Story of a Ruler
Stars At Strife

Jump by Pionoplayer
v1.0.2

You awaken, for the second time, not in realspace but standing upon a colossal map. A grand starchart marking the skies surrounding your people's home system-a map of the regions your people have expanded into since your last visit, and the ones they look towards in the near future.

*There are markings of others though, those who oppose your civilization, and those who bear the mark of that feeling of **wrong**ness. ...A feeling that you observe has gotten stronger since last time.*

Time has passed and once more you have returned to the realms of your people. They are no longer constrained to a single star system, and have truly entered the realm of interstellar politics. But of course, something is ***wrong*** still and it will not be long before your people must struggle to assert their right to exist once again.

Take your **2000 CP**, and prepare for the next set of trials that await you.

Important Notice: This is the eighth jump in a series! If you have not completed the main scenario of the first seven jumps in the series, or if you left your people in such disarray at the end of Blazing Skies that your people died out after the jump ended, you ***cannot*** take this jump.

Personal Specifics:

Species: As in the previous jumps, you may choose to enter as you were before, in your basic bodymod form, or you may take on the appearance of the race you lead, gaining it as a new altform if you did not take it previously.

Age: You may start out anywhere from "coming of age" on up, whatever that is for the species you are importing as.

Gender: The default is the gender you selected for the previous jump, but I see no reason to not let you change it if something else has become more comfortable. Choose as you will.

Origin: Unlike usual you already have a history in this world, one that *isn't* a jumpchain fabrication to establish your background. However different you may appear, the people will recognize you as their chosen ruler and quickly reestablish you as their leader.

(Free) Timeless Emperor: The amount of time you will spend in these jumps remains potentially quite lengthy, so this perk is still offered in case you (or your companions) did not take it

previously. You will never age past your biological prime while this perk is active nor will you suffer mental degradation from living so much longer than you're normally designed to. This does not improve your memory, allow you to recover from normally permanent injuries, reverse your aging if you start out older/get artificially aged by an outside source, or in any way protect you from anything but the cold embrace of time and entropy upon your physical form over the years.

The Kingdom

As always, the purchases in these sections apply to the world of SoaR. Improvements to your people are added to the altform, but otherwise purchases relate to the setting and difficulty of the scenario and are not fiat backed.

Species Creator:

As ages come and go, your people learn and grow. Once more there are new options to spend on and learn about your people, and as always all purchases in this section will be applied to the provided altform where relevant to reflect the developments your people have made during your absence. All features and flaws purchased for your people will be fiat backed to not just maintain across the series but to improve and modify to maintain their relative value if they would be deprecated or rendered obsolete by the increases in power and scale as the series continues - though this is not a guarantee that they will always synergize well, just that taken independently of your other purchases they would still be worth the CP you've spent.

Your baseline expectation of development before jumper empowered tampering is now at 'early interstellar' scifi, exploring and colonizing nearby systems but not able to reach towards far corners of the galaxy yet. It may behoove you to check the Notes for an explanation on how exactly the term 'FTL' is used in this jump, it's being used a bit differently than its normal official definition.

(Variable CP) Ascension: As a civilization grows greater and greater, eventually certain missed opportunities become available once more. You may spend CP in this jump on the Species Creator sliders and features of SoaR jumps 1 and 2, or on removing flaws. Similarly, you may lose features, take on flaws, or lower slider levels from SoaR 1 and 2's Species Creator to gain CP for usage here. Features may be purchased at full price or refunded for half their original value. Flaws may be taken for half their CP value or purchased off for full price. Slider values may be improved for the full price difference you would pay, or lowered to receive half the difference you would gain. No Gods Only The King still applies its discounts to CP expenditures.

A few caveats: any features received for free give no CP on refund, sliders that received price reductions from previous Delayed Gratification Features are treated as their original prices being whatever they were reduced to by earlier feature purchases, and you *cannot* purchase or refund Delayed Gratification Features (the ones that give free features and slider levels in future jumps) through this. Finally, you cannot remove Red Drawbacks through Ascension, and can only take one previous Red Drawback through Ascension per jump-and if you do take one you

will only receive 300 CP and increase the severity of its resonance with this jump's Red Drawback, you won't retroactively gain previous resonance effects.

Worldshaping: choose one.

Few races are going to be so blessed as to find every single place they discover habitable, so most peoples learn to shape the barren (or sometimes not so barren) worlds they come across. The arts of terraforming, geosculpting, and more. Some races start early, so **all options on this slider are 300 CP cheaper (to a minimum of free) if you took Green Thumbed in SoaR 7: Blazing Skies, 600 CP if you took Change The World in SoaR 6: Age of Empire, or 900 CP if you took both**.

(0 CP) Renovations: Terraforming is an expensive endeavor, even for advanced civilizations-a planet is very very large after all, and terraforming involves some very extensive changes. Your people are no better or worse than is standard for this universe-terraforming is a multi-year gigaproject with exorbitant costs even at the best of times, but having a habitable planet to live on where previously there was none remains worth the cost in most cases. Cheaper than building one from scratch for certain.

(100 CP) Home Catalogue: There's a lot you can do with a good terraforming plan-but your people can do a bit more than average. This won't be anything completely outside reason, but your people know how to create and recreate planetary conditions outside their usual-deliberate construction of single biome planets, worlds with immaculately geosculpted landscapes, altering the chemical compositions away from typical-things not so far removed from regular terraforming capabilities, but a little extra versatility can be useful at these scales.

(300 CP) Exotic Biosphere: Typically terraforming has limits. Gas giants and hot house planets are too far outside the standard to work the usual changes upon, and more exotic bodies like giant spaceborn trees or similar are typically locked to a single mode of biosphere-your people are not so limited. They are skilled enough at the craft to make even more exotic bodies support life as they desire it, though the exact biospheres will still look very different-a gas giant is still going to be an enormous skyworld once terraformed, just one with a breathable atmosphere and maybe floating islands to taste.

(600 CP) Worldbox: Your people have a neat trick-they can do terraforming in an unreasonably short period of time. Whatever method makes them such masters of it, your people can completely restructure the face of a planet in as little as a day or two under ideal conditions-the primary limiting factor being how quickly they can get all the equipment in place and all the material shuffled to the right parts of the planet. And without the extended and intricate multi-stage processes it will be far cheaper than it is for most civilizations to boot!

(1000 CP) Creative Mode: Your people are true masters of worldshaping, if it's physically possible, they can do it. Your people can make functional biospheres on floating debris fields that wouldn't naturally even support an atmosphere, they can build worlds whose ecosystems

thrive upon exotic particle effects that evolution would never naturally tap into, they can sculpt worlds into funny shapes which remain in that configuration stably, they can build an exotic ecosystem in the heart of a star or the accretion disc of a black hole, they can make worlds into wonderlands or nightmares, and they do it so quickly and gracefully that it will leave any onlookers truly awed at what they can do when given a world to shape.

(+300 CP) The Hard Way: Terraforming is not, unfortunately, quick and easy. Biospheres are complicated and often delicate things, influenced by a million factors so massive that it can be hard for even interstellar organizations to grasp. In short, worldshaping is *hard*, and your people don't have shortcuts: terraforming a planet takes decades, it takes immense resource expenditure, in all honesty it won't even be worth it on planets that are already habitable but kind of uncomfortable. But your people can do it, and that's still a boon when expanding between the stars.

(+600 CP) World Defaults: Your people are not worldshapers. This is a point of fact; they struggle with geosculpting and ecoengineering. Terraforming is totally beyond them. If your people want to settle new worlds they'll have to either find ones that are already habitable, or settle for living in bubble habs and enclosed space stations for the rest of their existence.

Communion: choose one.

Communication and cultural cohesion presents a unique set of challenges once a civilization reaches certain sizes. Not only is it much harder to communicate in realtime across FTL distances, but as such networks grow it becomes harder and harder for information, needs, and understanding to spread outwards faster than subcultures drift away from each other. Different civilizations fare differently, how does yours? Some peoples begin with greater advantages, so **all options on this slider are 300 CP cheaper (to a minimum of free) if you took We All Lift in SoaR 5: Fires Of War, 600 CP if you took Synchronicity in SoaR 3: Settled, or 900 CP if you took both**.

(0 CP) Connection Established: Fortunately, long distance communication is not so impossible here as in your home reality-there might not even be a hard physical speed limit here after all-so your people will have the capabilities to effectively relay communication between star systems just fine, though it will take infrastructure and may not be something so easy as to make connecting the entire civilization for convenient casual communication a feasible ideal. At the very least *you* will know what's going on in the far reaches of your territory.

(100 CP) Internet Provider: It can be a bit rough trying to keep a people together when long distance communication is difficult. This doesn't make your people's comms *better* per se, but does make them cheaper and more scalable. Effectively where the previous option would be radio station communications, this is full interstellar internet-giving access to the regular masses and enabling greater cultural cohesion as your people have greater access to the ideas and knowledge of those from far away.

(300 CP) All Together Now: Having internet is one thing, but your people are truly interconnected. Perhaps this is a great psychic network that gives your people ready connection to each other over such vast distances, perhaps it's more cyberpunk style neural implants, but whatever the form might be your civilization is in constant communication with itself-though more distant or isolated regions may be less easily connected and subject to transmission delays, there are still limits.

(600 CP) No More Lag: There's good communication, and then there's instant communication. Your people have instant communication, across the entire civilization. Unrivaled connection to each other, to public information, to the pulse of the culture they live in. Even distant regions will not be left behind, no lag means no lag after all. And of course, instant communication at any distance is *phenomenally* useful for all manner of thing from logistics to administration to military strategy.

(1000 CP) One Heart One Mind: How instant is instant? A real time phonecall is nice, calling anyone with your brain as soon as you like is nice... But there's still a delay for needing a moment to figure out who you need to call. There is something deeper to your people's connection now, they are truly and fully in sync. Messages go where they need to as soon as they need to be sent, people pick up on details they should be made aware of without needing to be singled out-if somebody needs assistance and the right person is close enough to assist then they will be right there to help. Soldiers will know their orders without being told, advancements and organizational knowledge proliferate as soon as they can be understood and drawn up... Your people could be mistaken for a single perfectly in tune organism at this point.

(+300 CP) Connection Timeout: Oops, we forgot to add interstellar comms to your people's tech tree. Your people have little to no way to directly send messages across the vast interstellar gulfs-or at least, nothing more effective than using messenger vehicles and their FTL engines. This will make a number of things more difficult, but at least it's not an insurmountable problem for either communications or cohesion.

(+600 CP) Multi-Track Drifting: Not having effective interstellar communication is bad enough on its own, but it can cause another problem to set in as well: cultural decohesion. The wider your empire gets, the farther away from each other your enclaves get, the more your people's subcultures and ideals get from each other. This won't necessarily cause rebellion or administrative backlash unless you've taken appropriate flaws, but it CAN cause unimaginable amounts of miscommunication and social discontent as time goes on.

Serendipity: choose one.

Fate and fortune just seem to favor certain civilizations, chance and destiny granting them reprieves and opportunities where any other would have been forced to claw through trials and cataclysms with bloody sacrifices. This doesn't operate so much on an individual level-a previous slider offered that-but how much do your people as a whole seem to benefit from this strange aggregate 'plot armor'? Some races benefit from this from their earliest days, so **all**

options in this slider are 600 CP cheaper (to a minimum of free) if you purchased Providence in SoaR 2: The Trek.

(0 CP) Non-Doylist: The default of course is to be beneath fate's gaze-your people neither exceptionally benefit from the vagaries of fortune nor suffer the injury of history's ire. In short: this level has no effect.

(100 CP) Notability: The simplest way a civilization's personal serendipity may manifest is the aversion of unfortunate catastrophes. Poorly timed awakening of cosmic horrors, backlash from the failures of larger neighbors, simply being in the way of a greater calamity through no fault of their own-your people will never fall or be crippled to such events that might be seen as pure bad luck, or as one might also put it: being offscreen casualties in another story.

(300 CP) Fortune's Favor: Most are familiar with 'plot armor' in terms of how it steers its beneficiaries towards positive outcomes. Your people benefit from regular opportunities and windfalls, random or complex events unfolding in ways that benefit your civilization's development and prosperity just so long as the opportunities are taken-serendipitous workings rarely benefit those who do not seize the opportunities granted after all.

(600 CP) HFY: This is true favor of the cosmos-not only are your people generally showered with opportunities, they tend to be *timely*. Time sensitive solutions to major problems do not receive unexpected delays, important breakthroughs happen just before the events that need their knowledge, when a crisis at hand needs specific skills and mindsets those workers and warriors who are best suited to save the day will be at hand even if it may cost their lives. Fortune swings in your people's favor time and time again in those make or break moments-just make sure that your people are well enough positioned to turn those lucky breaks into true victory, you can still win the battle but lose the war after all.

(1000 CP) Drakanic Ascendancy: Some are blessed by the cosmos's favor, a select few are *spoiled* by it. Your people do not just receive fortunate outcomes and surprising opportunities when it is significant, it happens *constantly*. Your people's development is constantly pockmarked with convenient discoveries and timely breakthroughs, warfare is defined by moments which pay off risky assaults or cascading failures of enemy weaknesses. The universe itself seems to desire your people's success, so use that advantage well because not every force and factor agrees with it.

(+300 CP) Worfian: It's possible to have the opposite of plot armor too. Your people are, collectively, unlucky. If ever there's a wandering disaster in the local region, it will wander into your territory. If there is a major cataclysm occurring, your people will get at least clipped by it. If your people have an obvious weak point or chance for a major logistics failure against an enemy invasion, it almost certainly gets hit. Redundancy and resilience will be the name of the game, you can always prepare for and recover from such disasters-or better yet, not give them the opportunity to occur in the first place.

(+600 CP) Murphy's Punching Bag: There are some peoples that fortune favors-but it hates yours with a furious loathing. Your people are constantly beset by setbacks and misfortunes-enemies find weak points, critical projects suffer endless unforeseeable delays, every threat your people face is drawn to greater magnitudes by the never ending storm of misfortune and coinciding catastrophes. Leave as little to chance as you can-you'll regret anything else.

Other Features:

(100 CP) Stargate: FTL travel is useful-all but mandatory for civilizations above a certain size even. But the distance involved can make it difficult to build infrastructure for-sure you can build ports and repair stops but you can't build things like highways. Your people though have some method of static FTL enabling infrastructure, such as jumpgates, wormhole chains, or similar which allow safer and/or faster FTL travel when used comparative to simply using vessels' built in FTL engines.

(100 CP) Air Support+: Nothing settles an argument quite like nuking the other side from orbit. Your people are really good at orbital bombardment, for precision when needed (at least as far as precision goes with orbital bombardment) or just making sure that the planet's surface is properly cratered as quickly as possible. Any idiot can fling rocks at a city from space, your people do it *well*.

(100 CP) They Come From Above: Do you know how hard coordinating a mass simultaneous landing invasion on a hostile planet is? You're going to learn if you haven't already-but fortunately your people did so you've got a starting point. Maximizing the efficiency of taking a void occupation down to the ground is a complicated tactical (not to mention logistical) affair, but it's one your people have sharpened to a T.

(200 CP) Roadblock: FTL methods have a particular quirk to them-in order to work they typically require some manner of reducing interaction with normal physical space; oherwise your ships get obliterated when they crash into tiny rocks between star systems at superluminal velocities. The upshot of this is that FTL movement also tends to be extremely difficult to blockade or intercept-but your people figure out ways regardless. Your civilization is fully capable of developing anti-FTL mechanisms, whether that's warp suppression, hyperdrive traps, or subspace mines. There will be no trespassing on your watch.

(200 CP) Coruscating: A city as large as a planet... Single settlements are difficult to manage in ways that extended nations and countries typically are not-the more you increase the size of a city the more new problems managing it presents, typically with a spread out civilization it's mostly just the old ones getting worse. For this reason, few civilizations build and maintain ecumenopolii, except for maybe one or two at the heart of their empire. Your people do though, easily building and maintaining single cities of staggering unending urban sprawl. While this can be expensive, the level of centralization this allows can also be quite a boon-for how much industry, research, and other such urban activities you can fit close to each other in such a

massive city if nothing else. Some people set their sights on this as soon as they realize it's possible, so **this feature is free if you took Celestial Architects in SoaR 7: Blazing Skies**.

(200 CP) Memories Of Home: As your empire expands, your people will find themselves living in ever more exotic and extreme locales. Some customs will become outdated or impossible to continue, but still, your people find ways to hold on to what and who they are. Major cultural values will find ways to stick with your people even as their lives become ever more incomprehensible-the exact form and practices may change many times over their journeys, but this will keep your people anchored to their past and to each other just that little bit better. This may not be new though, **so this perk is free if you purchased Who We Are in SoaR 4: King And Country**.

(300 CP) Warp Factor: FTL is a very broad term, and encompasses a massive spectrum of speeds and efficiencies itself. Your people's FTL is faster and easier to use than most of similar 'grade'. Perhaps warp jumps go farther and smoother, perhaps hyperdrives cool down faster allowing chained hops to be strung together more closely, maybe it's a mix of that and more. Whatever it is, interstellar travel is an even less daunting prospect than before.

(300 CP) Nanosons, Machine: Nanobots, smart matter, active hard light, a million ways to perform the same basic thing: make physical matter that changes and shifts exactly as you want it to get new shapes and effects on demand. Your people are true masters of at least one such capability, allowing wide proliferation of things like self-remodeling homes, hostile ship interiors, and advanced nanofabrication industrial applications.

(300 CP) Ecosmiths: Ecosystems are wondrously complex things, shifting multifaceted networks of species and environmental factors that weave into a delicate yet robust balance. But a good worldsmith can take this facet of life and shape it into something more. Your people are capable of designing ecosystems that act as self correcting mechanisms for a larger purpose-food webs that perform predictive calculations, forests that 'naturally' mine and harvest resources from the area for easy collection, pulsing organic sprawls that create endless swarms of biological war machines... There's a fantastic array of things this can be used for. Maybe your people have already been dabbling in this, so **you may take this feature for free if you purchased Change The World in SoaR 6: Age Of Empire**.

(400 CP) Hop Skip And Jump: FTL, even at its best, is not usually *convenient*. It takes a bit of windup to get going that fast, and the process of going in and out tends to leave the ship mildly blind and fairly vulnerable. It is not typically suitable for mid-combat maneuvering. Typically is a relative term, and your people are one of the exceptions. While precision to use it offensively may still not be possessed, your people have good enough command of tactical FTL usage that they can use it regularly for maneuvering in battle. Escaping or joining fights, to hound enemies or escape pursuit. There are still limits though of course, you can't evade all threats by hiding in warpspace with just this.

(400 CP) Homewreckers: Worldshaping is typically a relatively peaceful act. Even those who do it quickly will generally struggle to do it when there are people in the way trying to prevent it from being done. Not so for your people-they are fully capable of using terraforming offensively, performing worldshaper actions on opposing worlds as a form of attack to harm enemy interests or render them impossible for the opposition to occupy. There will still be possible countermeasures-there always are-but when those fail or outright aren't present your people can attack, conquer, and reshape a world to their liking all in one go. Some civilizations have already bent in this direction, so **you may take this feature for free if you took Green Thumbed in SoaR 7: Blazing Skies**.

(400 CP) Seedship: Colonizing new spaces is often difficult and expensive-you can't just throw out a ship with fresh clones and expect them to connect back in themselves, you need to include experts, colonists with preexisting cultural ties, time to establish new infrastructure... Or at least, most civilizations do. Your people have nailed down a method of rapid-assembly colonization, a single colony ship/fleet able to fully establish themselves at their destination point at the same time and cost as it would otherwise take just to get a stable settlement in place. This is obviously good for peaceful expansion into unclaimed areas, but can also be good for escaping calamities, quickly claiming conquered territory, and so on. This may not be a new development, so **you may take this feature for free if you purchased Final Frontiersmen in SoaR 7: Blazing Skies**.

(600 CP) Dyson: Building something the size of a planet is extremely difficult, planets typically accomplish it by being a giant mass of raw material that doesn't need to be a particular shape or do any particular thing. Your people can build gigastructures though: dyson spheres, planetary forges, ringworlds, and likely more. Such projects are enormous undertakings, but there are certain things you can do with such a huge piece of infrastructure ranging anywhere from stellar matter lifts to incredible cutting edge science to impossibly powerful defensive installations. Your people may have been reaching for this early, and **may receive this for free if you purchased Celestial Architects in SoaR 7: Blazing Skies**.

(600 CP) Dangerous To Know: Knowledge is power... Except for when it's information that hurts to know. Your people are capable of constructing memetic hazards and logicbombs; packets of targeted information that actively, perhaps even physically, hurt the recipient. This is of course most frequent in information warfare, but an advanced civilization (such as yours) may craft hazards that work on biological targets and even other more esoteric forms-if it processes information it can be targeted, though maybe not always broken.

(600 CP) Strange Stars: It's a big and strange universe out there, even in more mundane universes there are anomalies and mysteries to uncover: your people are ready to uncover them. Your civilization has an interest in the strange, the obscure, and the inexplicable, which has resulted in your people being much better at identifying when oddities really are just scanner blips and when there is something to investigate, maybe something that nobody else would have noticed and looked at before it was gone. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

(800 CP) Speeding Bullet: FTL's most intractable weakness is precision. Choosing where and when you come out of FTL is difficult, choosing your trajectory is harder, picking a target once close enough to see them before you've passed them by is functionally impossible. Your people scoff at such limitations-your people have true full scale FTL weaponry, with all the terrifying implications that come with. Bombardment ranges almost no enemy can match, strikes which hit before the enemy can even register they've been launched, warheads which materialize precisely inside enemy vessels, the list goes on and on. Few things are scarier in war than an enemy that can hit you before you have any way to know they've seen you.

(800 CP) Minds Of Orion: Superintelligence, defined sometimes as not just genius intellect but the ability to continuously improve one's own intellectual capacity. Self upgrading of the mind. This ability is actually rather rare, limitations on thought patterns, data processing, and emotional stability render most sapient beings unable to make great upwards leaps and the process of establishing *new* minds as superintelligences is too unpredictable and dangerous to be worth it most of the time. But your people can, and have begun to do so regularly. It may look different than the stereotype-perhaps it's arcane refinement of the brain and soul instead of colossal supercomputer AIs for example-but among your people are staggeringly immense intellects, so clever and smart as to make them seem godlike on its own. Your people may have gotten a head start on this earlier, so **you may take this feature for free if you purchased Hello World in SoaR 6: Age Of Empire**.

(800 CP) By The Bootstraps: Your people have begun to notice something strange-an unreachable force intervening on their behalf at minor junctures. It is not their god, and you can confirm it's not you, and all other attempts to determine the source have failed. The one thing that unites these interferences is that even the tiniest nudges end up being crucial to larger events later on. As of now there's no telling the intentions of the force at play, but for now it seems to be favoring you and your people's success... *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

Racial Flaws:

(+100 CP) Unauthorized Passengers: Your spacegoing vessels have an odd security problem: stowaways. Nothing your people do seems to prevent your ships from picking up scavengers, wildlife, and unpaid passengers on a regular basis. Fortunately this mysterious effect doesn't enable hostile stowaways like saboteurs and spies, but it makes running a tight ship much harder.

(+100 CP) How To Serve: Your people are delicious. Literally, for some reason their chemical makeup makes them taste really good to... Almost everything that doesn't live on their home planet. Most civilized races won't capitalize on this (much) but it will severely complicate wildlife handling on far worlds.

(+100 CP) Diverse Portfolio: Good news: your people rapidly adapt to the unusual living situations they may find themselves in as your civilization expands. Bad news: I mean this in the sense that your people's culture and even physiology diverges frustratingly quickly. This isn't an insurmountable problem by any means-there's even features on sale to limit its harm-but it can severely complicate the process of ensuring cultural and societal unity without proper precautions.

(+200 CP) Dutchmen: What happens when a ship goes missing? It's a big universe, with plenty of space for odd things to happen. Your people find out too often, ships that get wrecked or go missing often return as twisted but distressingly functional wrecks that attack or otherwise threaten other vessels passing through the same routes as the ghost ships met their end on. It's fortunate that ghost ships don't congregate-and if shattered into expanding debris fields stop coming back-but there will always be threats in your shipping lanes unless you can somehow prevent all vehicular casualties ever all the time.

(+200 CP, can't be taken with Air Support+) Orbital Peashooters: An odd quirk of your people's technologies and military doctrine makes their weaponry bizarrely bad at a specific realm: space to surface fire. Orbital bombardment or even interplanetary fire has far lower efficacy for your people than it really seems like it should-meaning that they'll regularly be forced to resort to costly planetary invasions where other factions would just slag everything down below.

(+200 CP) A Starry Trek: Travel is exciting for your people. This is a bad thing. Just about any trip of significant distance for your people is bound to have at least one... you could call them 'random encounters'. Maybe something in the cargo turns out to be a monster, maybe they hit an asteroid and have to stop for repairs, maybe they get accosted by hyperspace bandits. These will almost never be truly life (or at least vessel) threatening situations unless this interacts badly with other flaws, but delays and other frustrating complications are just a fact of life.

(+300 CP) Spoked Wheels: Some forms of FTL are a bit easier to obstruct than others-vulnerability to gravity wells, interactions with certain high energy phenomena... The kinds of things that can not only make some natural locations dangerous but means that almost any enemy will be able to devise at least some form of active countermeasure. Your people's FTL methods are one such group, be careful about who you let capitalize on this.

(+300 CP) Memetic Mutation: Social contagions, or viral memes, are cultural phenomena which 'hack' part of a society's mindset to rapidly spread through the culture without any particular force pushing it along besides social dynamics. Usually these are minor, benign. Sometimes they lead to minor cultural harms-and sometimes they are indistinguishable from memetic weaponry which are to random social patterns what plagues are to the common cold. Your people have a problem with self inflicting dangerous memetic hazards. Perhaps this is the work of dangerous subversive cells, or maybe something weird about how your people operate results in memetic hazards just springing up from regular cultural activities-either way, it's likely

that your civilization will need to spend significant time and money on combating these to avoid the damage they will deal to civilizational cohesion if left alone.

(+300 CP) Sponsored By Gregtech: Higher technology often allows streamlining of supply chains even as it lengthens them in other ways-but often is not always. Your people's advancement leads to them requiring ever more elaborate manufacturing processes for their greater works, advanced materials maybe needing planet sized foundries to enact the mighty forces required to smelt the components together. This won't reduce overall output rate-or at least not directly-that planet sized foundry still produces as much as it would otherwise thankfully. But there's no easy construction except for the simplest of pieces, and the greater your empire grows the more extensive and elaborate the machinery to provide for it will become.

(+400 CP) Warpspace Hell: FTL can be dangerous, VERY dangerous. Your people's FTL is very dangerous for instance, on par with the kinds that require hazardous trips through hell dimensions in order to operate. Every single journey that uses FTL comes with a notable, though with proper precautions at least minor, chance of the ship being completely lost with all hands on board. Perhaps there are hazards to those near the entry and exit points too. But the alternative is remaining strictly STL, and any civilization that tries that will be left behind both literally and metaphorically.

(+400 CP, can't be taken with Warp Factor) Lousy Rotten Slow Speed Of Light: Do you have any idea how hard it is to get a ship full of people moving faster than light without turning them all to paste? Your engineers do, at least, because even with your people's best efforts FTL is a slow, expensive affair. For all but the most cutting edge ships you can expect to cover far less distance in FTL than competitor civilizations in equivalent time and likely to need multiple day long pauses just to recharge or cool down the drives. It's still unbelievably faster than STL, but at these distances it's still hard to wait.

(+400 CP, can't be taken with Hop Skip And Jump or Speeding Bullet) Node Based Map: Most FTL is flexible, pick a system in range and you can jump straight to it. Your people's FTL is much more limited, functioning under more of a 'jump point' system where each star system only connects to so many others through specific preexisting routes. Any long distance journey is likely to require multiple FTL jumps in sequence, and it's far easier to intercept a convoy that must follow a specific route to reach its destination.

(+600 CP) Skynets: There are reasons to fear the evolution of artificial intelligence. The rise of a self upgrading intelligence with the power to threaten civilization without the moral scruples to keep itself in check... It's a daunting danger. One that your people stumble into over and over again. Maybe it's a natural result of their own research into mental sciences, maybe it's a byproduct of something else, but every so often your people's civilization creates a malevolent superintelligence which tries to conquer or destroy the whole thing. This can be a very insidious threat, remain vigilant.

(+600 CP) Generational Decay: Have you ever read a story where an ancient race, once great and powerful, has fallen victim to some sort of genetic blight or spiritual malady that chips away at their physical integrity generation after generation, dooming them to a slow decline and demise unless they can find other compatible genetic stocks to reinforce their own lines with over and over? Your people are one of them. There's no telling how this instability was acquired, or exactly which things it will affect, but this will require a constant effort to shore up and reinforce your people's nature over time-and no source will ever be a permanent fix, eventually the problem will grow past regularly used solutions therefore requiring a new source and new harvest. The clock is ticking.

(+600 CP, check the bottommost Note if you have taken any previous red drawbacks, even if you do not take this) Monstrous: Your people are monsters, something deeply wrong has taken root in their culture and lifestyle which is clear to all outside observers. Their architecture is threatening, their aesthetic sense is cruel and menacing, warfare and industry feel apocalyptic, and even just the way they interact with others radiates malice. Everyone around them will consider them a threat, and it will be very, very hard to truly convince anyone else otherwise. Reject this, do not tie the noose around your own neck.

The Coming Crisis

Your people are not the only ones expanding into the wider cosmos at a blistering rate. Those touched by the ***wrongness*** spread like wildfire-like their lives depend on it. Those not so touched spread because it *does*. You've chosen the general cosmic structure previously, so now what's left to choose is the details of this jump's inbound crisis.

Threat Category: choose one.

There is a specific threat-perhaps a potential one instead of a realized one, but a threat nonetheless-that will define your objective here. What kind of danger is your task averting?

(+200 CP) Nonstandard Game Over: Something is coming, perhaps because of your objective, or perhaps independent of it. A disaster: complete, total. If it hits it will destroy every part of your empire with no hope of survival or escape. Your people's only chance at continuation is to meet your objective and master it for themselves. Anything short of that will mean erasure.

(+100 CP) War Ender: The threat your people are up against is discrete-a single ancient superweapon of unfathomable power. Should it be activated by hostile forces they will shatter your people's civilization in a single fell stroke, leaving only scattered survivors to be hunted down piecemeal... Or evacuated to other settings by you, if you choose to save what's left with your ending choice.

(0 CP) Encroaching Doom: The incoming threat is already here. Its form could be many things, a creeping shadow that is gradually swallowing your people's worlds in ice and darkness, a seemingly never ending swarm of biological monsters... Whatever it is, your people must claim

the objective given in order to defeat the threat and hold it off. Anyone else who claims it might not be generous enough to remove it before it swallows your civilization piece by piece.

(0 CP) Ominous Superweapon: The threat is not the objective itself, but what will be done with it should one of your foes claim and master it. A mighty superweapon, though less in power than that offered by War Ender. A foe that gains full control of it will become nearly unstoppable militarily and will move quickly to eliminate all nearby threats with it... But there may still be time for a last ditch effort to wrest control away from them before your people are crushed in that eventuality.

(100 CP) Apocalypse Slinger: Similar to the above, but the objective is less... Directable. Its full completion and mastery will result not in instant victory but widespread catastrophe for everyone as its power flares uncontrollably. Should this happen, your people will be hard pressed to survive... But you can still claim 'good enough' scenario victory if you can bring them through the ensuing interstellar apocalypse in good enough shape not to be consumed by those who were outside the blast radius.

(100 CP) Wonder Victory: The objective is not a threat for its raw power, or the threat of oblivion. Its power is more... Supplemental. Any foe that claims its strength will have an infrastructural or industrial marvel of such incredible strength that no one else of this era could really hope to face them. Of course, it's not *impossible* to still emerge intact and victorious should one of your foes claim the objective first... But if you have that kind of might to bring to bear, they're not going to beat you to it anyways, are they?

Target Urgency: choose one.

It's entirely possible that this problem had been developing a while before your people caught wind of it. How long do you have to tackle the situation?

(200 CP) Early Scoop: Your people have gotten lucky this time-no other major player is aware of the target yet, your people have time to get a headstart before the rush begins. Make sure you take this opportunity for all it's worth.

(100 CP) Work In Progress: It turns out that your arrival is a little bit late. Your people are competent though, and in the time between the threat being identified and your arrival your civilization has already made some headway on chasing down the objective. Of course, so have the others who are interested in pursuing it. You've gotten here right as the action is going to start heating up, but you're under no disadvantage-keep the lead.

(0 CP) Hunt Is On: Your people are a little late to the game-not a surprise of course, they're fairly new to the stage of interstellar politics. Fortunately the hunt is still well in its search and find stage, plenty of pieces to the ultimate goal have not been claimed yet and there is time for your people to stake their claim and catch up with the others.

(+100 CP) Playing Catchup: There's no two ways about it, your people are behind. By the time they had figured out what exactly needed to be done almost every piece of the puzzle had been claimed or solved by one faction or another-if you want to make any progress you're going to have to claw it from the hands of your opposition every step of the way.

(+300 CP) Final Stand: The darkest hour. Your people only deciphered the nature of the ongoing hunt at the last minute: upon realizing that they were sitting on the final piece. One opposing faction has gathered everything they need, except for the final fragment held in your people's core worlds. You will almost immediately be facing the full might of a major interstellar empire... And if you survive that onslaught, you will be facing the efforts of everyone else to take the piece from you while you're recovering.

Hunt Complications:

A great quest across the stars to reassemble an ancient artifact of immense power can take many forms. Choose some defining features of what you will have to do to reach your goal. Take as many as you like,

(100 CP) Repair Job: Sometimes when claiming such things it is only a matter of having the pieces and knowing how to turn them on, then a process of hours or less to activate it. Such is not the case here-whoever wants to claim the objective will have a lengthy years-long reassembly and powering process before they have succeeded. A process which can be interrupted by canny foes to buy time for stealing pieces away.

(0 CP) The Core: A boon, or perhaps bane depending on your position. The treasure hunt will end up revolving and resolving around a single piece-the artifact itself being an enormous central structure of planet or even star size that will prove nearly impossible to move from its current position. When the victor is ready to make their move, they will return to its location with the pieces and complete it here. Potentially useful for stopping a foe's completion, but also complicating for your own victory.

(0 CP, mandatory unless you take Codebreaker, Additional Pylons, or Across the Stars) Jigsaw Puzzle: The easiest way to break a machine you can't destroy entirely is remove as many screws as you can find and take off all the loose parts. The hunt involves tracking down scattered pieces of the ultimate objective, and then reassembling them. Some will be easier to find than others of course, but none will be impossible to recover.

(0 CP, requires Jigsaw Puzzle, The Core, or Across The Stars) Codebreaker: The hunt is not (just) for objects to be reassembled-but for information. How to use the device, how to repair it, the details of exactly what it does. Scattered around the sectors are archeological pieces containing the relevant information. The advantage here of course is that if someone takes a piece after you've decoded it, you still have the information. Of course, that also makes it harder to undo the progress of your opponents as well.

(0 CP, requires Jigsaw Puzzle, The Core, or Across the Stars) Additional Pylons: Restoring the objective to functionality requires more than just the existing parts-certain rare but not unique resources and parts are required. Ones that can and will have to be replicated by your people. Advanced manufacturing processes and exotic materials must be understood and utilized, but at least it's work that can be done with minimal scurrying about chasing clues and vague leads across the gulf of space.

(0 CP) Across The Stars: Sometimes it's more than just the item itself, but the places they're held. The objective is a large apparatus, built in pieces across the interstellar gulf. For one reason or another every station must be held and activated together to guarantee control of the output. In effect, you must hold not just specific items, but specific territories, in order to succeed.

(0 CP) Spare Parts: With a machine this important you would think there would be spare parts. Well, now there are. Almost every single piece needed for hunting down the objective has at least one or two other copies that can take its place, meaning that there's no need to squabble over every last lead. Only one piece, the very heart of the item is irreplaceable: this will be The Core's central superstructure if you took that, and/or the center piece held in your territory if you took Final Stand.

(+100 CP) Stars Are Wrong: It turns out that the initial activation of the objective piece requires specific timing; cosmological conjunctions of some kind that only happen once every few years, and that you and your people do not have the ability to force into alignment early. The process of claiming victory will require having everything claimed and ready at the right time, or else you will be waiting another several years fending off your enemies before you can try again.

(+100 CP) Unwilling Instrument: It seems that the objective comes with a twist-a commanding intelligence or AI of some kind connected to the entire thing. A reticent one-its creators are after all long gone. There are ways to override it, but the problem is that identifying certain pieces to begin pursuing them requires the assistant's knowledge-and therefore not only holding on to the parts of the hunt it's attached to but cajoling it into giving the needed hints to complete the work.

(+100 CP) Expansive: Ancient artifacts of unfathomable power can be very complicated. The one everyone's hunting the pieces of is one such, with the number of pieces that need to be hunted nearly an order of magnitude more than without this choice taken. Better move quickly, jumper.

(+300 CP) Handle With Care: Normally a device of such power as you're pursuing is nigh indestructible, a measure against accidents and sabotage. This one is merely durable. Every single objective piece has the potential of being destroyed with sufficient effort-which, of course, will render the full thing impossible to restore with enough lost pieces. And to make this matter-if you take this option something about the situation means that your people's survival is dependent on you claiming it for yourself, not simply denying it to your enemies.

Competition Ubiquity: choose one.
You and your people aren't the only major powers in the area of course, and most of them are pursuing the same objective you are. How much opposition will you face?

(100 CP) Showdown: There are many scattered civilizations starting to reach for the stars at this time... But very few are peers even to your burgeoning stellar empire. You will only be competing with a small handful of serious opposing civilizations, but that doesn't mean competition won't be fierce.

(0 CP) Standoff: It's a big galaxy, and even though you're just in a small part of it that's still many hundreds of thousands of star systems and potentially polities as well. You will find competition not only varied but numerous, with many other forces both rising and falling over the course of your time here, even as the lesser forces are whittled away and overtaken by their greater neighbors.

(+100 CP) Stormfront: It seems like you can't jump to a new star system without encroaching on some empire or another's claim. Your people are rising during an incredibly tumultuous time, with new factions rising with meteoric speed and wiping each other out in a constant churn. Not only will you find enemies and competition everywhere you go, but the constant turnover means you will need to adapt to new threats frequently... Though it also reduces the chances of any enemies being able to effectively focus your people down over other objectives, everyone's attention is going to be split until one gets too powerful to be challenged by the rest.

Other Conditions:
Other circumstances may be unusual besides the madcap dash for a single objective, take as many as you like:

~~*(200 CP**Unavailable**) All Together*~~: In the face of such an overwhelming and obvious threat, one would normally expect the surviving bastions of civilization to band together. Not so, if such an alliance was ever formed it has crumbled under the weight of paranoia, desperation, and the rising tide of violence. If civilization is to take a stand as one, you will have to be the one to gather them.

(100 CP) Gardeners: Some races take pride in nourishing life across the cosmos. Protecting burgeoning ecosystems, and attempting to resolve disputes among the younger races. One or two of these cultivator civilizations are present, though they are not so far beyond the rising powers that they will be able to stand against the target artifact if it was completed-but they will still try to prevent broad scale conquerors and wanton violence. Don't expect them to reach you in time if you need it though, the growing number of monsters is already stretching them thin.

(~~*0 CP*~~ *100 CP) Welcome To The Federation*: Interstellar politics don't have to be a free for all, in fact, they usually aren't. A number of different factions have banded together into small

federations for strength and security. Some are single factions in their own right, others are loose treaties of larger powers likely to break down once one of them gets close enough to victory, but the political landscape holds alliances already and has room for more.

(0 CP) Remnants: This is not the first age of interstellar growth and warfare, merely the most recent. Wreckage, abandoned posts, and maybe even a few scattered survivor colonies of eras past litter the local sectors. Some remnants may still be salvageable, providing valuable insights and resources for those who claim them. Others may be active, long abandoned guardians and defense platforms or rogue automated foundries that pose hazards to unwary travelers.

(0 CP) Dead Space: The space you and the other civilizations are rising in is... Oddly quiet. Perhaps it was recently swept clean by a calamity, or perhaps some ancient oddity poisoned the area in such a way that made the growth of life difficult. Regardless, the space between the larger factions is very dead, almost no minor polities and very few life supporting worlds. On one hand this will make your people's expansion much easier. On the other hand it will do the same for your foes.

(+100 CP) Ravenous Starspawn: Even the depths of space can have monsters. Maybe it's rogue robot swarms, maybe its nameless horrors from the depths of the abyss, maybe it's mighty star drakes that feed on starlight and scorch planets clean, maybe it's all that and more. The section of space your people are growing into has them in spades, mighty monsters that can threaten entire planetary systems and empires with their power, roaming amongst the stars.

(+100 CP) Negative Space Wedgie: Space is a dangerous place sometimes. Especially when unique or at least unusual navigational hazards crop up in inconvenient places. The region of space your people inhabit is full of 'anomalous phenomena', which is a polite way of saying there's tons of weird crap that gets people killed sometimes. Bizarre spatial distortions, alien creatures that defy conventional understanding of physics, and so on. Not all of it is actively hazardous... But there's enough of it that the things that *are* hazardous cause trouble on a regular basis.

(+100 CP) Supernova Blues: It's usually rare, but sometimes even interstellar spatial regions can experience wide scale natural disasters. The region of space your people are expanding into was recently hit by something major of the sort; gravity storms, an energetic supernova, a cosmic mana surge, or whatever else. While the main threat itself has passed, it's left lingering effects that make everything difficult until it finishes settling down. Gravity spikes that cause quakes and disrupt orbits, lingering radiation storms and solar instability, wild magic flashes and etheric disruptions. Whatever it is, the effects will definitely be something that directly affect and hinder your people, and they won't go away entirely until after this jump has ended.

(+200 CP) Fermi's Vengeance: Ever wondered why despite all the excitement interference from higher power civilizations has been minimal? This is why. One or perhaps several high power interstellar empires is doing regular clean sweeps of the space within reach of their FTL

methods, and your people arose right in the gap between sweeps. They'll be returning soon, and they've got lots of practice at extinguishing everyone in their path.

(+200 CP) Darwin's Dead End: It appears that there's an oddity in this era. A reason that no star empire is lasting long enough to hold hegemony over the galaxy. 'Evolutionary traps' so to speak exist in this stage of development, advantages and possibilities which, if pursued, provide marvelous advantages to those who use them up until the point the well runs dry and the empire chasing that power collapses all at once. Avoiding them is one thing-you have forewarning after all-the problem is that all those factions driving down these dead ends are going to have a *significant* advantage for as long as the gravy train keeps going. You will be, with this era, fighting with a handicap in comparison to most of your opposition. But unlike them, if your people survive without dipping their feet too deep into the well, they actually have a future to enjoy afterwards.

(+300 CP) Armageddon: The galaxy is in turmoil. Not just the space your people inhabit and are fighting for, but the whole thing. And your people are *not* one of the primary players. Several major precursor civilizations have begun a cataclysmic conflict for control of the local cosmos, and lesser polities are swept up in its waves and caught in its crossfires. They are so much greater and more advanced than your people, above and beyond the concerns of the stage your people lie in. They will all but certainly smite each other to ruin in time, leaving space for younger races to catch up... But that is then. Here and now, the galaxy will be torn asunder, and your people must survive the calamity *and* pursue the focus of the more regional conflict at the same time.

(+300 CP) Boiling Point: Something is ***Wrong***. You already knew that, and it's becoming more and more clear with time. You're reaching a particularly bad spot right now-the sectors your people are expanding into seem to be utterly infested with whatever corruption is seeping into the cosmos. Civilizations that are still civilized are ever rarer, and every star system and planet your people explore has new and exciting ways of being violently hostile to peaceful life. Whatever path you take you will always, *always* be in opposition to forces and races that seemingly only exist to tear everything else down-though if your people bend hard enough to converting and subverting enemy populaces you will find that others can still be pried free of its influence. Just beware that you do not become part of the problem yourself.

The Ruler:

The threats and stakes grow ever greater. You must grow to match them.

Perks:

You receive a number of discounts that you may freely assign to any perk of the listed price or lower. You receive 4 discounts each for 100 and 200 CP perks, 3 discounts each for 400 and 600 CP perks, and 2 discounts for 800 CP perks. 100 CP perks are free when discounted, and two discounts may be applied to a perk to make it free.

(Variable CP) Lessons Learned: It is never too late to learn from your past experiences. You may purchase perks from previous documents in the SoaR series using your CP and discounts from this document if you so choose.

100 CP Perks

IT'S ALIVE: A newly shaped world still needs things to live on it. Whether biological, mechanical, or exotic, you are an expert at designing and creating flora and fauna to inhabit a variety of habitats and conditions-and more than that you're good at designing them for purposes. Wild animals with a natural affinity for specific individuals you specify in their genome or plants which react explosively to certain kinds of hostile technology with no warning. All kinds of things you can do with a skill like this.

Laws And Clockwork: Above a certain degree, unpredictable systems may condense into steady patterns that may be guided as one guides water. Social dynamics which are so particular and unique in small groups become effectively uniform when flowing at the scale of billions-in short, a person may be smart, but people are stupid. Your civilization is reaching these sizes, if it hasn't reached them previously, so a new set of complex system management skills is needed-one that deals in hard numbers, exact statistics, and the flow of matter and potential-or the scales where civilization starts to act in the same ways. In addition to granting you mastery in this developing skillset, you also become extremely good at mental math-able to flawlessly crunch hard numbers in your mind at rapid rates, perfect for leveraging your new skills.

Colony Crafter: In spreading to different worlds, territorial expansion and colonization becomes a far greater challenge-new colonies are often far enough away from existing settlements to need at least some degree of self sufficiency, and the varied terrain and oddities of new worlds can go far beyond the breadth they did in earlier ages. You are an unparalleled expert at solving these issues, designing colony layouts, plans, and missions in ways that give far better chances at survival and success than others in the business. This is more than just skill even! Some kind of subtle effect further improves the adaptability and fortune of these plans, if you and an equal contemporary came up with the same perfect plan, yours would still manage to work slightly better.

Urban Densifier: You can only pack so many people into a given amount of space, and they need more than that if you want to keep them happy, healthy, and productive. You've got the strange capability to push this limit though. Space efficiency developments, brilliant and bizarre insights into building logistics and transportation arrangements, maybe even using exotic magics in ways never before imagined to squeeze extra storage and living space out of areas than should normally be possible. Your unique capabilities will allow your cities to grow larger and denser than ever possible before.

Living Abroad: With so many changes and developments rippling through your civilization, life is likely going to become very different from what you're used to-and that's before factoring in

things like different conditions should you choose more exotic worlds or your people develop preferences for more exotic forms and culture. But you can get used to it-this perk makes you extremely good at adapting to strange, exotic, and even esoteric living situations. It won't take you long to accustom to even the most unusual societies-at least as much as your body and abilities allow. As an added benefit, you even have particular luck in things like finding connections and settling in a good place for yourself, you'll find good neighbors, guides, and places that will make settling in not just easy but comfortable too.

Stowaway: As ruler of a mighty interstellar empire you will hopefully not be using this one often, but it may be useful on occasion. You are a master at hitching on to others' travel plans, whether that be passing as crew, hiding in the cargo hold, or stashing yourself in the vessel's inner workings. As long as you make no trouble for the others on board, you will find it utterly trivial to hide yourself away and then get off at your desired stop without being caught. No guarantees it will be a comfortable trip though, you're a stowaway not a VIP.

Weird Science: Whatever development path your people have taken, whether it's science, magic, or something else, will eventually begin to dive into mysteries and forms of existence that defy conventional ideas of how matter and energy work. Energies solid enough to act physical even as they impart power, matter that ignores or twists the usual laws of kinetics-exotic powers and objects which manifest the laws of reality in ways far far from the normal conditions that a civilization learns at its cradle. You are a specialist in these exotic substances, extremely skilled in unraveling their secrets, using them in engineering projects, and even using those capabilities your people have already developed to invent new ones! You even have a small luck boost when it comes to reducing the chance of catastrophic meltdowns and terminations when working with such things-though you should still use proper lab safety practices, it's a *minor* boost.

Weirdness Magnet: There are truly anomalous things in this universe though. Strange gods and physics-defying distortions, incredible artifacts and mind-bending locations. If you want to find them, take this. This perk is a toggleable circumstance manipulator that will subtly draw you towards inexplicable phenomena, or draw it to you. The inexplicable may often turn out to be eventually explicable with enough work-but even without that it's usually something that can be *used* at least, and this perk only engages that attraction towards anomalies which can be useful or at least interesting if you have a canny eye for their value. This does not mean they will not be dangerous however, so judicious use of its togglebility may be in order.

200 CP Perks

To Me!: As ruler and divine guide of your people your safety is paramount, but sometimes circumstances may conspire to separate you from the soldiers and fighters placed to aid you. Whenever you call for help, all those you would wish to answer that call and would wish to do so themselves will hear, and fortune will speed them on their way towards you. They will not arrive faster than physically possible... But they *will* arrive as quickly as feasible, with the lowest casualties possible.

No Entry: Teleporting is great, except when someone else is using it against you. Same thing goes for FTL. You can, when you desire to, act as a living FTL and teleport interdiction beacon. Acting at a range anywhere from immediately around yourself to the equivalent of Sol's inner star system, all attempts at 'too fast to respond to' movements will suddenly stop short at the edge of your power's active radius. However, by default this makes no exception for allies. It won't disrupt your own capabilities at least-but it will prevent vehicles you're on from going FTL as long as you have the interdict up so you'll have to let the effect down for long distance travel most likely. Still, a very useful defensive effect, just one that needs a bit of care put into its use.

Deploy Airbag: Have you ever wondered what slamming into the surface of a planet at FTL speeds in an uncontrolled collision feels like? No? Take this perk then. Very simply it allows you to survive the immediate harmful effects of any FTL speed collision you are part of completely unharmed. While you could technically use this to enable using yourself as a reusable FTL projectile attack, I would suggest that as ruler of a major interstellar polity you probably have better things to do with your time.

Cluefinder: This jump's task is, ultimately, intended to be one that you delegate to appropriate experts while managing the broader scale situation to facilitate their victory-but maybe you'd like to get your hands dirty on the hunt itself too. This perk gives you a grabbag of various skills at mastery level-investigation, cryptography, archaeology, linguistics, xenopsychology, puzzle solving, astronomy, astronavigation, and a good intuition for where to find long lost artifacts. Most of these have only passing utility for a ruler and the rest are oriented somewhat away from how they would be applicable to your main job, but for an interstellar scavenger hunt it'll make you one of the best.

Explaining Red: Some experiences and knowledge do not... Translate well, so to speak. How do you explain the color red to someone who has never had eyes? How do you explain trees to something that evolved in volcanos? You have a strange knack for bridging these gaps. You can successfully explain color to a blind person, or emotion to purely logical minds. You can help even primitive nomads grasp the idea of quantum mechanics, and more. While this may not necessarily be enough to impart total comprehension or full mastery-the best way to understand Red is to see it for yourself-this can still do a lot to help bridge gaps and allow understanding where it might otherwise be impossible.

Settlement Founded: Sometimes you need a city in a place right now. Once per month you can use this power to instantly establish a full sized city on any territory you at least ostensibly own, complete with generated population and connections to relevant nearby settlements. You can choose whether its culture will be influenced 'naturally' by those in appropriate areas, determined by the polity you are placing it under, or establish it based on a civilization you have personal command over. You can also choose one or two specialties such as industrial, mining, military, or let those establish naturally as well. It will never be larger than a moderate size town or colony for the related civilization though, if you want a major metropolis or megacity you'll need to develop it yourself afterwards.

In Trauma to Response Physical: Nanobots! What can't they do! Well, a lot of things, but it's still useful to have them whenever you want. This perk grants you the ability to generate and control nanobots (or biomancy bugs or anything else that fits the general idea and power level) from your skin. It's a somewhat gradual but constant rate, and they can do all kinds of things for you like helping with movement, protecting and strengthening your body, or killing enemies in inventive ways. Just remember, nanobots aren't durable, while few attacks will take out your entire cloud at once most attacks will take out at least a little bit of it.

Naval Necromancy: Ghost ships are a cool idea, even if they're not great to have in your own shipping lanes. Make them happen to your enemies instead! Using this perk you can target derelict wrecks of large vehicles within a reasonable range (consider the sensors of any ship you're on to be reasonable range) and cause them to reanimate as damaged but mobile ghost vessels which will aimlessly wander the areas they traveled in life and attack those you deem valid targets. The exact way a ship is reanimated will depend on the shape it's in: if the crew's corpses are all still onboard you may have zombie crew for instance, and any systems that have been totally destroyed or blown off the ship will still be disabled for the necromanced vessel-and of course a ghost ship is never as competent or reliable as the original thing, just usually harder to kill.

400 CP Perks

Power Projection: Nanobots are good, but if you really want to manipulate the battlefield topography relying on fragile machines isn't the best way to do it. This perk gives you the ability to summon and manipulate solid energy constructs such as hard light around yourself, starting at enough to meet the volume of a smallish skyscraper and potentially increasing should you possess the personal energy reserves for it. Crush your enemies, make easily restorable shields, or use the sky as a skating rink. If you've got the energy for it, you've got the material too.

Hum Of The Earth: Worlds have a weight to them, a power and potential that sometimes approaches that of a soul. Some worlds are more than that-actually alive, though very old and slow as cthonic powers so often are. With this, you gain the ability to commune with such mighty bodies. Nonliving planets will let you tap into the ebb and flow of power, life, and culture upon their surface. Living ones of course may be directly treated with, reasoned with, learned from or even turned to your purposes. Listen for the hum, and its melody will answer.

Keep In Touch: With such a large realm, it may be very difficult to keep communication with those you trust and hold dear. With this perk, you may form secure and unbreakable telepathic communications with anyone-simply requiring consent from both parties and brief physical contact. These links will work intuitively, work across any distance, are immune to psychic interference or other disruptions that work on most telepathy, and can only be severed by the direct will of one of the two members. A powerful tool for one such as you.

Notification Popup: In an organization as big as an interstellar civilization important information can easily be lost in the huge mass of unimportant information and daily reports-so this gives you a mental notice whenever something comes to your underlings' attention somewhere that you would personally be interested in having expedited. It won't tell you exactly what, but it *will* tell you who and where, ensuring that as long as you're running your bureaucracy half competently, the information you need will get to you as long as anyone you command has it.

In Twelve Parsecs: Navigating interstellar distances is difficult. Angling and location identification must be absurdly precise even before factoring in astronavigational hazards. Or, it's difficult for most people. This makes you the perfect astronavigator and perhaps even pilot. If you know your current location and the location of your destination, and have even a general idea of the landscape and obstacles between them, you can and will get the vehicle to your desired location as quickly as is physically possible-or at least as quickly as is possible without damaging your ride more than you're willing.

David And Goliath: As the ages progress, structures, machinery, vehicles, and even monsters or people can get mind bogglingly huge. How is someone the size of an ordinary person supposed to take down something like that? Normally they aren't, but you are a proper giant slayer. You've got a personal knack for making your way inside or around colossal structures and figuring out a way to take the whole thing down from the small scale. Not everything is quite vulnerable to this-but there's no upper limit on how big something can be to be affected by this. Also, there's nothing to say it won't be tremendously dangerous, so perhaps save this for when it's really needed. David might not have taken down Goliath so easy if Goliath had been expecting a credible threat.

600 CP Perks

Collective Action: Wanna be a hivemind? This perk puts you at the center of a burgeoning mental network of some description, a network that is ready to become an extended hivemind controlled by you. If you want to take over people's bodies to incorporate them you'll need to acquire a method of mental assault like psionic attacks or brainwashing, but even without that this perk gives you the knowledge to construct empty bodies to expand your network manually (if for some reason you don't have access to that through other means). Only your central body counts as 'you', and any bodies that have their connection severed to the central body will, well, be severed from the network. However, any body in the network can act as relays and strengtheners for the connection, and as long as more than one body is in the network you can change which one is 'you'-including jumping automatically if the current 'you' is killed without the hivemind being disrupted first.

Vicious Mockery: You have the ability to generate cognitohazard attacks on command. This is to say, you have the ability to inflict mental and to a lesser degree physical harm to others with communication you create. This is best oriented to mental harm: stunning, subversion, or even sudden brain death, but you can also inflict any physical damage the targeted people could theoretically inflict on themselves on the spot. Of course, the targets have to be able to perceive

your attack for it to work... But if you know your targets well enough you can make attacks tailored to specific groups or individuals. These effects are *not* memetic/self spreading though, that's a lot harder to do.

Flashstep: Faster than a speeding bullet. By a lot. You can enter a phase state where you move literally faster than the speed of light, with the reflexes needed to make this work. Now, a few caveats here: First, this is extremely taxing, even just a microsecond or two of FTL movement would utterly exhaust an otherwise normal person to passing out. Second, it does not make you hit any harder, part of the phase state reduces the impact of blows to keep you from shattering your own body on air friction, so while you could attack someone a bajillion times in that microsecond each hit would still only hurt as much as your strikes usually do. Finally, it comes with the other general caveats-perception is harder in FTL movement usually, obstacles can still stop you, and projectile attacks are usually gonna be useless since you move so much faster than the projectiles. But besides those issues... Go nuts.

Blazing Glory: With this, you can be the shining star you've always imagined. Choose a form of energy capable of physically interacting with physical matter that you wouldn't roll your eyes at somebody else choosing, you can now turn into an energy form of that energy type at will. Maintaining this form is taxing, like heavy exercise, but it allows you to project and manipulate that form of energy with just a thought, move with far fewer constraints than you would while made of matter, and your body will re-congeal with exertion upon taking any harm scaling with how thoroughly you were dissipated. If you're knocked out, whether through reformation exertion or other means, you will revert back to physical embodiment... And if you did not have enough energy to reconstitute yourself from dissipation your physical body will be as dissipated as your energy form was when you ran out of strength for recovery.

Worldshaper: Command the material universe with power and precision. This perk gives you raw kinesis capabilities, able to physically reshape and manipulate up to a mountain's worth of matter with enough force to shatter larger mountains with even glancing blows, precision down to the size of sand grains, and range up to the diameter of a large planet. You can't directly induce chemical changes this way (though you're fully capable of applying force, heat, and mixing as desired), some matter may be too sturdy, reinforced, or warded for this power to successfully mold it, and it has much weaker grasp on living material. These paltry limitations do not keep your might from being akin to the wrath of gods.

Instant Remodeling: 100% ocean coverage is rather gauche don't you think? With this perk you can target any planet or world you can see and-with focus uninterrupted for an amount of time proportional to the degree of change you're enacting-alter the biome distribution and makeup of the targeted world. This won't be destructive generally-people and artificial structures will be placed intact as much as possible through the change-but if you really really want to ruin people's day nothing is stopping you from changing a planet's biome makeup to one with an atmosphere that violently reacts with iron and carbon. Except for the extremely long period of uninterrupted focus you would need to make such a drastic change of course.

800 CP Perks

In The Hearts Of Others: As long as you are remembered, you will never truly die... Because as long as at least one person within your current jump (besides companions) remembers who you were you will eventually return to life-the more that people remember and think about you the faster it will happen. Just knowing your name isn't enough though, they do have to have some idea of who you were and what you've done. It has to be enough that people can *think* about you in more than just hypotheticals. Time spent dead does not count towards completing a jump, and of course, once you are forgotten, once your name has been spoken with understanding for the last time, so too will you fade and die in truth.

Walking Miracle: There are so many ways to make yourself invincible, to make sure nobody can harm or destroy you. But what about others? The people and things you care about? They're harder to keep safe. This perk does nothing for you directly, instead it gives high grade plot armor to everyone and everything you care about (that you want to receive it). This won't grant total immortality itself, but things will work out for the people, places, and groups that fall under your good graces. They will never fall to random mishaps, or be crushed under the endless banal grind of a cruel universe. They will die either fulfilled and happy at the end of a good life, or only after defying suitably dramatic and crushing odds as to be a hero's (or villain's) death that they could look back on with satisfaction.

Ten Thousand IQ: You wanna be smart? *Really* smart? Take this and you will become a true superintelligence, your cognitive abilities amplifying up to hundreds of thousands of times even the best mundane geniuses, plus the ability to directly observe and improve your own mental processes with a fiat based failsafe that will rollback any deadends or mental corruption this self tinkering does. But superintelligence is bounded by processing power-so you can absorb any computing item you both own and are in physical contact with to add all of its computational power to your own mind, which will not grow your physical brain or run into physical computational limits, it will simply improve your cognitive capabilities-though making the best use of these absorptions will want self analysis and improvement to fully integrate added capacity.

Maelstrom Of Terror: It takes a mighty power to inflict misfortune upon entire celestial regions at once. You are such a power-once every five years you can summon up a massive cosmic disaster up to two hundred light years in diameter (with lower recharge times on smaller AoEs). This will not destroy the whole area, but it will massively disrupt everything. Travel over long distances, particularly FTL, will become perilous and slower. Threats and lesser disasters will crop up constantly across the targeted area generally related to whatever the main disaster is. Civilizations will stagger and weaken, isolated areas may come out unscathed if they are lucky, or be swallowed whole by calamity if not... Though you can tone down the intensity of various aspects if you desire, so that you may-for instance-only cause travel disruptions but leave those who stay confined to their current areas unharmed. Disasters will last for 5 years by default, recharge time after use can be increased back towards the default length to increase the disaster duration, though 5 years of recharge is the limit.

Items:

You have a 1000 CP stipend to spend in this section only. Imported Companions get 500 CP for their stipend instead. Items do not need to take the exact form described even when variety is not explicitly noted, you may instead have it be a comparable form with similar abilities such as Home Away From Home instead being templated with a personal office space or forming itself from hardlight. Post jump, properties may be imported into jumps or kept as warehouse extensions as you see fit. Additionally you may import appropriate existing fiat-backed items into your purchases here to merge their capabilities unless you've taken the pseudo-gauntlet toggle, and all items purchased here or in previous jumps of the series will automatically update to incorporate developments accomplished by your people to stay cutting edge (or as close to it as possible under the purpose of the item).

(Variable CP) Ancient Relics: You may also select items from previous SoaR documents as if they were available in this section, using regular CP or the item stipend at your discretion.

100 CP Items

Artificial Sea Legs: Up until now it's possible that you could've completely avoided ever being on any kind of large moving vehicle like ships. The chances of that are rapidly dwindling, so just in case you need it, this is a self refilling bottle of anti-nausea pills. Good for motion sickness, sea/space sickness, 0g sickness, vertigo, or whatever other related ailments you might acquire on long space voyages.

Heads Or Tails: This seemingly ordinary coin has a singular effect. The first time you flip it every day, it will predict how lucky your day is going to be: heads if it'll be a good day, tails if it will go poorly. This is partly luck sensitivity and partly predictive, and if how well your day goes is dependent on your reaction to the coinflip it will land on its edge instead. Besides the daily predictive flip it's an ordinary coin-don't accidentally spend it.

You Got A License For That: This piece of paper doesn't look like much to you, but it contains a minor memetic pattern that will make (almost) anyone who looks at the paper see the paper as a license, badge, certificate, or whatever other form of identification you would need to have permission to be doing what you want to be doing. Of course, that doesn't stop people from being suspicious of things like forgery and anyone who's properly shielded against mental effects will see it as it is, not to mention it will fail against simple ID check machinery like card readers, but something like this can still get you into and out of a lot of places.

I Used To Know: Look at how far you have come, jumper. Even if you've been nowhere but this realm, you have come a long way. Now, look at how far you have left to go: whether it be on towards the end of this realm's story or the moment you claim your spark. This mirror is a memento, staring into it will ground you, bringing back your memories of who you used to be, the trials and troubles you've been through and the hopes and dreams you once held for yourself. As long as you keep this mirror close, the changes your great journey makes upon you

will never cause you to grow so distant that you forget who you once were and why you have come this far. Even should you change such that you are unrecognizable, it is important to remember yourself when you were an ordinary mortal in a great and uncaring world.

Teacup Dragons: As bioengineering advances the line between pet and favorite tool can begin to blur. This is a small critter of some kind, an adorable one, that also comes with a handful of 'unorthodox' features that small pets normally do not come with. Perhaps this includes the ability to act as a handwarmer or calculator, perhaps it includes the ability to be used as a plasma handgun. Whatever 'features' your pet has, it doesn't mind them being used, is extremely loyal to you, and anyone who has not personally and directly seen you use the animal in that way will not expect your pet to be capable of such things. After all, who uses a chihuahua as a shotgun?

Swiss Army Kifers: All in one. This small electronic handle is wired up with advanced hardlight technology-basically it can replicate any mundane handtool you own or have owned in the past. This one is fiat backed so it will also have an unlimited supply of any mundane item it might need refilling with (such as glue for a glue gun or staples for a stapler). This also works for small weapons like handguns or knives, but consider the term 'mundane': if you want a good personal weapon there's better purchases earlier in the series.

EZ Engine Block: A ship needs power! Bigger ships need lots of power. This box with a button on top of it can do that. Place this box inside of any cavity intended to hold the power reactor for a vehicle or building, and the box will automatically install and hookup a power reactor within that space! But uh... Be aware that it will supply an *ordinary* reactor. This is good for bypassing the cost of one of the most expensive parts of a ship, or emergency repairs, but it's not going to do anything exotic, experimental, or even really anything significantly above 'standard' except for perhaps the size of the reactor system if given enough space. Using this on a gigastructure or superbattleship may give subpar results is what I'm getting at, here. The box is reusable but only does one reactor at a time.

Who Needs Rocket Scientists: Another box with a button on it! This time with a suction cup to attach it to a vehicle. Press the button on this thing while it's attached to an appropriate object and it will automatically and quickly apply a high quality FTL drive templated off either the kinds your people here use or any kinds you personally have in stock. A few caveats here: this does not come with vacuum-hardening, and the thing you're attaching the FTL drive to actually has to be big enough to hold the FTL drive you want to put on it-and the box just won't start if you stick it to something without the space for anything you've got access to. On the other hand the installed drive will power itself and come with the relevant FTL-specific protective measures, you could slap it on a space shuttle and be good to go!

200 CP Items

Home Away From Home: It can be difficult living away from the comfy palatial conditions you're used to bunking in. This briefcase can help make traveling (or stranding) just a bit easier! Place it down, open it up, and punch in some configurations to get a fully established smart-matter

home in seconds! Now this won't be nearly as luxurious as the various palace items and such, think more in terms of middle class housing for your civilization, but it will self supply all utility hookups and if you need to relocate a few quick button presses on the external control panel will pack it back into the briefcase for easy relocation.

A New Home: Ever wanted an enormous generation-ship all to yourself? Well you could probably just have one built for you in this jump, but this one is fiat-backed. It can be empty and ready for manning or pre-stocked with a compliment of NPCs anywhere from skeleton crew to fully populated, it has internally refilling supplies thanks to fiat backing, and it's even got databases and machinery for unpacking into a full colony if you want to land it somewhere! Though given the other colony options on offer I expect you're just going to use it for having a big self-sustaining mobile city to fly around in.

Expedited Offramp: Having trouble with FTL jumps into your space? Want to enforce a hyperspace tollbooth but the hyperlane is too fast to pull over toll-skippers? Try subspace mines! This is a huge shipping container full of head-sized sized disruptor devices that will slam any ship that FTLs nearby enough to them back out of FTL, even if they only pass in transit! This won't destroy the ship, but it's probably gonna be an unpleasant experience and it *will* fry the FTL drive affected. It is recommended to deploy these in large groups both to cover a wider area so that detouring around the minefield is harder and also because each mine will only catch one ship-yanking out an entire armada will need a LOT of these suckers. Fortunately the container refills itself daily, so give it a few weeks of work and you'll be able to set up a respectable FTL travel hazard.

Faster Than Faster Than Light: Lousy rotten slow speed of light getting you down? Even FTL not sating your need for speed? This >>>> fridge magnet can be stuck on the side of any FTL drive to massively improve its range and speed. We're talking 'at least an order of magnitude change' here, and it'll do it safely too (though if the range increase takes it out of your navigational range you might still need to take advantage of it through repeat jumps). Or you could slap it on a regular engine instead and turn yourself into paste slamming into a tree at Mach 209 but that's not covered by warranty.

Long Distance Caller: Most forms of communication get rather tricky over extreme distances. And your best agents may find themselves in conditions where any FTL signal they may want to send would be jammed or intercepted. This radio looking box comes with 20 moldable pins-each pin being connected to the box with an unbreakable, uninterceptible, any distance communication connection and a small suite of undetectable sensors. In short, they are discrete items that can be given to anyone you desire to send you information-perhaps unwittingly-at any distance in real time.

Naturalists Guide: Trying to catalogue entire new biospheres is a time consuming and frustrating process, especially when there's a war going on. This hefty case is built to contain encyclopedias-entire series of them. And it will-when you bring this case to a new world while it's empty-fill up with an extensive cataloguing of the local biosphere; marking major flora, fauna,

and other features in detail. Enough detail to understand the entire ecosystem at least, not enough to recreate every species just from this alone unless it's a very simple biosphere.

400 CP Items

Me Lucky Charms: Luck is a fickle thing, here's something to spread it around. This box is full of assorted knick knacks with an odd 'glow' to them. If kept on your person (or someone else keeps it on theirs) the items will avert unfortunate deaths-and since dying is usually pretty unfortunate this covers a lot of ground. Any time someone carrying one would be killed by an event (when they don't want to be) some freak happenstance will avert the event-and in similar freak happenstance one lucky charm on their person will break, losing its power. This is most useful for averting stuff like freak accidents or similar-you can burn through a lot of these suckers real fast in a firefight. You have about 50 in the box and the box refills once per jump or decade, whichever comes faster.

Landing Pads: Groundside invasion of a planet sucks, it's complicated, messy, and gets too many people killed. Plug this little program into your planning computers though and the super-algorithm will churn out a completely optimized ground invasion plan for the resources you have on hand and the data of the planet in question. Your casualties will plummet, enemy resistance will break in record time, it'll all around be a much better time. Er, less bad. Better is still a relative term unless you really enjoy orbital drops and urban warfare for some reason.

Settle Down: Another box with a button, aren't you lucky? This one contains a colony starter pack. Set this thing down in a spot on a planet with favorable enough terrain for a settlement, and this box will build one over the course of an hour. Buildings, machinery, food stocks for a year or two, defenses, even a spaceport or two to readily connect to traffic! Everything a new colony might need or want... Except for the colonists. You have to supply the workforce yourself. But once the colony is built and the box has had a day to cool down it'll be all ready to set up another empty colony for any hypothetical colonists you might have laying around.

Swarm Mother: What's a flagship without its fleet? The answer for this one is 'looking for materials'. An enormous factory-battleship loaded with harvester-landers, this vessel is designed not only for heavy space combat but for carving up celestial bodies and turning them into supporting ships of all sizes. Blizzards of strikecraft, shoals of cruisers, the only way to isolate this thing is to kill it before it can reach a planet and even then it won't go down without a fight.

Sanctum: You may have your own dedicated palace, but if you really want to push your opulence to the limit, there's this. An entire planet (or possibly more if appropriate in later jumps) that is effectively one massive estate customized to your specifications. Entire cities dedicated to your desires, landmasses sculpted to create the vistas you commanded, palace complexes that stretch for miles. All of this, yours.

Allmost Natural: Nature is beautiful, Gordon. But with all the industrialization, colonization, and terraforming going on it may be difficult to keep it pristine and enjoyable. This is a gigastructure dedicated entirely to nature reserves. It's massive, and being planet sized but with better space usage there's enough room to hold samplings of an unbelievable number of different ecosystems, and maybe even with extra room for further ecological and biological research to be done as well. The systems in place will perfectly take care of the spaces-and each nature reserve can be set to allow the held biome spaces to continue naturally evolving over time, to be held in place so that the ecosystems remain stable indefinitely, or to care for the various creatures and species at an individual level to let the space be more of a comfortable zoo instead.

600 CP Items

World Of Glass And Steel: How big can a city get? When it comsumes the sky and ground and stretches to become an entire world unto itself? This is a dedicated urban gigastructure, set up to be self-sufficient and self-maintaining, either already fully populated or ready to accept immigration at your discretion. A lot of the exact details will be dependent on what your people are capable of, but at full capacity the population level is likely to be mind-bogglingly high, and the city-world possesses things like industrial and economic districts as would be needed to take advantage of such a huge workforce, though it's still an urban center first and foremost.

Mice Manufactory: For those who wish to remake the skies in their image. This is a massive industrial complex-perhaps a gigastructure, perhaps a veritable fleet of space stations-designed and oriented for a single task: remaking worlds. Set this station up around a planet, or near a source of sufficient matter such as a star, and it will churn out a custom designed world from the harvested mass within just a scant few days. The skies, the ground, the biosphere, all such things are as putty and will come out precisely to specification. The creation of full gigastructures is a bit beyond this installation though-it is for unparalleled feats of worldshaping, not for building world-machines.

The Land Turns Foul: How can they hope to defend against you if you turn their worlds against them? This is a crate, covered in warning signs and sigils, which contains a single warhead. This warhead, when detonated, emits a corruptive agent of some kind-a nanoplague, a bio-agent, a magic curse, etc-which naturally spreads across a targeted world and reshapes it to match your requirements per the higher end of what the race feature Ecosmiths can do. Unconstrained, it will take only a matter of weeks for an entire planet to be fully reshaped to the purpose you listed for it-and it will prove an insidious and powerful threat even should its current stewards try to fight back. It is unlikely to spread to multiple worlds unless they are very heavily interconnected-but turning a world into a fully controlled outpost for your works whatever they may be with a single bomb is a powerful thing. The crate refills with a new bomb one month after the previous one is used.

Psykbomb: The final say in memetic weaponry. This is a crate, similar to the previous one but with different warning stickers. Inside it is not a warhead, but a media projector of some kind...

But it's no less dangerous. This thing is an immensely powerful memetic plague weapon, tuned to the rough effects you set for it whether that be mass hysteria, madness, electronic disruption, loyalty hijacking, or more. Set this off in an undefended location and the majority of those exposed to it will be infected with the informational contagion-and then they will spread it to others like a plague. As cultural tides shift it will eventually lose effectiveness-and improper usage *will* cause significant harm to your own assets-but against an insufficiently hardened or prepared adversary this weapon could bring down an entire empire all by itself. You only receive one replacement per jump/decade however-this thing is potent.

800 CP Items

Blot Out The Stars: A truly self sustaining army. A force that grows as it conquers with no need for support or supply. This item is a colossal fleet set up with a particular ability-every ship and vehicle in the armada is capable of building more with the proper resources. Given the command, it will conquer and grow at once, building replacements and expanding their numbers from the ashes of the territory conquered until there is nothing left you wish for them to attack. Such a threat will always draw dire retribution... But if they take too long to react, you could make sure their preemptive strike is just more fuel to the fire.

Starforge: A gigastructure, one massive building (though 'building' does it a disservice) the size of a planet, designed and optimized for a single purpose: industry. Mass manufacture. Turning raw materials into completed projects. Maybe it is a specialized stellar lift, perhaps it draws from accretion disks and deep singularities, perhaps it has some other method, but this colossal artificial wonder will churn out whatever you desire at jaw dropping rates. Entire world forge systems couldn't hope to keep up with it-and the sheer size and sophistication of the emplacement means that it can perform even the most esoteric manufacture techniques which would normally require entire facilities unto themselves at tremendous speeds as just one of many active processes. Let your forges shake the heavens with their sound and creations both.

Starkiller: Never let them know what hit 'em. This is an enormous structure, obviously a military platform with all the defenses that entails but nothing so mundane as a defensive installation or fleet base. This is a unique superweapon platform designed to be allowed to fire any attack at FTL speeds across interstellar distances. Any cannons or other weaponry locked into one of its half dozen central chambers can be fired at pretty much any distance you can acquire targeting data for, and will reach the target within minutes of firing even across thousands of light years of distance. Using this for travel may prove difficult and perilous however-the safety of the projectile is not kept in mind, it just needs to arrive intact enough to detonate after all.

Clockwork Star: Even gigastructures only get so big. In the current era even the most size obsessed master architects struggle to make single artificial structures larger than planetary scale-something the size of a star must either be many separate pieces or entail grossly inefficient scales of the most advanced technologies available, and while further advancements will push those limits ever further back, you can still only push the size of something so far within a given techbase. This is what happens when you push those limits to breaking point. A

gigastructure of monumental proportions even compared to other gigastructure-a true dyson sphere sized for larger stars or something of equivalent size. Its purpose may vary-it probably serves several as some form of generalist superproject though admittedly none as well as the same amount of materials put into smaller constructs would likely accomplish. That said, the ludicrous size, value, and power of such a thing that didn't have to be funded and built the normal way is not to be underestimated.

Companions:

(0 CP) New Friends: You may freely export anyone you find in this jump as a new companion. All you need to do is convince them to come with you after you've explained your nature as a jumper, at least in close enough terms that they'll understand the general gist of what it will mean for them. If you convince someone while you still have open companion import slots they will gain the Timeless Emperor perk to prevent them from dying of old age before the jump ends.

(100-300 CP) Old Friends: With this option, you may import pre existing companions or design new ones. 100 CP gets you 2, 200 gets you 4, and 300 the full suite of 8. All companions get 500 CP to spend on perks and items, as well as the perk discounts, an item stipend, and access to all the choices in the Personal Specifics section except the "origin". They cannot pick anything from The Kingdom or import companions of their own, but *can* take personal drawbacks.

(0 CP) Returning Advisors: Any companions who were imported into any previous Story Of A Ruler jump may be imported as stated under Old Friends for free.

Drawbacks:

These are personal drawbacks, and unlike the ones in the racial and setting options all are fully dispelled at the end of the jump, and will not plague you in future jumps of the series (unless you take them again I suppose). Take as many as you think you can handle.

(+0 CP, must have been taken in all previous SoaR jumps) No Gods, Only The King: This is the pseudo gauntlet toggle, disabling your warehouse and all outside purchases except for your body mod and purchases from previous SoaR jumps. You still get 2000 CP to start (and your companions get their 500) and your item stipend(s). In exchange, dying here simply constitutes failing the jump, removing all your purchases from this jump and sending you onwards. Additionally all purchases in The Kingdom are discounted (100s become 50, not free. Anything that was already discounted drops to 1/4 price). Show the world that you are truly a worthy ruler for these people.
A few important notes: Companions cannot take this drawback, as it affects all of you, and will respawn in the warehouse instead of the jump if killed leaving them unable to return for the duration if they die. Additionally, this toggle must be taken if you wish to continue taking it further into the series.

(+100 CP) Old Timer: Progress marches ever onward, and with how much you're gone it's no surprise you're starting to feel left behind. You struggle to catch up with and stay fluent in new technologies and cultural developments. With a lot of care and practice you can still stay readily informed, at least well enough to make sure you know what you're doing, but you'll always feel just a tad lost with the new fangled contraptions and art movements. Especially right when the jump starts and there's so much to catch up on.

(+100 CP) Landlubber: You know how some people get seasick? You get spacesick. Any time you are on a spaceborne vessel too small to be its own gravity well, you will feel somewhat queasy and nauseous to some degree or another for the entire flight. If you try to get around this by not going on spaceflights, you will instead get violently ill for about a week once a year with no discernible cause. Your real health won't be at risk but it'll be a week of feeling awful to the point of being mostly useless thanks to your own hubris.

(+100 CP) Yearning: Leaving the Garden was hard for your people. Going from a perfect bubble designed for their living to the wider, uncaring world. Many of that exodus's generation struggled with a heartache-a homesickness for a simpler time and place. Now, generations later, you find yourself as the last Garden-born, and will feel that same homesickness while you are here when it has otherwise faded entirely to the subject of myth and history. You can adapt, those you led from the Garden certainly did, but that yearning will haunt you for your time in this jump.

> *(+100 CP, requires Yearning) Nightmares*: It seems that your separation from the Garden being further lengthened has not eased the yearning, but worsened it. While you are here your dreams will frequently be plagued by nightmares of the Garden's final dying days. Visions and memories of those death throes playing through your mind while you rest. If you do not need to sleep for some reason, they will instead plague you as haunting daydreams and flashes of memory during the times that you are not busy. It will be difficult, but be sure that you rest anyways, someone as important as you needs to not be dying of exhaustion at their post.
>
> *(+100 CP, requires Nightmares) Guilt*: As ruler you have been through a great deal. You have had to make hard choices, and you have seen people both your own and others suffer over the years. Your nightmares and heartache have expanded, not just hurting for the loss of the Garden but for all the times, places, and people that have been lost to calamity, misfortune, and the ravages of time in this world. The burden is so much heavier to bear when they were yours to keep safe.

(+100 CP) Celebrity: As the long running returning ruler of your people, it is only natural that people would become quite attached to you. This can have downsides. With this drawback, your people have become a bit *overly* attached to you, and a degree of parasocial relationships will be a bit of a running theme during your time here. Nothing truly awful, but it may result in overly familiar greetings, failure to remember your differences and the relative eccentricities you might have, and other forms of general awkwardness. Heavy lies the head...

(+100 CP, requires Celebrity) Papparazi: This goes a bit beyond just general awkwardness. Your people are hungry for just about everything you do. This means that you will set trends among your people... But also that the media and gossips are constantly monitoring what you're doing and passing it on, greatly diminishing the privacy you have and putting your personal flaws on display far more often than anyone should have to put up with. Sure you can have your guards remove snooping journalists, but what about leaked rumors to journals, what about when you're in public? You can't stop it entirely.

(+100 CP, requires Papparazi) Fanatics: Oh boy. Now, normally as supreme leader of the entire civilization you wouldn't have to worry so much about "stalkers", due to things like having a security detail and the authority to make them do whatever you want. The problem is that once enough people become that obsessed it's not *you* who's in danger. The most ardent of your followers will get far too fanatic, hunting down whatever they see as defiance of your perfect rule... Even to the point of sometimes targeting your favored servants for "not doing well enough". Keeping a lid on your most mindlessly fanatic followers is going to be a veritable game of whack-a-mole, but at least it usually seems to come out as "personally aggravating and confounding" instead of "active security threat to the nation".

(+200 CP) Overstimulated: You wanna know a problem about modern living that most people don't notice? It's so *noisy and bright*. You now get to deal with major sensory overstimulation issues, and as the world gets ever more complex and advanced, it's extremely likely that there will be no way to totally avoid the consequences of this while carrying out your duties. Fortunately it's not going to be *really* harmful, just distracting and extremely uncomfortable. You should probably try to stay away from the battlefront though, this isn't great for combat awareness.

(+200 CP, requires Overstimulated) No Rest: Your sensory issues aren't just major, they're overwhelming. You hear the quiet hum of electronics and climate control, you feel the gentle sway of even the smoothest spaceflight. A million pins and needles in your awareness that you will never fully escape-only ever dampen. Make the best of your personal spaces as you can-and learn to deal with sensory overload when you can't.

(+200 CP) Sensitivity: The world is changing, so much. Pollution is a very possible problem, and the natural world is being torn up to make way for great cities and resource extraction. Unfortunately, you are not quite so resilient to these changes as most are; pollution makes you sick and lethargic, being without access to at least somewhat natural areas leaves you despondent... Sure these things can be hedged against, your environment carefully curated to avoid sickening you... But that can leave you detached from the wider state of the world, and you can't exactly take the whole forest with you when you're traveling for functions or touring your nation.

(+200 CP, requires Sensitivity) Ennui: There was a connection you had, possibly without realizing it, to the natural world you arrived within. And as it's shifted and changed, this connection has become a liability. You will actively weaken and waste outside of natural conditions, and engineered natural-like conditions won't cut it unless it's a return to actual conditions instead of newly created ones. It won't *kill* you to have active pollution, or spend extended time in artificial environs, but your mind will be hazy just as much as your body will be weakened, and you can't lead effectively when your mind is permanently clouded. You will likely be stuck directing things from a remote location to keep your head clear, and it may be a good idea to ensure your people don't go too nuts with long term climate alterations too.

(+200 CP) Jinxed: You've got a little bit of an equipment problem. You're mildly cursed when it comes to technology (or advanced magic or whatever it may be your people focus on for civilization scale development). It's not enough to put you or others at serious risk, but you're always finding bugs, crashes, unsupported use cases, and manufacturing errors the hard way, when you kind of need them not to. Automatic doors freeze and trap you in rooms, elevators lock up halfway between floors, cars break down... Expect to be late to a lot of meetings.

(+200 CP, requires Jinxed) Cursed: This goes beyond just regular inconvenience, the breakdowns have escalated to the point where you need to have backup plans for just about every piece of advanced equipment you use. Vehicles fail catastrophically, weapons suddenly discharge... Fortunately, this is mitigated to the default by using "older" stuff, and with your own fiat backed equipment, but your options have been seriously narrowed unless you're willing to risk injury and personal setbacks just to have the cutting edge stuff.

(+200 CP, requires Cursed) Doomed: So uh. Just avoid more advanced technology/magic/bioforms/etc altogether. Anything you try to use that's newer-invented than about three jumps ago and isn't fiat backed *will* catastrophically break down in ways that are a hazard to your health and safety. If you do not find a way to work around this you will either be impotent or die when your holopad violently detonates in your face.

(+200 CP) What Da Zog...?: Space travel. You go long distances at high speeds and nothing happens on the way there. Er, maybe not *you* though. For some reason whenever you're going on long trips something comes up. Maybe an engine gives out or you get boarded by pirates. Generally it's only something on the order of delays, maybe with a little bit of action you can avoid if you want, but it sure will get annoying. Events will conspire to ensure that you go on at least one trip long enough to suffer this drawback's effects every year.

(+200 CP, requires What Da Zog...?) Where Da Zog?!: Did you know that space is very big? And surprisingly easy to get lost in? Not only are you guaranteed to have Events while traveling, you'll also occasionally have Detours. Wherein something conspires to result in you not ending up at the correct destination and having to try again. It is recommended to spend more time traveling if you want to mitigate this, as the number of

times you get lost won't scale linearly with the number of opportunities to get lost. If you leave it to the fiat backed triggering you all but guarantee it will happen when you urgently need to not be out in the middle of nowhere, but if you travel regularly you've got better chances of it happening during routine flights that will "only" ruin your schedule for a couple weeks.

(+200 CP, requires Where Da Zog?!) HOW Da Zog?!?!?!: Have you ever heard of Odysseus? He's the role model for this one. You will not only have Events and Detours, but they will combine. Regularly. And take a long time to resolve. It's probably not an exaggeration that you will spend nearly half of your time in this jump stranded on feral planets, escaping pirates, bargaining for your freedom with space gods, or other misadventures that are entirely unrelated to your duties as ruler. Either pick up some communication options or choose a really good second in command.

(+400 CP) Connected: They say a king is nothing without his kingdom. For you that will be literally true, your physical health directly tied to the well being of your people. If they are overcome by a plague you will become deathly ill, major catastrophes will leave scars and wounds upon your body, and in times of famine you will grow thin and listless. Should your people be destroyed or scattered...? Well. A king is nothing without his kingdom, a ruler is nothing without a people to rule, so too would you become nothing.

(+200 CP, requires Connected, jumper exclusive) Mutualism: There is also the idea in some places that the health and wisdom of a ruler is reflected in their people. When you personally receive injury, it will be reflected in your people. Poisoned? Many of your subjects spontaneously fall ill. Have your legs broken? Your people will find it difficult to move quickly as a group until you heal. Fortunately this drawback will not transfer health problems directly inflicted by other drawbacks, but I recommend being very careful with your person anyways.

(+400 CP) Dissenters: You are the chosen leader of their creator, the one who led them from the Garden and brought them to their promised land. Normally, you would be above petty politics, your position mostly unquestioned. Now? Not so much. You are also an outsider, and an interloper even if it is in response to your people's earnest desires and needs. Those who were in charge previously will resent your arrival and regularly question your authority and competency, though perhaps only behind closed doors should you prove capable beyond anything they could've hoped to achieve. This won't brew into outright rebellion... Unless you give your people a good reason to chafe under your command.

(+200 CP, requires Dissenters, jumper exclusive) Disloyalty: Or you could take this, and guarantee rebellion instead. It may not be open; depending on how well you manage and contain the traitorous elements it might never amount to more than political sabotage and periodic unrest, but there will always be elements within your own people trying to undermine you and remove you from power. Leave this to fester too much and you may face a takeover attempt, or outright infighting in an attempt to remove you. And

because you wanted the CP so badly, if you are removed from your leadership position it will count as jump failure as if you had died, even if they don't kill you on your way out.

(+600 CP) Interesting Times: Your people will be going through quite a lot during your stay here, but it's possible that you would personally be out of harm's way for a lot of it thanks to your position. Not anymore. Upon taking this drawback you guarantee that you will somehow always end up in the direct path of danger and catastrophe no matter where you go. Storms that wipe out your farmlands to threaten famine seem to happen while you're visiting for administrative reasons, uprisings or attacks always seem strike the area you're in, and you can absolutely bet your personal guard will be constantly having to stay on their toes to keep you safe from whatever waited to go wrong until you arrived *this* week. Stay sharp your majesty, you're in for a memorable stay.

(+600 CP) Knives In The Dark: Assassination, such a dirty and underhanded way to acquire political power. Unfortunately your political rivals all seem very fond of it. Fond of trying to assassinate you, personally, actually. Nobody else around you seems to have greater difficulties with it than usual, but it will feel like you can't go a week without some revolutionary or foreign agent coming for your head. Nothing says that these attempts will be particularly elaborate or unusually dangerous unless there's reason for them to be at least... But you have to get lucky every time someone tries, they only need to get lucky once.

Your choices are complete, and the familiar sensation of fading into place where you will begin the jump overtakes you. Perhaps you wonder what crisis you face this time, perhaps you are already making plans, or perhaps you simply ruminate on the ***dread*** *in the air. Regardless, you will know soon, and either commit yourself to the cause once more or wait out the ten years until you can take your winnings and leave.*

Story of a Ruler

As always this scenario is, strictly speaking, completely optional, but must be completed in order to take the next jump in the series. Failing or abandoning the scenario does not count as failing the jump in and of itself, but will send you onwards immediately if you are past your 10 year mark.

But really, to give up right when your people are beginning to claim their place among the stars would be silly, wouldn't it? Surely you can see this through a bit longer.

You have probably already puzzled out the gist of what is happening from the choices you made above: a looming calamity, a grand hunt to restore an ancient machine both to keep it from those who would use it against your people and to secure your civilization's own position in the heavens.

This will be a long process. Archaeologists, codebreakers, linguists, adventurers, loremasters and more will be needed. Pieces fall well beyond your borders-and simply pursuing this objective places you at odds with the other empires chasing it anyways.

More worryingly, that ***feeling*** is still getting stronger. Rational peers are getting rarer over time, while those civilizations which have succumbed to the malaise are growing more numerous. You will likely be in serious conflict with many of your neighbors at all times, militarily or otherwise.

And beyond that the growing pressures are honing the survivors like a forge-the civilizations that are doing well enough to be considered peers are growing stronger even comparatively-in 'mechanical' terms the equivalent budget they would have committed in the race builder on average per jump if they had been built using it is rising every time you return as the chaff are violently filtered out.

Fortunately, your objective is clear. Claim the artifact for your people, activate it, wield it. None of the neighboring civilizations within the area will be able to contest you if it is wielded correctly. It will not carry your people through the crisis you return for next, but it's more than enough to resolve this one.

Emerge as the victor from this mad scramble for ancient power and you will have completed the scenario.

Scenario Reward: *Sector Shutdown*
The ancient superweapon you claimed here has a decent chance of being less useful in different contexts, so you get to choose your own to bring with you into future jumps. This star-sized self-managing apparatus can, roughly once per jump, enact the function you select for it here instantly across a massive reach of space-the machine does not have to be within the targeted area, but it must be within a distance of the targeted region equal to the AoE's max diameter. Choose something like 'kill every individual of the targeted species in range' will get you about 1000 light years of diameter on the effect, but more extreme effects like "totally erase the area" or "free form reality warping effect" will decrease the blast size while lesser effects like those equivalent to Maelstrom Of Terror's may increase it appropriately.

You may also choose to exempt areas from the effect or alter the shape, though the effect will never reach beyond the max diameter, altering shape is only ever to make safe zones, not stretch the reach further in specific directions. Be careful about what you want the effect to be, you're choosing it now and it will be locked in-it's recommended to make it something either broadly applicable or with variable targeting parameters built in like the above 'target a specific species' example.

Bonus Objectives:
While the main goal above is your primary objective, there are a few other tasks you can aim for that may make things easier in the future. All of these require you to complete the main scenario

in order to reap their rewards, if you fail or abandon it you may not complete these secondaries. They are also, unlike the main scenario, entirely optional to continuing, but you will receive something special should you complete the bonus objectives from the beginning of the series to the end of it.

Bonus Objective 1

On a hunt like this there will be many dead ends. Stories that lead nowhere, or to empty long-plundered crypts, or to secrets which have already crumbled beyond recovery. But *sometimes* a dead end is simply a lead on a different mystery. In order to complete this objective you must follow up on those leads.

In this process you will acquire a variety of things. Most will only be of anthropological interest, some might be more dangerous than they're worth, and others will be little more than scrap to be recycled and perhaps reverse engineered. But among the piles of junk and idle curiosities there will be Artifacts. Lesser than the main objective by far, but still valuable in their own right-a useful boon for your people in the times to come.

Bonus Reward: *Quote Archaeologist Unquote*
You've spent so much time and effort collecting lost knowledge and ancient artifacts that now they just sort of seem to... Fall into your hands. You now have a strange aura of acquisition, items of great power, value, importance, or even just oddity and interest naturally pull towards you at a mildly alarming rate. Putting even a modicum of effort into this will, of course, amplify the effect, allowing you to acquire relics and McGuffins with dizzying ease just by sending your forces out to search for them. Properly bankroll extensive expeditions like you did here? You'll start turning up stuff good enough to make you wonder if it was there before you started looking or not.

Bonus Objective 2

On a hunt like you're engaging in, having the right man or woman for the job can make all the difference. Your task is simple, instead of just throwing money and manpower at the problem (though you can do that too) you must assemble an elite team of treasure hunters and their supports to spearhead the task. They must be the absolute best of the best, chosen not just for immense competence but for how well they will compliment each other in the field and be able to have all weaknesses and bases covered.

Of course, you rule an empire of billions upon billions of people. *Finding* the right people will be hard. *Choosing* the right people will be harder. *Organizing* the kind of people that best make up this sort of team in the way that makes it click would test a saint's patience. You'll know you've succeeded when they start knocking out acquisitions and research rapid fire faster than the rest of your teams combined, and as a nice side effect your empire will retain some of that practice for assembling crack teams in the future, though it's not generally an exact science.

Bonus Reward: *Right Man Right Place*
The power of having the right team for the job is invaluable, but sometimes there is no right team. For others, at least. This power shifts the course of things so that you will always have the right people in the right place for the jobs you need. While handling recruitment yourself this results in dossiers and connections for the perfect individuals falling into your lap, and circumstances arranging to prime them for the work that needs doing. Helming larger organizations this acts at broader scope-drawing in individuals from great distances or unexpected circumstances to ensure that once they're needed they're there to be tapped for crises and campaigns. On the scale of nations and empires this even goes so far as to ensure the people needed are shaped by their surroundings towards the skills and temperament that will form the team you need. Where normal luck might draw people who already existed to fill the roles you need, this perk can *make* them, and once the people are there the team will fall into place like they were always meant to work together.

Bonus Objective 3
As you are overseeing the process of hunting for the primary objective you will notice something odd. Certain pieces of information and artifacts will make sense to you... And *only* you. They will turn out to be unrelated to the primary goal, but will seem to hint at another hunt-one you must undertake yourself.

You will find, scattered across the remnants and ages, a trail left for you personally by a mad oracle who bent all their powers towards drawing you to something. A ritual, to be performed at a specific place and specific time, using the pieces you've gathered up. You will have to learn new skills-as it's tailored so that only you can decipher the trail but as you start out you may not be able to read every clue. And of course, once you arrive to perform the ritual, as the prepared hologram of the oracle rambles something about your place and destiny in the cosmos, you will have to piece what you have learned and found together at last-not just completing the ritual but fixing the potentially fatal flaws in its design introduced by the oracle's descent into madness. This scenario holds no in-setting benefits for your people though, the pursuit of power for yourself to leverage in their favor will have to be enough this time.

Bonus Reward: *Destined For Greatness*
There are those that power gravitates to like stones rolling down a hill. You are one such individual-and you will find that abilities, titles, and other forms of personal might naturally appear in your path. Some you will acquire practically without effort, blessings given by higher beings or positions granted by those hoping to be in your good graces. Many more will present themselves as opportunities-sidequests in return for mighty boons, techniques that you'll find you master with unnatural speed. This will not be enough on its own to push you above the challenges ahead, especially if you do not apply yourself to the openings it gives you, but that is more a statement of the things to come then any shortcoming of your impending meteoric rise in might.

Special Reward: *Power Calls To Power*
Power is like matter in a specific odd way. The more of it that accumulates in one place, the more that it pulls on power not yet consolidated. Influence, material holdings, personal strength. These are all forms of power that you have traded in. And now, the effect they have on your accumulation in power is tangible. The more power you acquire, whatever its form may be, the higher the effects of all three of the bonus rewards rise. And every single thing they bring back to you in turn will likewise strengthen themself and the other two. Power begets power begets power.

Another Chapter Closes...

You have found your way to the end of another jump, and so your story continues on to the next barring the crushing failure of your chain as a whole. You now have a choice:

Going Home is an option as it always is. If you died outside the pseudo-gauntlet it's your only option.

If you haven't fallen, you may also **Move On** as jumpers usually do. If you completed the scenario and didn't doom your people you will return in due time.

You still cannot Stay Here, the universe is vast and contains many more challenges for your people in eras to come.

You *can* however, if you are willing to forfeit your chance at the rest of this jump series, give your people **A New Home**. This will give you the sum total of the people who defer to you as their leader as followers, as well as the territory and holdings they can rightfully claim as their own, to carry with you on to your next adventures. This does not require you to have beaten the scenario and can be taken whether you choose to Go Home or Move On, but *does* require you to both have surviving people under your banner as well as to have not failed the jump itself.

Notes:

v1.0.2: added a note about features and flaws to the civ builder
v1.0.1: clarified wording on perk discounts.
v1.0: jumpdoc created and edited.

Special thanks to Shaylatio for extensive encouragement and feedback.
Special thanks to the r/jumpchain discord for help with figuring out the FTL purchases

This universe-like many you may encounter on your chain-does not have a hard physical speed limiter. Light probably still has a discrete speed limit, but there are most likely physical motion mechanisms that can pass it. In this context here, FTL refers to a soft division between fast but still maneuverable motion and the kind of speeds you typically use to cross between star

systems or larger gaps in a reasonable amount of time with FTL being on the far side of that 'line'. Warp drives, interstellar teleportation, and so on-maybe some engines even do STL *and* FTL at different velocity settings who knows.
The important thing to remember is that interstellar travel is typically so much larger in scale than planetary travel that there's a meaningful gap in useful speeds where most things that move fast enough to move FTL won't have enough precision to be good at in-system maneuvers and most things precise enough to not slam into the wrong continent of a planet if they try to land at that speed don't move fast enough to make trips between star systems in a reasonable timeframe.

If you're wanting to make a hivemind civ, you'll want to use the Communion slider to solidify it-the 300 point option or higher will generally be enough though obviously the higher levels will make it more effective.

A reminder that no 1000 CP feature is enough to solo the series just on its own-with regards to Serendipity while it *acts* like plot armor, it's not physical law bendingly absolute. If you get cocky you may well drive your people into a situation that no amount of good fortune can get them out of-and even at its best good luck isn't as reliable as consistent, proven capabilities.

Ecosmiths and Homewreckers both significantly benefit from higher worldshaping levels.

Memetic Mutation has notable synergies with Taste Of Mustard/Biohazard from SoaR 5 and Can Only Mean One Thing/Hacker Voice I'm In from SoaR 7. The former is required to make proper memetic threats (information that can harm by spreading from the initial target) while the latter allows hacking and hijacking enemy systems far more effectively as one might expect. And as always there may be others that you can find, too.

As always where things overlap, Mind Of Orion benefits from and works with the Intelligence slider from the first jump. Superintellects of a highly intelligent race will be more powerful, and quite possibly more stable and more common, than one of a race that's normally dim-witted in comparison to races around them.

If Skynets is taken without Mind Of Orion it just about guarantees that any superintelligence created by your civilization will go insane/evil, you can't use the flaw as a workaround. If you DO have Mind Of Orion the superintelligences generated this way will have a tendency to go further than your people can and still be just as much of a threat as a regular superintelligence is to a society without higher minds.

Laws And Clockwork has natural synergy with System Builder from SoaR 3, both specializing in different kinds of complex systems. Together they grant a far greater mastery of the overarching subject category.

Instant Remodeling is not particularly useful as an offensive perk except in very select circumstances. Generally any changes disruptive enough to cause permanent harm to targets or render a world uninhabitable would be better and more easily accomplished with orbital bombardment.

Me Lucky Charms can be used as a budget mass OneUp. Of note though is that it does not prevent injury or tell you how you almost died-and a single kill stroke attack counts as a single event. If someone unloads six revolver rounds into your skull there's a very real chance you'd need 6 Charms to survive. Additionally they work via luck and plot armor manipulation, stuff like fate powers or other luck+plot armor nullifiers can cause them to fail, and circumstances too hopeless for a lucky break to save you from might just brute force past the charms. And of course if it gets stolen or otherwise removed from your person it's no good unless you get it back.

Sanctum has some overlap with Home Sweet Home from jump 4. The difference is quantity vs quality: Sanctum gives you unreasonable amounts of everything at a scale no one person really needs. Home Sweet Home gives you such high quality luxuries even other rulers will be impressed, though does so at scales more tuned to a real person's life. If you have both you could choose to make them two separate properties in different locations, or combine them together to make an obscenely opulent pleasure planet that incorporates luxuries and techs from other jumps to further amplify its splendor.

In case this isn't clear, Clockwork Star *will* continue to get ever more obscenely huge as you progress through eras per the 'items keep up with your people's advancement' thing. At least, as long as you want it to, but having an absurdly oversized gigastructure to do things with is the entire point of that purchase.

Red Drawback Notes:
If you've inCURred any of theSE red drawbacks previously, you may be subject to further effects. You may even be subject to some OF them without taking this jump's. You may VIew the effects of your peoples stOLEn future with the refereNCE list below.

The added effects on ***Monstrous*** are determined by the number of other red drawbacks you've taken before, up to the currently possible 7 previous selections. They are:

Violent in Story Of A Ruler: Gatherer.
Xenophobia in Story Of A Ruler: The Trek.
Barbarism in Story of a Ruler: Settled.
Sadistic in Story of a Ruler: King and Country.
Destructive in Story of a Ruler: Fires of War.
Death-Touched in Story of a Ruler: Age of Empire.
Unnatural in Story of a Ruler: Blazing Skies.

The following "features" can be acquired for free if you qualify for them as listed below.

Predatory Smile: Your people are not stupid (probably), they know how other peoples view their threatening appearance and lifestyle. And they know how to take advantage of it too: your people are extremely good at intimidation, and leveraging their intimidating lifestyle to coerce others into doing what they want.

The Sky Is Falling: Being attacked by your civilization is more like being hit with a calamity than being besieged. Invasions are like meteor storms, even repelled assaults leave charred earth and blasted wasteland, battles are pitched nightmares of twisted space and violent death. None will remain unscarred where your armies walk, all will know to fear your coming.

Know Your Place: Most civilizations suffer from war-weariness eventually, when resources begin to become thin at home and the damage at the frontline is reflected on the shelves back at home. Not your people, they will suffer these inconveniences for as long as they are not personally threatened. They might resent, but they know their place, and unless spurred by other flaws will work just as tirelessly when the winds of war strip their homes of niceties as before.

No Muckin' About: Civilization has a purpose; to coordinate and elevate the power of intelligent species so they may alter reality to suit their needs. Things such as 'art' and 'politics' are a waste of time towards that goal, are they not? Your people no longer need them. There is no time to be spent on beauty, or bickering, or pondering useless philosophies. They will follow your command and reach for the heavens to wring them dry-after all, someone will claim them and it should be you and yours.

True Monsters: Your people have been sharpened and honed over time-perhaps to the point where they could hardly be called 'people' anymore. Tools, monsters, whatever you may call them, their purity in purpose has been refined into their very forms and progress. Their bodies shift, growing stronger and removing unnecessary things-precise color differentiation can be dropped for better hunting sight, magic that might once have been suited for brilliant sculptures is better specialized for shaping war machines or carving up foes. It may take some time still to finish this process, but your weapon is sharpening itself for you to wield. A sword does not need hands.

If you've taken *one red drawback* before now, Monstrous is worth 800 CP instead of 600.

If you've taken *two red drawbacks* previously, Monstrous becomes worth 1000 CP.
If you've taken *three red drawbacks* before, Monstrous is worth 1200 and allows you to take the Predatory Smile bonus feature.
If you've taken *four red drawbacks*, Monstrous grants 1400 CP and gives you access to the Predatory Smile and The Sky Is Falling bonus features.
If you've taken *five red drawbacks* before now, taking Monstrous grants 1600 CP and gives access to three bonus features: Predatory Smile, The Sky Is Falling, and Know Your Place. If you **DON'T** take Monstrous at this point, your people suffer from the Diverse Portfolio flaw, without granting you the points.
If you've previously taken *six red drawbacks*, Monstrous is worth 1800 CP and gives access to all previously listed bonus features plus No Muckin' About. **NOT** taking Monstrous inflicts Diverse Portfolio and Dutchmen without granting points.
If you've previously taken all *seven red drawbacks*, Monstrous is worth 2000 CP and gives access to all previously listed bonus features plus True Monsters. **NOT** taking Monstrous inflicts Dutchmen, A Starry Trek, and Memetic Mutation without granting points ***and also*** reduces your starting budget by 200 CP.