlow.

God-King - Free!

You want a hands on experience of leading your people, from the front or the ground. Starting in the first truly permanent village of your chosen people, you are already their headman, sage or similar honored position. They accept your Jumper powers as you being an incarnate god, and it is up to you to decide if you want to correct them or not.

- + You have a few decades experience leading your people already, and they believe you no matter how crazy you sound.
- + Don't lie: this is the dream of like nearly half the Jumpers. You can be as noble or crazy as you want.
- + You aren't Actually a God.
- Everyone's going to depend on you, and possibly become cripplingly reliant on you unless you really work at making sure they're self-sufficient.
- You might not be necessarily comfortable with the 'god' part of god-king. You'll have to deal with that however you feel is best.
- You aren't Actually a God.

Advisor - Free!

For those of you who don't want to be so directly involved in the day to day (or year to year) action of your civilization. You have the option of becoming intangible, and will serve as an inspiration to your people over the centuries.

- + You have a few decades observing your people from on high, and have a pretty good idea of their situation, you might not know names, but you know where to guide them.
- + This is closest to actually PLAYING Civilization, just without grids and turns.
- You're expected to spend a lot of your time immaterial, acting as a guiding presence, instead of a direct ruler.
- It's tougher to teach things, as you're spending most of your effort on subtle nudges and inspiring people, not telling them what to do.

Methodology

Your Methodology is where you get the bulk of your discounts. You can buy up to **two** Methodologies.

Cultural - 100cp

You are focused on ensuring your civilization is a cultural powerhouse. This perk enhances the arts, language, communication and politics.

Economics - 100cp

The exchange of goods, services, acquisition of wealth and other related sciences are yours to master and command.

Theology - 100cp

Yours is a culture defined by a faith or dedication to some higher ideal, be it an organized religion, philosophy or other tradition.

Warfare - 100cp

Combat techniques, strategy and so on are your civilization's specialty.

Science - 100cp

The pursuit of ever greater heights of research and technology are your driving passions.

Perks

Selections with a matching Methodology **Or** Origin are 50% off.

Drop-in

100cp - Oral Tradition (Free with Drop-in)

The first method of really transferring information from generation to generation was the art of song and storytelling. you gain a knack for the same arts, able to effortlessly compose songlines and legends intended to deliver useful parables about the land, science or other such things.

As long as something is composed as a song (or poem, it just needs that rhythm), you can explain something to someone and they will not forget it- though this doesn't necessarily guarantee understanding.

100cp - Time-Traveler's Temper

No matter how thick the cultural or linguistic barrier, you can't lose your temper when trying to explain something to someone. You will always be able to calmly and rationally compose yourself. You are also never confused when someone misses a step or makes you lose your place in a discussion.

300cp - No Gods or Kings

With a sufficiently passionate declaration, you can describe or declare something, and people will see it as it is, not how they believe it to be. This perk allows you to remove someone's blinders to illusion or stranger things. You could convince someone of your Jumper nature with a brief demonstration, or explain that disease is caused by germs they cannot see, as opposed to evil spirits.

This only works on subjects that can be considered true- you can't make someone believe a false phenomenon.

600cp - One... More... Turn...!

You're always certain that with a little more time, you could change the world. And now you can! When confronted with a task or objective that has a time limit, you can opt to extend out how long you have by a reasonable interval. A bomb with a ticking timer can be extended out by a few minutes, or an hour if it's a particularly slow bomb. A deadline for a research paper, or the go-no-go for a military action or space launch can similarly be delayed by days, weeks or months. Truly large projects can be delayed by years.

This cannot extend the duration of Jumps, only actions and circumstances within jumps.

God-King

100cp - Accepting the Divine (Free with God-King)

Sometimes you just don't have time to explain. This perk grants you a catch-all excuse of 'Mysteries of the gods' or 'I'll explain later'. You can use this effect to ensure someone accomplishes a task you request or uses a tool you've provided, and they won't delay by asking how it works. You will be required to explain properly later, but hopefully by that time, you and your allies have solved the problem.

100cp - Let There Be Light

You gain a skill with what to most are minor tricks with fantastic applications. This talent allows you to purify things for later use, or amplify their effect, increasing how long they last and how effective they are. You could will a single candle to light a room, or arrange for a fire to burn through winter. Touching a vessel full of water purifies it of all contaminants. These are merely examples, not the limit of this talent.

With sufficient time and attention to detail, the basic necessities of life for you or your people are always well in hand.

300cp - Primitive Screwheads

Maybe by dint of items you brought in, new technologies you developed, or strange powers, you have convinced the local barbarian tribes and small hostile enclaves to give you and your civilization a wide berth.

During Civilization, you suffer far fewer barbarian raids than others, and can rebuild faster from the attacks that do happen. In subsequent jumps, you and organizations you lead suffer from fewer random acts of hostility. Gangs don't assault your stores, rival nations consider you not worth attacking, etc. You can expect a 50% reduction in these hazards.

600cp - Realm of Myths

You and your chosen people are greater, grander than the others. Your civilization or organizations you lead, including yourself and your Companions, grow taller, healthier, and more mythic in stature.

Legendary feats are now possible for you, such as such as wrestling a river, or dancing for twenty days and nights without food or rest. You could try to seduce the wind or tickle a mountain. Over time, you can also imbue this trait onto your chosen people (and companions), though any active conceptual effort on their part requires your presence. Those affected gradually become, grander, larger-than-life and serve as inspiration for all kinds of cultural tales and mythology.

Advisor

100cp - Spirit of the Nation (Free with Advisor)

For the duration of your time in Civilization, your default form is an intangible presence that covers the physical and cultural breadth of your chosen people. In this state, you may communicate verbally or nonverbally with anyone under your range of influence.

You may spend a third of your time fully incarnated in your chosen Jumper form, with full access to your powers and warehouse.

After the jump, you are no longer intangible, and instead count as 'present' around those who are loyal to you, for the purposes of communication, though you might need something like telepathy to actually speak.

Design Note: This is primarily an 'enabling secondary power', as it's primary purpose is to extend the range of your influence. Basically if you have an aura buff, this extends the range.

100cp - Muse

You are an inspirational presence- You could serve as someone dispensing sage advice, a legendary model, or create some other suitably thought-provoking circumstance with another power. People who interact with you (even when unaware) are prone to sudden bursts of insight and inspiration.

In any case, you don't have direct control over what this inspiration leads to, but it's usually related to whatever interests the inspired has. A musician might be inspired to create a defining piece of his genre, or strike out into new territory, shaking up the status quo.

Regardless, this inspiration *will* make history.

300cp - View of Ages

It's easy for you to take the long view of things. You can maintain a very wide overview of a given topic, tracking variables from several different sources, and understanding the connections of one asset to another.

This perk allows you to make reasonable predictions based on say, how good your current and previous harvests were, or how much profit you'll make in the next quarter. Your predictive accuracy is based entirely on how good your base data is, but you won't make a mistake misreading one variable for another.

600cp - Great Man Theory

You may designate someone as a 'Great Person of History'. At that point you may attribute a single discovery, innovation or great historical action to that person. Everyone will (including the subject) will believe they did it as well. The selected person gains as much knowledge on the subject as needed to maintain the illusion of their accomplishment, such as dinner conversations or being on the lecture circuit. They may only end up being famous for one thing, if you permit it. Companions remember that they didn't actually accomplish what you gave them credit for.

If you maintain contact with your Great Person of History, they become phenomenal leaders and can easily manage nations, corporations, research groups in your stead. You gain a perfect awareness of their actions and accomplishments, and can instruct Great Persons with mental or verbal communications, such

as the Muse inspiration aura. Subsequent actions or discoveries they take are attributed to them, but rely on your borrowed talents and skills.

You may designate up to eight Persons of History at a time per jump, and remove one such blessing every decade. Removing this blessing reduces their charisma and organizational skill to normal levels, and you no longer have a perfect awareness of their production. At the end of a jump, all Great Persons are reset, and you may select new ones.

Cultural

100cp - Patron

Maybe its by luck or careful management of your burgeoning culture, but there has always been and will always be a place for the arts in your eyes. This perk ensures that you can live comfortably off of completely creative and aesthetic endeavors such as painting, sculpture and the like- clients will find you, museums will want your works, and so on.

This effect even applies to members of groups or organizations you lead- subsidizing the arts will never impact your budget no matter how extravagant- the means and funds simply appear, waiting to be distributed.

300cp - Printing Presses

You gain a particular mastery of the written and printed word. You can flawlessly transcribe a book either by listening or having a manuscript handy, and do so in less than a fifteen seconds per page. In addition, any written work you inspire, commission or compose will spread twice as far as it would have normally.

Partial translations of such things will appear even before the full text has been seen in foreign lands. Those translations will also flawlessly capture any cultural mores, as to preserve the original meaning without compromising the reader's ability to comprehend.

600cp - A Thousand Ships

You are ineffably beautiful or handsome, as such that nations would go to war for your hand, and gods- if they exist, might harbor jealousy or desire for you. In either case, your appeal and charisma is so great as to be a cultural touchstone. Someone thinking of you improves their morale, and being in your presence renders their faith in what you stand for unshakable.

Economic

100cp - Silk Roads

You and your people have a natural talent for expanding your market share. Actions you take to increase sales, trade, or otherwise break into new markets happen twice as fast. This includes actions like leading or ordering shipments of goods over land and sea.

300cp - East Indies

Your mercantile genius is such that you can *a/ways* find a market for anything you or the people you lead can provide. Anything from raw materials, finished goods, or services. In addition, you can automatically determine a product or service's actual value, and compare it to how much it's being sold or traded for.

600cp - Industrial Complex

Interdependent systems are a fact of life, and you have a supernal control over them. As long as there is a flow of resources, knowledge/ideas, money or other such things between three or more connected parties, the costs involved are reduced by 10% per 'stop' in the logistical chain, to a maximum of 70%. The number of connections can be as many as you can manage or be reasonably involved in.

As an example, if you are making a sword, then it takes 30% less money, time, material and effort, because in this case there were three steps to making the sword. Mining the ore, transporting the ore, and making the sword. The miner received the 30% reduction, as well as the one transporting the material to your forge.

Taxes being taken out or government grants count as 'one stop' in this process.

Theology

100cp - Cantrips

Be it a few notes, a verse, or some other gesture or minor ritual, you can create an empowering mnemonic that fortifies the spirits of those who follow you. When you take this perk and at the start of every jump, you can redefine the relevant gesture or verse. Even if you copy another ritual, you will still have to teach yours for it to have any effect.

By performing the minor ritual, actions a person takes are slightly more likely to succeed. This is usually just a few percent in the practitioner's favor, but it adds up over time.

300cp - Haven

With a bit of effort and some cultural engineering, you can declare a particular type of location as culturally sacrosanct, and a behavior within that location as either taboo or auspicious. You could for example ensure that graveyards are undisturbed at night, or that violence is discouraged in schools. People who enter these designated zones will understand the cultural significance very quickly, even if it's their first time entering.

This taboo is not perfect, however. Individuals with sufficient willpower can overcome the protection effect and perform the restricted action.

You may apply this haven effect to properties you own with no limit save for one taboo per type of property. For properties and locations you don't own, you can only maintain a maximum of eight haven categories. (Graveyards, hospitals, schools, etc). Releasing the protection over an area removes any inherent enforcement, but if people remember the taboo, they'll still probably follow it.

600cp - Civic Spiritualism

Perhaps through collective unconsciousness, resonant prayer, or simple miracle, you and your people are able to create or call spirits to aid your efforts. This requires a degree of ritual effort, such as long rituals, or inscribing special runes into a structure- you know how to do these things thanks to the perk.

Such spirits are usually themed after what their source is- the spirits of a school are interested in promoting learning, the spread of knowledge and so on. It can be safely assumed that spirits you or your people create will serve in the best interests of their domain, to their knowledge.

Spirits usually try to stay out of sight, and serve as efficient, invisible support staff. Their actions are often subtle, working in small ways that support to a greater whole- a closet might clean itself, or a garden will never have weeds, and so on. These minor feats lead to grander results however, as a group or action that involves a healthy, happy spirit is gifted with good fortune.

If you go somewhere that happens to already have custodial spirits like the ones described, you instead can request their assistance and empower them by strengthening their domains. You may need to research what a native spirit might want or appreciate, though.

Warfare

100cp - Martial Culture

Discipline radiates from every defensive wall and the hearts of all who are of your Civilization. People who follow you or are loyal to your cause gain a soldier's bearing and commitment to their cause that fits in seamlessly with their lives- they are more professional and dedicated than before, but no less 'themselves'.

As an added benefit, physical training for yourself and those who follow you are twice as effective, ensuring everyone is acting at peak performance.

300cp - Authority Equals Asskicking

You gain a unique quality- the higher your effective rank in an organization, the more effective you are at performing at that rank. A general is not merely a more effective general, but an equally and supremely effective soldier and combatant. The same applies to a head chef in a restaurant, or the CEO of a major company. Sidelong benefits like the general being a better soldier only apply if they are relevant to the position. CEOs aren't better fighters- unless you have to fight as a CEO.

This applies to any organization you have an official title in, as well as your companions. If you have the authority to do so, you may promote your Companions to the extent that you are legally allowed to.

600cp - Art of War

Yours is a culture that has mastered warfare, encapsulating its platonic concepts into an almost always applicable omnibus. In war or combat, you and the forces you lead are never surprised. Further, you may convey a complicated tactical or strategic directive in the span of a few words, usually as some effortlessly quotable phrase.

Men and women under your aegis are objective about their own strengths and weaknesses, with an intuitive understanding of how their comrades compare. The best man for the job will be able to confidently volunteer himself, and his unit will recognize his capability.

Those with lesser capability will have feelings of jealousy and inadequacy turned into a desire for self improvement, and those with greater capacity will have feelings of superiority and pride turned into a desire to instruct.

Science

100cp - Tabula Rasa

You are akin to an empty vessel- not ignorant, but unmarked by bias. Previous experience no longer has a negative impact upon your ability to learn. You become aware of any assumptions you make or when you take things as a given. Imagine it like a little voice in your head asking 'are you sure?'

In general this means you make far fewer mistakes, and your bookkeeping and adherence to procedure is nearly faultless. If you are self-taught, being informed of a more effective approach means you automatically update your skill to match.

You may also apply this benefit to anyone you teach- they will never suffer for bad habits of being self taught and the like.

300cp - The Enlightenment

You gain a complete understanding of the scientific method, and can think in terms of analysis, testing and experimental planning as easily as you can count time to music. When confronted with a problem or task, you can conceive of every possible permutation of variables to test for, as long as there are a finite number of them. I.E. you can't think of infinite-variable test-cases or experiments. You cannot write down or execute these tests any faster than you normally could.

Additionally, you can in a few hours completely convey the foundations of the scientific method to another person, drastically enhancing their ability to observe the world. This does not change their personality on it's own, but over time they will find their own answers.

600cp - Tech Tree

You and your people are brilliant innovators, easily seeing the steps they need to take to reach the next inevitable phase of a technology, or the foundational research and technologies to make the next quantum leap forward in science and design.

With this perk, you automatically know what you need to research to make another innovation possible. If for example you wish to create a trebuchet, you realize you need to learn more about material sciences, construction, and so on, to achieve your goal. This perk works best when you have an idea of what the end goal is, with the further out you reach, the more steps it outlines.

Wonders

Unlike most jumps, where you are granted Gear, Civilization allows you to construct wonders both iconic and archetypical for your chosen people. However, since not ever jumper is going to actually *build* a civilization after this jump, each Wonder will have two forms and functions.

In personal form, a Wonder will be like a charm- maybe a keyring, a snowglobe, something. But it will confer it's personal benefit. In structure form, a Wonder will provide it's effect to a group of people you lead or are tightly connected to, like your Civilization, a business, etc.

You can take the charm-form wonder and place it on the ground- from there it will expand, becoming the full sized and functional structure. Any wonders you own will reappear in the Warehouse at the beginning of each jump, even if they had been destroyed.

List of Ideas: There are 3 origins and 5 methodologies...

Drop-in

100cp - The Rosetta Stone (Free with Drop-in)

These stone tables enabled the translation of three ancient language. In your hands, they allow you to communicate with anyone, regardless of language barrier. The only hurdle is you can't do it instantly.

When in structure form, your people quickly develop a new root language. In the future, this means that translating old texts is easier, as they share similar structures.

200cp - The Statue of Liberty (Discount Drop-in)

When held in hand or placed on a shelf, the Statue of Liberty creates a sense of belonging amongst all the inhabitants, easing tension as every sees what makes them similar, instead of different.

When placed as a structure, the Statue of Liberty improves immigration, allowing you to quickly boost your population and absorb another culture's strengths into your own.

God-King

100cp - The Hanging Gardens (Free with God-King)

When hung as inside a structure or on some property as a talisman, the Hanging Gardens ensures food you are aware of will never spoil, and that there will always be enough for thirds, even if you only made enough for one serving.

When placed as a structure, The Hanging Gardens improves efficiency of harvests and crops, ensuring they are 25% more bountiful and effective.

200cp - The Pyramids (Discount God-King)

When serving as a paperweight or similar bauble, The Pyramids grants you the ability to work on a single task without food, sleep or other biological necessities. You also learn how to make a particular kind of liquid bread/beer consumable that is very filling.

If placed as a structure, The Pyramids allow everyone in an organization you lead to work round the clock with no penalty- they'll have to take shifts and sleep, but they can sleep with the sun in their eyes or construction noises.

Advisor

100cp - The Oracle (Free with Advisor)

When placed as an object nearby, the Oracle becomes an omni-applicable answering machine. If someone directs a message to you, via letter, email, internet chat or phone, it can be received via the oracle's urns of fire. You cannot call back however.

When placed as a structure, You can can record messages or orders at any time with a thought and send them to the Oracle. Observers will receive these orders as if you said them in person.

200cp - The Library of Alexandria (Discount Advisor)

On it's own, the Library appears to be a single bound tome. Inside it has a perfect index of every book you own and it's location, as well as every book you have ever read, when and where you saw it last.

As a structure, the Library of Alexandria contains the total breadth of your knowledge, in academic terms, and the knowledge of your Civilization or organizations you lead. People can learn as fast as they can read and understand, but no faster.

Culture

100cp - The Colosseum (Free for Culture)

When placed as an ornament or decoration, the Colosseum improves the mood of everyone who watches or participates in some kind of activity, be it athletic, skill-based, competitive or simply entertainment. Whatever it happens to be, the participants find it more fun.

As a structure, the Colosseum increases the showmanship and skill of any event held within it, and the audience both in the stands and at home via television/scrying, have improved memory of the event. The grand feats and memorable will be on the fan's lips for years to come.

200cp - The Eiffel Tower (Discount Culture)

Serving as a sculpture or trinket, The Eiffel Tower promotes your cosmopolitan nature. People treat you more like 'one of them' because you look like you're willing to entertain ideas other than your own. This aides in diplomatic talks and business deals.

As a structure, The Eiffel Tower is a shining beacon to the glory of your culture. The people that follow or surround you are proud of where they came from and will be less likely to immigrate or switch jobs. It essentially enhances loyalty.

Economics

100cp - The Colossus (Free for Economics)

This figure need not be the Colossus of Rhodes, but it is still legendary. As a trinket, The Colossus ensures that whatever point of sale it is placed in, be it a restaurant or a big box store, is the best provider of it's intended service. Customers will give it preferential treatment for the same reason.

As a structure, the Colossus designates a location as a shipping hub for an entire continent and possibly beyond. Goods and raw materials will flow inexorably towards the Colossus unless it is outlandishly cheaper to move it somewhere else. You don't need to be the one owning the storage and warehouses, but why wouldn't you?

200cp - The Forbidden Palace (Discount Economics)

As a tabletop object, the Forbidden Palace is a coin bank. It never runs out of space for coinage, as long as it is legal tender and supported by a local government. Further, any coinage in the bank has a 5% interest rate in your favor- you'll get 5% of whatever wealth is deposited in the Palace per year.

As a structure, the Forbidden Palace serves as a vault for any amount of precious metals, gemstones and other rare materials that can be used as backing for currency. You have to put the materials in first, however. You may have the Forbidden Palace back a given currency, automatically setting it as the strongest currency in the wider economy.

Theology

100cp - Notre Dame (Free with Theology)

This model of The Notre Dame cathedral creates an aura of peacefulness around it, limited to the building or property it currently inhabits. Combat and vicious arguments are less likely on this ground, and earnest philosophical debate is common and enriching.

As a structure, Notre Dame is recognized universally as Sanctuary. If someone asks for it, they are protected from harm and persecution. If someone breaks this protection in an unethical manner, the offender is marked as heretical for a year and a day, and no longer welcome in whatever culture hosts Notre Dame.

200cp - Borobudur (Discount Theology)

As a tabletop display, Borobudur allows you to pose an unanswerable question. People who hear the question and are not in combat or arguing with you must take fifteen minutes to mull over the parable. This is useful if you desperately need time to formulate a response to some other situation.

As a structure, Borobudur can host 1,500 people indefinitely, as long as they are contemplating some parable, philosophical or logical question, or performing some other kind of introspective ritual behavior. They will not need food, water, or suffer biological indignities, but they will only produce startling insights, not tangible goods.

Warfare

100cp - Brandenburg Gate (Free with Warfare)

This simulacrum of the Brandenburg Gate increases the willpower and dedication of you and everyone on your side- if you all happen to be in the same room. You can debate indefinitely and feel no mental fatigue, but you will have to take breaks for food and water. Regardless, you can outlast most other diplomats and the like.

As a structure, Brandenburg Gate imbues your people with an enhanced professionalism. People take pride in their work whatever it may be from baking to soldiering, and go the extra mile without fail. Their mental endurance is enhanced by this effect.

200cp - The Great Wall of China (Discount Warfare)

This model of the Great Wall of China can protect a room or small house. You can designate a single group identifier like 'My neighbors' or 'The Huns'. They will be unable to cross into a property protected by the Wall, except for a small gap that is real but invisible. Back in the day they walked *around* the wall, right?

As a structure, the Great Wall reduces the speed of enemy land assets when they enter your territory by 50%. Infantry is bogged down, tanks must navigate through dense mountains, and so on. This does not prevent ocean and air travel.

Science

100cp - University of Toronto (Free with Science)

Sitting on on a shelf, this model of the University of Toronto improves your teaching ability. Assuming you have a room that can hold them, you can teach 10,000 students, while ensuring they all have enough personal attention to excel. You accomplish this by being extremely efficient with advice and instruction.

As a structure, the University of Toronto acts as a fully functional university campus, complete with teachers and facilities. Students are another matter. If a student puts in a moderate amount of effort, they are guaranteed an A-minus in their courses. This grade is not inflated, they actually absorb the material well enough to earn the grade.

200cp - Hubble Telescope (Discount Science)

Hanging as an ornament, the Hubble Telescope acts as a remote camera. You can turn to a channel or web address on anything with a monitor in order to tap into the feed transmitted by the trinket-sized telescope. You can also request high-resolution photos from the telescope, printing them on anything, even if it can't normally make high-resolution prints.

As a structure, the Hubble Telescope is a satellite in orbit, placing it there merely requires you toss it into the sky. You can control it from any computer you own. It's base benefit is you now have a satellite view of the whatever world you're on, with the option of printing high-resolution images of every land mass and terrain feature.

Drawbacks

You may take any number of drawbacks, but you can only gain a maximum of 600cp from any combination of them, unless otherwise stated.

+100cp - No Nation an Island

For whatever reason, your culture just can't seem to make ends meet. No matter what you do, your civilization will never be able to make enough food or money all on its own, which means you need to trade with other neighboring civilizations.... Or conquer their much more wealthy lands.

+100cp - Full Table (Can be bought multiple times)

Three rival Civilizations just isn't enough for you. By taking this drawback, you add another Civilization and world leader to the planet. They need not be from any Civilization game or even history, but they will be balanced as to be an even competition. You can buy this perk a total of twelve times, meaning there will be you, and fifteen other civilizations in the world. You may purchase this drawback up to 12 times, but you only gain +400cp total from any number of purchases. CP gained from this drawback does not count towards your maximum.

There is a side-benefit to this drawback however: Each additional Civ makes the world and land masses larger, so there's room for all of you.

+200cp - Raging Barbarians

There are savages beating at the gates of civilization- yours more than anyone else! Everyone in the world suffers more barbarian attacks and similar hazards, but you are victim to the most. I recommend having a strong standing military to deal with them, because you can't scare them off for long, or exterminate them.

+200cp - To The Last Man

Your rival civilizations are immune to Culture Victory, and will continue working against you until their last city falls. They might not be fighting you, but they'll do everything they can to help your enemies.

+300cp - One City Wonder

You cannot found more than a single city- that's it, you get your capital and nothing else. Fortunately, you can with sufficient time expand your territory out to cover an entire continent, but you will suffer in the short to medium term as other nations quickly lay claim to resources and strategically superior terrain.

+300cp - Backed by Nuclear Weapons!

Superweapons and city-buster technology proliferates much more rapidly than normal- your rival Civs won't be jumping straight to hydrogen bombs, but expect arms races and lots of cold wars. If hot wars *do* happen, nukes or worse are almost guaranteed to be deployed.

Gahndi will be one of your rival Civs, and will switch from peaceful to warmongering at the start of the Modern Era.

+1cp - Hand That Rocks the Cradle...

You know, historically speaking, there was a particularly important person who had been around since the beginning of human history- even before it. A powerful mystic with a genius intellect, content to shepherd mankind to glory and the stars above.

By taking this Drawback, one of the other Civilizations will be replaced by 'Ancient Humanity' with their leader, the God Emperor of Mankind. Granted the GEoM here is not *automatically* interested in eradicating your civilization. Consider him a peer that you can engage with, well before the horrors of the thirtieth millenium.

+599cp - On the Way the to the Great Crusade (Requires Hand That Rocks the Cradle)

... Or not. If you take this drawback, the God Emperor (not unreasonably) considers you a threat to human dominance across the galaxy, and *will* do his level best to ensure his chosen people live to claim the stars. Can you defeat the God-Emperor of Mankind during a meteoric rise to power, ahead of schedule even for the Dark Age of Technology and the Great Crusade?

If it's not obvious, both of these drawbacks are jokes.

Ten (Thousand) Years Later...

Whew. You're done. The longest game of Civilization ever played. You've raised your people from a struggling culture just barely understanding the world around them to what might be a mercantile paradise, a conquering regime, or some stranger thing.

Go home

You've had enough. It's time to go home.

Upon returning home, your entire Civilization will seamlessly integrate itself into the history of your world.

Just One... More... Turn

You've got the bug, and with an entire universe out there to explore AND all the work you did building up to this point, you're in good shape for one hell of a time.

Move On

It's time for you to head on to the next great adventure! Here are some things you'll need to know moving onward.

- You can find ruins of your civilization on almost any other world you visit- even other planets in the same 'verse. You could find ancient artifacts, magical talismans, lost technology and more. you won't know where any of it is and it won't be guaranteed useful, but it's always worth looking.
- You also gain an embassy to your Civilization in every national capital or similar. It is a building full of your culture, and can be the seed to start your Civilization all over again. You might not have time though.

Notes/Changelog

Todo:

1. clean up pagebreaks
2. formatting, correct typos
3. Consider revising pricing/discounts.

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Jump drafted!