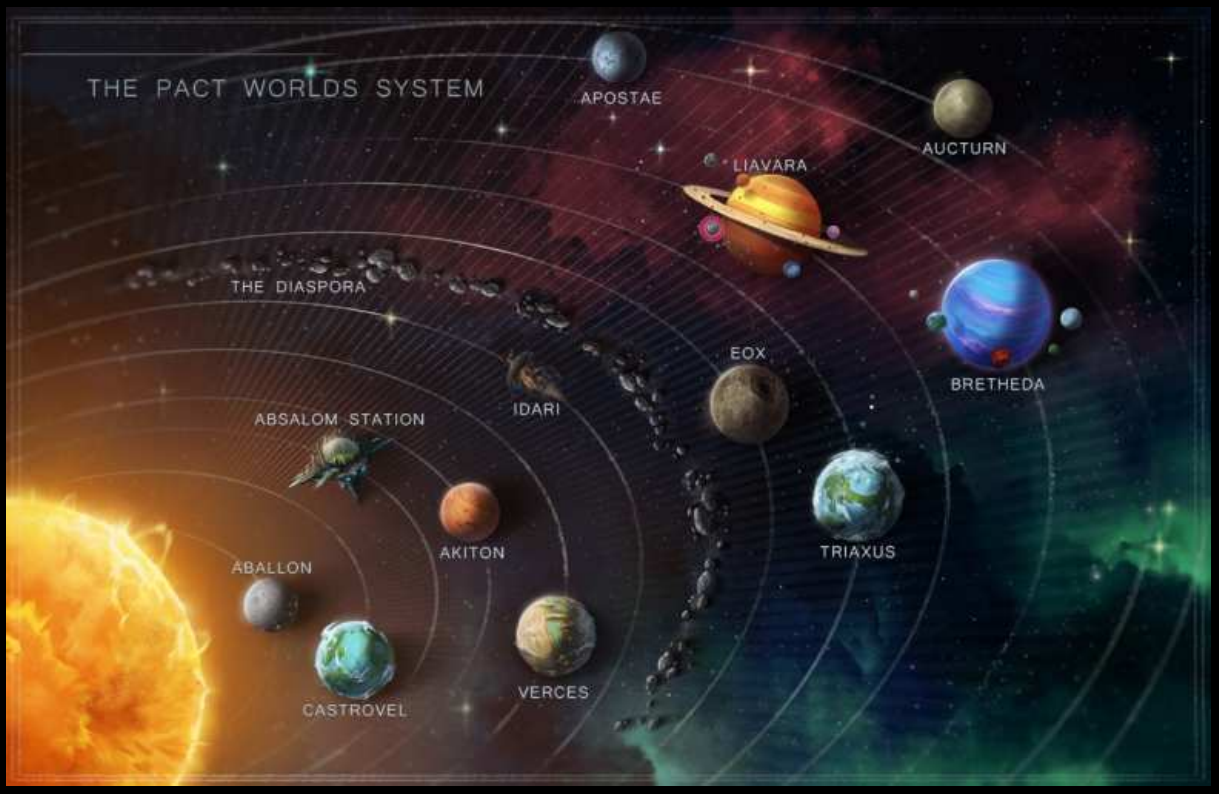



**Starfinder Pact Worlds Jump**
**v1.0**
**by LJGV/Sin-God**

The spiral galaxy of Desna's Path is home to countless star systems and an unthinkably huge number of sapient species. Across the galaxy, different celestial bodies are inhabited by various sorts of creatures from non-sapient wild beasts to undead beings with phenomenal cosmic power, all the way to AIs and robots with coldly inhuman artificial minds but wholly distinct and truly living souls.

Different asteroids, moons, and planets across Desna's Path often govern themselves. Sometimes, some celestial bodies will join together for mutual prosperity or, more commonly, mutual protection. One example of a number of worlds joining together is the *Pact Worlds*: a series of planets, asteroids, moons, and even a number of spaceships and space stations of vast scale orbiting a star that have joined hands to keep themselves and their neighbors safe from many unusual foes. Some of their foes dwell outside of the star system. Other enemies and threats are located in dark, untamed, even maddened corners of the solar system.

The history of the Pact Worlds begins before the Gap: a century-long period in multiversal history wherein all known records are lost or untrustworthy. Before the Gap, there was one more planet orbiting the star: lost Golarion. During this epoch, the solar system was known as the Golarion System, for a pivotally important planet in this system: Golarion. Golarion was a world of vast cosmic importance, as among other things it housed the divine prison of the deity of destruction Rovagug, and was also the site of the ascension of Casandalee, one of the trio of deities whose unity forms the one-third of the god of artificial intelligence, computers, and the Drift itself; Triune. When the Gap comes to an end, Golarion is gone, completely vanished somehow, and in

its place is the colossal space platform known as Absalom Station, inhabited by many of the same species that once called Golarion home.

In the aftermath of the Gap, Triune is formed via the esoteric union of three deities (two of whom, Epoch and Casandalee, are originally from or at least intimately tied to the Golarion System). These three deities: Casandalee, Epoch, and Brigh come together three years after the Gap (with the marker "AG" used to signify dates after the Gap) and fuse into Triune. Immediately following its unorthodox apotheosis, Triune introduces the galaxy to the Drift: a dimension that can be traversed via spaceships armed with engines whose designs first appear in Triune's divine intelligence, and whose crossing allows for spaceships to travel from solar system to solar system in days rather than generations.

This was done via *The Signal*, a message containing knowledge of The Drift (a hyperspace dimension accessible only via the Drift Engines that connects every part of the galaxy), and the Drift Engines to all species whose technological innovations have reached sufficient levels to overhear and decipher the signal. Across Desna's Path, countless species decipher *The Signal* and begin to engage in trade, friendship, and war with their neighbors, and the formation of The Pact is owed to an extrasolar threat that makes itself known to the people of the system in the years immediately following the discovery of The Drift: the Veskarium.

The Veskarium is another interplanetary political body; a military empire headed by a species of reptilian humanoids known as the Vesk. They come from the nearby Ghavaniska system, a system of eight planets that circle the Ghavaniska star, and the Ghavaniska system is the system closest to the Pact World system. The Veskarium launches a full-scale invasion of the Pact Worlds during year 36 AG, and it is this invasion that forces the worlds of the Pact System to band together during a battle in Triaxus (where the Veskarium invasion first makes landfall) collaborate to force the Veskarium back to their native star system. 5 years later the heads of the various planets in the system, having learned from the Veskarium invasion, come together inside of Absalom Station and form the Absalom Pact for the sake of mutual protection.

In the almost immediate aftermath of the formation of the Pact, undead warriors from Eox attempt to test it by launching a coup on Eox, but they are quickly routed by the planet's mysterious Bone Sages, phenomenally powerful undead mage-kings who are the most likely to rule the planet's assorted undead city-states. The few rogue undead generals and admirals who manage to outwit their foes flee and form the Corpse Fleet: an xenocidal organization dedicated to destroying all life throughout the Pact Worlds and forming an undead empire in its place. Meanwhile, the Veskarium continued its hostility towards the system.

Over the course of the next two centuries, unusual allies come to the Pact Worlds. In 83 AG, an insectoid species known as the shirrens arrives in the system, having attained independence from the eerie hivemind intelligence of the monstrous locus collective known as the Swarm. They are quickly granted refuge in the Pact Worlds and become a critical member race. A century and a half later, the kasathas arrive in a worldship named *Idari*, having fled their homeworld: the desert planet known as Kasath. Their original plan was to colonize the desert world of Akiton, but their plans changed when

they learned that Akiton is already home to a vibrant and diverse population of humanoids and other living beings. They convene with the leadership of the Pact Worlds and befriend them, quickly gaining citizenship and member status is given to the Idari itself. In 291 AG, the Swarm attacks both the Pact Worlds system and the Ghavaniska System, and members of both systems band together to repel the monstrous body. A temporary alliance gives way to a more meaningful accord, and in the present, Vesk are welcome visitors to the Pact Worlds, with plenty of Vesk being full citizens of the Pact Worlds.

Other big moments in Pact World history include a discovery in 223 AG by Sarenites of empty cities on the surface of the Sun that are safe for habitation by humanoids, and the 287 AG victory for diplomacy attained by shirren diplomats who, in the world of Castrovel, managed to bring about an end to millennia of hostility between lashuntas (psionic humanoids) and formians (psionic human-sized ants).

You will spend a decade in Desna's Path, but it is up to you *when* you wish to begin. By default, you will begin in 317 AG, the same year that the Dead Suns adventure path canonically begins, but you can absolutely opt to start later or earlier in history if you wish.

Take **1000 Pact Points** to fund your adventures.

**Author's Note:** *This is a Starfinder jump that takes the contents of the Starfinder 1e sourcebook, Pact Worlds, and makes it into a jump. For more information on this book, click here.*

# Starting Location

Your starting location is determined by your origin. You can begin your jump anywhere on or around your origin, such that someone who selects Liavara as their origin can begin the jump on one of the shepherd moons that orbit the gas giant, while someone whose origin is the Diaspora can pick one of the many millions of asteroids to step onto as they initiate their time in this jump.

# Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old or whatever the adult age is for your given species.

# Origins

**The Sun [Free]**

The sun, the star that gravitationally tethers the planets and space ships that make up the Pact Worlds. This burning star provides heat and light to the Pact Worlds, but is itself an only sporadically inhabited celestial body, as many lifeforms lack the heavy-duty resistances needed to survive on its surface or deeper in it. Still, life makes a way, and between extraplanar visitors and creatures like salamanders, as well as humanoid

beings who dwell within the mysterious bubble cities, which dot a region dubbed the Burning Archipelago, discovered a short few generations ago by worshipers of the goddess Sarenrae, the sun has plenty of inhabitants. The sun does not have full membership status within the Pact Worlds, but the region known as the Burning Archipelago is treated as an independent protectorate, and the various bubble cities send elected representatives to a governing body known as the Archipelago Senate. Scholars throughout the Archipelago wish to discover what efreet and other, stranger inhabitants of the deeper parts of the sun are up to, and discover (and recreate) the nature of the potent technologies that allow the bubble cities to exist in the first place.

**Aballon [Free]**
The planet closest to the sun, this rocky, metallic world is home to some of the most advanced robotics in the Pact Worlds. Some of the most enigmatic figures in local history, a mysterious species known only as the First Ones, seeded Aballon with diverse robots and machines in the unthinkably distant past (long before the Gap), and in the epochs after this universe-altering action, Aballon has remained a place of vital importance to the Pact Worlds. Robots run Aballon, and their vast megaplexes are one of two critical types of cities one might stumble through while on the planet, with the other type of city being the ancient cities of the First Ones. Artificial intelligences govern the megaplexes and have created cities of stunning mechanical beauty as well as orderly societies that blend the passions of organic life and the efficiency of mechanical limbs.

**Castrovel [Free]**
The planet second closest to the sun, this lush, humid world has a dense atmosphere and is inhabited primarily by three powerful species: elves, lashuntas, and formians. The distinct civilizations that rule over swaths of Castrovel each have unique architectural styles that align with and use nature, and so Castrovel is a pristinely beautiful planet. One of the more recent major developments in the Pact Worlds is the signing of the peace accords between the lashuntas and formians (ending millennia of on-and-off war between the two races), which has allowed the planet to become a more peaceful place open to visitors, trade, and exploration. The planet is perhaps the most lush and biodiverse in the Pact Worlds, with multiple significant continents in the forms of Asuna (home of the lashuntas), the Colonies (home of the formians), Sovyrian (home of the elves), and Ukulam (a wildly untamed continent home to many environs and all sorts of wild animals, as well as rare humanoids or other sorts of sapient creatures, be they researchers, wardens, or other, stranger sorts).

**Absalom Station [Free]**
*Lost Golarion*. Absalom Station's origins are mysterious, undoubtedly tied in some way to both Golarion and the Gap, but any further details are the subject of intense scholarly debate. This massive space station is the central home of creatures like humans, goblins, dwarves, and other races closely tied to Golarion in the Pact Worlds, and it is also a beautiful, cosmopolitan space station that serves as the heart of the Pact Worlds due to its centrality to both the solar system and its history as the place where the pact was first made. Deep in the heart of Absalom Station lies a mystical artifact known as *The Starstone*: believed, by some, to be the same mystical artifact that lay in the heart of the legendary, and now lost, city of Absalom on Golarion. Assuming it is true that this Starstone is the same as the one on Absalom, then its potent magic is centrally tied to the apotheosis of Iomadae, Cayden Callean, and a handful of other deities.

**Akiton [Free]**
Akiton is a planet that proves that life finds a way. This rocky, desert world was once surprisingly wealthy due to the fact that its rocky crust hid immense veins of thasteron, a substance that is essential for the production of starship fuel for sunlight travel. With the advent of the Drift and drift engines, the need for this fuel critically plummeted, and much of the business that once brought essential industries to this world went elsewhere. It's been a few centuries since the worst economic crashes rocketed the planet's economy, and nowadays the planet is inhabited by survivors, opportunists, some scoundrels, and those blinded by the past, desperately hoping for some twist of fate that'll allow them to seize new fortunes. This world is inhabited by a number of different species, with five dominant sapient species: humans, ysoki, the contemplatives of Ashok, ikeshti lizardfolk, and shobhad-neh, all of whom occupy specific niches of their own.

**Verces [Free]**
A fascinating world that is tidally locked, Verces is a planet that is divided into three major regions. *Fullbright* is the part of the world that always faces the sun and is thus always scorched by it. *Darkside* is a frozen, nocturnal paradise that is nearly impossibly cold. There is a thin, narrow line of temperate climate along the terminator line of the planet, and this particular region is home to the majority of intelligent life on the planet, known as the *Ring of Nations*. Aside from the RoN, the rest of the planet is still inhabited, just by fringe groups and monsters of various natures and abilities. Industrious organizations and ambitious businesspeople can see profit along the planet's extreme regions, with Solar Farms lining Fullbright and mining corporations trying to profit off of the ice shelves of Darkside.

**Idari [Free]**
The Idari is fascinating because it's one of the few space ships influential enough to merit membership status in the Absalom Pact. This worldship fled a distant star system long ago, bringing the kasathas to Akiton based on its similarities to the world they fled in the wake of ecological disasters that rendered their homeworld uninhabitable, but when they discovered that Akiton was and is inhabited, they decided to change their plans. Friendly members of the Pact came to them and offered them membership in the Pact, which the leaders of the Idari were quick to accept. Though plenty of kasathas have left the Idari, as many have remained on it and have shifted their mindsets. There are plenty of discussions to be had about the long-term future of the Idari, with some advocating that the vessel leave the Pact and the Pact Worlds to go and find a true home, there are also plenty who feel that the Idari is their true home and that they ought to embrace the Pact and its member-worlds fully (and there's a faction that feel that they ought to go and colonize Akiton anyway!).

**The Diaspora [Free]**
In the truly ancient past, long before the Gap, two other planets orbited the sun: Iovo and Damiar. These planets collided long ago, and their destruction played a pivotal role in the formation of the massive asteroid belt now known as the Diaspora. This asteroid belt is made up of a diverse range of materials, and the asteroids in the belt range from less than a meter in size to as vast as hundreds of miles across. It is claimed, by the sarcesians themselves, that the sarcesians inhabited the ancient planets, and to their

credit, ruins found on some of the asteroids clearly exhibit signs of sarcesian culture, lending some level of believability to this claim. There are many truly vast asteroids that dot the belt, and plenty of anarchic forces have set up shop in the asteroid belt, with one particularly influential force in this region being local pirates.

**Eox [Free]**
One of the more curious worlds in the Pact Worlds system is Eox. Long, long ago, millennia before the Gap, a possibly interplanetary conflict occurred involving Eox that led to the usage of weapons of mass destruction that decimated the planet. Now the overwhelming majority of inhabitants of Eox are undead, and the world is an unusual and often hostile "Sanctuary" for such beings from other worlds and systems. Eox's inhabitants are typically hostile towards the living, and frequently hostile to other undead, but the bone sages; mysterious masters of potent necromantic magic who serve as the heads of various city-states that dot the planet's surface (and other inhabited parts of it) go to great lengths to stay within the bounds of the Absalom Pact and demonstrate their rule-abiding nature whenever overly inquisitive sorts arrive and question them. Beyond this, the bone sages of Eox have made valuable contributions to mutual safety and are indispensable members of the alliance, even if their nature is upsetting to more devout members of the Pact Worlds. Still, Eox remains a dangerous world for both the living and the undead, and travel to the world is not recommended in all but the most extreme circumstances.

**Triaxus [Free]**
Triaxus is a land of extremes, with seasons that last for lifetimes and frequent leadership by some of the most powerful mortal beings in existence in the form of nations led by mighty dragons. It is also a place of historic battles, from ancient conflicts between dragons and the local ryphorians, a species of humanoids whose appearances are tightly related to the season of their births, to the battles of the first Veskarium invasion. The two largest continents in the world, the Drakelands and the Allied Territories, reflect some of the differences between dragon rule and the cooperative governing of the ryphorians.

**Liavara [Free]**
One of the two gas giants in the star system, this world has a massive ring and is orbited by countless shepherd moons. It is not a full member of the Pact Worlds and is instead a protectorate overseen by the barathus of Bretheda. Two distinct features of this world are its lack of a solid core and terrestrial surface. Many corporate interests watch Liavara with hungry eyes, particularly drow emissaries from Apostae in the outpost of Black Siren and assorted individuals dwelling in the city of Roselight. Some of the big dangers here include illegal gas mining, as well as the dangers of exploring ancient ruins tucked away on unmapped moons.

**Bretheda [Free]**
This colossal planet is the largest planet in the solar system, a gigantic gas giant ringed with multiple moons (some of which eclipse entire pact worlds in size). This vast planet has some real power, with one of the dominant species here (the barathus) being the system leaders in biotech, as well as the vast resources one can find on the planet. The barathus also govern and have power over Liavara, their closest planetary neighbor. Bretheda's moons hold sapient life and civilizations all their own, with Kalo-Mahoi being

a moon inhabited by the kalo, an aquatic race that builds advanced underwater cities and are some of the leading fashionistas of the Pact Worlds.

**Apostae [Free]**
This tiny, seemingly artificial planetoid has a curious history. Its role in the Pact Worlds predates the Gap, but at some point during the Gap, many houses of drow came to the planetoid and set up shop. When the Gap came to an end, various clans of dark elves had made Apostae into their home, creating the city of Nightarch and various other settlements throughout and just underneath the frequently cracked surface of the world. Other inhabitants of the planet include both employees and "employees" of the drow, as well as various sorts of monsters or even rare demons brought to the place by drow or unaffiliated mystics drawn to the place by the abundance of demon worship that occurs here.

**Aucturn [Free]**
This eldritch protectorate of the Pact defies classification in many respects. The incredibly hostile world tricks spaceship scanners, sometimes looking like a gas giant with a swirling atmosphere and at other times looking like a lifeless rock with a thin membrane of air present. This is caused by some little-understood mystical property of the planet and foreshadows the mysterious, contradictory, morphic nature of the planet. Aucturn is inhabited by powerful monsters such as light-absorbing bryraths, monstrous humanoids associated with the Lovecraftian Outer Gods and Great Old Ones, such as Gugs and cultists of such alien deities, as well as hardy agents of the Dominion of the Black. Two distinct and significant cities here include Amniek: a city run by the Midwives of the Gravid Mound (the future birthplace of an eldritch godling), and the Citadel of the Black: a gigantic tower inhabited by cultists of Lovecraftian gods and dark scholars, though the city itself is run by a high priest of Nyarlathotep named Carsai the King. This predatory world is a place of malicious monsters, unmoored scholars of the profane, and is almost certainly the most directly dangerous planet in the system.

# Perks

*Origins get their 100PP perks for free, and the rest are discounted to 50%.*

## General [Undiscounted]

**Character Creation [Free]**

The multiverse that *Starfinder* takes place in is an expansive one with many options as far as both races and classes go. This perk allows you to design a new form for yourself using the various races and classes available to those who have decided to explore Desna's Path. This is, essentially, a history-character perk for this jump that allows you to select your own species and class and create yourself as a player would create a character in a *Starfinder* campaign. This free perk gives you the chance to reinvent yourself, freely deciding things about your in-universe history, your initial skills, abilities, and even items, within the bounds of the rules for creating player characters. For assistance with this, click here. You do get and keep the abilities tied to one's species as fiat-backed facets of your form in this and future jumps as well.

If you elect to be a non-human for this jump, your chosen form becomes an alt-form you can keep with you and freely utilize in future jumps. Additionally, any class features, feats, or other things that are a part of character progression in the *Starfinder* system become fiat-backed as you acquire them, sticking with you in future jumps.

If you wish to get a jumpstart in terms of character growth you can elect to spend 50 PP per level, additional class (which melds with your initial class becoming a gestalt class rather than forcing you to multiclass in a way that stymies your potential for growth with the class system), feat, or what have you, allowing you to start off more powerfully than you would otherwise.

Please note that this jump is written using a Starfinder 1e sourcebook as its central inspiration. There is now a Starfinder 2e, and if you prefer it, you can certainly use it instead, and appropriately create your in-jump identity with that system in mind.

**This is a perk you can take with you and use in future jumps where it'd be appropriate, such as for RPG game jumps, and for jumps for TTRPGs.**

## The Sun

**Celestial Piety [100 PP | Free for The Sun]**
Much like the friendly Desna worshippers who visit the sun and undergo pilgrimages to the Radiant Cathedral, you're capable of peacefully interacting with people with religions similar but not identical to yours. You are a fantastic theologian, capable of engaging in spirited but kind and thoughtful theological debates, and you are a ray of sunshine that allows you to easily befriend people with philosophies that are similar but not identical to yours.

**Psychic Temperance [200 PP | Discounted for The Sun]**
Psionics are pretty common throughout the multiverse of Starfinder. In the Pact Worlds, there are multiple species for whom psychic powers are common, natural, and shockingly ubiquitous. Lashuntas, native to Castrovel, are probably the most common psychic race that regularly leaves their home world, and plenty have set up shop in the Burning Archipelago. These specific lashuntas endure a little-understood psychic vibe check that passively assails their minds with a sensation of impending doom and makes them paranoid. You have an immunity to passive abilities that manipulate emotions and assail people on a sensory level, and a sharp resistance to active, personal abilities that seek to attack people on a mental level and warp their minds. You are aware of these effects and attacks when they happen, but you are not changed by them (though psychic attacks that deal direct mental harm still manage to deal the damage, they just don't get to inflict any secondary, mind-warping effects).

**Friend Of Fire [400 PP | Discounted for The Sun]**
You radiate an unusual air of fiery charisma. You are naturally beloved by beings of fire, and the more essential fire is to someone and their nature, the more likely they are to like you (and the more intensely they'll like you as well). This quintessential fiery nature is so powerful that it enhances your skill with fire-based weaponry, and you naturally deal 150% damage with fire magic compared to other casters of the same magic (so if a spell deals 10 fire damage when you cast it, your spell will deal 15 fire damage instead).

**Solar Powered [600 PP | Discounted for The Sun]**
This is a doozy of a perk with two significant parts. The first part is that you are bestowed with the supernatural knowledge needed to create the advanced bubble tech that allows for non-fire, non-radiation-proof humanoids and other such creatures to inhabit the Burning Archipelago in the first place. This comes with extra knowledge, such as how to build incredibly advanced solar farms and other technologies that allow someone to capture the power of the sun and use it to aid civilization. As you research stars and put these skills and knowledge into practice, you will naturally gain more advanced knowledge regarding stellar constructs, and someday you may learn how to build something like a working Dyson swarm or Dyson sphere, though that will take a great deal of research on your part as well as how to modify technology to be capable of running on solar power.

The second part of this perk is equally potent. It grants you immunity to the conditions of the sun and allows you to explore even the depths of the star without harm due to environmental conditions. You become perfectly immune to fire, radiation, and even the immense gravity of the sun (and this is a universal property; not something tied

uniquely to attacks tied to the sun in some way, but an immunity to all fire, radiation, and gravity-based attacks). With this, you really can walk on the “Surface” of the sun unbothered by the conditions of the star, and you can move aided by solar winds, allowing you to emulate flight and freeform movement while on the sun or in outer space, while unbothered by the gravity of other celestial bodies.

## Aballon

**Machine Mind [100 PP | Free for Aballon]**
Your mind is an orderly place, one that would be well-respected in salons on Automatrix or Endeavor. You have a keen insight into the world around you and have a mentality that allows you to assess things logically and without being blinded by emotion. You can toggle this on or off at will, and when you switch from one mode to another, you won't feel regret or anything like that tied to what you did while in your other mode. Any technology that allows someone to read minds will find their results skewed by this, and even supernatural mindreaders will find their findings distorted in ways that benefit you due to this mental oddity.

**Logical Employment [200 PP | Discounted for Aballon]**
The machines that run Aballon are thoughtful and logical in their decisions. Long ago, they decided to employ those who came to Aballon, even organic beings, understanding that organic beings could be drawn to the cold logic underpinning much of Aballon and that there is work well-suited to organic lifeforms. In Aballon, so long as employing you wouldn't somehow endanger Aballon itself, nearly anyone can find employment well-suited to their physiques, temperaments, and skills. In the future, you take this fantastical quality with you: you are always able to find employment suited to your skills, talents, and temperament. If you're looking for work, you'll never have to look for long.

**Augmentations [400 PP | Discounted for Aballon]**
You are uniquely, strikingly compatible with technological improvements. There's something almost Anacite-like about your ability to take technology into yourself and not only get it to function properly but become a trainable, improvable facet of your existence. Even if entire chunks of your body get replaced by valuable metals, those replaced parts will be as readily trainable as the rest of you, and in almost no time at all, you'll find that you're as familiar with a newly attached cybernetic prosthetic as you were with your original, organic arm before you lost it or had it replaced. This also works just as well for digitized minds that enter and inhabit a new chassis and the like. This also improves your charisma with other augmented folks, with this scaling in power based on both how augmented you happen to be and how augmented they are. This also helps you make prosthetics and the like (and reduces the odds they'll be rejected by recipients), particularly purely technological ones.

**Roboticist [600 PP | Discounted for Aballon]**
This is a level of robotic skill and engineering ingenuity that could get some anacite scholars to ask you deeply personal questions, Jumper. You possess the sort of nearly mythic skill with robotics and related fields to make people wonder if you're some distant descendant of one of the *First Ones*: the legendary and mysterious species that created the first robots and machines to explore Aballon and whose influence is felt throughout Aballon.

There are a lot of different applications for this sort of skill, but one of the most rudimentary is that you have the knowledge needed to create technology as advanced as the potent forges found in Automatrix that produce anacites: self-modifying, self-improving constructs that are the most numerous species on the planet. Beyond

this skill, which improves as you make use of your technological talents, you also have the scientific know-how to reverse engineer even the most advanced technology, and technology you create (including robots, and technology created by technology you create, such as robots forged in factories you build) is incredibly loyal to you, and to the strictures you program into them. One minor bit of this perk that is valuable but curious is that you possess some sort of undeniable, unignorable charisma that machines, robots, AIs, and other artificial lifeforms recognize. The more technology you've built and that has been built by your technology, the greater this charisma grows. If robots had idols, it wouldn't be unfair to say that you'd grow into one of their idols the longer you have and use this perk.

## Castrovel

**Animal Ally, Fungi Friend, & Plant Pal [100 PP | Free for Castrovel]**
The wilderness of Ukulam is a rural, undeveloped, untamed stretch of wilderness inhabited by mighty monsters, feared fungi, and powerful plants. This perk makes you a natural ally of such creatures, vastly improving the potency of your charisma and wisdom when you are dealing with complex but non-sapient life. All such creatures are naturally friendly to you when not under supernatural control; even diseased beasts and sick monsters are not driven to attack you. With this, you can far more easily wander the wilderness of Ukulam and beyond the powerful creatures that dwell in that place.

**Cordonian Citizen [200 PP | Discounted for Castrovel]**
The elves of Sovyrian: the homeland of elvenkind within the Pact World system, are an insular, tightly-knit, and oftentimes xenophobic people. Thankfully, there's something about you that overcomes and basically, on a personal level at least, outright ignores xenophobia, racism, speciesism, and other forms of broad bigotry and discrimination. You have an ability to just not be affected by these prejudices, an effect which extends, to a lesser extent, to your family and loved ones. Beyond this, you have a fascinating penchant for spatial magic and technology, one that may, if nurtured, allow you to figure out the ancient secrets of the *Aiudara* network: a series of interconnected portals that tie together distant settlements across Sovyrian and, in the past, further beyond to places like Lost Golarion. If possible, you could someday recreate the portal network in Telasia, a feat that would surely see the government of El and Sovyrian pay you generously as well as grant you great favor…

**Telepathic Tyrant [400 PP | Discounted for Castrovel]**
Hmm… You have a strange talent with telepathy, one that easily mirrors and indeed surpasses that of even mighty Formian queens like Morgebard of the Thousand Spires. Not only are you an imminently formidable mindreader, but you can also mimic the eerie talent of some Formian queens to possess their underlings. Those who consent can be temporarily possessed by you, and you can speak and act through them freely, even using them as vectors for your own abilities. You are also able to telepathically assault someone and break them down such that they don't resist your sharp mental intrusions and thus serve as a possible body for you to act and speak through.

**Psionic Prodigy [600 PP | Discounted for Castrovel]**
Your natural affinity for the telepathy that is a part of two of the three major species on Castrovel is a funny thing. You have an uncanny and incredibly impressive ability to create enormous telepathic networks that can tether together even wildly different minds across planetary distances, so long as all of the connected minds consent.

As you grow stronger, you can discover new and impressive uses for telepathy that go beyond facilitating technology-free communications networks, and your telepathy, and indeed all of your psionic powers, benefit from any and all training you do. If you go on a short jog, you find your telepathic resilience improving. If you read scientific texts in search of research on how to design new space engines, you find yourself developing novel uses for telepathy, telekinesis, and any other psionic abilities you possess. This skill could easily make you a dreadful spymaster… One final benefit of this perk is that everyone who is in a linked telepathic network works better together, even across vast

distances (though distance and differences in attitudes and alignment can weaken how much of a buff different pairings and groups of people get from this).

## Absalom Station

**Diverse Denizens [100 PP | Free for Absalom Station]**
Absalom Station is not only the home of the species that once lived on Golarion, it is also, by virtue of *The Starstone*, a critically important starport and home to thousands of different species. And this is one of its greatest strengths. The countless races that have set up shop in Absalom Station provide it with staggering diversity and it is an essential melting pot. As someone who frequents Absalom Station in some respect or regard you've come to appreciate the diversity of the station or at least understand and respect the ways that it benefits the vessel. You are more than capable of fitting into diverse groups and complex populations, but you're also capable of interspecies diplomacy and you understand how to leverage the different skills, attitudes, and even physiologies of diverse bodies. This even grants you a small buff to any attempts you make to help people from different species get along!

**Second Age Philosophy [200 PP | Discounted for Absalom Station]**
You are remarkably adept at finding opportunities to reinvent yourself and at taking advantage of such opportunities. Like the wave of philosophers native to Absalom Station who are part of the *Second Age* philosophical movement you are able to take advantage of opportunities to start anew. When a chance to start over presents itself, no matter the scale of the opportunity in question, you can seize it and if you do then all involved parties take to your attempts to start anew with innocence and sincerity. People truly believe you want to start fresh and give you a chance. This doesn't work more than once on a given person or group if you burn them and don't seriously make meaningful amends with them, but if you take this and you're sincere with it then people believe you and are eager to see what you do with this fresh start. Opportunities to start fresh, even on scales beyond just yourself, also have a funny way of popping into your life, be it a chance to get a sentence for a crime you committed commuted or opportunities to end a war via heartfelt diplomacy.

**Wayfinder Wizard [400 PP | Discounted for Absalom Station]**
Golarion was the birthplace of the *Pathfinder Society*: a guild that was dedicated to exploration and adventure. Amusingly enough the first meeting of the Society was in Absalom. The Pathfinder Society is one of the inspirations for the contemporary organization named the *Starfinder Society*, which consists of adventurers, scholars, explorers, and xenoanthropologists. This perk allows you to start off this jump as a member of the Starfinders, if you wish (as well as other such organizations in future jumps), but the real draw of this perk is that it makes you into a whiz of an explorer. Not only are you incredibly skilled starship pilot, you're also a talented linguist, an adept shot with a ranged weapon type of your choice (with which you do four times damage, making even a light laser pistol a deadly weapon) which you can change between jumps so you can go from being deadly with a laser pistol to being a veritable sniper with a bow and an arrow, and an expert survivalist, able to adapt to a range of environments and easily slot yourself into even experienced and gelled starship crews. You're the sort of expert explorer who could get phenomena named after your expeditions, much like Azirian Havinak of Havinak's Vortex.

**Absalom Alliances [600 PP | Discounted for Absalom Station]**
The Absalom Station is the birthplace of the Absalom Pact: a diplomatic marvel that unifies the worlds of the Pact System into one coalition united to fight off external and internal threats to the planets and system in general. It took multiple emergency situations, several strokes of good fortune, and diplomatic brilliance to bring the various planets and celestial bodies together, and even then it took repeated instances of the alliance proving its worth to keep everything together.

Now you are a diplomatic titan on par with the founders of the pact, possessing incredible diplomatic instincts and a mind able to sense opportunities for diplomacy as well as act on them with finesse and initiative. Under your leadership there could be valuable amendments made to the Absalom Pact, or you could go into near space and head to other star systems to replicate the amazing successes of the Pact with other creatures and distinct cultures. The larger the scale you are working at, in terms of diplomacy, the better the results you can find some way to produce.

## Akiton

**Akitonian Beatdown [100 PP | Free for Akiton]**
You are a talented martial warrior (particularly skilled with a weapon of your choice, with which you deal triple damage, and you can swap out what weapon gets this effect once per jump) and, perhaps more importantly, a capable showoff who can get a crowd going. You have the makings of a fantastic gladiator, one that could easily become an incredible competitor in Akiton's various arenas and combat clubs.

**Underdog Mentality [200 PP | Discounted for Akiton]**
The world of Akiton is a fascinating place from a sociological point of view. The people of Akiton are stubborn, unyielding, and oftentimes surprisingly generous. You take the best bits of these qualities and also benefit from them in others. You're enduring, decisive, and when you're the underdog people are sometimes shockingly generous and supportive of you. People love an underdog and the people of Akiton love nothing more than rags to riches stories, and stories of overcoming the odds and jumpers will be the sources of many of those stories.

**Ritualized Endurance [400 PP | Discounted for Akiton]**
You have taken the incredible endurance and unyielding nature of some of Akiton's inhabitants to new heights. There is a volcano on Akiton named *Ka, Pillar of the Sky* and this incredible geological marvel rises to a shocking height of 22 miles meaning that its summit is so high that the majority of creatures cannot breathe on it. Locals, particularly the four-armed humanoids known as the Shobhad-neh are known to take this biological fact as a challenge rather than nature saying "No" and many have sought to climb to the summit of the volcano and make it back down. Those who do, and survive the trek back down, are left forever changed by the mountain, sometimes attaining profound wisdom and other times attaining a powerful sort of mystical spellcasting tether to the mountain and nature.

You have the ability to replicate this feat and you can go further with it. Not only can you benefit from rituals and ceremonies like this one, you can even create such rituals and ceremonies in this and future jumps that involve incredible feats of endurance and that give out real rewards for successfully overcoming such trials. How difficult the task in question is will affect the quality of the reward, with it scaling to match how impressive the feat happens to be.

**Thastrocrat [600 PP | Discounted for Akiton]**
Akiton is a world with a detailed and influential history. In the past, both before and during the Gap, the world was an economic powerhouse thanks to an abundance of the influential material known as thasteron; a critical component of sub-lightspeed engine fuel. Thanks to thasteron this planet was once wildly industrial and at its height was one of the most wealthy planets in the system as it is where the majority of thasteron in the system could be found. When Triune emerged and shared the Signal with the galaxy the advent of Drift Engines would cause the price of thasteron to plummet and this caused the economic boon on Akiton to come to a sudden end, causing a series of economic crashes and recessions that would plague the planet and cause many corporations to leave the world. The worst of the crashes and recessions ended long ago but Akiton still feels the influence of this ebb and flow of economic prosperity and economic tragedy.

The world itself is largely governed by plutocrats, either directly or indirectly, and you have found ways to benefit from this.

This perk offers two central benefits. The first benefit it offers is a permanent status as a plutocrat. The more wealthy you happen to be the less blunt the effects of the law happen to be with regards to you (unless it would be to your benefit!). If you are the wealthiest person in a given society the law would be virtually powerless to stop you from doing as you please. If you are the wealthiest person on a planet or a solar system… Well, people can certainly ignore the law and try to get you personally but in that case if you survive you can immediately have the book thrown at them and turn the law into a weapon at your disposal. Additionally when you use the law as a weapon against someone else if you are more wealthy than they are your case against them will get stronger and the end results of this weaponization of the law are more effective for it. Your wealth can also be a weapon that helps give you an edge if you are running for office or otherwise seeking the acquisition of even more power. People will learn to fear your deep pockets, jumper.

The second benefit of this perk is that you are an impossibly talented scientist when it comes to understanding and making use of thasteron. Lazy minds saw the collapse of the thasteron economy and thought that it was over for the material in all but the most niche cases. Throughout the galaxy there are scientists working on new and novel uses for the stuff, with one particular group being the Vesk who hope to see the material be used in vital, destructive weapons. You are a scientist as good as even their very best when it comes to understanding and making use of thasteron, able to theorize all sorts of uses for the substance and even develop working prototypes of devices that can use the substance in different and new ways. With this, and the right resources and backers, you might someday find a way to permanently revitalize the economy of Akiton. Perhaps more importantly at the start of each jump you can select a new substance, material, what have you, that is considered outdated or worthless and gain the scientific benefits of this perk with regards to that substance or material, allowing you to become an impossibly skilled scientist with, say, Gold in Minecraft or the like.

## Verces

**Those Who Take… [100 PP | Free for Verces]**
Must also give. This is a saying on the Ring of Nations nation of Athalo, a nation associated with piracy, banditry, and now predatory business practices and softer exploitation. This saying means that those who plunder and pillage need to balance out their deeds with generosity and thoughtfulness. Somehow you benefit from this, with bandits and the like treating you with uncommon thoughtfulness and mercy, provided you don't give them a hard time. At the same time if you are a bandit, pirate, or even just a sleazy business-jumper then you can get away with more if you're generous with your ill-gotten plunder. The more generous you are the more ruthless you can be in your business dealings without it coming back to hurt you. *Perfectly balanced.*

**Global Citizen [200 PP | Discounted for Verces]**
The Ring of Nations; the body of governments that take up the majority of the space in the planet's narrow temperate zones, are a series of independent but closely related and historically linked governments. Citizens of these nations often pass through other nations regularly and without disruption. You have a similar trait: you are more than capable of being a sort of global citizen; a figure who is attuned to laws, customs, and the like from countries, continents, and even whole worlds unlike yours so long as they are in some sort of alliance or otherwise friendly state with yours. You also don't need a passport or any other sort of paperwork to move freely between polities, so long as those polities are not in a state of war or other sort of meaningful conflict.

**Evolution Doesn't Need Consent [400 PP | Discounted for Verces]**
One of the central conflicts on Verces revolves around the planet's fascination with augmentation; both technological and magical. The world's natives, the verthani, once had a long tradition of splitting themselves into three distinct factions. The first faction are The Augmented; verthani who devoted themselves to technological and magical modification and refinement. The second faction are the God-Vessels: those who appeal to the gods and take in their power, devoting themselves to various deities in exchange for sacred might. The final faction are the Pure Ones: traditionalists who eschew both augmentation and divine magic, focusing on agriculture and governance instead. Most remnants of this series of traditions and factionalism have fallen to the wayside, and The Augmented have largely come out on top, with many verthani choosing to embrace technological modification in the wake of the Gap.

The current conflict manifests in the form of a wave of extremist factions such as terror groups like the Remarks and NextStep launching deadly and transformative attacks using technology and magic to transform entire populations and to force adaptation and change. You may or may not agree with these folks, but you have their talent for transforming those you seek to change, possessing a mind that is keenly tuned to both genetics and cybernetics. You are a scary symbol of change, able to persuade others to willingly accept powerful transformations, as well as open people's minds to the glory of transformation. It's true that evolution doesn't need consent, and neither do you, but it's probably better if people agree to be transformed rather than be forced to endure noxious chemicals, painful surgeries, and the like. You are also incredibly amenable, even biologically, to augmentation of all sorts, with it being impossible for augmentation

attempts to harm you, and you having a particular propensity for genetic augmentation rather than purely technological ones.

**Purity [600 PP | Discounted for Verces]**
And then there's the Banner of Purity; a movement that seeks to defeat the augmented and revert people and creatures to their native forms. You have an unusual ability to force bodies to lose mutations and to reject augmentations, as well deal massively enhanced damage to anyone who qualifies as an "Augmented" person in some capacity. This ability is universal so long as its targeting those who'd reasonably qualify as "Augmented", which can certainly include super soldiers and the like in this, and future jumps. You can also persuade people to lose their augmentations and those who are persuaded can lose them voluntarily and painlessly, even if it doesn't otherwise make sense for that to happen such as someone augmented by a super soldier serum becoming their pre-serum-self once more. Other purists will also be persuaded by you more easily than they should be, and you can easily convince them to allow you to speak for them and on their behalf.

## Idari

**Preserver [100 PP | Free for Idari]**
The *Idari* is not just a ship. It is a home. And it was built to allow the Kasathas to escape from their doomed birthplace (the planet *Kasath*) somewhere in *The Vast* (the region of space within Desna's Path that was impossibly far before the mortal races gained the ability to traverse the Drift). Preserving the ancient traditions, beliefs, and philosophies of the Kasathas is part of the purpose of the *Idari* and it is a part of its purpose you excel at. You're an exceptional storyteller, teacher, scholar, and historian, able to not only document the past but explain it in great detail and help others become aware of its importance. Some say that history is doomed to be repeated by those who don't know it. You can ensure that everyone knows history.

**Under Umber [200 PP | Discounted for Idari]**
Like the ecobalancers who use some of the Drum's stations to create habitats for floral and fauna native to Kasath, you have a special talent for creating habitats suitable to all sorts of lifeforms. You have a xenowarden's penchant for understanding the needs of floral and fauna and you're a gifted creative when it comes to creating spaces suitable for the needs of all sorts of lifeforms. Beyond this when you create such spaces you gain a small buff to your wisdom and charisma keyed to creatures who live in the spaces you've created, making it easier for you to befriend them and interact peacefully with them so as to feed them, tame them, or the like.

**Red Corridor [200 PP | Discounted for Idari]**
Many Kasathas are naturally able to adapt to the strict, tradition-ladden society of the survivors of doomed Kasath but not every Kasatha is able to abide by the many different, and complex, rules of life on the rest of the Idari. Some generations ago the Doyenate of the vessel decided to use some Khovi habitat towers as a place to give the more chaotic kasathas their own home where they could indulge in whatever chaotic impulses governed their hearts freely, so long as any resulting violence, chaos, and anarchy didn't spill over to the rest of the vessel. Maybe you're one such kasatha, or maybe you're just a similarly impulsive member of a different species, but one way or another you benefit from the effects of the line of logic that led to the creation of the Red Corridor. People allow you to be as chaotic as you wish without efforts to restrain your impulses, so long as the chaos you create doesn't negatively affect them. This even weakens the effects of the law on you, allowing you to get away with some victimless crimes, but the second this causes someone to actually be hurt, protections this offers end.

**Refugee Ruler [600 PP | Discounted for Idari]**
The leadership of the Idari is constantly in a bit of a struggle with itself. Many different voices fill the ranks of those who work for the ship and the kasathas themselves, and these voices vie for influence and power. You are a skilled ruler and civil servant, capable of listening to many different voices and finding the nuggets of wisdom and truth buried in each suggestion, while also discarding the incorrect, overly biased, and sometimes too hot-headed or too cowardly bits. You are capable of effectively leading a population of refugees and you know how to leverage the skills, knowledge, abilities, and technologies of your people in such a way that you can skillfully gain a new home for yourself and your kin, without sacrificing your identity, culture, and beliefs. And more importantly,

when you are tasked to make difficult choices such as whether or not to stay in a body like the Absalom Pact you can make the best choices for your people, even if those choices are hard. Refugees and the like are also wildly more sympathetic towards you, and you can easily become the leader of bodies of such individuals, even bringing those who are refugees from things different from what made you into a refugee while forming one cohesive, coherent government.

## The Diaspora

**Perilous Pirate [100 PP | Free for The Diaspora]**
The two most common troublemakers within the Diaspora are the undead, unhinged, and omnicidal forces of The Corpse Fleet, and the still scary but much more reasonable Free Captains: a faction of space pirates. The space pirates of Broken Rock are a loose coalition of pirates that wander the solar system and harass those who don't pay vast fortunes as protection fees. Their home, in so far as they have some sort of base, is tucked away on an asteroid in the Diaspora and it is here where they determine what few rules they follow as well as work to do things like settle disputes and determine who sits on their council of pirate captains. You could certainly make a living as a pirate, and indeed there are certainly tens of thousands of brave souls who risk life and limb everyday doing so. This perk will help with that.

With this perk people are far more sensible than they'd otherwise be when it comes to dealing with pirates and the like, so long as you're one of the pirates and the like in question. When it comes to you people will quickly be able to determine that you're a big threat and you aren't joking around and they will be far more inclined to simply give you what you want, especially if they can identify that you are stronger and more dangerous than they are. Now some people have things that they believe matter more than their lives, and you can spot these things a mile away allowing you to quickly identify who is more likely to fight than simply surrender, as well as determine what you can get away with trying to take without coming to blows, but in general most people have things they'll fork over without a fight if it means they can get away with their lives and without being stranded in space. This perk also enhances your reputation and your ability to become famous as a pirate, bandit, or other sort of violent, plundering criminal, allowing you to more easily approach people and take their goods. It's not impossible that you could rise through the ranks of the Free Captains and someday sit on their legendary council.

**Creche Creator [200 PP | Discounted for The Diaspora]**
The central natives of the Diaspora are the Sarcesians; giant humanoids with wings made of light. These powerful and civilized creatures tell others that they are the original inhabitants of the long-destroyed worlds of Damiar and Iovo, and indeed there is evidence on some of the asteroids that suggests that this is true. Some of the most centrally important planetoids in the Diaspora include their homes of Sejeda (the capital of the Sarcesian creche worlds) and Nisis. These are "Creche Worlds" artificial things they themselves created in showings of truly astounding celestial engineering. You are now their peer, capable of creating truly immense celestial engineering projects on scales that can leave marks on whole solar systems provided you have the right resources. This comes with knowledge of technology such as tractor beams and other devices that are essential to mess with gravity and physics on the scale of whole planets, as well as knowledge of terraforming and the like. With this you could create new creche worlds for the Sarcesians or perhaps you could go to the Kasathas and make a fortune helping them with their whole "Lacking a habitable homeworld" problem.

**Temporal Titan [400 PP | Discounted for The Diaspora]**
The worlds of the Absalom Pact are, if you'll pardon the pun, packed with mysteries waiting to be solved by properly equipped adventures. One of the strangest, and

seemingly most permanent mysteries is the fate of vessels that approach the horacalcum comet designated EC-40. This comet was in the vicinity of the catastrophic impact of Damiar and Iovo and some of the energy of that unimaginable catastrophe seems to have seeped into the comet, creating an unusual temporal effect that can most accurately be described as a time-loop in which anything that gets too close to the comet gets sucked back in time to the day of the mutual destruction of Damiar and Iovo. One ship that is known to be trapped in the time loop is the *Gloaming*; an aethership from Verces that was sent to investigate the comet and fell victim to the trap. Other ships have gone to investigate, and at times to try and help the Gloaming but they've been sucked into the trap as well. Their fates are the biggest mystery of all, as advanced technology has detected that only one ship resides in the temporal trap and most assume that this ship is the Gloaming.

You are a fascinating temporal anomaly as well! You are immune to time loops (and naturally resistant to time-based attacks, with this growing stronger the greater an understanding of time you gain) and the like, able to interact with them freely but also able to leave them at will. If you were to study them you may well gain an advanced enough understanding of the underlying chronological mechanics at play to be able to create them artificially, which is quite obviously a truly scary thought.

**Champion Of Chaos [600 PP | Discounted for The Diaspora]**
The Diaspora is the region within the Pact Worlds that is the most chaotic without also being a place of evil similar to Apostae or Aucturn. It is so chaotic that there is at least one known portal to the Maelstrom; the outer plane of pure chaos, within the asteroid belt (in the form of Havinak's Vortex; a temporary but recurring portal to the Maelstrom that sends everything caught in its range to an alien space station and appears twice a year for a few minutes each time). To safely make a living in all but the safest parts of the Diaspora one must be in tune with chaos and few are more in tune with chaos than you are.

You have a natural ability to understand chaotic creatures and possess a keen charisma with regards to them. This is true both for true monsters of chaos as well as for people naturally drawn to anarchy and freedom. You are also incredibly disruptive to lawful figures, governments, and creatures of order and stagnation with you making for a terrifyingly effective rebel and creative, able to move others to anarchy and act as a legendary muse for them. You have gained a curious slate of improvements that allow you to be utterly disruptive to order, with you gaining a damage resistance to all damage done by lawful people and beings, and your attacks outright deal more harm to lawful sorts, be it normal people who enjoy the benefits of law all the way to creatures whose lawfulness is a part of their souls and natures such as devils, the axiomites, and the archons, with this resistance and damage boost scaling to match how lawful your opponents are.

## Eox

**Urbane Undead [100 PP | Free for Eox]**
The various rules and strictures of the Absalom Pact prohibit various sorts of discrimination in theory, but throughout the Pact Worlds undead still face real, and often disheartening discrimination from the living. This is due, in no significant part, to the makers of the Pact desiring to avoid overstepping and alienating potential signatories, which was a sensible decision at the time but has undoubtedly harmed many of the odder beneficiaries of the Pact in the long term. The undead, the most populous inhabitants of the fallen world of Eox are chief among those who've suffered from permissible bigotry. This perk offers a real protection against that kind of discrimination, ensuring that those you come across are curiously unbothered by your undead nature.

With this people will be open to learning about you and hearing you out despite your obviously "Monstrous" countenance, with people seemingly not noticing anything out of place about you on a purely physical level. This protection extends to all of your alt-forms, and also covers magic that clocks people on the basis of their species or whether or not they are living or dead. This does not prohibit people from being afraid if you start to kill people in front of them or do some other such unpleasant activity, but the fact that you are undead by itself will not cause people to recoil in fear or call some religious figure on you. This also, for the curious, ensures that undead will not discriminate against you if you are an openly living person dwelling among them, though mindless undead are not affected by this.

**Necrografter [200 PP | Discounted for Eox]**
The profane art of necrografts: taking undead flesh and stitching it into other bodies, some of whom are undead and others of whom are living, for the sake of giving the beneficiants of these grafts new and dark abilities is a rare, and terrible skill. And yet it is one you are eerily good at. You are a necrografter of impossible skill, able to safely, effectively, and reliably take from the undead to form dark grafts that can save lives, prolong existences, and otherwise benefit both the living and the dead. With this skill you could easily serve as a necrosurgeon in a place like the Necroforge, or Pact Port, both of which are popular cities for those seeking necromantic augmentation.

**Opportunistic Oblivion [400 PP | Discounted for Eox]**
In the earliest days of the Absalom Pact Eox was one of the worlds that was the most divided about joining the system-wide agreement. At the time a number of powerful Bone Sages: the undead tyrants who rule over vast undead cities and are the heads of the local government, dissented and called for their peers to refuse to sign the pact. Some of the Bone Sages led a full-scale rebellion and caused a short-lived civil war that ended with them destroyed or (and this was the more likely outcome) sealed away in a large area known as the Eternal Barrows. This was not the ignoble fate that awaited all dissenting Bone Sages, as some were so powerful that to oppose them directly was deemed not worth the risk. One such legendarily powerful Bone Sage is the Festerog Queen, a Bone Sage with an, even for her kind, uncommon hatred for living creatures who thought that signing an agreement that limited her power and bound her in legally binding deals with living beings was beneath her dignity as an impossibly powerful undead queen. Her incredible power was deemed so significant that rather than oppose

her directly the Bone Sages in favor of the pact thought to offer her a bribe that they hoped would sate her: control of the city of Karus and thus the main stake in control over *The Sentinel*; a defense platform in orbit over the city the size of a moon. This seems to have satisfied the queen who did not oppose the signing of the pact by her peers and has since ruled over the city for over two and a half centuries (depending on when you start this jump at least).

From here on out you take after the Festerog Queen. Whenever you are involved in a deal of any sort you are always given proper tribute, even if only to stop you from casting a critical opposing vote. What sort of tribute you get will scale to match your power (and this weighs both your general power and your power relative to the rest of the people in the group you're a part of, so the stronger you are the better this is as well as the stronger you are compared to other people on your side the better this becomes), your alignment, the importance of the deal in question, and the nature of the parties involved in the deal, but you can rest assured that you will always get something worthy of your power and the deal being made. Of course if you play a positive role in a deal's backroom negotiating rather than just sit idly by and allow it to happen this gives you an even better, even cooler award. No dealmaking is fruitless when you're around, at least not for you.

**Silent Sage [600 PP | Discounted for Eox]**
The necromantic scholar-sorcerers of the *Church of Silence* are devotees of necromancy, studious sages who seek nothing more than to master necromancy and create the most powerful undead imaginable. They have sacrificed everything from political power to their wealth and connections to the outside world in pursuit of a perfected understanding of necromancy and the results, though only rarely shown to the rest of the Pact Worlds (and even then only to a rare few, such as to robots, androids, and self-willed constructs) are terrifying. And now you are like them, potentially even being a member of the Conclave of Whispers if you wish to be.

The way you are like the strange scholars of the Conclave of Whispers is that you can devote yourself to a field of research and make sacrifices in a process mirroring the sacrifices of the sages and when you do you get boosts to your learning as well as experience lucky breaks that equal the value of what you've sacrificed. If you are studying to master necromancy and you sacrifice your fame, while being an inter-star-system idol then you will gain a tremendous boost to your learning speed as well as a shockingly thorough buff to your luck when it comes to necromancy. If you wish to master healing magic and you're a trillionaire who sacrifices your wealth you can expect to speedily master all sorts of healing magic while coming across all sorts of amazing artifacts and inventions related to healing magic, biology, and the like. Your sacrifices will fuel your ascension.

## Triaxus

**Group Violence [100 PP | Free for Triaxus]**
Triaxus is one of the planets with both plenty of opportunity for adventurers and mercenaries and more direct conflict among its inhabitants than plenty of other planets in the Pact Worlds. One place where this is quite directly felt is Kamora, one of the nations in the Allied Territories and a place with a profoundly militaristic culture, due in part to the nearby jungle habitat of terrifying monsters such as the vampiric bear-like predators known as ranoneks. Kamorans pride themselves on their military knowhow and their ability to work collaboratively to push back the monstrous menaces that routinely beat at their gates. You are a thoroughly collaborative warrior and you get a direct buff to your effectiveness in battle as well as your damage based on how many people you're fighting beside and how well you are working alongside them. If you're one part of a well-oiled machine expect each of your attacks to be significantly more likely to hit and to deal a good deal more damage than they otherwise would.

**Bonded Buddy [200 PP | Discounted for Triaxus]**
Not all Dragonkin have been content to live and serve in the shadows of draconic overlords. Some Dragonkin warred against true Dragons and united with, or sometimes even ALSO fought Ryphorians. Of the Dragonkin that united with Ryphorians some formed closely knit partnerships that brought out the best in both people, allowing even single pairs of warriors to very decisively fight vastly superior foes and come out on top. You have an ability to mimic this strange complimentaryness, selecting a single person (who must also consent) and forming an incredible partnership with them that unites you two so closely it is more akin to being two parts of the same person than anything else. This extreme bond can be severed and a new person selected to bond with once per jump/once per decade (whichever comes sooner) and it is so profound that you and your bonded partner can sense each other's state of being and in moments of special unity where your hearts are especially in sync and you are singularly pursuing the same end you can speak telepathically to each other. This produces some truly spectacular teamwork in specific areas, such as battle and piloting vehicles, but when you work with your bonded partner you are capable of pushing yourself in every way, not just in areas where teamwork is obviously beneficial as you can quietly share energy and internal resources with each other as well as calm, and when necessary, focus each other.

**Dragonbane [400 PP | Discounted for Triaxus]**
Dragons. Dragons are among the most powerful creatures that are naturally mortal: possessing a form of life that is essentially tied to the passage of time (having a definite beginning and a definite end tied to its soul being joined and then released from a vessel so as to be judged by Pharasma before moving onto to an appropriate outer plane as determined by their religion and alignment), as well as a lifespan that naturally lasts millennia. Dragons are also one of the three most influential and populous sapient creatures commonly found in Triaxus with their peers being Dragonkin and the most significant native humanoids; the Ryphorians. Dragons are terrifying forces of nature that are remarkably amenable to augmentation of various types, and the dragons of Triaxus, the planet that is home to the majority of dragons in the Pact Worlds, they are often cultured, intelligent, and scheming lords of nations that are often more akin to corporations than civilizations. Disrupting a dragon's plots and schemes, or facing them

in outright battle and open warfare is often a suicidal task that, even if one is willing to risk it all, they are more likely to fail in than to succeed at. You break this rule.

You have some curious trait that allows you to disrupt draconic tyranny and the dreadful power of dragons. Your attacks are infused with a supernatural, undeniable property that causes them to strike dragons far more painfully and effectively than they should be able to, as well as a powerful resistance to even mundane, straight physical attacks from dragons that cuts their effectiveness in half and if a dragon is a perfect alignment opposite to you (if you are lawful good they are chaotic evil, that kind of deal) then the damage you do to them is fully doubled while their attacks only deal you a quarter of the damage they should. Dragons will learn to fear you. Technology, particularly arms and armor that you create, also retains these properties; making them better at their purpose when used against dragons (weapons hit harder, armor defends a little bit more).

**Seasonal Might [600 PP | Discounted for Triaxus]**
Oh? This fascinating slight variation on a local ability takes its cues from the curious physiologies of the dominant humanoid lifeform on Triaxus the *Ryphorians*; humanoids whose appearances and natural abilities are tied to whatever season was raging across Triaxus when they were born. What this interesting offshoot power allows you to do is draw power from the current season of whatever world you're on, granting you powers tied to the elements associated with the current season (Ice and water powers for Winter, earth powers for Autumn, fire powers for Summer, and wind powers for Spring), as well as resistances to meteorological phenomena tied to the season, granting you a noticeably mystical connection to the seasons themselves. This power also buffs all of your elemental abilities tied to the current season. This unusual ability also grants you an increased affinity with those who are related to seasons, such as spirits of the seasons or creatures like Ryphorians who have some sort of biological quirk tied to seasons. This ability also allows you to take on mutations that are keyed to the season that are aesthetically pleasing as well as make you more comfortable.

If you ever go to a setting with stranger seasons than the core four then you gain powers and resistances that match these ones, keyed to the quirkier seasons of the world or setting you're in.

## Liavara

**Gaseous Build [100 PP | Free for Liavara]**
Life never fails to find a way. Even on a surfaceless gas giant like Liavara life will impress with its commitment to diversity. You are no exception to this rule, and you have a very peculiar physiology. You can breathe any gas, including magical and otherwise supernatural gas, without it harming you and can store it within yourself, as well as expel it at will. You have an unlimited internal capacity to store gases within yourself.

**Environmentally Minded [200 PP | Discounted for Liavara]**
Business often comes at the expense of the environment. This is especially true on the scales of the businesses that tend to matter within the multiverse of *Starfinder* which can be so vast that they affect entire solar systems. The conflict between business and the environment is one of the central recurring conflicts on Liavara. Thankfully you have a way to circumvent this. Somehow your businesses do not negatively affect the environment. Your businesses do not worsen the environments around them, allowing you to safely harvest gases, cut down trees, and even mine valuable ores without it staining the worlds you extract resources from. Additionally environmental concerns will never be obstacles for your business pursuits, with people understanding instinctually that your businesses will not corrupt, pollute, or otherwise negatively impact the environment.

**Dire Dycepskian Danger [400 PP | Discounted for Liavara]**
The almost mythic forces of *The Unseen*; dreaded puppetmasters manipulating events throughout the Pact Worlds include a dire enemy in the form of the Dycepskians: fungal menaces that can possess larger, more directly dangerous creatures. The idea that even spores can be so insidious as to possess and seize control of creatures as large as giants, dragons, and other enormous creatures, as well as smaller lifeforms like humans, elves, and the like, should fill the inhabitants of the Pact Worlds with real fear. Thankfully you have a strange, supernatural, and insurmountable immunity to possession in all of its forms, allowing you to weather even the most critical and life-upending assaults from the insidious spores. This perk also enhances your wisdom and perceptiveness to give you a chance to spot when people around you are under the control of someone else as as well as help with discovering if it's possible to help someone possessed, be it by the microbial menace or by someone, or something, else. With this there's a chance, though a small one, that you could figure out how to help someone controlled by the deadly spores, a fate that has been deemed fatal in the eyes of nearly everyone aware of the threat posed by the Dycepskians. Indeed the last place that attempted to research whether or not it was possible to heal those possessed by the spirited spores burned down due to the actions of a violent ecoterrorist group named the Verdant Shield.

**Prophetic Progress [600 PP | Discounted for Liavara]**
*The Dreamers* and *Those Who Come Together*. The Dreamers and their not-so-distant relatives the Barathus (the familial relationship between the Dreamers and the Barathus is that long ago some Barathus on Bretheda telepathically communed with creatures known as the Oma; essentially space-faring whales, and traveled inside of them from Bretheda to Liavara. On Liavara centuries passed and their exposure to the strange energies of Liavara transformed them into what are now known as *The Dreamers*.). The Barathus retain their vast intellect and logical demeanor, but their relatives have gained

a strange, esoteric wisdom and connection to time, one that some speculate is tied to the fact that Liavara is subjected to an unusual amount of psychic energy.

In you it is clear that there is truth to the idea that exposure to Liavara can awaken strange, mystical and psychic abilities. You have gained prophetic dreams, as well as an ability to witness visions of the future when you are in an altered state of mind, such as on drugs. Your prophetic visions are uncannily accurate, though sometimes they reflect events quite far in the future.

## Bretheda

**Fantastic Fashionista [100 PP | Free for Bretheda]**
The people of Kalo-Mahoi most famously include the Kalo: an aquatic race whose most noteworthy celebrities are the designers of some of the most costly clothes in the system. The artistic and fashion-forward contributions of the Kalo to the Pact Worlds are some of the reasons why their moon-home was the first moon to be granted full membership status as a pact world. And you are their equal when it comes to fashion and the arts. You are an amazingly skilled fashion-designer and artist in general, and your creations are stylish, practical, and modern at the same time. Your artistic talents are no joke and those who wear your clothes will become somewhat stronger, smarter, wiser, more charismatic, or even just luckier depending on what you were feeling when you designed or even made the clothes yourself (the effect is notably stronger if you physically made the clothes yourself).

**Courageous Competition [200 PP | Discounted for Bretheda]**
Much like Iraeon and Thalus Enthremian Damnru of House Alo; the founders of Iratha Incorporated, you are no stranger to competing with even whole societies that are specialized in a field and being competitive nonetheless. At the start of each jump you can select a field of some sort, be it cooking, blacksmithing, starship design, potioncrafting, etc., and you find that not only are you exceptionally skilled at this field when you clash with other experts your skills in it dramatically heighten. This is even more true if you go to a place filled with experts in the field and decide to assert yourself. So it's one thing for you to select blacksmithing and compete against a middle aged dwarven blacksmith, but if you select blacksmithing and you go to a city run by dwarven blacksmiths you'll find your skills very quickly eclipsing even their very best. When you select a new profession at the start of a jump you still benefit from this for professions you've previously selected, never losing the boost. The more you compete the better you become.

**Environmental Acrologist [400 PP | Discounted for Bretheda]**
The majority of settlements on Bretheda itself are beautifully designed and vast arcologies keyed to the unique environments of the gas giant. It took highly sophisticated and complex engineering to make such cities safe and viable. You are an engineer on par with those responsible for the planet's most complex settlements. You can key yourself to an environment twice per jump and each time you do you become able to design vast facilities specifically built to counter the environments and allow even mundane humans to survive and thrive in them, with this giving you all the knowledge you need to know how to design settlements that are both astoundingly high tech but also environmentally friendly. With this even though the main industry on Bretheda is biotech you could make a vast fortune as an architect and city-planner.

**Confluence [600 PP | Discounted for Bretheda]**
So named for the potent super-Barathu that is the primary overseer of this world, this perk gives you a fascinating mutation of the power that is Confluence's origin: the ability to fuse with other living beings and merge, as well as separate. Confluence's version of this power is limited and only allows the Barathus to fuse with other members of their own kind. You have a mutational offshoot of this power that is not so limited. You can fuse with any creature who is willing to fuse with you, allowing you to merge with a

whole slew of beings. The more creatures you merge with the more power your new, shared form gains. When all of you are working together, what you are capable of can stagger even the most well-informed onlookers, and all of your power gains buffs corresponding to how in sync you all are in terms of your goals and outlooks. Obviously this means that it's better for fusions to be of similar alignments, though even people of radically different moral outlooks can come together to achieve goals important to them all. If there is enough disunity then your merged super-form can fall apart and scatter into all of the disparate bodies and minds that previously made it up, so that's something to keep in mind if you wish to take advantage of this strange, yet powerful ability.

You also have the strange *Confluence Agent* ability of Confluence: the power to temporarily split off fragments of your fused form, giving them bodies of their own and the ability to be linked to you via some strange, supernatural, quantum entanglement. This means that you'll always be able to communicate with your fragments, ensuring you know what they know and vice-versa.

## Apostae

**Letter of the Law [100 PP | Free for Apostae]**
Much like the drow houses that govern Apostae you are remarkably good at flying under the radar and understand the importance of being out of sight and out of mind. You are particularly good at avoiding the notice of more lawful types, and you know how to follow rules to the letter such that you know when and where to draw the line in any of your operations so that even if someone who is obsessed with the law pays your businesses a visit for the sake of slamming the book on you they will fail to find any violations of the law. If properly harnessed this talent will make you essentially immune to legal reprisals for your actions, and this comes with an updating mental database that lets you know the laws of organizations you're a part of and places you visit. Weaponizing the law against you will be quite difficult from here on out, dear jumper.

**Drow Darling [200 PP | Discounted for Apostae]**
The drow are an exceptionally ruthless, and deeply sexist, cousin-race to the elves of Sovyrian. The dark elves are attuned to ruthlessly chaotic evil and are known worshippers of the foul entities known as the demon lords of the Abyss. Though they cooperate enough for Apostae to be just stable enough to merit full Pact World membership, competition between the different drow houses is a ruthless and neverending thing that compels each drow to seek out every advantage they can acquire against their foes. One infamous feature of drow culture is the potent sexism that ensures that in the overwhelming majority of cases the most powerful drow, particularly when it comes to resources, are women. Their sexism is so engrained in their culture that they assume women of other species are, or ought to be, the ones in charge. Obviously this can make some interactions with drow either far easier or far more challenging then they'd otherwise have to be. That's where this perk comes in.

With Drow Darling drow don't discriminate against you on the basis of your gender. In fact this perk eliminates all forms of undue, unfair bias against you due to things like sex and gender. You are a living meritocracy; the only thing that matters are the results you get. And the better the results the more people are taken by you. Drow will quickly come to like you far more than their kind are known to like outsiders so long as you get the results that are needed. And this effect isn't limited to drow, all people (and we're using a loose definition of the word "People" here) view you meritocratically. Your results are what matters, not where you come from, what's between your pants, or even what you believe. Get results and you'll be loved.

**Abyssal Healthcare [400 PP | Discounted for Apostae]**
Like the drow medics of the Blood Barracks you know abyssal arts that are remarkably good at an area no one expects demons to be competent at: healing. You are a talented healer and one whose skills use demonic knowledge to elevate the body not only to a healed state but to one that allows it to be worked harder and better than before. With your demonically granted knowledge you know how to heal effectively and can easily blend demonic energies with powerful methods of healing. It may sound strange to fuse the energies of the Abyss with medical technology and magic meant to help and heal but doing so can lead to results that are whatever the opposite of miraculous happens to be, though equally potent in scale. Those you heal experience strange changes, changes which you can exert control over, and if those you heal submit to you and agree to do

your bidding then the abyssal energies flowing through them can twist them in ways that are beneficial both to themselves and to you, and the greater the injuries you healed the greater the changes you can cause.

**Door Delver [600 PP | Discounted for Apostae]**
One of the greatest enduring mysteries of Apostae remains the enigmatic doors that block passageways into the crust of the planetoid. From the Great Door to the Stone Door these objects are clearly entryways into the planetoid's mysterious interior. For centuries people have sought some way through the doors so as to uncover the truth regarding Apostae, the Ilee (a race said to be native to Apostae that has long since vanished from their home at some point during the Gap and who are tied, in some way, to a mysterious race of shapeshifters known as the Astrazoans), and the strange technologies found in the few internal parts of Apostae that have been explored to date. You, somehow, have the ability to pass through these impossible barriers, as well as other supposedly impassable structures. There's something about you, some odd trait, that makes you immune to even alien technologies and supernatural means of keeping people out. You can simply phase through forcefields, barriers, and even supernaturally shut doors, able to look such measures in the face and proudly say "No". Of course other defenses designed to keep you out can still work, and there is an abundance of strange traps located throughout Apostae's interior that you'll definitely want to look out for.

As a secondary boon to this, you have a special talent when it comes to a very peculiar intersection of magic and science. You are second to none when it comes to designing forcefields and the like: technology, and magic, that is designed to keep people out. There may well be no one else in the galaxy that is quite as good at figuring out how to blend science and magic for the sake of privacy as you are. What's more, the more places you investigate that are designed to keep people out, particularly if they incorporate forcefields, magical barriers, or anything like that, the better you get at designing technology and magic of your own to keep unwanted interlopers out of your hair.

## Aucturn

**Power Through Might [100 PP | Free for Aucturn]**
On Aucturn, authority is derived from power. Aucturn is not a haven of democracy or a place where tradition dictates laws. To claim power in Aucturn, one must have the power to enforce one's will, to see those who break their rules be flayed and punished for their audacity. You have internalized this concept, and you know how to rule through fear, how to turn your internal power into leadership and authority. Your power will allow you to build an empire if only you grow strong enough. Curiously, when you install yourself as the head of something, you understand what it takes to get the respect and recognition of your peers. This means that it's not impossible for you to help Aucturn attain full Pact World membership status if you can unite enough of Aucturn underneath your banner…

**Madness Mutations [200 PP | Discounted for Aucturn]**
Life on Aucturn is not for the weak, be it weak of flesh or weak of mind. Most organic lifeforms on Aucturn endure unearthly radiation which when coupled with the toxic gases that fill the air of the planet result in grim mutations. You are no exception to this. This perk does not make you immune to mutations, though it does give you a number of intriguing abilities related to them.

Firstly you have the ability to retract your mutations, drawing them inside of you and hiding them away from prying eyes. This ability is taxing on your willpower and requires a will of steel to be active at all times, but with it you can hide the changes Aucturn has forced on you and walk among those who hail from "more civilized" places without drawing unwanted attention to yourself. Your second ability related to mutations is that you can share them with others, which can be a boon if you're sharing beneficial mutations such as the ability to breathe underwater, or a devastating attack if you're sharing more monstrous mutations that irrevocably change someone's appearance or warp their physiologies. If you're "Sharing" a mutation with someone who doesn't want it they have a chance to resist the mutation, preventing it from taking hold with enough willpower or a hardy enough constitution, but the stronger you are the harder it is to resist a mutation this way. The more mutations someone has attained through this perk and its effects the more of an influence you can exert over them, and the effects here are more pronounced if you attempt to coax them towards evil and/or nihilism.

Lastly you are guaranteed to not be hurt by mutations, though this protection doesn't mean they can't affect you negatively it's just that you won't be mutated in such a way that you can't breathe, or mutated in such a way that you become deathly ill if you leave Aucturn. These rules apply to all mutations you receive, not just ones from Aucturn or from the wider Starfinder multiverse.

**The Sinning Place [400 PP | Discounted for Aucturn]**
You now possess the unusual ability to select one of the seven deadly sins and infuse it into your attacks and abilities. This defaults to the sin of fury and lets you do things like infuse bullets with maddening energies which force your foes to resist their corruptive effects or go completely berserk and attack everyone around them after you shoot them. You can also draw power from your sin, such as finding your rate of healing being

greatly enhanced when you are in a state of rage or drawing power from gluttony. You can switch whichever sin you're drawing power from and can infuse into your attacks and abilities once per jump, and freely switch between jumps.

**Malicious Mediator [600 PP | Discounted for Aucturn]**
In the distant past, before the Gap, Aucturn was a neutral and respected meeting ground for two of the most profane forces in the Material Plane: the dark cults of the Outer Gods and the depraved scholar-agents of the Dominion of the Black. During the Gap the unusual peace and neutrality of Aucturn somehow slid into open, and fierce, warfare between the two hateful, destructive groups. This state of affairs is wildly preferred by the people of the Pact Worlds, as it distracts both the dreaded Dominion of the Black and costs the nihilistic cults of the Outer Gods cultists every year. You, somehow, have embodied the dreadful neutrality that allowed the agents of the Dominion to meet with and exchange information with the cultists of the Outer Gods.

You are a master of diplomacy on a personal scale, and you are respected by even deeply insane and misanthropic beings and organizations. You can create rules that even the mentally unmoored obey in territory you control, and you can call for summits that dark forces will answer and abide by the terms of. When you oversee negotiations even evil forces and beings stick to their agreements and follow both the letter and spirit of the law. You're also wildly less likely to be attacked by neutral evil beings, at least if they aren't defending themselves, and such figures will treat you with a twisted, but genuine, respect.

# Items

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.*

*Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.*

*All origins get their 100 PP items for free with subsequent purchases being 50% off, and all other purchases for that origin are discounted by 50%.*

*Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete. They can then be imported into future jumps as desired.*

## General

**Starship [Varies]**
Some of the most centrally important items for adventurers in the Pact Worlds are starships. These vessels allow adventurers to safely travel, of their own power and at their convenience, to other worlds and properly outfitted starships can safely allow for travel to other solar systems. Starships also vary pretty significantly in terms of the convenience, amenities, power, and protection they afford their owners. This item represents an opportunity for jumpers to acquire any of the canon starships in Starfinder simply by investing PP proportionate to the relative power level of the starship in question, at a cost of 50 PP per starship tier (so anything from tiers ¼ through tier 1 costs 50 PP, but something that is marked tier 20, such as the *Conqueror of Worlds* Vindicas supercolossal ultranought would cost 1000 points). This option also allows you to design your own spaceship using the *Building A Starship* rules from the Core RPG rulebook and a number of starship points keyed to the tier of starship you want to create using this option.

In addition to anything outlined per the starship you decide to purchase or build using this option there are additional benefits to be aware of for purchasing a starship this way. Firstly your starship cannot be subverted, coopted, stolen, or otherwise turned against you and/or permanently taken from you. Beyond that your starship is self-repairing with how quickly it self-repairs being inversely proportional to its strength (weaker starships heal faster) but it'll never take longer than a month to fully self-repair even from complete destruction. It also doesn't need fuel and comes with a crew of fiat-backed follower NPCs to run it for you (who respawn if it is destroyed when it finishes self-repairing) that can expertly handle any and all piloting related needs including having it fire the weapons for you and, in some cases, to protect you. These followers cannot do anything unrelated to starship maintenance, piloting, and the like.

**The Starstone [1200 PP]**
This artifact is possibly the most potent object in the galaxy. The mythic history of this impossible relic is tied to the lost world of Golarion, where it was a fragment of a world-ending weapon that failed to achieve its destructive purpose and landed in what would one day become the city of Absalom, the very same city for which the Absalom Pact is named. When Golarion vanished and Absalom Station took the orbit of the planet

the Starstone somehow ended up in the depths of the space station, providing it with impossible amounts of energy freely: more than enough to keep the station up and running full time.

The Starstone is widely believed to be the very same object that granted godhood to Aroden, Iomadae, Norgorber, and Cayden Callean: a fragment of the *Aeon Star* summoned to destroy Golarion in the unthinkably distant past by the watery and mystically potent aliens known as the alghollthus. This attempt at planetary destruction failed due to the intervention and, indeed the sacrifice, of a number of deities of the people of Golarion; the Azlanti goddess of the moon and defensive warfare; Acavna and her lover the Azlanti god of magic; Amaznen. Those who touched the Starstone were believed to be subjected to an individualized and mystical ritual known as *The Test of the Starstone*. If they succeeded in the test they underwent an apotheosis that culminated in them attaining godhood and becoming gods of things centrally tied to their identities, passions, and beliefs.

This item is the Starstone in its full power and splendor. This relic can be used to fuel and power any magical and or technological device, even ones larger and more impressive than the mighty Absalom Station. If used in this way, then most of its power goes to this task, ensuring a perfect, steady, uninterrupted amount of energy needed to fuel any qualifying object to its optimal state.

This version of the Starstone also retains its ability to grant people godhood, provided they are worthy of such a thing. It will test anyone, including a jumper who purchases it, without discrimination, favoritism, or any sort of undue bias one way or another. It is an impartial relic. The one small reprieve that is offered to those who purchase this item in an attempt to snag godhood is that failing the Starstone Test does not end your chain or result in death. Instead, if you fail, you will simply wake up in a place you own, or that is otherwise friendly and safe for you. Attempts to use this to get out of a dangerous situation only work once per jump.

Your test will be personalized, exceptionally challenging, and push you, everything you believe, and all of your powers to the test. But if you succeed… Godhood awaits.

## The Sun

**Force Bubble Generator [100 PP | Free for The Sun]**
This prototype device is a handheld device that allows for the creation of force bubbles that protect the structures and settlements of the Burning Archipelago. These bubbles are much smaller than the ones in the Burning Archipelago, but they can be used to cleverly get around all sorts of environments, from the interiors of volcanoes to the depths of acidic seas. You can fire a bubble as large as a non-skyscraper office building, but this generator cannot generate a bubble any larger than that. Intentional attacks can break the bubbles, but it takes attacks of surprising power to do so, with it being harder to break smaller bubbles than to break bigger ones.

**Sun Diver [200 PP | Discounted for The Sun]**
Normally, this ship is not made until the year 319, created by a human engineer named Lurian Straza, but you have this special copy of the ship potentially earlier or later than its canonical build date. With this vessel, you have a spaceship that can dive into the heart of the sun, and unlike the canonical Sun Diver, yours can withstand more punishment and can linger in the heart of the sun indefinitely. Yours is also outfitted with a number of perfected space suits that offer protections so intense that their wearers can get out of space ships even in the heart of the sun and move about freely, unbothered by environmental conditions. These space suits are not so perfected that you can stay in them indefinitely, unless you are plugged into the Sun Diver itself such as if you go on a spacewalk to see something occurring outside of the vessel, though their internal power is such that you can be in one for hours with no problems. This vessel is tough enough to be able to fly into the hearts of more suns than just the one in the Pact Worlds system, able to endure even the hottest flames of the most impressive suns.

**Sarenite Temple [400 PP | Discounted for The Sun]**
This is a small temple dedicated to the goddess of the sun (as well as redemption and healing), Sarenrae. As far as Sarenrae's temples go, this one is not especially impressive from the outside, but it comes with a crew of soldiers, mystics, and solarians, and these individuals are fully loyal to you as well as have powerful spellcasting and other supernatural abilities (particularly when it comes to healing and fire magic). This temple is viewed as a respected neutral ground, particularly by forces of goodness, and it has a special nuclear power core that can easily be plugged into other devices and used to power them with energy derived from the temple. It is also perfectly safe to approach for reasons that are unclear but are assumed to be tied to Sarenrae's mercy and goodness in the same general thread of thought as the miraculous discovery of the Burning Archipelago's bubble cities. Beyond this, well-trained magic users find it easy to open portals to the elemental plane of fire here, allowing people to contact fire elements, efreet, and the like.

## Aballon

**Midnight Chest [100 PP | Free for Aballon]**
This little curiosity, at a glance, feels like it belongs more in the days of yore than the modern, scientific era. This treasure chest contains a replenishing stockpile of unusual, and valuable, metals. Everything from adamantine to siccatite and djezet, as well as stranger metals found in the Elemental Plane of Earth and the Shadow Plane can be found in this chest, which replenishes and randomizes the metals contained within weekly. This can be used quite creatively, from using it to attain a fortune to creating items and robots out of the metals contained within. And of course lots of factions would kill for this little slice of Midnight…

**Rod Of Judgment [200 PP | Discounted for Aballon]**
The infamous *Fields of Judgment* are a legendary, and feared, place in Aballon. This is where machines and other constructs go to die. Once the fields were used as a testing ground for constructs who thought they were built differently: able to withstand the mysterious effects that kill every construct that walks towards the center of the 50-mile-wide field. Now the *FoJ* are used as an execution ground to kill criminal constructs that have committed acts of horrifying severity. This is a rod found near the middle of the Fields and this rod is a foul thing, at least in the eyes of constructs and machines.

This object weakens constructs that approach it, unless you intentionally turn it inert (and it can be reactivated at will), and has a knob that can be cranked up to various degrees. At the highest degree you can crank the knob the rod kills constructs, though divine constructs are immune to this (so this can't be used to kill machine gods or the like). Nonetheless even supernatural constructs can be slain by proximity to this incredibly powerful weapon. The stronger a construct is the higher you have to crank the knob to kill them, but be it a colossal machine built to wipe out continents or a small spybot sent to follow you, all constructs will face in proximity to this destructive device.

**Horse Eye Orbital Plate [400 PP | Discounted for Aballon]**
This is an interesting thing to possess… This solar-powered floating factory produces billions of starship components a day as well as countless custom starships for wealthy stakeholders and prime investors. This gigantic floating factory is incredibly valuable, and its top-half is covered in well-made, indestructible solar panels that collect an immense amount of solar power every day, allowing for its automated interior to perpetually produce starships and starship components. You are the owner of this structure and are entitled to the thing's profits, though in this jump there are also stakeholders to consider who will occasionally make use of the immense features of this private starship factory (and who you can contact as the owner of the factory). It is up to you if the factory has stakeholders in future jumps, though such folks will undoubtedly start off friendly to you and could serve as interesting figures to interact with. This factory can make thousands of starships a week if you provide it with directions to do so, though it will simply produce starship components and the custom starships occasionally demanded by both contract holders and stakeholders unless you instruct it to do something else.

## Castrovel

**Corpsicum [100 PP | Free for Castrovel]**
This strange substance is produced by water flowing through the burial grounds of the Kaymos: a species of spider-limbed creatures who live in Candares in Asana. This substance has a series of magical uses, but one very important and simple use is that it can be used to substitute all but the most specific and rare magical reagants in spells and rituals, and can empower all spells cast using it by as much as a quarter of their original effectiveness (a spell that deals 100 damage now deals 125 damage, a spell that resurrects 8 people now resurrects 10, a spell that produces 20 swords now produces 25, etc.). This is an ethically generated amount of Corpsicum that appears in a safe place every week and is enough to empower 5 spells or rituals (being consumed when used this way). This amount can certainly stockpile if left unused.

**Elven Masks [200 PP | Discounted for Castrovel]**
This set of ornate masks are the creations of master elven crafters, and are subtly enchanted to enhance the wearer's charisma, strength, and dexterity. Their real use, however, is that when you wear them no one thinks less of you for committing taboos and going against tradition, no matter how sacred or deeply entrenched in a given culture. This protection won't stop you from being held accountable by the law, but these masks protect your reputation and social standing while you do things that are necessary but unsavory.

**Memory Tower [400 PP | Discounted for Castrovel]**
This odd structure, a copy of some structures located along the shoreline of Lake Kechavas in the Colonies, is inhabited by a strange group of aliens: The Caulborn. The Caulborn are, like many inhabitants of Castrovel (though they themselves hail from an unclear dimension, probably the Ethereal Plane) telepaths of great and unusual skill. Caulborn feed on the energies contained within powerful memories, and the ones that inhabit towers dotting the shores of Lake Kechavas are left alone by Formians due to ancient, unforgotten though unspecified taboos. Your tower is inhabited by Caulborn who obey you and use their skills to extract, store, and preserve memories at your behest. This place could make for an incredible library or archive of some sort…

## Absalom Station

**Eyeswide Annual Contract [100 PP | Free for Absalom Station]**
The *Eyeswide Agency* is an infamous detective agency that combines psychic mind-reading with more orthodox forms of detective form. This agency has a number of highly trained psychic operators who are known, derisively, as *Headscanners* and who claim to follow the law to the letter. What you possess is an annual contract with the agency that allows you to deploy a group of their agents free of charge to engage in detective and spywork on your behalf in pursuit of the fulfillment of a specific task. While it's possible for this group of psychic detectives, spies, and operatives to fail at something you ask them to do it's both unlikely (barring something like you asking them to assassinate a skilled warrior who is also a powerful mage or the like) and if they do you can still ask them to do something else for free in the year as a sort of "Moneyback Guarantee". Beyond that you can also hire more agents of the agency for a fee that scales to match the difficulty of the task you're asking them to do (and gets more expensive the more you use them before the beginning of the next year).

**Jumper Communion [200 PP | Discounted for Absalom Station]**
Cloning technology exists and clones are a part of life for some species across *Desna's Path*. Indeed even in Absalom Station those who visit the depths of the station might come across Simar's Communion: a community made up of clones of the same human woman: Simar. This item is not Simar or one of her clones but rather a cloning apparatus that you can use to mimic her feat of creating an army of clones by creating a small number of adult clones and then using simpler cloning techniques to clone baby versions of yourself or anyone else you care to clone and then having them be raised by the adult clones. This does come with one pleasant thing that Simar's setup doesn't: you can enhance your clones such that they go through their childhoods in months rather than almost two decades or longer. Your clones are also undyingly loyal to you and once per jump (or per decade, whichever comes sooner) you can avoid a chain-fail by sending your consciousness into a clone, which happens automatically if you'd otherwise chain-fail via death.

**Golden Vault [400 PP | Discounted for Absalom Station]**
The headquarters of the church of Abadar; the deity of civilization, wealth, and the rule of law, as far as the Pact Worlds go. This is a structure on Absalom Station that serves as the main base of AbadarCorp; a corporation church that worships the god and provides invaluable services both to his worshipers and secular folks who enjoy the benefits of civilization. The actual Golden Vault is a colossal building that is the church's greatest holy site among the Pact Worlds and serves as a critical building on Absalom Station. This item version of it is a single structure that contains the many varied benefits of civilization from having housing quarters to having an impenetrable bank vault system that no one can break into, all the way to having priests and technomages who can oversee contracts and deals and make them unbreakable. Not only does this item give you a healthy percentage of the wealth it accrues it is also placeable anywhere in a setting you wish and from there it automatically incorporates things created by local civilizations into it, ranging from purely scientific innovations in self and property defense to quality of life features that are magical in nature such as magical shrines that can heal wounds in exchange for a simple prayer or for a small donation. As you explore various jumps across your chain this magnificent structure will incorporate the wonders

of civilization and innovation you come across, while allowing you to have some access to luxury.

## Akiton

**Khefak [100 PP | Free for Akiton]**
Khefaks are bioengineered vermin; arthropods specifically, that can feed on an assortment of substances, particularly thasteron, and are designed to help recycle used, impure, or otherwise imperfect thasteron. These critters are hardy, capable of rapid adaptation to varied environments and have physiologies that integrate thasteron and other substances into their exoskeletons which can be harvested when they die for a variety of purposes. By purchasing this you gain an unusual khefak.

Your khefak is both more adaptive than other khefaks, able to consume anything, even supernatural materials, and integrate them into its exoskeleton but you also don't need to kill your khefak to harvest the material it has integrated into itself and refined. You possess a kit that allows you to harmlessly extract the refined materials without killing the khefak. If your khefak dies it will respawn a day later in your warehouse or some other safe location, with no permanent harm done to it. It's also a loyal, kind thing, though many will be put off by its appearance. Nonetheless the ability of this creature to eat any material, purify it, and then have the material harmlessly extracted from its exoskeleton means that it is quite handy.

**Six Tines Fortress [200 PP | Discounted for Akiton]**
One of the more famous tourist destinations on Akiton is the Five Tines Fortress. FTF was a flying fortress that existed during the Gap and in the wake of its ending was subsequently shot down by advanced technology and its owner, a mysterious ysoki warlord with a five-tined polearm vanished. The place was turned into a mobile tourist destination that could fly, in an atmosphere, at a sometimes unpredictable pace. You possess something curiously similar to the flying fortress, though with some handy upgrades.

Your fortress is capable of interplanetary flight, has defenses on par with some spaceships, and is larger than the Five Tines Fortress. It's also a potential tourist destination and when you select and purchase this time you get to select six types of businesses which will set up shop inside the fortress through contracts that make you quite wealthy. The fortress does not come outfitted with a drift engine but if you purchase and install one this fortress could become even more valuable…

**Blood Sport Arena [400 PP | Discounted for Akiton]**
Blood sports are an incredibly popular, and lucrative business on Akiton. This structure is your own arena, a respectable coliseum already filled with powerful warriors eager to pursue fame and whose loyalty to you is surprisingly sincere and ironclad due to the fact that you give them the opportunity to attain fame and wealth. These warriors are well-trained and live in the arena, constantly honing their bodies and practicing with their deadly weapons. If you want a stable of adventurers to have at your beck and call this is a pretty good way to start that stable.

## Verces

**Neural Interface [100 PP | Free for Verces]**
This handy device is the sort of technological device that allows someone to put their minds into buildings, spaceships, and other such things. Yours has a very handy function that allows it to copy one's mind and put it into a device rather than forcing you to be permanently wired into a building or the like. You can use this on anyone who consents and it can be used an unlimited number of times without threat of it hurting you or those you use it on. This will give a whole new meaning to *Smart House* in time…

**Skydock [200 PP | Discounted for Verces]**
This is a space elevator that is now your property. If you wish this can be the space elevator on Verces or one on another planet. This space elevator is perfect for helping civilizations begin a space program, or for facilitating early missions into outer space by civilizations that lack contemporary starships able to easily take off from the surface of planets. This space elevator is also filled with yards for spaceship building, entertainment decks, and housing floors for organic lifeforms that need to rest between shifts of their work. It earns you a respectable fortune weekly, and is well-stocked with defensive technology allowing it to fend off all sorts of assaults.

**Anti-Augmentation-Virus [400 PP | Discounted for Verces]**
This is gnarly, jumper. This is a techno-genetic-magical supervirus that targets augmented individuals and kills them via their augmentations. Essentially the more augmented someone is the worse this virus hits them. Perhaps even more frighteningly is the fact that this virus reanimates them as undead monsters under your control who grow more powerful the more augmented they were, and for whom the virus is now contagious. This is a feared virus that has been attributed to a bunch of different sources but whatever the truth of its origins it is an incredibly deadly weapon that can decimate the right kinds of populations.

## Idari

**Pillar Of The Homeland [100 PP | Free for Idari]**
This is a beautiful monument to your homeworld, or your homeland, that has a number of subtle but handy effects on those who are in its presence. Firstly it calms those who stand in front of it or otherwise around it, allowing them to more easily recover their wits, come back from mental health episodes, and shrug off even potent enchantment magic. Secondly this place fills people with peace, making them more open to diplomacy and to ending feuds. Thirdly one's natural rate of healing is subtly improved while in the general range of this item, though this range actually covers a few miles and slowly tapers off the further someone is from the pillar.

**Garden of All Jumper [200 PP | Discounted for Idari]**
This curious replica of the *Garden of All Kasath* has a specific purpose: to preserve plant life from the worlds a jumper visits. If you collect seeds and bring them here they grow at incredibly fast rates with zero chance of cross-pollinating with modern and alien plants to ensure that they appear as they did in the world they originally came from. This is a vast greenhouse that grows larger on the inside as you acquire more and more plants and the process for caring for them is automated and done flawlessly. All you need to do is provide the seeds.

**Culinarium [400 PP | Discounted for Idari]**
In some ways the opposite of the *Garden of All Kasath*, the *Culinarium* is an institute that seeks to create new ingredients to feed the people of the Idari and the rest of the Pact Worlds. This item, in future jumps, is a copy of the Culinarium (a research institute dedicated to food, with spaces for molecular gastronomy and various supernatural forms of food augmentation) but in this jump this is a ticket that gives you the ability to eat at the Culinarium unlimitedly for free, and a vast stake in it that causes you to get a small fortune every month due to the successes of the Culinarium.

## The Diaspora

**Parley Powder [100 PP | Free for The Diaspora]**
This dust is a strange substance that is said to have been collected from the curious asteroid *Parley*. Regardless of the truth of this claim the power of the powder is the real deal: this dust can be sprinkled on someone, or otherwise enter them somehow, and it causes them to be unable to lie for 24 hours. This powerful dust works on absolutely anyone, with even gods and the like proving susceptible to its unusual effects. Somehow this must be tied to the alien runes that cover Parley itself but the exact cause of this absolute facet of the dust is not something scholars agree on.

**Pirate Crew [200 PP | Discounted for The Diaspora]**
This motley crew of warriors and pilots is a pirate crew of 30 or so followers who are loyal to you, pilot a number of small ships, and have a number of people with levels in various classes to help you out in all sorts of firefights and other sticky situations. These pirates are friendly to you and your allies, follow your orders without hesitation, and are eager to give you your proper share of loot. These space bandits are eager to attack figures of order and deal extra damage when fighting lawful people and organizations.

**Private Planetoid [400 PP | Discounted for The Diaspora]**
Look at this! This is a planetoid within the Diaspora that is owned by you and is formally recognized as a member world of the Absalom Pact. There's a lot of power that comes with this, and this planetoid is customizable (within reason) so as to further sweeten the pot. This planetoid can have any environment you want it to have, complete with a breathable atmosphere and the like, as well as have settlements prebuilt into it or be perfect for you to colonize and settle however you see fit. With this planetoid you are or can elect representatives to send to Absalom, receive ambassadors from other Pact Worlds, and send your own speakers to other noteworthy celestial bodies and objects in the system as well as gain the protections and recognition that comes with Pact World status. In future jumps your planetoid is recognized as sovereign territory under your control and this is respected by other governments and polities of significant power.

## Eox

**Living Stream [100 PP | Free for Eox]**
This is a state of the art livestream setup perfect for anyone pursuing fame and fortune via documenting their life. With this you can, at will, enter a state where all of your actions are being recorded and uploaded to the interplanetary net allowing them to be viewed across the Pact Worlds and beyond. This also gives you a stipend based on how large and engaged your audience happens to be, with it growing in size the more followers you attain. Your followers stay able to watch your actions even in future jumps, and can send you donations of various sorts across realities. To help grow your stream it seems that you have a contract with *Zo!* the infamous host and commentator who owns *Zo! Media* and has built an audience for himself with his flamboyant antics. In future jumps similarly famous individuals replace or even join Zo! with some even offering commentary alongside the host. These activities do not prevent the individuals in question from living their lives and if you didn't know any better you'd swear it was like there were multiple versions of the same people somehow…

**Flesh Vats [200 PP | Discounted for Eox]**
Undead have a range of dietary needs and restrictions that are considered unpleasant by some living beings. This disgust is noted by the undead but many undead creatures need to keep themselves sated or else they weaken, or worse lose control of themselves. Bone sages throughout Eox are aware of this and they have come up with ways to address it. The necropolis of Zinhew has come up with one unusual though incredibly effective solution to the dietary needs of many simpler forms of undead: the *Flesh Vats*. These vats chemically produce flesh and blood that, when consumed by undead, actually sate their needs! Many undead complain about the flavor of these chemically and alchemically produced foods but they do in fact allow undead to retain their power and sanity. You now possess a flesh vat of your own, one that doesn't have the flavor problem, and produces as much flesh and blood as you could ever need even if you create a vast army of the undead. With this your undead will never starve.

**The Reflection [400 PP | Discounted for Eox]**
A version of this cenotaph is located in western Eox and shows living people distorted reflections that do not reflect their present selves but rather show them visions of themselves as undead. This object is located in a memorial-like place referred to as *Remembrance Rock* which serves as a massive and surprisingly sentimental (for the bone sages and other undead inhabitants of Eox at least) memorial to the lives lost and forever changed during the horrifying cataclysm that altered Eox in the distant past. The version of the cenotaph you possess not only shows living people reflections of themselves as undead it fills them with a strong urge to actually become undead and to embrace undeath in ways that are uniquely keyed to their personalities and beliefs. Those who gaze into their reflections and manage to become undead become both quite powerful and fanatically loyal to those who converted them into undead beings.

## Triaxus

**Artificial Season Machine [100 PP | Free for Triaxus]**
This curious device is a handheld cube that you can plant in the dirt somewhere and it will enforce a season of your choice on the area around it for a distance comparable in size to a decently large city. The magitech in this device is so powerful that the season in question will be deemed the true season of the area, such that even a Ryphorian born in the affected area will be born keyed to the season of the device. This is only one such item but purchasing this also gives you a manual that can teach you how to create more of these devices.

**Dragonkin Stable [200 PP | Discounted for Triaxus]**
For years there have been rumors of mutational offshoots of Dragonkin that have been genetically modified in such a way that their intelligence and sensitivity has been wiped away and replaced with bloodlust and instincts keyed to combat. The same voices who spread these rumors also whisper of underground fighting clubs where these individuals are used to entertain and fatten the pockets of their "Owners" as well as darker rumors of eldritch enclaves that study these individuals and seek to mutate them further. You have a collection of Dragonkin that have been mutated, though only a few have been completely mutated to the extent that they are no longer sapient, with most being mutated in ways that strengthen their natural physiques and key their loyalty to you while making them a bit less freewilled than some other creatures but otherwise as intelligent as they ought to be. These Dragonkin would do anything for you and are often surprisingly skilled and perceptive, making them excellent muscle and bodyguards.

**Holo-Resort [400 PP | Discounted for Triaxus]**
This is an enormous network of well-defended underground bunkers and countless sensory deprivation pods that can safely store hundreds if not thousands of people and tie their minds to a shared virtual reality simulation of an incredible, expansive holiday resort. The resort is run by an AI named Andlara Rinelle, supposedly as a tribute to a prodigiously talented technomancer specializing in virtual reality located somewhere on Triaxus herself. By default this establishment works as a fantastic resort and vacation experience that only the ultra-rich can afford, but the AI is fanatically loyal to you and will happily reprogram the resort in any way you see fit, as well as run the powerful defenses that fill each bunker, protecting the pods, you, and any "Guests" you happen to have at any given point in time.

## Liavara

**Telepathic Howdah [100 PP | Free for Liavara]**
In the distant past some of Bretheda's native baranthus telepathically tamed some of the majestic oma: vast, space-farring, flying whales and used them to traverse the void between Bretheda and Liavara. These baranthus' evolved, or perhaps (as some would argue) devolved into the mysterious *Dreamers* that are the most populous "native" sapient species on Liavara. Replicating this feat is known to be doable by both contemporary baranthus' living on Bretheda, as well as some other particularly powerful telepaths (such as a well-trained Lashtuna or Formian), but if you don't have such telepathic might some technology is known to facilitate similar feats. This special howdah is one such innovation.

This impressive carriage can be attached to any sufficiently large creature, ranging from the size of elephants, dinosaurs, aquatic whales, and of course truly colossal creatures like giant worms, omas, and the like. When attached to the back of such a creature the carriage adjusts to them, and telepathically tethers them to you, allowing them to be directed by you and for you to benefit from things like their native protections (such as a whale's ability to endure tremendous pressure or an oma's curious electromagnetic field that allows it to explore the depths of space unbothered by the environmental conditions of the void).

**Gas Mining Operation [200 PP | Discounted for Liavara]**
This completely legal gas mining operation has the backing of *Confluence*: the leading Baranthu entity and the primary overseer of both Liavara and much of its homeworld of Bretheda. The profits gained from this operation are immense, and this is a full business that is completely yours and competently run by a staff consisting of people of multiple species, all of whom are also quite wealthy due to their employment in your business, leading to them being quite loyal to you. In future jumps this prominent business will morph to take on new forms that offer you similar levels of wealth and comfort, and staff this business employs follows you along your adventure as well, though in such a way that locals in each jump will not question their extraordinary appearances or unusual powers.

**Fungal Foe [400 PP | Discounted for Liavara]**
Some 20-plus years ago a tragedy occurred on the Zeffrac Science Platform; a space station orbiting Nchak (one of the moons that orbits Liavara). This tragedy was the sudden decompression incident that killed the thousands of people on board the vessel. The leaders, at the time, of the Science Platform were the council of the Wise: 14 Shirren scientists who had all died months earlier, with their bodies being puppeted by the intelligent fungal parasites who are members of a species of such beings referred to as the Dycepskians. This item is a colony of the Dycepskians who are loyal to you and can reproduce more of themselves, just as capable of possessing people and even bodies as the failed Dycepskians who were slain during the incident in the Science Platform. Dycepskians are feared, considered malicious, and just as capable of possessing corpses as they are of possessing living bodies. This loyal colony is an insidious weapon, particularly as Dycepskians are actually capable of reading the minds and memories of those they possess, allowing them to perform imperfect but skilled talent impersonations of those they possess.

## Bretheda

**Forgotten Scrolls [100 PP | Free for Bretheda]**
The tiny moon of Yashu-Indiri is a fascinating place covered in hand-built shrines honoring abandoned, dead, and otherwise forgotten deities, demigods, and even philosophies. It is inhabited by a special order of mystics who oversee the sea of shrines and memorials to ancient religions and philosophies. This item is a fascinating thing, an endless collection of scrolls that are of spells that are keyed to the deities, demigods, and philosophies that are a part of the domains of the forgotten ones. Each day you get a handwritten, easy to use scroll containing a single spell you can use once before the scroll burns away. As you explore more jumps you'll get access to new scrolls containing novel spells that ensures that this stockpile will never use its utility, as even if you go to wholly new settings that lack magic you'll find new spells that are keyed to the worlds you're in.

**Varos Station 5 [200 PP | Discounted for Bretheda]**
Varos Station 4 is the name given to an infamous prison camp on one of the many moons that orbit Bretheda. These prison moons are where the Brethedan government sends criminals who've committed awful acts to serve out long-term prison sentences as the Barathus' don't believe in the death penalty. This has had the unpleasant consequence of many different prisoners being trapped on these moons for decades, or even centuries, as they live out life-sentences while being undying creatures. Varos Station 4 is specifically infamous due to the fact that even among the often disliked prison-camp-moons that dot Bretheda this one is believed to be using various artificial, and usually immortal, beings as slave labor rather than merely using criminals who've committed heinous acts for its source of manual labor.

You now have one of these prisons for yourself: an automated prison camp where you can imprison all sorts of prisoners you capture or are given by governments and the like across this jump, and in future jumps. These prisoners will tirelessly do the labor you expect them to do and this prison is inescapable, with it requiring a lot of work from enemy lawyers to see prisoners free, and that's assuming their lawyers succeed, which will be difficult even if they are innocent of the charges that saw them imprisoned in the first place. If they are guilty then they will be impossible to free, short of you deciding to let them go.

**Ancient Eyes [400 PP | Discounted for Bretheda]**
Storms are the biggest threat on Bretheda itself, with powerful storms capable of killing even Confluence itself if it got trapped in a particularly violent one. Three cyclones of truly unfathomable scale have raged in the southern hemisphere of Bretheda's atmosphere for eons, since long before the Gap. This item manifests as a device that can summon one, two, or even all three of the colossal cyclones in places you aim the device at. These cyclones do not harm you, your allies, or your property, and how long the cyclones linger depends on how many you summon. If you only summon one cyclone it will linger for an hour, destroying everything it can until it vanishes and needing a week to recharge. If you summon two cyclones they will linger for a full day, and will need a year to recharge. If you summon all three cyclones they will persist in the area for as long as you are still in this jump and they cannot recharge unless you willingly desummon them with the small device you used to summon them. These cyclones can

destroy anything that gets swept up in them, though how absolute and unavoidable this is depends on how many cyclones are summoned, with all three cyclones killing even deities that get knocked into them and fail to escape nearly immediately, but a single cyclone can be endured by some technology and particularly hardy or lucky mortals.

## Apostae

**Null Tracts [100 PP | Free for Apostae]**
These strange objects are sheets of paper covered in alien markings. There is real power in them, however, as they possess some potent ability to nullify the arcane, shutting down spells, magical items, and arcane effects. You possess a number of sheets at any given time, with each of them keyed to a relative level of arcane power. If you touch one and imbue it with willpower it will shut down magic of that level within a few hundred feet of you. Your magic is relatively unaffected by this, but the stronger a given sheet you use at any given time the harder it is for you to use magic, such that the weakest sheets barely affect you while the greatest sheets make casting even simple spells a herculean task.

**Dark Door [200 PP | Discounted for Apostae]**
Across the surface of Apostae intrepid explorers and talented agents of the drow houses that call this place home have found fascinating doors made of alien metals. These doors unfailingly resist all attempts to pass through them, unlock them, destroy them, or even see through them. Curiosities, these strange relics draw adventurers, scholars, travelers, and the like to Apostae, and camps frequently form around them. One of them is even the origin of the great drow city of Nightarch! You now possess one such door, which you can use how you see fit, and which you possess the knowhow needed to open or even adjust the size of. Whatever is on the other side of the door will be impossible to discern or reach for those who lack the proper permissions, and only you can grant the proper permissions.

**Jumper Repository [400 PP | Discounted for Apostae]**
Are you a high ranking agent of House Zeizerer? That'd certainly explain how you came to possess this gigantic stockpile of advanced magitech weaponry.

House Zeizerer is the most advanced and prolific weapons manufacturer on Apostae. If someone had to rank the relative power of the different drow houses on the planetoid Zeizerer would certainly be in the top two (with House Arabani ranking second), and very probably number one. It is a poorly kept secret, at least among the drow houses, that the Zeizerer is stockpiling arms for reasons that are, as of yet, unclear. The other houses don't love this, but without actually locating the various weapon caches where the weapons are stored there's little they can do of substance to weaken House Zeizerer. This stockpile includes a range of advanced robots, powerful melee and ranged weapons, and various ships of a range of relative power levels. It is also enormous, worth the wealth of whole nations and it replenishes annually.

You now possess a copy of this vast stockpile of weapons, and as you continue your chain this stockpile will expand in size and variety including new and potent weapons keyed to each jump you visit. One special item in this stockpile is Zeizerer's Triumph: a colossal ward that can be activated once per jump or once per decade, whichever comes sooner, that if activated can shield against utterly anything and can cover an entire planetoid safely.

## Aucturn

**Aucturnian Atmosphere [100 PP | Free for Aucturn]**
This handful of gas canisters are a surprisingly unpleasant weapon in the proper hands. This is a set of ten canisters that contain weaponized versions of Aucturn's noxious atmosphere and when thrown at someone or something they shatter and unleash the dreadful power of the loathsome planet on anything within 30 feet of the shattering. Those who inhale the gases contained within the canisters must withstand a transformative, darkly eldritch assault on their bodies and minds or else they will fall under your influence for 24 hours. At the end of those 24 hours they will go completely insane and fully lose themselves to the mutations coursing through their bodies and twisting their minds. You regain any spent canisters at the start of each new day. If you give the canisters away then their abilities become keyed to whoever you give them to, meaning that the new tossers of the canisters are those who receive the temporary loyalty of those afflicted by the powerful, sanity-shattering mutations of the gases contained within. These canisters can also be used quite easily to simply kill someone, stunning them with the poisonous gases and then shooting them while they are on the ground coughing as the gases ravage their lungs. Your allies, and you yourself, are immune to the gases contained within these canisters.

**Citadel of the Pure [200 PP | Discounted for Aucturn]**
This item is not merely a copy of the dreaded Citadel of the Black, it is a version of the atmospheric pumping engines that make the black iron tower such an important part of Aucturn. You have a number of massive atmosphere engines which can take even the most irradiated and/or toxic atmosphere and make it perfectly breathable. These machines defy categorization; they start off as small as some cars and can work perfectly in this state, but you can will them to expand and become an eerie copy of the Citadel of the Black but under your control. This means that you can easily create a camp with these engines that is little bigger than a clearing in a field of radiation, or you can create a proper fortress in the middle of a wasteland the size of a small kingdom with equal ease. These engines are capable of both purifying and creating atmospheres, making them incredibly valuable for any efforts at colonization. Beyond this, when the engines are in their fully unvarnished forms any and all occult research is three times as effective as it would otherwise be.

**Occult Ichor [400 PP | Discounted for Aucturn]**
Many unholy monsters derive foul sustenance from feasting on Aucturn itself: from crazed cultists to the outer gods to the native orocorans. They drink the potent, divinity-infused liquids the ground itself sometimes bleeds, and grow disgustingly powerful if they can survive (or in some cases fail to survive but reanimate after death as mighty undead). This is a replenishing vial of the depraved fluids of the world, which some say are the amniotic fluids of the unborn divinity gestating in the Gravid Mound. This fluid is an incredibly powerful drug that not only sustains someone but can restore those who drink it from the brink of death, while empowering them temporarily. For a time after someone drinks this phoenix-like liquid they will swell several feet in height and become significantly more powerful physically, though this effect is temporary and scales based on how much liquid they drank. At the same time anyone who drinks the liquid will receive visions that reflect the whims and wants of the godling from whom the ichor is sourced. If you act on the visions even in its pre-nascent state the godling

will reward you, blessing you with the ability to temporarily cast occult spells if you lack such an ability, or empowering your ability to cast occult spells if you already have a feature that grants this. If you drink enough of this fluid you may gain a permanent connection to the godling, and if you obey its whims enough then it may grant you greater rewards…

# Companions & Followers

**Companion Import/Companion Creation [50-200]**
With this, you can spend PP to import companions into this jump, giving them 600 PP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 PP per person you do this for, or you can spend 200 PP and create or import 8 such individuals.

**New Friend [50]**
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 PP here gives you a new token. Each unspent token is refunded at the end of the jump.

# Drawbacks

**Another Universe [0 PP]**
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

**Extended Stay [Varies]**
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

**Lockdown [Varies]**
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 PP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

**Contemporary Contrarians [100 PP]**
Just like in the early days of the post-Gap galaxy and the first few years of the Absalom Pact there always seems to be contrarians; those who refuse to seem to delight in naysaying and debating. You are now cursed to always have to deal with those who want to debate, to argue, and who will stonewall and take hostage progress and forward momentum whenever they can. Thankfully dealing with these figures will often prove quite easy, but it's still annoying to lose valuable time due to their nonsense.

**Day To Day Mundanity [100 PP]**
The real world. A jumper's worst nightmare. Now you have to deal with real concerns, like buying fuel for your spaceship, or paying rent on an apartment you live in on Absalom Station. This is terrible, and worst of all if you try to ignore these real-world problems then you'll find yourself plagued by misfortune that scales in intensity to match how much you're ignoring.

**Wait Times [100 PP]**
The natural consequence of greater interconnectivity, and thus more lists, is greater wait times. And now you suffer from this. Everywhere you go when you first enter a place you'll have to wait a little bit. The newer the place to you the longer you'll have to wait, so if you enter a new world for the first time you'll get stopped at the spaceport and have to wait for them to verify your identity. This can range from a few moments to a few hours in time.

**Stowaways [200 PP]**
Somehow you have the worst luck when it comes to stowaways. Almost every time you get on a ship you'll find that the ship has been infiltrated by at least one, usually more, stowaways. This happens on public or private vessels and it always happens on vessels you personally owe. You can detect these unwanted guests and handle them how you see fit, but you cannot prevent this from happening in advance. You just have to deal with it.

**You Just Got Zo!ed [200 PP]**
Somehow infamous media personality Zo! is onto you Jumper. The undead host and commentator is delighted by your existence and has decided that you are part of his continued ascent to greater heights of infamy, wealth, and power. At any given time you can become a target of his pranks, antics, and livestream-based tomfoolery, with his audience able to minorly influence reality around you and make your life siller, stranger, and sometimes even more dangerous.

**Pact World Paperwork [200 PP]**
Oh this isn't fun. Prepare to constantly have to deal with paperwork and other bureaucratic nonsense during your stay here. Even if you are a rough and tumble bandit living in the wilderness of say, Verces, you'll somehow still have to deal with paperwork and other such nuisances. It turns out that being a bandit requires a permit, and a license. Who knew?

**Extraplanar Enemy [400 PP]**
Alignment stuff. Not fun. Either outsiders related to your exact alignment opposite (LE to your CG, or CN to your LN, etc.) or an outsider faction of your benefactor's choice if you're true neutral, despises you and wants you to be put down. At first this will only cause them to send agents after you when they can, but as the jump progresses they'll become more proactive from contacting mystics to summon them for the purpose of hunting you down to actively deploying mortal agents to see you destroyed. At the end of the jump you may have to face demigod tier foes of the alignment in question, creatures that are CR 20+ in power, such as demigods, demon lords, and archdevils.

**Debt [400 PP]**
Ouch. Now you're in debt to a major power, such as Abadarcorp, or the Bone Sages of Eox. This is a serious debt beyond your ability to pay off through straight wealth, though you can find a way to convince people to forgive it with the right incentive (which will obviously differ from power to power in terms of how it could be done). Still, by default this debt is significant, and puts you in service to a critical regional power, as well as is the sort of debt that your debtors will send to collections if you try to run from, and they'll offer incentive enough that you'll regularly face skilled and competent debt collectors.

**Wanted [400 PP]**
Oh no, now you've done it, jumper. You're now a wanted figure, with a sizable bounty that scales to match your power and is high enough that other players on your level are interested in claiming it for themselves. By default this bounty is only on the world you select as your origin, but for an extra 200 points you can make it system-wide.

**Clash With The Corpse Fleet [600 PP]**
The Corpse Fleet; the single biggest organized threat to the peoples of the Pact World, these rogue warriors from Eox have made a nuisance of themselves in the centuries since the signing of the Absalom Pact. And now they are significantly empowered by various forces most notably the church of Urgathoa (the goddess of undeath, gluttony, and disease), as well as filled with a previously unseen nihilism and desire to accomplish their omnicidal goals. This drawback wildly amplifies their forces, their influence, and shifts their goals from the spreading of undeath to the rampant annihilation of all life. They'll still convert people into the undead if they can, but not for ideological purposes. This is purely pragmatic. Prepare for the fight of your life jumper, as the Corpse Fleet is ready to destroy everything and they won't stop until all life on and from the Pact Worlds is destroyed.

**Nyarlathotep Ascendant [600 PP]**
The dark truth of Aucturn is that it is an egg for an as yet unborn deity: *The Newborn*. Nyarlathotep, the most active and personally malicious (to mortals) of the dreaded Outer Gods, is active on Aucturn feeding on the energies of the Newborn prior to its explosive birth. In some timelines valiant sacrifices and heroic actions allow the Newborn to successfully emerge from its home unburdened by the parasitism of Nyarlathotep, though this event still irrevocably changes the Pact Worlds. By taking this drawback the timeline you enter is one that is drastically different from the canon timeline of the Starfinder campaign setting, not only was the Newborn prematurely born but it soon succumbed to the vile parasitism of Nyarlathotep, tremendously empowering the Black Pharaoh and ensuring that the destruction of Aucturn is an even more disruptive event so cataclysmically powerful that it decimates Apostae, Bretheda, and Liavara, as well as permanently transforming Triaxus and Eox. In this timeline the dark cult of Nyarlathotep is an active menace, the Black Pharaoh himself detects aberrations in reality caused by you as a jumper, and seeks to corrupt or steal your power as well as has absorbed the esoteric powers and domains of the Newborn, adding Birth, Cosmic Horrors, Paradigm Shifts, and Renewal to its list of areas of concern and power. Beware the Empty Traveler, jumper, for it desires to hollow you out and turn you into another one of its puppets, or failing that utterly destroy you and steal your ability to wander reality.

**Pact Worlds No More [600 PP]**
This drawback significantly alters the nature of this setting by preventing the Absalom Pact from ever coming into being. In this case something happened during the signing of the Pact that prevents it from occurring and permanently causing the different would-be-members of the Pact to distrust each other. Without the unity brought on by the Absalom Pact the star system is a vastly different place, plagued by the Swarm, by the remnants of the Veskarium, and with local threats that are wildly more powerful than they'd otherwise be due to changes to grow into true menaces rather than be stopped by interplanetary unity and mutual defense. Prepare for a darker, more grim experience and that's before factoring in how a lack of unity would leave places like The Sun or Aucturn more perilous than they natively are.

# Decisions
*You have three choices …*

**Go to the next Jump**
Continue onto the NEXT GREAT ADVENTURE!!!!!!

**Stay**
Stay and enjoy your current life.

**Go back**
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

# Notes
-Mini-changelog: This jump document was created on February 28th, 2026. Over the course of the next few weeks I'd gradually release previews of this jump, showcasing assorted origins' perks and items until late at night on March 11th, 2026 I publicly released a version 0.8 with MOST perks and nearly all of the items written out. **Version 1.0 of this jump was published on March 12th, 2026.**
-It shouldn't need to be said but there's no drawback limit here.
-Special shoutout to the grammatical editing GOAT that is Blackscorp, who went through and caught 100+ tiny grammatical (and at times not so tiny) things with their exceptional editing eye. Mine is trash so I appreciate homies who help.
-I've always wanted to do a Starfinder jump, and Pact Worlds is a book I personally own. I figured using it as the source and crux for the jump would be the easiest way to do a Starfinder jump.
-This jump has a total of 14 origins. My normal origin count is 3 per jump. That's a lot of purchasable stuff (52 non-generic perks and 42 non-generic items).
-Desna's Path is the actual name of the Starfinder Galaxy (unless they've retconned that but I don't believe they have).

-I tried to find the canon effects of Corpsicum, but all I could find was that technomancers have discovered vague "new, magical uses for it" so I decided to use it as a sort of magic amplifier.
-I was going through the Starfinder Wiki (Exceptional resource by the way. I cannot recommend it enough.) and I saw that the eldritch *Newborn*; the godling in Aucturn has apparently been born. Click here to learn more about that! It occurs in 324 AG, a year which jumpers who use the default starting date of 317 will experience unless they intervene. (Also, oh my goodness the events of this are awesome and fantastical and I DEFINITELY think anyone even remotely interested in Starfinder should check them out. I won't spoil anything here, but seriously this is dope.)
-The Starstone… That blasted rock. It felt weird to do a jump like this and not include it and I decided to do all in on it. If you become a god with the stone you become a full *Starfinder* deity, one on par with the Newborn or Triune when they first started to exist, but these deities are still capital D deities rather than demigods or the like. It is up to you to decide what that looks like for your jumper as this is definitely a fanwank responsibly type of deal. If you want resources for this kind of thing, both editions of Pathfinder have material that talks about the gods in great detail in the form of *Inner Sea Gods* (1st edition) and *Gods & Magic* (2nd edition).
-I will leave this incredibly handy resource here if you want to take this jump and have no idea what goes on in Starfinder. This calendar does have spoilers, but if you want to plan some things out in advance and get a sense for how dangerous this jump could be, this is an extremely useful resource to have on hand.
-Solar Powered has a lot of fun niche, and not-so-niche uses. It can be handy for exploring Fullbright on Verces, or allow someone to explore the Glowing Sea in Fallout 4. It's a versatile perk.
-Null Tracts, the item, is a play on the usage of the term "Tracts" to describe, like, a pamphlet. I was thinking of Chick Tracts, the religious comicbooks, when I decided on the name given that Null Tracts is also a region on Apostae.
-Because of the harvest being associated with Autumn I gave it earth powers in my Seasonal Might (Triaxus capstone) perk. If you feel that Autumn is more of a wind season feel free to flip what Autumn and Spring give you.
-My general philosophy when it comes to making perks is to take something canon, or at least CLOSE to canon, make it permanent, and improve it in some way. I feel like that explains a lot of the underlying design choices in this jump's extensive, 50+ perk list.