



Endless Space Jumpdoc v1.1

by Itmauve

The world of Endless Space is a tragic one. Long ago, the Endless, three different species arising from the same planet, ventured out into space. They made great strides in science and exploration, covering the entire galaxy with their empire. But then they fell to a great civil war, one so great that the scars from this war are still obvious today.

The biggest mark of the Endless is the Dust that covers the galaxy, an advanced micromachine capable of absurd things.

Now, several new races have emerged, developing interstellar travel to travel this galaxy. Their own histories will stretch across space and time. War, trade, science, all of that and more will happen.

For humans, the year is 3000 A.D. You will spend the next 300 years here. You get **+800 Faction Points** and **+200 Choice Points**, which can be spent as either Faction Points or Dust Points.

Origins

These are 4X games, so the choice of Origin for your faction is based on those. Pick one.

Explore and Expand

Take to the stars, and settle there. The first stage of any 4X game is discovering what's out there. The second is making it yours.

Exploit Tangibly

Animal, vegetable, and mineral: the basis of any civilization. Knowledge and money is useless if you don't have physical materials and infrastructure backing them up.

Exploit Intangibly

While physical infrastructure is nice, it takes knowledge to manage them. Economies are needed for all those resources to get to the right point, and technology to be made into useful things.

Exterminate

Why bother with building your own infrastructure, or discovering your knowledge, when you can take it from others? Force of arms is a universal concept, without the need for translation or cultural adaption.

Starting Conditions



You start in a “constellation,” a cluster of stars that are mostly interconnected by cosmic strings. One or two wormholes connect it to other constellations. There are no other factions in your constellation.

Your faction starts with a single inhabited planet, one colonization fleet, one scouting/exploration fleet, and “basic” technology. You are equivalent, more or less, to the other factions starting out now.

You may create a custom species that is “balanced” similarly to the other species. You may also be one of the canon species. If that species is chosen as one of the other factions, then you will be an offshoot. Alternately, you may start as any species any member of the party has been before.

Likewise, you may adjust the starting cultural values of your faction, as long as those values are roughly “equal” in result to the standard factions. The more advantages you start with, the more problems and weaknesses you start with as well.

There will be eight other factions in the galaxy that will grow to be potential peers of your faction. I will choose them. There will be others that won’t grow as much. Their starting locations will all be picked by me.

Faction Perks



These apply to the entire Jumper party. Some of them also apply to all members of your faction or to the faction as a whole.

Perks are discounted for a faction of the appropriate origin, with 100 FP perks discounting to free.

Endless Technology (free)

The technology of the Endless universe is rather absurd. This lets you carry it along with you.

This does not provide a “tech tree,” nor does it abstract the progress of researchers into points. It simply backs the functioning of said technology even in future jumps that might not even have atoms. Which on the one appendage means you don’t have that guidance and advancing research will require more diverse and complex projects, not just generic science labs. On the other appendage, you’re not limited by what some game devs considered “good balance.”

As a general rule, that which could be done in either game can be done with this. Just ask your scientists if you aren’t certain about the plausibility of a technology. You’re going to have a lot of them working for you soon.

Digitization is possible if your researchers put in the work, but like the Virtual Endless you cannot fork digitized consciousness.

In addition, just a quick note - the “Wonder victory” structures may be powerful sensor systems and powerful computers, but they will not make you omnipotent, omniscient, or even omnicompetent. They do not have infinite computing capacity. While predictive analysis is nice and all, there are still threats to a faction with real-time data on an entire galaxy.

Cosmic String Patch (free)

The fastest method of travel using Endless technology involves using “cosmic strings” that stretch between star systems. Warp and wormholes are slower.

This just guarantees that in the future, space will contain cosmic strings connecting systems, with occasional wormholes. If the setting already has something similar, like Stellaris’s

hyperlanes, or Grey Goo's keyholes, those features will behave like cosmic strings for your ships in addition to their other behaviors.

Model Import Mod (free)

From the harsh, bulky mechanics of the United Empire to the smooth white curves of the Sophons, each faction has a signature appearance. Your faction now has its own aesthetic, decided at the start of this Jump.

When making something, any member of your faction can tap into this aesthetic and make the object conform to the aesthetic, without affecting its performance or other properties at all.

Explore and Expand

Xenolinguistics Degrees (100 FP)

You can hardly expect another species with different anatomy and different culture to speak the same language as you, right?

Well, now that's not a problem for you (or your faction.) You can understand any language spoken or written, being able to pick up not just the literal meaning but also the cultural subtext. In addition, you (and your faction members) can also write in any language that you have read, and speak any language that you have heard, anatomy permitting.

Shipbuilding Prodigies (200 FP)

Maybe you don't have children building voidcraft in their backyards, but for you the design of spaceships is easy-peasy. You can easily scale your hulls to any size feasible with your technology, and specialize them to carry certain kinds of equipment.

In addition to being able to build dreadnoughts starting out, your ships are also a bit faster than they would be otherwise.

Freedom Of Motion (400 FP)

Blockades, wormholes, warp travel. So many things that like restricting your movement across the galaxy. Good thing you're immune to all kinds of slowing and stopping effects. You cannot be slowed, either by hostile effects or the natural effect of "terrain" like wormholes or warp drive. You cannot be restrained, either. Blockades have no hold on you or your pilots, and retreat is always an option.

Planetary Adaptation (600 FP)

When traveling across space, you will encounter a wide variety of environments. It pays to be adaptive.

First, this lets you adapt your technology to function in different environments much more easily. It would be trivial to colonize a planet with no atmosphere, as adapting the pressure hull technology of your ships to serve as colony buildings would be the work of a few days at best.

Second, this lets you adapt yourself to different environments much more easily. Not only in attitude, but this also makes genetically modifying yourself (or any plants or animals) to adapt to an environment simpler, faster, more reliable, and easier to research. In addition, these modifications require less skill and less sophisticated technology to implement.

Finally, this makes terraforming much easier and faster to plan and execute, and makes the results a bit absurd. You could turn a massive rocky body into a small bunch of asteroids within a year, and then turn that into a huge gas giant within another year.

Exploit Tangibly

Xeno-compatible Nutrition (100 FP)

All food produced by your faction is metavore-grade stuff. That means that it's non-toxic, is shelf-stable indefinitely, can't be overeaten, and provides an appropriate, balanced amount of all nutrients to whoever consumes it. And this applies to every species, including weird ones like the Harmony and Sowers.

Flexible Logistics (200 FP)

Sudden changes in technology, or a disaster or war, can play merry havoc with supply chains. Your faction's logistics teams are skilled at figuring out how to quickly and efficiently reroute supplies, find spare production, and rework entire systems as the situation changes. What would break the legs of any other logistic system will only bruise your infrastructure's shins.

It would take under a year for you to go from light peacetime production to fully shift into wartime production, or to implement a complete production chain for a new technology with fundamentally different requirements.

Anti-Entropy Calculator (400 FP)

Entropy is the reason industrial infrastructure takes so much effort to keep going. It's a good thing your faction knows how to design and modify systems to minimize their upkeep needs.

Though the more complex the system, the more different functions the system provides, and the more ways for people to interact with the system, the more time it will take to figure out how to reduce entropy, and the more resources will be needed to modify the system to actually reduce its entropy. In addition, multiple rounds of this will have diminishing returns

Industrial Reserve (600 FP)

A factory isn't always active. By not using industrial capability, you may build up a reserve of "Capacity" that can then be used later in place of actual production time for a project. In addition, using this Capacity will also conjure up the needed materials for the project, provided that said materials would be available if needed. If the needed materials would need to be assembled instead, then that would increase the Capacity consumed. If the needed materials would have limited production speed, then more Capacity will be consumed as appropriate.

This Capacity comes from all production facilities in a faction, or other jumper-controlled organization, and stays with that faction. More capable production facilities contribute Capacity when not in use, but consume more when being used. As a general rule, expect to use the same amount of Capacity to make the same thing from different places. A facility with a better-optimized workflow will use less Capacity.

Finally, this Capacity collects interest at 5%, compounding annually, and does not reset at the end of Jumps.

Exploit Intangibly

Co-operation (100 FP)

Do you know how many different organizations you're going to need to manage for your faction's research programs? You could have potentially billions of researchers across countless subjects and hundreds of worlds. It's a lot. Which means that you're going to get countless cases where researchers don't have the information they need.

You can force organizations under you to efficiently and automatically share information, preventing incidents where data should have been shared but wasn't.

Crashproof Economy (200 FP)

You don't want your economy to be a bubble. Bubbles pop and if your economy pops most of your population will get hurt.

Fortunately, your economic regulations allow for continuous healthy growth without the risk of bubbles collapsing. Companies might go under, but the economy as a whole will remain upright.

Multi-Time Management (400 CP)

Time is money, they say. And now, for you, it's somewhat true. You can accelerate any process by spending Dust.

This can only accelerate something by a factor of a hundred. The more you want to accelerate something, the bigger the thing undergoing the process is, and the more powerful the process is, the more it will cost.

Omni-science (600 FP)

Push the envelope. That's the only way to find out what the limits are.

Every time you are attempting research or development, like research of a phenomena, or development of a new technique or technology, you get a bonus to your rate of progress based on how many other people haven't accomplished the end result.

Based upon what scale "you" is referring to, is referring to what other scale "people" will be counted on. This counts nations when acting as a nation, or similar teams when acting as a team. However, the effect of each individual "person" depends on the scale - when working on personal techniques, you will only gain a tiny fraction of the bonus from an individual compared to the bonuses your faction receives from another faction. In addition, this bonus is subject to diminishing returns from each additional person.

Exterminate

After Action Reports (100 FP)

Reviewing your past actions allows you to see where you screwed up, but you don't need self-honesty to do that. You can just summon up a review of a battle you or your subordinates have taken part in (at least while said subordinates were your subordinates). This includes what actions were successful and were unsuccessful, what mistakes were made, and so on. Members of your faction can also do this, but they can only summon up reports for their own battles (or those of their subordinates)

In addition, this report can also be used to create cinematics of the battle.

Logistic Intelligence (200 FP)

It's one thing to hide where your forces are and where they're deploying to. It's quite another to completely hide the fact that you have military forces entirely. Fleets require shipyards, docks, supplies, and trained personnel. These things are much easier to find out.

You can automatically know the size and power of any military that you know of. This doesn't tell you where those forces are, or how the power is divided up, but you'll never fall for the tricks of a paper tiger nation again, or get caught out by a sudden military buildup.

Battle Stasis (400 FP)

Don't you just hate it when your enemies run away from a battle? You, or your subordinates, can effectively remove the option from an enemy's consideration, preventing them from even thinking about it.

It will continue to work if said enemies are reminded of the opportunity to run away, but not if they are removed from the battlefield.

Military Intelligence Integration (600 FP)

The more you fight, the more you learn about an enemy. While this mainly works at the level of fleets and armies, it still provides some information at smaller scales.

A single, three-hour-long, mid-sized fleet engagement could take you from knowing absolutely nothing about your opponent to gaining a rough synopsis of their training curriculum, an idea of the maintenance cycles on engines and weapons, and a decent psychological read on the commander of the enemy fleet, in addition to the normally-gathered intelligence.

And your knowledge only grows from there, becoming more detailed and accurate with each battle. This scales with the size and duration of battle.

More importantly, any intelligence gathered during battle is uploaded directly and safely into the minds of everyone on your side of the battle, making sure that the lowliest ground-pounder and the most distant of analysts are in loop with all the collected information.

Items



Faction (Free)

What, you want to actually participate in history here without a faction following you?

Your faction consists of followers, with the exception of any Heroes and any Companions you already have. In future Jumps, it can either remain in a pocket dimension accessible like your warehouse, or be shoved into a spot in a world where no one was paying attention.

At the end of Jumps, any territory that has been lost from being conquered from the beginning of the Jump is restored, while any gained territory at the end of the Jump is kept. This means that even if you lose your entire territory during this Jump, you will still have your starting system at the end.

Dust Shipments (50 FP)

May be purchased multiple times

A shipment of Dust-based currency, equal in value to the annual GDP of the most economically productive of your faction's systems. This shipment happens once a year.

If you take this multiple times, the second shipment is based on the second-most-productive system, and so on. If you have more shipments than systems, then I'll roll my own perfectly fair dice and choose which system to copy for the last ones.

Strategic Resources (50 FP)

May be purchased multiple times

Each purchase of this gives you shipments of a rare, strategically useful resource from the Endless universe. Which one is chosen at the time of purchase. These are relatively small shipments that only occur annually, and each one carries about a year's worth of production from the smallest exploitation facility for them.

How much that actually is depends on what resource it is. An antimatter shipment will usually be a few magnetic bottles holding a dozen kilograms apiece, while hyperium is shipped in tanks that might hold hundreds of millions of litres.

Advanced Sciences (50 FP)

By purchasing this, your faction gets a boost to its technological maturity. Expect for your technology to be 30 or 40 years ahead of everyone else's right at the start, rather than roughly equivalent.

Free Movement Sensors (250 FP, 150 FP Explore and Expand)

This paper, accepted for publication shortly before the start of the Jump, describes how to upgrade a cosmic string drive into a warp string drive, which can travel anywhere (even if it is slower off a cosmic string.) This revolutionary paper also allows for improvements in range, speed, and usability for FTL systems.

In addition, this paper also describes how to use a warp string drive to boost the range of a ship's onboard sensors. Or rather, using the warp string drive to reduce the effective range of targets to the sensors. The faster the warp string drive, the greater the range boost to the sensors.

String Accelerators (250 FP, 150 FP Exploit Tangibly)

You start with the blueprints for a technology that allows for a reduction in the effective length of a cosmic string, making them much faster to traverse. It requires a station at both ends of the string. While not as versatile as the Vaulters' portals, which can connect any two systems with portals together, these are much cheaper to operate (as the Vaulters can't afford to activate them for cargo ships.) The shortening only applies while both stations are active.

While in theory it is possible to reduce the effective length of a cosmic string to zero, that would require extensive research and upgraded accelerators.

Science Grants (250 FP, 150 FP Exploit Intangibly)

These are grants for equipment for scientific research. Provided the researchers aren't quacks and the hypothesis is soundly constructed, this grant will pull money out of nowhere, protected from the knock-on effects that would normally produce, to handle purchasing of equipment and materials. If the experiment uses a rare (but still purchasable) material, like hyper-dense deuterium or antimatter, it will instead provide the materials directly. It can also pay for land needed for facilities.

This doesn't cover personnel expenses, and it can't duplicate objects of study (so you can't use this to make destructive testing of Endless Artifacts costless, or similar.)

Training Grounds (250 FP, 150 FP Exterminate)

During war, experienced combatants can make a big difference. Properly blooded troops is important.

These training areas allow for true blooded. You may only have one training ground per type of combat at a time, but whichever of your faction's training areas benefits from this may be changed with only an order.

Inside their bounds, as long as everyone is aware that what they are participating in is a training exercise, then no death actually counts, and no damage or expenditure of military hardware sticks. Those participating and watching will treat it like an actual battle, though.

At the conclusion of the exercise, all death and damage is reversed, and all expended fuel, munitions, and other consumables are resupplied.

In addition, the results of any exercise that takes place in these grounds will never be challenged by members of the military for personal or political reasons.

Hero Perks



While empires are not ruled alone, Heroes are powerful leaders that tend to hog the spotlight.

Heroes have been empowered through Dust, and so each Hero gets a stipend of **+600 Dust Points** to spend. Any CP converted to DP is converted for all Heroes, and any DP gained from Drawbacks is also gained for all Heroes.

Dust can have a mind of its own and go crazy, but the Dust for you and your Companions is clean and safe. Don't worry about Dust empowerment failures.

You may import as many Companions as you want as basic members of your faction's race. Every other year, you may turn one imported Companion into a Hero. You are also a Hero, right from the start.

Alternatively, once every ten years you can hire a Hero from the Academy. Hired Heroes, unless dismissed, will be carried along with your empire, and can be imported as Companions in the future.

Basic Hero Package (free)

Dust has a number of effects on the physiology of people enhanced with it. Mostly they just die from side effects, but all your Heroes survived it. In addition to gaining perfect health and perfect memory, all Heroes are ageless and can regenerate from most illnesses and injuries.

The above not only applies to Heroes but also Companions imported, even before they are turned into Heroes.

Heroes can be made to recover from any condition by injecting them with enough Dust.

During this Jump, Heroes cannot die. If they would die, they instead wind up somewhere in their faction's territory. They will either need a decade or a lot of Dust in order to actually heal from their injuries. (Or some combination of the two.) If a Companion dies during this Jump before they become a Hero, they can be revived by turning them into a Hero.

Hero Ship (Item) (free)

As an official Hero of your faction, you get a ship. This is a small, corvette-sized ship intended for your personal use. Whether that be participating in battle or just ferrying yourself to a conference, it's yours.

This ship is self-maintaining, comes with its own crew of NPCs, and will also automatically upgrade itself to the best technology your faction can make. It also maintains any modifications made, and will attempt to keep those up to date. It's a good scout, a decent light combatant, and a capable command ship.

It can be summoned to you when it doesn't exist, and you can banish it into nonexistence when you're not using it. However, it's for your personal use. If you're on a planet, it's either at the planet or not in existence. If you're traveling with a fleet, either it's also part of the fleet or it's not in existence.



Class Skill Package (first free, 100+ DP)

May be purchased up to 5 times

Heroes, generally speaking, were exceptional people before they were exposed to Dust. You have one skill set from the list below. In addition, these skills update to include their equivalents in future Jumps.

Additional purchases must select a new skill set. The second purchase is 100 DP, and each subsequent purchase is 50 DP more expensive.

▲ “Seeker” - Seekers are explorers and scientists. You are experienced in piloting and navigation. In addition, you also are trained in sensor operation and data analysis, specialized in processing sensor data. You are also vaguely familiar with most scientific research your faction is engaged in.

Ψ “Guardian” - Guardians are military sorts. You are experienced in running military operations, ranging from logistics to strategic planning to tactical operations. These are mainly focused on space combat, but you probably also have some experience with ground units and operations.

✦ “Overseer” - Overseers were usually civic or corporate leaders before their Dust exposure. You have extensive experience in industrial operations, infrastructure development

and maintenance, as well as in economic planning and control. In addition, you have training in civic management and law enforcement.

◆ “Counselor” - Counselors are masters of both personal and large-scale social combat. You have extensive training in both large-scale manipulations such as public relations and small-scale acts like various forms of people-reading and confidence tricks. In addition, you also have the experience of being coached to bring out your most charismatic self.

✂ “Adventurer” - Adventurers might be bounty hunters, spies, or other various sorts who live exciting lives. Regardless, you have extensive personal combat experience, both unarmed and with all sorts of weapons. You are decent at cyberattacks and defending from the same. You also know a little bit about small unit tactics, and you also have a little bit of training in all the topics covered by the other skill sets. These are less deep than the dedicated topics, and will remain that way even with the start-of-jump updates gained.

Enhancement (50 DP)

May be purchased multiple times

Dust, when it's feeling friendly, likes enhancing stuff. And to a certain extent, “biology” is “stuff” for it.

Each purchase of this doubles your strength and durability, slightly increases your reflexes, lets you think a tiny bit faster, and triples your working memory. A human with one Enhancement would be able to hold 21 “things” in their mind at once instead of only 7. You can also go twice as long without sleep, effectively halving your need to sleep.

Telepathics (50/100 DP)

While your faction might be decades away from properly developing mechanical telepathy, Dust can provide telepathic abilities. This provides the ability to share information, like words and images, with other Heroes. This information will be reinforced with the sender's own contexts, making it easier to understand.

It does require cooperation from the other party, but nobody with a mastery of Dust short of the Endless themselves could even notice the communications, let alone crack them. In addition, this telepathy will only fail if the recipient is unconscious.

For an additional 50 DP, you can telepathically send information to non-Heroes, as long as they are relatively close to you.

Technopathy (50/150 DP)

You never hear a Hero complain about user interfaces. You can use your Dust to interface with electronics that you're touching, or that are on your person. No interface required, though be careful not to break something by screwing with important values in memory.

For an additional 100 DP, this can work at range and scale to operate an entire starship by yourself.

Neural Plasticization (150 DP)

Heroes can wind up extremely skilled in many fields, even considering their lifespans. You also benefit from this same effect, letting you learn ten times as fast as you otherwise would.

Neural Lacing (200 DP)

Teaching is such a pain. You can now very quickly teach and learn skills just by touching people. It takes only a minute for the simplest skills. Though we're talking skills like piloting, swordfighting, or using machinery. More abstract skills are much slower, taking perhaps an hour of contact, and if you're just trying to transfer knowledge it's even slower. And it goes even slower if the person on the other end isn't cooperating.

Tagging Remote Viewing (100-350+ DP)

By getting close to a person or object, you can "tag" them. This lets you, with a bit of focus, see, hear, and sense around the target like you were there. You also automatically know approximately where the target is. This clairvoyance works at any range, but you can only have one target tagged at a time, and if you want to re-tag something or someone, you have to get back into tagging range.

For an additional 50 DP, you get 3 additional targets that can be tagged at the same time. Targets may be untagged in any order. This may be purchased multiple times.

For an additional 100 DP, your clairvoyance becomes wide-ranging, allowing you to get much more information from around the target.

For an additional 150 DP, this clairvoyance can now peek into the future, letting you see what will happen. This is usually limited to a few minutes, but by depleting Dust, it is possible to extend the range of the foresight.

Skimmer Remote Viewing (150 DP)

A less-focused form of clairvoyance, this allows the user to collect a massive amount of data from across a solar system. This is tuned towards either social, economic, or physical data, which limits the information collected but makes it manageable. This can be tuned down, but only to an area a few thousand kilometers across.

For an additional 150 DP, this clairvoyance can now peek into the future, letting you see what will happen. This is usually limited to a few minutes, but by depleting Dust, it is possible to temporarily extend the range of the foresight.

Prechrone Sensory Capability (150 DP)

Your perception also includes the next few moments of the future. This gives you a danger sense, and also gives you another moment to handle tricky social moments.

By depleting Dust, you can temporarily extend the range of your foresensing, letting you know what's coming up a bit further in the future.

Oracle (200 DP)

By focusing and depleting a small amount of Dust, you receive visions of random - but important - events in the future. The context of these events is not clear, but at least the events themselves are clear to you. The more frequently you use this, the less important the events are to you.

Infuse: Dust Serums (200 DP)

Heroes, despite the hype, often work with others. Whether governing with the help of administrators, commanding a fleet, or leading an army, there are often others around who need help to keep up.

You can enhance those around you. While this starts with just being able to keep everyone going at peak efficiency indefinitely, with enough knowledge of biology you could boost people's strength or regeneration. With even more knowledge of biology, it would be possible to create even wilder effects.

As this is an infusion ability, it requires an external source of Dust to actually infuse into someone. The more people you want to infuse, and the more powerful the effects, the more Dust you will require.

Infuse: Harden (200 DP)

The systems Dust uses to link between individual motes, which allow it to form structures and move, can be used as a reinforcement. You can order Dust to infuse into objects in order to reinforce them. This lasts until the linking fields have been degraded by enough force to cause them to shut down.

As this is an infusion ability, it requires an external source of Dust to actually infuse into something. The more you want to harden and the more you want it to harden, the more Dust you will require. At about 5x normal durability, you run into diminishing returns for the amount of Dust supplied.

Infuse: Overdrive (300 DP)

Whether you want a reactor to output more power, a deflector to block another incoming round, or a warhead to blow up harder, Dust has your back.

This is the ability to overdrive any technology. By default, any technology can be overdriven by 50% in one given output characteristic. With greater understanding of the technology, you'll be able to increase the overdrive output, possibly enhancing multiple characteristics at the time.

As this is an infusion ability, it requires an external source of Dust to actually infuse into something. The larger, more complex, and more intricate the technology, the more Dust is needed to overdrive it.

Repair Swarm (200/400 DP)

Heroes not only destroy, but create. At the basic level, you can create and repair technology, using nearby raw materials. Your ability to hold the blueprints in your head limits how fast you can do this - looking at the blueprints while doing this makes it a lot faster.

While this does require extra Dust for anything bigger than a person, it does not deplete it like the Infuse abilities.

For 400 DP, you don't need the blueprints when repairing things, even things that have been nearly completely destroyed. All you need is the matter.

Dust Ouroboros (300 DP)

The bigger and flashier tricks Heroes can perform can consume an awful lot of Dust. Within you is a network of Dust that loops back on itself infinitely, able to draw more Dust out of nowhere to power your abilities.

It's not infinite power, though. You can only use the biggest and flashiest abilities, like infusing all the weapons in a fleet with Dust, three times a day before you need to recharge. The Ouroboros also needs an hour to start regenerating after a large amount has been drawn out from it.

This also provides a similar level of regeneration for all your energy pools: enough to recharge them after a day, roughly, and regeneration that starts an hour after big uses, on top of whatever regeneration they already had.

Drawbacks



This universe is already unfriendly, but perhaps it could be worse. There is no limit to the points you can gain from this section.

Dust and Physics (+500 CP)

Everything here is based on Dust and Physics. Any and all of your perks, powers, and abilities from before this point are sealed away, like they weren't even there.

Your items will also be locked down, so that you cannot interact with them. You can still use your warehouse, you just might have to figure out how to find space for all your new items because the old ones are stasis-locked in place.

The Original Is Always Best (+0)

Cannot take with Go For The Shiny UI or Multiplayer Madness

Only the main factions from the original Endless Space game will be present as major players in this Jump.

These are the United Empire, Sophons, Hisscho, Amoeba, Cravers, Horatio, Sowers, Pilgrims, Sheryden, Automatons, Harmony, and Vaulters.

Go For The Shiny UI (+0)

Cannot take with The Original Is Always Best or Multiplayer Madness

Only the main factions from the second Endless Space game will be present as major players in this Jump.

These are the United Empire, Sophons, Hissho, Cravers, Horatio, Vaulters, Lumeris, Nakalim, Riftborn, Umbral Choir, Unfallen, and Vodyani.

Default Faction (+0)

You can take the place of one of the standard factions. This allows you to start with their unique technologies and advantages, but also their weaknesses and existing issues. You must use the canonical species. This will adjust your starting population, technology, and infrastructure as normal.

If taking Harmony, you must take the Disharmony Drawback (for normal points.) If taking the Cravers, you must take any level of the Craver Diplomacy Drawback (for normal points.)

Disharmony (+300 FP)

Cannot take with Appetite For Dust

Dust, while a boon to many, is a curse to you. Your race reacts very poorly to just being around it. Because of this, any Hero purchases are delayed until the end of the Jump. Only the Basic Hero Package, at the level for non-Heroes, will have an effect. You can still import Companions as Heroes, there will just be no immediate effect.

You don't use Dust as a currency, and you'll need to protect your population from Dust-infested planets with forcefields.

Appetite For Dust (+300 DP)

Cannot take with Disharmony

Are you the Broken Lords? In addition to food, your people must consume Dust as part of their necessary diet. You'll need a healthy economy and good shipping if you want your people to survive.

And it's even worse for your Heroes, as they need lots of Dust. The more they use their powers, the more Dust they need. The most powerful Heroes might eat a small planet out of their production.

Infertility (+300 CP)

Your people have a very low birth rate. Your population grows maybe half as much as it should. Expect getting sustainably large colonization groups to take longer, and for getting the same population as other factions to be much harder. If you don't, you'll have fewer workers, fewer farmers, and fewer scientists. Quantity has a quality all of its own, and you're on the back foot in that regard.

Anomalous Colonization (+300 CP)

It seems that about a quarter of the planets in your starting constellation are screwed up. They've got some weird, dangerous anomaly that can only be mitigated. Maybe the planet has higher gravity than is healthy, or maybe the entire system is enclouded by an Endless battlefield, complete with munitions that haven't gone off yet.

These planets will be more expensive to colonize and improve, and their inhabitants will be more discontent and less productive than they should be. Each planet will require individual research, as well as plenty of industrial investment, in order to fix.

Multiplayer Madness (+200 FP, +200 CP)

Cannot take with The Original Is Always Best or Go With The Shiny UI

Rather than eight other major factions muscling around in this galaxy, there are now 20 major factions, leading to more alliances, more problems, and more people to get angry at you. Expect more alliances against you and more trouble from them. A bigger galaxy means bigger problems.

Craver Diplomacy (+300 FP / +400 FP, +200 CP / +500 FP, +500 CP)

It seems no one likes you.

At the first level, for +300 points, your faction will never be able to be at peace with another faction. At best, you'll be in a state of cold war, where they expect you to suddenly attack at any point. Trade will be difficult and not as profitable. And expect to move into open war if you show weakness or get too aggressive.

For +600 points, you are in a state of constant war with every other faction you have contact with. It might slow down to only a few border skirmishes, but you'll never be allowed to go without a military, and there will never be a year without battle once you've made contact.

For +1000 points, not only are you at constant war, but everyone is allied against you. Even the Cravers are in on this grand alliance to defeat you. Expect technology sharing, economic agreements, and lots of jolly cooperation to burn you from the stars.

Endless Trouble (+400 FP, +400 DP, +600 CP)

It seems the Endless were slightly less Ended than expected. The entirety of the Endless race will come back some time before 3150 AD. And they have zero regrets about their war. With a full economy and industrial base for both the Concrete and Virtual, expect catastrophic, exotic, apocalyptic weapons to be used in great and terrible ways.

If taken with the third level of Craver Diplomacy, expect them to team up until they think you're dead.

Conclusion

This Jump has now concluded. You don't need to have "won" according to game conditions for this to count. At this point, all Drawbacks fall off.

Next Galaxy

Continue on to another adventure. Take care

Endless Empire

You've decided to stay here. Forever.

To the Homeworld

Return to your home world

Notes

The Hero Ship, if imported with/in/as another fiat-backed ship, loses the disadvantage of “only for personal use.” It can then be made nonexistent regardless of where it is, and can only be summoned into existence nearby you.

Dust-based precognition does not affect itself. This means that you can change what happens and there are no self-fulfilling prophecies.

Colonization does not necessarily require an outpost stage, but dropping an entire colony all at once ES1-style would require a much larger ship than setting it up incrementally ES2-style.

Strategic Resources can give all the ES1 resources, not just the ones that made it into ES2.

There are no “exclusive” technologies. But, for example, the Hissho training grounds probably wouldn’t be developed by the peaceful Pilgrims or the more experimental Sophons. What technologies your faction will actually implement will depend in part on their own values.

The faction does not have full replaceability and repairability from its fiat-backed nature. Territory will be replaced, but only at the end of jumps.

Scaling: Choose actual size or game size. Actual size will mean that it’s harder to colonize everything (and therefore take it with you) and more connections, which means establishing territory will be harder. Planets and star systems will still be the same in either scale.

Regardless of which you choose, the speed of the starter Cosmic String drives will be adjusted to cross the galaxy in the same amount of time (decades.) Post-jump, an Endless-grade Warp String drive will be able to make 60,000c in warp travel and 250,000c along strings. This is enough to cross the Milky Way in 20 months or a bit under five months. Your technology might not have reached that level yet.

Changelog

v1.1

- typo fixes and phrasing changes

- added more details to the starting section.