Story of a Ruler
Galactic Chaos

Jump by Pionoplayer
v1.0.1

*You wake once more, this time swimming in swirling lights. A brilliant sea of stars-one you recognize as a model of the galaxy your people call home. It takes you very little time at all to recognize the **menacing colors** marked across the space. The feeling of **wrong**ness has grown stronger still.*

But your people still survive and thrive. The next crisis to meet and overcome has arrived, but so have you, and your people are greater than they ever have been before.

Welcome back jumper, time has passed as it always does and you have returned to a galaxy in growing turmoil. Your people's holdings have expanded in your absence, and are soon to become a true galactic power. But that power will be challenged; threats and chaos abound.

Take your **2000 CP**, and make the choices that will prepare you for this next chapter.

Important Notice: This is the ninth jump in a series! If you have not completed the main scenario of the first eight jumps in the series, or if you left your people in such disarray at the end of Stars At Strife 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 currently at roughly 'galactic scale', major interstellar empires are the primary feature of the politics and significant conflicts will typically take place across hundreds of star systems at the least.

(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 through 4, or on removing flaws. Similarly, you may lose features, take on flaws, or lower slider levels from the appropriate jumps' Species Creators 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.

Anomality: Choose one.
It's a big universe out there, and if you go looking for long enough you will find things that defy explanation. Holes in the laws of physics, artifacts that no force or artifice can successfully recreate, entities who may act unrestrained by the usual strictures of reality. Your people will certainly encounter them, but how much and how well can they make use of such anomalies? Your people may already have a special affinity for such things, so **all options here are 300 CP cheaper (to a minimum of 0) if you took Strange Stars in SoaR 8: Stars At Strife**.

(0 CP) Normies: The truly anomalous is, for many, just one more mystery to be catalogued and filed away. No one force will ever know every secret of the universe, why should the truly unknowable be any different? Your people do much the same as most others-only as capable of comprehending and using the anomalous as circumstances and alignment with their thinking permits. And otherwise? Perhaps best to steer clear when neutralization isn't possible.

(100 CP) Fascination: It can be difficult to differentiate the truly inexplicable from that which is merely beyond your current understanding. Your people have a knack for it however, quickly identifying the properly anomalous so that it can be set apart and contained or studied as appropriate for such things.

(300 CP) Glimmer Of Understanding: Many civilizations treat anomalies as something to be avoided-catalogued for the safety of others and then kept away from critical positions. There's little else you can do against things whose rules and behavior are unpredictable until actively occurring, and perhaps even then. But your people have a peculiar connection to the anomalous that lets them ferret out the functions and methods by which these anomalies work-or at least to suspect when there's important parts that haven't been figured out yet. This puts your civilization in a much better than average position to take advantage of (or neutralize) those anomalies which they can contain for study.

(600 CP) An Art: The thing about anomalies is that, by their nature, they cannot be replicated. However, sometimes certain kinds of anomalous categories may become persistent, creating 'lineages' of a sort. Your people have the capability to tap into these lineages, and intentionally create new anomalies, a rare capability even among advanced civilizations. Different lineages will have specific throughlines, often sharing particular rules or weaknesses, which if combined with knowledge of multiple anomalous lines can allow some minor guidance of what's created. And of course the power and reach of anomaly is mostly determined by the cost of creating it. But make no mistake: this is an art, not a science, and an imprecise one at that-it is recommended to keep a close eye on your anomaly crafters to ensure nothing is created that can't be unmade if it proves too dangerous to wield.

(1000 CP) Normalize: A scant handful of civilizations can do more than just draw anomalies from the ether-they can take the ones they have and tailor them for active use. This is a difficult and sometimes dangerous task of course-an anomaly will never leave its "central idea", and anomaly alteration is only somewhat more controllable than initial creation... But the ability to

tone down the negative side effects, refine the focus, or shift the manifestation of such things greatly expands their utility for a larger empire. To say nothing how mastery of this process also greatly enables ferreting out hidden effects and nuances of anomalies that might otherwise stay hidden until they cause a disaster.

(+300 CP) Not In The Training Data: Some races struggle with anomalies more than others. Whether through mental rigidity over the laws of physics that results in consistent failure to understand their mechanics, or some ontological flaw that renders them more vulnerable to anomalous effects-most usually some combination of the two. Your people are one such civilization, beware the effects these forces can have on them.

(+600 CP) Beyond Comprehension: Anomalous phenomena are truly beyond full understanding, at least in some senses of the phrase. And some minds... *Crack* when overexposed to the impossible. Your people suffer from what may be called 'eldritch madness' when they interact with anomalies too much or for too long, gradually losing their grip on what's real and what's not, slipping into unhinged pattern thoughts mimicking the stylings of the culprit phenomena, and eventually descending into total psychotic breakdowns. The anomalous will never work for you and yours, even otherwise benign effects are toxic to your people's minds.

Ontological Resilience: Choose one.

There are many threats that can tear down a civilization in unbelievably quick timeframes, though ones as large as yours has become are not susceptible to physical calamity in single bursts. More esoteric means exist however, and ***one*** of them is quite prevalent these days, though other apocalypses from timeline manipulation to targeted memetic shattering to cosmic soul harvest events exist too-some threats are instantaneous ends though most frequently they're just wounds or gradual creeping demises. How resistant are your people, as a whole, to those grand dooms which snuff out even mighty civilizations like sand castles against the tide? Unusually, present circumstances may have given your people early inoculation to these threats: **all options here are 600 CP cheaper (to a minimum of free) if you took Beacon Of Hope in SoaR 7: Blazing Skies**.

(0 CP) Inertia: In other, less hostile realms, it is not so uncommon for great metaphysical calamities to snuff out even cosmic civilizations like candleflames: vacuum collapses, deletion of the civilization's past, or more. The ***press*** on your people, or perhaps something beyond it, has coalesced the mighty interconnected nature of what you and your people have built into something metaphysically solid enough to hold up under such assaults. In other words, the health and strength of your civilization provides powerful ontological inertia that makes threats which Resilience affects weaken or sometimes even outright fail against your people-though powerful targeted attacks may still succeed if your empire's collective metaphysical weight falters under the attack. The greater your people become, the stronger this defense will be, but it is in effect wholly passive-at some point you will need to take proactive countermeasures to prevent attacks like these from building up too much 'mass', there will be enemies more than capable of destroying your people otherwise.

(100 CP) Bad Feeling About This: An added benefit and function to your people's Resilience, a sort of metaphysical pain or threat sense. When a major Doom is threatening your people, whether in whole or just in large part, feelings of dread and alertness will fall over your people-not enough to cause disruptions or harm, just enough to point them in the general direction of the threat. But digging up exactly what is threatening them-and countering it-is still a task that must be performed with their other capabilities.

(300 CP) Rolling Stone: Your people's Resilience is... Tighter, so to speak. Where at the base level Dooms might still shave off as much of the civilization's mass as it has power to, at this level your people's Resilience will act to shield everyone more thoroughly-any Doom must be powerful enough to do significant harm before it can do measurable harm, protecting your civilization from being gradually chipped away by a thousand failed destructions and weakening the effects of those Dooms powerful enough to pierce the Resilience but not great enough to obliterate your people wholesale.

(600 CP) Not Today: Your people are not only Resilient, they are powerfully so. Metaphysical annihilations sputter and fail, hostile causal alterations snap back into place, even the ***dark feeling*** seems to weaken ever so slightly in and around their territory. This is not true immunity, unfortunately, but it is immensely powerful resistance-such that the kind of force backing such a Doom to make it take true effect would put it on par with the kinds of physical forces which could wipe clear your civilization through raw power, and even then it would be very likely to merely shatter your realm, not unmake it, leaving the potential for recovery in its wake.

(1000 CP) Stand Tall: Your people's Resilience isn't just a passive defense, it is an active one. What does this mean? It means that in addition to all prior effects your civilization, as its ontological whole, *fights back*. The subconscious will of its denizens presses back against consciousness overwrites, the past shifts with the certainty of the present to punish temporal interlopers, and other specialties and benefits your civilization has whether that be heroes, divine intervention, or more, position themselves in the paths of oncoming Dooms. Striking down your people with powers normally beyond the means of a civilization to directly defend itself from requires facing and overcoming your people's great strengths. They will not go quietly, they will not be easy prey.

(+300 CP) Bent But Not Broken: Your people's Resilience is unfortunately incomplete. Pliable in a sense. Where most remaining civilizations in this cosmos will have their local Resilience limit or even negate metaphysical Dooms, your people's often merely weakens them. Temporal manipulation fails to delete them but still scrambles their history, soul harvests leave your people alive but harmed and lessened by the damage, mass deletion takes scattershot chunks out of the empire but does not snuff it out in whole. Your people will survive the strikes, but best be ready for any followup blows. The only saving grace is that this is still enough to keep the ***wrongness*** from eating your people alive and disintegrating your civilization into an orgy of violence and infighting, though as you've seen from others inviting ***it*** in may still diminish your people in other ways.

(+600 CP) Dust In The Wind: Ah. Hm. It seems that your people's Resilience is a... Selective adaptation. Which is to say, as far as anything other than the ***corruption*** seeping into the cosmos goes, your people don't have any. You will need to be very, *very* proactive about establishing and maintaining discrete defenses against any Dooms that might threaten your people. If you don't there may not even be enough of them left to mark their passage.

Escalation: Choose one.

Times of crisis can bring out the best in people, or the worst, but most often a mix of both. Civilizations, much like people, can pull into a state of high alertness and action in response to danger, and much like people extended heightened stress responses will usually eventually decay a civilization from the inside, but in the meantime many can push themselves to unbelievable new heights to meet the challenges posed. Where do your people sit in this regard?

(0 CP) On Alert: The idea that conflict drives innovation is only true in the sense that most things drive innovation-what conflict does is force kingdoms and countries to *focus*. Like the adrenal response of humans, a civilization that's threatened will usually hone its responses and react more quickly. This can shed accumulated bureaucratic chaff and other such problems, but the longer a crisis goes on the more a civilization's underlying systems become strained. Your people are no different here-and a true crisis will wear them down over time if a resolution is not found, though they will prepare themselves and rise to meet the problem as best they can while it remains.

(100 CP) Mother Of Invention: Perhaps there is a bit of truth to that saying-your people really *do* perform better in a crisis, collectively. They are more unified, more effective, the systems squeezing out a bit more across the board even outside the effects of focusing short term over long term. This is an immediate and temporary effect however, your people won't grow stronger over time in response to stress and crises, and the civilization scale adrenal fatigue still exists, but in times of crisis your people really do shine.

(300 CP) Do This All Day: Most civilizations can only handle so much time in crisis mode before other systems start to be neglected and give out one by one. Not so for yours: somehow, some way, your people are able to keep up crisis response at full strength effectively forever. No war weariness, no disaster relief fatigue, no administrative backload and breakdown... Of course, actively dismantling peacetime systems for increased response power, repeatedly taking major damage faster than it can be repaired, or other such things that directly harm your civilization's workings aren't offset-you'll still need to make sure you aren't gradually losing ground to whatever is wrong. Likewise, if all resources are pointed at immediate survival it may cause progress to grind to a halt, prioritization still must be done. But your people are still one of the few civilizations who could truly handle a forever war or permanent state of emergency and come out mostly unscathed instead of diminished and broken.

(600 CP) Trial By Fire: For some rare few, the best way to learn and grow is to be tested. Your people not only perform better in times of crisis but actively adapt and improve in response to conflict and disaster. Any crisis or threat that fails to deal significant permanent damage will only see your people come out even stronger on the other side, victories of attrition are no longer possible against them as they will only grow beyond the bounds of whoever could not defeat them except by exhaustion. Whether it be by rapid development of technology and magic, crisis induced learning in administration and strategy, or some more exotic effect, your people will learn and grow at every challenge and difficulty.

(1000 CP) Endless Climb: The previous selection has your people actively grow faster when challenged and threatened, and while that's powerful there are limits. There are threats that you cannot always rise to meet. This selection puts them to the pinnacle, when truly faced with existential crisis your people do not simply grow and improve, they do so *explosively*. Fantastic breakthroughs and self recreations that drive your people to entirely new heights-it wouldn't be out of place to compare your people's crisis response to that of shonen protagonists. Even some threats that might have seemed unimaginably overwhelming may suddenly find themselves directly challenged or overpowered after a few rounds. Of course, don't get cocky-everyone has weaknesses and those who assume they can't be beaten are often first to fall when the chips are down.

(+300 CP) Sluggish Response: While the civilizational 'adrenal response' is often not ideal, it's better than not having it. Like your people. Your civilization has become so large and expansive that it just cannot readily rearrange its operation to focus short term survival over general long term operation. It *can* reorient of course, but will generally do so the way it does to any change in condition, and will find administrative, industrial, and social rearrangement for immediate crisis response to be an unfortunately ponderous process.

(+600 CP) When In Panic: Your people are actively in bad shape to deal with crises. Major disasters result in what could be considered institutional panic: cohesion and competence decrease, organization destabilizes and everything begins working more poorly. Something new goes wrong every time and no matter how many crises come and go your people seem to actively freeze up in the face of them-right when you most need that kind of thing to not happen.

Other Features:

(100 CP) A Real Party: The pursuit of pleasure and gratification can only go so far, generally. Biology has limits, spirituality is restrained by the shape of one's mind. Beyond a certain point, hedonism can only be pushed so far... But that's a quitter's attitude. Your people are *virtuosos* of hedonism and enjoyment, unparalleled party planners and veritable scientists of enjoyment. New horizons mean new pleasures and new luxuries, and your people will always be able to uncover new things to enjoy and experience as they themselves grow greater in eras to come.

(100 CP) Moving Mountains: A galactic empire typically runs on trade; the mass scale transportation of goods, people, and more. Your people have got bulk interstellar transport down

to a T, with economic infrastructure honed to a perfect point within your people's means for making sure that large amounts of material can get where they're needed even at the vast scales your civilization now operates at.

(100 CP) Lift Others Up: It's a big galaxy, and as your people expand it is a functional certainty that they will find others who are still looking up at the stars from groundbound primitive worlds. It's a dangerous time to only be an iron age civilization though, so perhaps your people have taken to giving others a leg up. Your civilization has refined the processes of uplift programs, picking out less advanced civilizations and kickstarting them up to nearby levels of development. Though of course civilizations whose focuses differ greatly from your own are trickier. Still, put in some time, effort, and resources and you can bring just about any species to great heights of advancement... Though size and power aren't necessarily so easy to kickstart.

(300 CP, requires Lift Others Up) Targeted Ascension: Of course, uplift programs can be a bit of a gamble. Some races are not content to help those who helped them, and the creeping ***wrongness*** can turn even the best protege races into a disaster. Your people have perfected sociological uplift processes-not just how to bring races into later stages of development but how to guide their cultures and temperaments as they grow. Your people can shape others to ensure friendly relations and mutually beneficial interactions in the future, or just to keep them complacent and pliable, perhaps even to ensure they arise as a burgeoning hostile power to make trouble for others in the area if you really want.

(100 CP) One Small Step: It's a big galaxy, and one day an even bigger universe, and having to make so many stops and jumps to get from point A to point B can be dangerous, even when you're doing it fast. Your people have developed FTL methods that can stay in FTL for much longer stretches than most civilizations', allowing somewhat safer travel and even a degree of reorienting mid-flight. This does not improve the overall speed or efficiency of FTL however, purchases for that were in the last jump.

(700 CP, requires One Small Step) Lightspeed Cruise: The thing about FTL is that not only is it typically very energy intensive, it's typically difficult to control continuously-like trying to hold a foam board under the surface of a lake. Very very few civilizations can put things in FTL and keep them there indefinitely. Your people are among those very few, and whatever method it may be your people are capable of putting vessels into FTL until something pulls them out-and more importantly can keep said vessels close enough to realspace that they can direct themselves and reemerge as desired. This has a massive array of uses: allowing easy redirection mid FTL trip, better rapid response defenses, entirely new methods of hiding secret facilities, and more.

(200 CP) Industrial Megacenters: The idea of totally specializing entire planets to single tasks seems a little silly sometimes, doesn't it? All that space and it just does one thing? Well, you're about to discover why it's a thing, because your people have the ability to massively improve the efficiency of their industry, economy, and more by focusing entire worlds towards single tasks. Now this will generally be broad categories, like administration, agriculture, or industry, but even

at that level the returns on investment will double or triple even after factoring in the tradeoffs to be made for centralizing functions like that. But on the occasion that there's something more specific you can focus planets on, like, say, weapon production, shipyards, or planetary settlement planning, the rewards will grow higher, and the more specific the focus the greater the efficiency gains... As long as it's not so specific that you're having to rearrange or relocate the planet every century or two to make up for changing requirements.

(200 CP) Sky Darkening Swarms: An interstellar invasion-that is, an invasion so large that it washes across entire sectors of galactic space-is a terrible, gargantuan motion. To precisely organize and optimize all movements at that scale, to account for the probable outcomes of battles far enough ahead of time to make it look like an ordered march and not a tumbling iron tsunami, is beyond most civilizations. But not yours, your people can-to a point at least-still organize fronts of galactic scale like military clockwork. Where great admirals normally must work at the largest level and let smaller battles play and trickle down from their decisions, your people retain the coherency and efficiency of greater plans even at this scale where systems and patterns begin to rule military doctrine. Of course, in the end those plans will often end up looking mostly the same anyways, but a few ships saved here and an extra system captured there can and will snowball in the hands of proper strategic minds.

(200 CP) Next Step In Evolution: Evolution is a force that touches all things, and as a civilization begins to spread out among the stars it's possible for even interconnected races to undergo speciation events. Your people have begun budding off entire minor subspecies that-beyond just differences in appearance-genuinely have useful applications to the current and maybe even future eras. They are still your people, they still fall under your banner, but you can consider them 'subraces' in the same way as a D&D character manual lists them, with particular useful specializations and benefits.

(400 CP, requires Next Step In Evolution) Distant Relations: Darwinian Evolution is one thing, but your people have developed a penchant towards a faster approach-your people now undergo a degree of Lamarckian evolution as well, causing gradual physical and capability shifts over time to benefit them in hostile environments they spend many generations in or at tasks they spend similar timeframes focused on. While the results will always still be close enough to the mainline to be considered subraces instead of entirely new species, there's a *lot* of wiggle room in there for changes and specialization.

(200 CP) Tubthumper: No civilization is immune to disaster, and in such dire times as these you should be prepared for the worst. Your people, simply put, don't stay down. An attack that knocks out transport infrastructure will be weathered, even divided up your people survive and connect back together. Anything short of a death knell will see your people pull themselves back together once the danger has passed where other civilizations collapse when their heartstrings are cut. Of course, while this is a neat trick it tends to only work once on any given enemy-after you come back from the brink the first time any real threat will know to actually finish you off.

(800 CP, requires Tubthumper) From Scratch: Recovering from whatever doesn't kill your civilization is good, but it becomes truly powerful with this: your civilization can now do the equivalent of a person regenerating from a single cell. Your people naturally, and *rapidly*, spring back to their previous size and power whenever insufficiently pressured by outside forces. They could be torn down and hunted to extinction until only one loyal person remains, until only one autonomous factory remains buried on a rogue planet, until one AI loaded on a deep space probe remains, and within just a few short years of breathing room an interstellar empire has reemerged and is growing back to galactic prominence at an alarming pace. Your defeat must be total, or you have not been defeated yet.

(300 CP) The Federation: Building a reputation, relationship, and teamwork is difficult, especially in times like these where even massive collaborative projects or defense pacts might see little to no direct interaction between the parties involved. Your people have an advantage here, with simple cooperative projects and even just fighting side by side with others drawing the interest and interaction of others-effectively allowing diplomatic relations to unfold passively just through non-hostile interactions. This is also helpful internally-your civilization will hopefully be cooperating with itself on a regular basis, meaning that your own people are connected by their shared work and experiences more firmly than they would be without this feature. Your people may have developed this trait through long practice, **it is free if you took We All Lift In SoaR 5: Fires Of War**.

(300 CP) Find The Needle: One thing different about the current era is how hard it is to find something that wants to remain hidden. Searching wilderness and even solar space is one thing. Interstellar space? Even worse, intergalactic? Even the most spectacular searching technologies will struggle in such vast emptinesses-to say nothing of if they aren't truly empty. Your people can do it though, whether through exceptional scrying precision, through preternatural tracking sense, or another method entirely your people are capable of scouring the deep regions of space to find the needle in the veritable ocean of hay.

(300 CP) Enemy Within: It can be tough to resolve a conflict diplomatically against a foe whose leaders refuse all avenues and put excessive work into preventing you from talking with their subordinates. But there's always cracks-your people have some manner by which they can insert infiltrators into even totally hostile enemy factions, hidden from outside eyes and giving you a starting point and the ability to locate diplomatic (or espionage) inroads without the other side knowing you're there. Though if you want to turn this into military espionage and sabotage you might want to pick up the relevant features from earlier jumps to give this a proper kick-this doesn't give what's needed to effectively relay information, enact full infiltration of command structures, or evade detection while taking action.

(300 CP, needs Enemy Within) Poisoned Blade: But perhaps you want a bit more than some basic plants, maybe you want your infiltrators to *expand*. Your people's infiltration method now allows for expanded infiltration, easily planting new agents around existing ones and growing the network until they perform something that reveals their presence-or a particularly

hypervigilant foe catches them through specialized methods. Give these sleeper cells long enough to grow and you could have on-command uprisings ready to inflict on your enemies.

(300 CP) Individualism: A city is a very big thing, and typically one which is reliant on others for survival. Planets are not so often the latter, but it becomes more and more common as an empire grows larger and more interconnected. Many of your worlds, industrial hubs, and other population centers will be reliant on those connections-for replacement machinery, raw materials, and expertise if nothing else. Unless you take this of course-with this every population center you own is capable of full autonomy, maintaining food and infinite maintenance and replacement of critical infrastructure if cut off from the rest of your empire. They may not be *productive* however, and certainly won't be winning wars cut off like that, so don't leave your worlds isolated when you can help it.

(700 CP, requires Individualism) Infinite Iron Farm: But wouldn't it be nice if the factories could just keep running forever without a supply chain? Your people have figured something out: the miraculous ability to manufacture raw materials from seemingly nothing. Your people are no longer limited by mines and stellar lifts, ore and fuel can now be created ex nihilo by your people's own industry. All but the very most exotic and ill understood materials can be manufactured on site, the only limitation is rarer and more powerful resources needing more advanced and complex setups to create them-and that's only a matter of building more matter reactors with your output for a while, now isn't it?

(400 CP) Sense Of Normalcy: Anomalous powers are terrifying, aren't they? Strange phenomena which are not simply beyond current understanding, but actively defy the natural function of reality. Your people thought so too, and solved that problem (partly). While every anomaly has ways to be defeated and subverted, by overwhelmingly greater brute force if nothing else, your people have developed methods to cut their heart out so to speak: anti-anomaly tech which can be directly applied to disable the anomalous factors of any phenomena or object, though some require a bit more oomph to suppress than others.

(400 CP) Too Cute To Kill: Other guys too busy shooting at you to hit them with your stacked up diplomancy powers? A thing of the past. Something about your people has resulted in them being able to apply their persuasive charms on hostile enemies. In short? Your people can directly apply diplomatic and espionage capabilities in active combat areas-simply being around to shoot at your people makes the enemies susceptible to charisma capabilities, propaganda, and all those other good things. Of course, if you're not good enough to win over the guys who are currently gunning down your civvies that might not help you all that much, but it's a lot easier than having to force open diplomatic avenues the old fashioned way.

(400 CP) More Than A Number: Above, you got to set the Resilience of your civilization, protecting it against things like temporal retconning and existential erasure. But... What about the individual people? Your heroes, your masterminds? They could be swept up in smaller events, unless you take this, which applies similar ontological resilience to all of your people on an individual level too. Their own importance to the wider world, their personal power, their

connection with others, their willpower, all of these things and other appropriate qualities will allow them to push back against efforts to hit them with the sort of harm that Resillience protects your civilization as a whole from.

(400 CP, requires More Than A Number) Fixed Points: Individual bulwark is not always enough, perhaps you could rearrange the 'order of operations' so to speak? Your people now not only benefit from their individual ontological Resilience, but their *collective* Resilience. What this means is that to erase the people within your empire, the full Resilience of the civilization must be overcome as well. Theoretically speaking, there's a few things it could mean. Practically speaking this means that no Resilience-blocked attack that was not already a threat to your whole civilization can threaten your people individually, and even attacks that should be powerful enough to wipe your whole civilization many times over may end up leaving scattered survivors and enclaves in defiance of the Doom that befell the greater whole.

(400 CP) Beaten But Not Broken: Times of crisis can make or break people, but for your people it mainly seems to bring out their best. The people of your civilization seem to actively grow in competency and power when challenged in intense or dire circumstances, their rate of improvement accelerated by immediate challenges and even hardship. Though you should still make sure they have time to rest and enjoy the fruits of their labors, even the most indomitable spirit can be ground down by eternal suffering with no hope of reward.

(600 CP, requires Beaten But Not Broken) Just Saiyin': There are a very few races though, where every challenge is an opportunity to grow greater on its own. Where every life or death scenario is a chance to emerge stronger than ever before. Your people, one and all, possess what some might call 'shonen powerscaling', every single challenge and threat drives them higher not just over time but rapidly within that context. Tournaments and rigorous training may see them grow alarmingly rapidly, but when their lives are on the line, when their home and friends are endangered? They can exceed themselves in unbelievable ways. ...if they survive at least, this is a rather sink or swim kind of benefit.

(600 CP) Heart Of The Sun: With such a big galaxy, there are some places that might seem a bit extreme for civilized life to carry on, such as the intense heat and power at the heart of stars, or regions so deep and cold that not even light can find its way to the heart. But even obstacles like these aren't insurmountable to a sufficiently advanced race-and your people are particularly good at making life work out in these extreme environments, however they do it. Though, it may still come at the cost of architectural versatility and comfort. Most people still aren't going to want to live in an active supernova. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

(600 CP) Buncha Weirdos: Anomalies are something special, often able to perform their features and 'focus' even in the face of circumstances that should render their mechanisms impossible. Somehow, perhaps through extensive interaction with lesser anomalies, or perhaps just through some interaction with your own repeated presence, your civilization is itself anomalous. This does not cause any single massive effect, but instead tilts the scale in a bunch

of broader ways. Your people naturally trend back up towards their baseline from harm or collapse events, enemy countermeasures for your people's capabilities are much less effective than they should be, prediction and precognition often fail to against them, as do hostile reverse engineering efforts. In general, anywhere that being slightly outside the 'normal rules' would benefit them it does, and most of the places where it should hurt them just get smoothed over. There is one exception-your people are technically vulnerable to anti-anomaly capabilities. Fortunately, Resilience will actively shield your people from that, and since it's the civilization as a whole that is anomalous instead of just a civilization of individual anomalies your foes will find it quite difficult to make anything apply at smaller scale.

(600 CP) That's No Moon: Is a dreadnought battleship too small for you? Do you want capital ships that could be sector capitals? Do you want war vessels big enough to ram the enemy homeworld and win? This purchase gives your people the capacity to build effective combat planetoids. Most civilizations can put engines and shields on a planet and call it a warship, but your people can genuinely build planet (and larger) sized machines of war that are fully capable of operating at the full power something like that should be capable of, moving quick enough for combat speeds (though probably still terribly slow by most ships' standards) and blowing away entire warfleets before them. These are some of the most powerful mobile military assets any empire can field... Though they are also extremely difficult to build in exchange, the resources and time required mean your empire will likely only be fielding extremely limited numbers. This is the natural endpoint of the "really big war machine" philosophy, so **this feature is free if you purchased Dreadnoughts in SoaR 5: Fires Of War**.

(200 CP, requires That's No Moon) Shooting Stars: Did I say your people wouldn't be fielding very many of these? That may have been underselling them. Your people have mastered techniques that make planetoid construction much cheaper and quicker than it is for most civilizations, closer to static structures of the same size than you'd think it should be. Building an entire planet out of advanced milspec materials to exacting specifications is still fantastically expensive, but where others field a single armored moon, you field a squadron. Where others have a smattering of weaponized worlds across an invasion front you field a whole solar system's worth. To others, combat planetoids are rare superweapons. To your people? They can be an entire grade of warship.

(600 CP) Back For More: Soldiers can't fight if they're dead. Replacing armies of dead soldiers is expensive. Solution? Don't leave them dead. Your people have developed a method of mass rescusitation for fallen combatants, perhaps army scale resurrection spells, mass repair protocols, or some spiritual mumbo jumbo that causes the body to return to an earlier form on death. This may work even up to the grade of larger ships (though slower and more difficult for larger combatants of course) but at least at present it requires having enough of a corpse left to revive. Mass scattered ships, pasted soldiers and those lost to enemy advance are still beyond this capability... But there's still a lot that this can help with, and it has non-combat applications as well!

(400 CP, requires Back For More) Greatly Exaggerated: People get completely mulched all the time, wanna bring them back even when they're unrecognizable? Good news! Whatever method your people have developed is extremely advanced; as long as there's at least a little bit of them left, or the location they died can be reached, or some other proper anchor point is available, they can still be rezzed. They can blast your soldiers down again and again, tear your ships to pieces, but unless they start breaking out exotic death methods your people will always come back. Implacable, unstoppable, unkillable.

(800 CP) Eldritch Hunter: It's a big galaxy. Possibly a VERY big galaxy. Your people will find and see things. Wonderful things, terrible things. Your people will have to fight and overcome forces they once would've considered unfathomable... And your people are getting quite good at it even. Your people have developed a rough doctrine and talent for killing things that might be called 'eldritch horrors', to keep madness at bay and protect their vision of peace and happiness from the things that crawl and writhe in the abyss. *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) Pearly Gates: Life after death? Your people have gained direct access to their own afterlife-whether by tapping into one that was preexisting or by creating their own-and the lines between living and dead can be thinned. This does not allow direct resurrection (not without other appropriate features at least), but it *does* allow for regular communication with the fallen. Their expertise, their knowledge, their memories... Anything your people know or once knew is now accessible to them forever. And of course, there's a variety of *other* ways to take advantage of this, if your people have other capabilities that interface well with easy access to the dead but no longer departed.

(800 CP) Your Card Is: Your people always know what the enemy has coming next. While your people may or may not have picked up long term predictive capabilities in the distant past, immediate precog of great enough precision to be useful in combat circumstances is much, *much* harder. Your people have figured it out. While the predictive capabilities developed here only apply to relatively immediate conditions-the next steps and moves in a single battle so to speak-they're precise enough to preemptively parry and intercept foes before they even start to move. An utterly invaluable asset to a warrior. This feature has a particular interaction with Intuition from SoaR 2: The Trek, check the notes if you possess both.

(200 CP, requires Your Card Is) I Know You Know: Many civilizations put a lot of effort into negating or dulling the perception of enemy precognition and prescience, which is a problem because you're certain to run into at least a few successful attempts in your time here for how many enemies you have. Your people's combat precog method is flexible in some manner, adaptable either by basic function or active modification, allowing it to be refined around enemy counter-precog efforts. In effect this likely turn precog into a hacking arms race, as your people counter the counters and your enemies develop new countermeasures in response, but of course that makes it harder and harder for enemies to keep your people's foresight blinded.

(800 CP) Stargod: Individuals only get so powerful in most empires. Oh for certain there are supersoldiers, archmagi, actual gods, and so on, but at the interstellar scale there are few empires both willing and able to create *individuals* who can challenge entire starfleets on their own, who can match or even exceed the mighty superweapons and battleships. Your people *can*. The limit of personal power is far, far higher for your people than it is for the vast majority of their peers, with true titans able to wrench apart star systems or blast entire sectors of interstellar space clean under their own might and their own might alone. Other civilizations may be able to field combatants of such star shattering might, but only with the support apparatus appropriate to such-the logistical weight needed to field planetoids, the focused belief and metaphysical anchoring of divine avatars... Things that limit both number and usage. Show them what real power looks like.

(200 CP, requires Stargod) Dominion: What is a god without a domain? Among the greatest titans your people produce, some of them become so connected to particular concepts, be it skills, emotions, worldviews or more, that just the simple practice of and connection to those ideas by the rest of your people-at first by those around them and eventually across your entire realm-adds to their power further. The greatest, who have honed their abilities to incredible levels and draw on the practice and ascribed meaning of entire star sectors of populace, may one day make the galaxy itself tremble with their passage.

Racial Flaws:

(+100 CP, can't take with More Than A Number) Just A Statistic: Most empires don't need any single person to keep them going, and hopefully yours is no different because your people are-individually-fully susceptible to the kinds of things that Resilience protects against. Timeline shifts may totally shuffle around your exact population, mass soul harvesting doesn't work so well but any single person can get snapped up with no issue. Try not to get too attached to any one person.

(+100 CP) Spectres Of The Past: Your people have a lot of skeletons in their closet. Metaphorically, though maybe also literally. And they are haunted by the ancient violence and failures-literally this time, though maybe also metaphorically. The point is, the ghosts of the dead from your people's past haunt them. Mostly benignly, it's very light hauntings and ghastly reminders of the omnipresence is death, but having someone in the halls rattling chains every day is often bad for morale, and it's *definitely* distracting.

(+500 CP, requires Spectres Of The Past) The Hateful Dead: Maybe not so benignly actually. Your people's old enemies, both within and without, make up the vast majority of the spooky spectres that swirl within and haunt your people's domain. They *will* kill people, they *will* poltergeist important machinery into non functionality, and they *will* periodically turn large swaths of your territory into a horror show whenever they get a firm enough grip on the material plane to manifest en masse. You best start believing in ghost stories jumper, you're in one now.

(+100 CP) Punch Drunk: You know what one of the best parts about living in a hyperadvanced civilization is? The parties. At least according to your people. They've picked up a bit of a really bad hedonism problem, indulging in the spoils of having made it this far to the point of, ahem, "efficiency losses" across the board. This won't spiral into anything catastrophic on its own probably, but it makes rallying the general populace harder and might add problems with having important figures coked up when they're supposed to be doing tasks that want sobriety in the person performing them.

(+500 CP, requires Punch Drunk) Thirst: Your people are... Kind of creepy about how "into" their parties they get. I mean stuff like weird pleasure cults, dangerous power abuses, and hedonism spirals. In fact, your people's obsession with chasing those highs is an active danger to themselves, with entire worlds sometimes destroying themselves in pursuit of some ineffable experiential pursuit. Right now they've got a lid on it, mostly, but if it's allowed to spiral all the way out of control... Well, I don't know what your people's preferred pleasurable poison is, but they can find a way to wipe themselves out with it whatever it is.

(+200 CP) Ants With Guns: Your people have a strange problem with accidental uplifts. Pieces of machinery or other tech landing on primitive worlds and resulting (in one way or another) sudden bursts of advancement and power growth. Even worse, these always seem to result in the upliftees being hostile to your people. Sure if you're good with diplomacy you can try to win them over but it's annoying when sending probes to some backwater system results in the natives having orbital defenses that immediately open fire when the mining team arrives a few years later.

(+200 CP) Underbelly: Your people have an infiltrator issue. Maybe it's a malignant mutation line, maybe it's the remnants of an old infiltrator species that lost connection with its leaders, but there's a minor but notable population who Aren't Actually Yours, and who will continue to crop up or be replaced even if the issue is seemingly fully resolved one way or another. They aren't necessarily hostile, and they certainly aren't coordinated, but they're an easy source of moles and saboteurs for outside powers, and potentially a major security hazard even beyond that.

(+200 CP, requires Underbelly) Among Us: Did I say non-hostile and uncoordinated. Well that was a lie, because they are both coordinated and hostile. Your people have a recurring infestation of infiltrators whose seemingly only purpose is to destroy the civilization. They will work to replace officials, cause catastrophes, undermine society... Without significant and nonstop counter-infiltration work they will gradually worm their way up the chains of command and bring it all crashing down, no matter that they are likely to die in the process.

(+200 CP, can't be taken with That's No Moon) Weight Limit: As your people's empire size trends upwards, they have discovered something... Frustrating about their FTL. Namely that for complicated technical reasons it doesn't work on anything above a certain size. "Size" comes in many forms here depending on how your people function, but basically anything the size of what should be a static installation *stays* static. No relocating orbital super-fortresses, *definitely* no relocating planets. And warships above superbattleship grade are pretty much off the menu

entirely. If they want anything that big built they have to ship the pieces in individually and assemble it on-site.

(+200 CP, requires Weight Limit) Hyperdrive Traffic Jam: Hm, so not a 'size' limit per se, but a 'throughput' limit. The more FTL travel your people do in a given region of space the more unreliable and dangerous the FTL gets, requiring 'cooldown' times to not render areas inaccessible to your people's FTL travel. This makes sending entire invasion fleets nearly impossible, and may require careful control of FTL movement in more densely developed areas on top of the inability to ship celestial objects across the voids. Plenty of ways to work around this-maybe go for quality instead of quantity-but it's definitely a huge pain in the butt.

(+300 CP, can't be taken with Individualism) All In One Breadbasket: Having every planet do one thing, and just one thing, is really stupid actually. Unfortunately for some reason at large scales your people are basically forced to. Want to produce enough food to export to anywhere? Agriculture planet. Industrial factories? Needs a whole planet to be good. Shipyards? You bet it needs the whole planet. This will phenomenally complicate your logistical lines and massively hinder your empire's ability to compartmentalize and build resiliency.

(+300 CP) With A Mustache: Dark elves, chaos dwarves, romulans... It is a long and storied tradition of races breaking off evil splinter groups of themselves. Your people have a repeat issue with that, somewhat regularly having major "evil subfactions" break off in small enclaves to begin harassing and harming your people. On the one hand they will never be as large and powerful as your own, on the other they will shape themselves specifically to counter those they broke away from and are going to get very, very good at hiding and causing harm from the shadows.

(+300 CP, requires With A Mustache) Dark Reflection: It's not just an endless series of minor splinter factions, somehow there is an entire mirror faction to your people that just cannot be fully dislodged. Maybe they're a mirror universe version tied directly to your people, maybe they've hidden themselves in the dark undertunnels of your race's FTL. What's important is that they are massively and irreconcilably ideologically opposed to your own people, and are powerful enough that should both sides come to blows it's quite likely that both groups would be laid to waste no matter which side won. They will not risk such a direct confrontation for self interest reasons, but they will always be lurking, always looking for a chance to take the upper hand.

(+300 CP) Use It Or Lose It: For many races, skills and readiness are something that must be constantly honed-you are either improving your powers or gradually losing proficiency through disuse. Unfortunately for your people it's also true for the civilization as a whole, if your people go too long without being tested on some grand project or threat, their forward momentum starts to falter and eventually reverse. Your people must constantly be driving towards new heights, or they will stagnate and decay.

(+300 CP, requires Use It Or Lose It) Anti PSing: Sometimes the best way to find a problem is to cause it yourself. That's not the best way to learn and grow though, so this causes the stay on decay for the base version of this flaw, as well as any positive benefits of the Escalation slider, to not kick in for problems wholly sourced from your own people. Internal strife? Not good enough. Any monsters or villains directly spawned by racial flaws? No good anymore. Fortunately issues caused indirectly, like existing empires being ticked off by racial flaws, or pissing off a god by invading its turf, still count. So you can still go looking for trouble, you just can't tailor it yourself.

(+400 CP) An Open Mind: Your people are tuned to the others around them. A little TOO tuned, picking up on the ideas and impressions of other peoples that they pass by, even just incidentally. This is in effect a reverse of Too Cute To Kill, your people will constantly be haunted and influenced by the ideals of every foe and friend they encounter, no matter how distant or violent the relation is-and given the current state of the universe this is *a glaring weakness*. Mental, social, and emotional reinforcement mechanisms will be mandatory, else your people will subvert themselves on your foes' ideologies... Even worse against enemies actively trying to do it.

(+400 CP) Bitter Rivals: A good rival can send a person to ever greater heights... And your people must be good rivals. Against your people, all but the most immediately crushed foes will benefit as if from the Escalation slider, about 300 CP's value more than they would have naturally if rated on that scale (unless this would take them over the equivalent of the 1000 CP option, it caps there), meaning that no matter who you're up against they grow in strength faster against you-but fortunately only you, anything not directly pertinent to fighting your people won't incite this improvement. Of course, this means that every foe your people fight will be constantly escalating to meet them regardless the conditions.

(+200 CP, requires Bitter Rivals) Protagonist Magnet: A straight power boost, all enemies your people directly oppose will benefit from the equivalent of the Escalation slider as if equivalent to the 1000 CP option while clashing with them, specifically for the purposes of defeating your people. They also gain this power from other fights held at the same time, which can be a serious problem against an enemy that's already significantly larger than you. Cessation of direct hostilities (including non military) will stop the boost, but... Well. Better settle your fights quickly.

(+400 CP) Containment Breach: There has been discussion of the anomalous earlier in this builder. Those things which truly defy the natural order of reality in myriad ways to enforce their own effects... But they are, typically, *rare*. Barring a particular race that causes many of them to form, it's unlikely to find more than a few in a given star system-and even then they're likely to be minor enough they won't even be noticed. Your people though, are a nexus for them coming into existence; anomalous objects, phenomena, even people occurring spontaneously and without any proper control. This is a chaotic and *extremely dangerous* thing to have happen: though none will be truly apocalyptic in scope on their own, any given one can cripple the function of a world or warship at critical times, and when they pile up as rapidly as they do for

your people it offers no choice but to spend excessive time identifying and containing dangerous ones-an ordeal that even the greatest anomality masters will find taxing, expensive, and nerve-wracking.

(+200 CP, requires Containment Breach) Apollyon: Your people are seemingly cursed, not only do they have the constant influx of regular anomalies confounding them, this onslaught is enough to open space for truly apocalyptic phenomena unbidden. The kinds of things that turn stars into necrotic horrors or leave entire segments of space dark and impossible to escape. Controlling and containing wild and hostile anomalies is no longer just necessary for stable functioning, it's required for basic survival.

(+600 CP) The Darkness In Men's Hearts: People are almost always complex creatures, and in the collective unconscious of a mighty star empire many deep ideas roil and gestate, deepen and expand... But sometimes also twist and corrupt. Your people's beliefs or understandings of certain concepts like "hope", "combat", or "pursuit of immortality" occasionally give rise to mighty and *terrible* conceptual daemon-gods. No physical form of their own, arguably no mind of their own, but they become a tangible force on the psyches and potentially even actions of your people, trying to drag them into a twisted behavioral trap centered around whatever concepts gave rise to the deity in question. They bear no fealty to each other except for a shared enmity for all of your people who have not yet succumbed to one or another, but alone or collectively they are an existential threat. The way they manifest their domains is inherently destructive and self destructive, and should one of these faux-divine parasites ever achieve ascendancy over your people they will tear the heart out of your empire and reduce it to poisoned ruins.

(+600 CP) Reruns: It's nice when problems that you solve stay solved, right? Sure would be nice for them to stay solved then. But for some reason the issues your people wrap up... Don't. Enemy factions somehow survive as scattered survivors that show up again rising back to power a few decades later, roaming disasters resurge over and over again, societal problems simmer and flare long after they've been fully litigated. No enemy or threat stays defeated until you are *aggravatingly meticulous about* ***burning every last piece to ash***. This won't actively make them more dangerous at least but it *will* have you tearing your hair out as problems just seem to snowball with each other and never fully resolve.

(+600 CP, check the bottommost note if you have taken any previous red drawbacks, even if you do not take this) Consumptive: Take this, and the very presence of your people in an area is actively dangerous to other races; whether it be maddening psychic feedback, a poisonous malaise, or just the fact that your people build in dangerous ways that don't account for others. Any other races who live nearby that are not actively subsumed into part of your race and its function will eventually be driven extinct just by the effects of living in proximity. I am *begging* you, you can still turn back.

The Coming Crisis

The galaxy is in turmoil, and the ***conflicts*** ahead will shake the heavens themselves with their might.

Immediacy: choose one.

Violence and chaos already reign among the heavens, choose how close the galaxy is to its destined fate.

~~*(**X**) Distant Rumblings*~~: Peace is not an option.

~~*(**X**) Smoke On The Horizon*~~: It's too late to ignore what's happening.

~~*(**X**) War Is Here*~~: And it's too late to halt the end of the era.

*(**0** CP) Chaos Reigns*: Your people are emerging into a galaxy defined by multidirectional aggression-in many regards it feels less like a war than an all out brawl. The chances that the few remaining civilized civilizations will actually band together to stop the impending apocalypses seem increasingly slim as they're dragged further and further into the spiral of violence-your people will have to rise and carve their place among the heavens by force.

(+300 CP) Heavenfall: It's practically too late already, the sky is falling, the monsters howl at every gate and it is only a matter of time before one force or another washes across the galaxy in a conquering tide. Only a power deadlock between the greatest factions stays the galaxy's fate at present-and in the scant time before someone finally gains ascendancy the galaxy's worlds are smote to molten ruins and the stars are sucked dry to fuel the hungry engines of war.

Threat Types: choose at least one.

More than just the factions fighting for rule of the galaxy, there are many different ways they could be threatening to end life as it is known in your people's local cosmos.

(MANDATORY) Violence Spiral: Whatever other threats the galaxy was menaced by before, the intensified violence and chaos caused by the looming ***wrongness*** has added another dimension-the battles being fought for control of the galaxy are, themselves, threatening to render it uninhabitable. You are operating on a soft time limit, even if you can put the chaos into a stalemate there's only so long the galaxy will be able to survive being fought over like this before there's no galaxy left for the victor to claim.

(+200 CP) Dissolution: One faction or force is not fighting for control of Galaxy-they are outright driving it towards total destruction. The force itself is liable to be somewhat weaker in absolute terms due to the self destructive cause-but their victory condition is esoteric and absolute. If they are allowed to accomplish their great projects, the entire galaxy will be consumed and obliterated wholly by forces beyond mortal ken-so don't let them do that.

(+200 CP) Corruption: Some force-intelligent or otherwise, is coiling around the worlds of the galaxy and turning them into twisting nightmarescapes of malign presence. People, places, entire star systems are rendered into unrecognizable forms as they are consumed and remade in its image. If not stopped, the entire Galaxy will be turned into a single endless horror, with no speck of what else once lived there before.

(+200 CP) Outsiders: This galaxy is not the only one in turmoil-one of the forces tearing the galaxy apart is doing so simply as the means to an end: converting it all into weapons and resources for a greater war somewhere beyond. Their manpower here is limited not by what they have present but by how much this galaxy is worth their time-but if they are not pushed out the galaxy will be reduced to spare parts and raw materials.

(+100 CP) Divine: One or more of the main forces threatening to overtake the galaxy are driven by a single figure or small group of figures, a god or pantheon looking to grasp the entire heavens and force it all into eternal servitude and worship. For certain this can be dispelled by destroying the ultimate patron-but such figures are never easily killed, and should they succeed the galaxy will be trapped as a single being's personal paradise forevermore.

(+100 CP) Demonic: This force is more disparate but still united under their single goal-subjugation of the galaxy for their own amusement. Perhaps they will erupt into infighting after a victory, perhaps not, but should they win the galaxy will become hell for everyone else and a playground for the forces at play here.

(+100 CP) Swarm: A ravenous swarm, maybe of bugs, maybe of robots, maybe just of war crazed space elves, but they tear apart the galaxy to feed their endless hunger to expand further so that they may feed their hunger more. Should they rise to ascendancy all other races will be snuffed out as the swarm consumes every world, one after another, until there is nothing left to take.

(+100 CP) Disasters: The crisis type most likely to be incidental to the fighting itself-some great imbalance has been jammed into the galaxy's complex physical systems, and galactic scale (un)natural disasters are wracking the stars more and more as time goes on. Maybe wild magic storms, maybe stellar collapse chain reactions, maybe rippling expanding distortions of space time... Simply destroying the original source will no longer suffice, were circumstances better you would perhaps try and solve this by banding the forces of the Galaxy into a grand restoration project, but as is you will have to clear out everyone who does not care enough to try cooperating before that effort can even begin.

(0 CP) Empire: This is rather mundane-barely an apocalypse really. Mighty empires vie for control of galaxy, and will tolerate no competition or resistance. Exactly how bad their victory will be depends on the inclinations of the empire in particular, but no matter what the galaxy will certainly never be the same again.

Great Powers: choose one.
There will be many, many forces at play in the great contest for control of the galaxy. But only a limited number have any real chance of securing victory for themselves, and it is already becoming clear who is who. How many serious rivals do you have for victory here?

(0 CP) Four Emperors: Only a handful can rest at the top. The number of major competitors is in the mid single digits, somewhere around 3 to 6, not including your own people as they come into their own. Competition will be very, very fierce however, don't think that just because only a few great powers exist that this war can't rend the galaxy apart.

(+100 CP) Great Game: There are quite a few major factions in the running, somewhere between 10 and 20. It is an absolute certainty that this number will be whittled down over the remaining time, but that's still a lot of different factions in the running, enough that temporary alliances and truces will likely define the shifting of the political landscape. Watch yourself, your foes are many and the war will be long.

(+300 CP) Battle Royale: This... This is rather bad, actually. There are enough major factions in the running that basically the entire galaxy is a mosaic of border disputes and scattered warfare. Dozens of galactic factions struggle for power, and it will likely take a while before minor factions stop being able to break into the big time even. This greatly complicates any effort to settle the galaxy's affairs, and means that the looming threat of the violence spiral is approaching all the quicker. It's not unreasonable that with affairs like this the galaxy may be reduced to stellar dust and rubble before a victor can be determined.

Other Conditions:
And of course there are other potential twists in the circumstances. Pick as many as you want.

~~*(100 CP* ***Unavailable*** *) Crisis Control*~~: Unsettling, isn't it? How easy it is to keep people at each other's throats in the face of certain doom. There is no coordinated response to the looming destruction of the galaxy. There will not be one unless you and your people make it happen the hard way.

(100 CP) Bastions Of Sanity: Unfortunately given present circumstances, the chances were that few to none of the other major factions would still be free of the ***wrongness*** but it seems like others are still holding strong amidst the sea of horror. Other major factions, up to about a quarter of the total number at most, are still fully reasonable people and not the twisted nightmares they might otherwise have become. There was the potential for some still if you didn't take this, and many of the minor factions certainly will be as well, but they will be far fewer in number unless you take this.

(100 CP) The Last Battle: This end was foreseen, long ago. The threads and ancient plans leading up to this conflict were laid down long ago in great part, and those that are newer were not unaccounted for. Everything will come down to one, great, final confrontation in the end.

Everything will build up to the climax, instead of burning out across endless pointless battles that wear the galaxy to a nub. And if you are prepared to claim victory at the moment it matters most, you will be prepared to save the galaxy. Though getting there, and getting there with enough strength to win, will still be quite a task.

(~~100 CP~~+100 CP) Forerunners Return: Long ago, ancient and powerful civilizations left behind time capsules. Of resources, advice, warriors and machines, all looking forward to the current chaos in the hope of saving the galaxy in the far off time after they were gone. Such things are not immune to the growing ***wrongness***, and instead of being the stabilizers and aids they were meant to be they have made things worse-resources and technology pilfered by the most monstrous expanders and automated defenses corrupted by the metaphysical evil seeping into the cosmos. There's an extra injection of precursor flavored chaos to this whole mess, watch out.

(+100 CP) Shadow In The Warp: At the scales the current conflict is fought at, FTL travel is a necessity. Unfortunately, something about its nature is screwing up FTL travel for everyone, making it more hazardous and unreliable no matter the method. You can certainly try and alleviate the problem, but given that whatever's causing it is something that's going to keep being done until this whole mess is cleaned up, it might be better to save your resources for more urgent things for now.

(+100 CP) Jaws From The Void: As if everything weren't already bad enough, monsters have begun entering the galaxy from outside it-conventional monsters this time, not civilizations worn down by the malaise on the universe. Some of them are coordinated, some are singular but vast, either way swarms of strange voidborne beasties descending on sectors without warning is only making everything worse.

(+200 CP) Ancient Sins: The galaxy, it turns out, was in rather dire straits even before this whole doomsday bit. The previous round of civilizations had a turn at this whole apocalypse war thing, and that's why they're not around anymore. Obviously they didn't completely destroy the galaxy, but they seriously wrecked up the place and it had not even come close to fully recovering by the time the ***wrongness*** induced superwars kicked off. The galaxy is much more fragile than it would have been otherwise, and worlds safe to inhabit are already running thin. Move fast, the clock is ticking.

(+200 CP) Where There's Smoke: The ***wrongness*** is horrifically bad, it's like the whole galaxy has drowned in it. You and your people will find almost no minor factions in the entire galaxy who haven't already been overtaken, and unless you also took Bastions Of Sanity there will be *no* major factions still capable of peaceful existence. Every star system seems to be flooded with monsters or the ruins of those who couldn't make it this far, and what points of light remain are rapidly being snuffed out one by one. Do not be one of them, do not let this darkness overtake you.

The Ruler:

There is no time to stop your upward ascent. Choose your latest boons, and choose them wisely.

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 each 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:

Korean Starcraft Player: It may be a bit late to hand out this particular ability, but better late than never yes? If you are a grand strategist, a military mind without peer, perhaps you want to make sure that all the cogs and gears are turning the right way in your strategic master plan? This gives you the skills of how to monitor the battlefront in detail and how and when to send your orders to make sure that all your military groups are sticking to the goal instead of having to hope your subordinates can carry it all out effectively. You'll be recreating the plays of a hyperactive RTS gamer... Or, at least as close to it as your hard physical limitations allow.

Guided Mentoration: You've been handing the government off to the people here for their interim governance over and over again since you arrived. But what about later? What if one day you have to let them do it themselves without the fiat guarantee that things will work out alright? This doubles up and gives you two skills: first it makes you a master mentor and teacher, able to quickly and effectively impart any skill you have to anyone who can learn it. Second, it gives you nearly unrivaled skill at molding those you teach. Just a few days might have you impart critical understandings and epiphanies. A full decades long mentorship and you could very plausibly shape how they see and interact with the world for the rest of their lives to your liking.

Needle Hunter: The universe is a big place. A very very big place. Sometimes you want to find something very small in that very big place, and when a place is big enough even absolutely nothing can be a good hiding spot. Not against you though, you've got very good skills at finding small important things in lots of not very important things. Small tidbits of data in a sea of white noise, the telltale traces of a ship hiding in dark interstellar space, one asteroid out of many that's actually an old ruin overgrown in dust and ice. At this point, finding a needle in a haystack is practically beginner mode for you.

At Least Twelve: The universe is a very big place. So big that it was worth saying it multiple times. Most minds are not built to work on the grand scales of how big reality really is, though most of the time it's possible to approximate close enough with abstractions, summaries, and

other mental tricks. But it doesn't quite reach true *comprehension* for the very vast majority of people. This perk alters your mind just a little bit to be able to. To see, and understand, the cosmos in all its vastness. To comprehend every grain of sand on every beach you behold. This might not be super useful without work on your part, and maybe some perks to help turn this all into actionable knowledge (I recommend memory perks if you don't have any yet), but even just on its own the universe is so much more beautiful and majestic when your brain doesn't have to boil it down to something smaller to grasp it.

Party Animal: With who knows how many billions of trillions of years to potentially live, one might worry about eventually running out of things to do. Not you, you are the ultimate master of experience and hedonism. You've always got a new idea, a new way to have fun. Give you a chemical lab and you'll be inventing new highs past the point anyone has any right to. And you know how to keep even the old stuff fresh and fun. You're a must-invite guest for any party worth going to, and will be for the rest of your life no matter how long that lasts.

Morning After: Or if you're worried about all the hypercocaine you're going to have your people invent leaving you laid out too flat to do your actual job, this perk makes you immune to hangovers from any and all recreational activities, as well as the ability to sober up from any recreational altered mental states you can think of as soon as you would want to if you were still sober. And finally, it prevents any forms of addiction and dependency, so that you don't get caught on needing hypercocaine to emotionally function through the stress of politics.

Feel The Burn: Training works better when you push yourself, but there's a limit. Too crushing or advanced of a situation will often render it mostly useless... Except for you. Any and all training you do becomes more effective the more difficult it is. It will also still benefit from being a properly thought out regimen of course, but you can stack as many extra modifiers and complications and dangers as you like and it will only serve to accelerate how quickly you improve! Within reason, don't put yourself in life or death training scenarios the gains will NOT be improved enough to be worth it.

Ladder Assembly: As a jumper, you may find yourself in conditions where you want to rapidly escalate a race's technological prowess without unpredictably destabilizing their society. This perk gives you the skills to put together uplift programs that work over a phenomenally short period of time while still teaching the cultural and sociological goals. And as an added bonus any uplift programs you oversee have a bit better chances of not being interrupted or derailed by unexpected curveballs and disruptions.

200 CP Perks:

No Catches: It can be distressing when you attempt to give your allies or underlings improvements to their forms or abilities and they... Don't go well. Well, no more. This perk makes it so that all upgrades, of any kind, that you give to someone else will go through without any chance/demographic based failures or complications, and any possible downsides that wouldn't have been easy to figure out or avoid with a precursory check will utterly fail to manifest

as well. No unexpected rejections, gradual health or mental decay side effects, or allergic reactions ever again!

Buyers Remorse: We've all been there before, picked up a really good lich king perk only to get smote extra hard in the next jump because of the anti-undead effect on that paladin (or dragon slayer effect, or whatever else). Well, now anything you've purchased with fiat will never invoke any kind of "secondary weaknesses". Having draconic magic won't make you vulnerable to dragonslayers, picking up a godslayer perk won't set off every god of fate's emergency alarms as soon as you step into a jump, having firebending won't make you extra appetizing to a fire eating monster. This doesn't stop things like your attacks being used against you or having people react to your demonstrated abilities, and actively switching to a particular altform might open you up to some vulnerabilities, but simply *having* a fiat backed purchase can never hurt you again.

Big Gains: The only direction everything is going from here is upwards. Take this universal x10 training rate multiplier-which includes learning and studying and such. This may be purchased multiple times, multiplying the strength of the perk by 10 each time.

What Doesn't Kill You: If they want to kill you they better make sure to finish the job. Any time someone *almost* kills you but fails, you will get a permanent boost to your abilities in some way. The closer you got to dying the stronger the boost will be-a near but true miss with a lethal attack might give you a small bump in your combat skills, while being brought to the point of helplessness and narrowly escaping through outside help or circumstances will see you ratchet up to new levels across multiple sections of your abilities. Trying to game this by deliberately engineering situations that will almost kill you but not actually will not count-if the genuine risk of death was not present this won't trigger.

Keep On Going: As a ruler perhaps you have no time for sleep, or even rest. I would recommend not completely neglecting your recreational time, but for those times when you really just need to crunch this doesn't just make it so you don't need sleep, it makes it so you never, ever run out of personal energy. This doesn't give you truly infinite stamina or whatever, you might not be able to fling yourself full force at everything, but it greatly increases how quickly you recover your energy *and* sets a rough 'floor' that you can never be knocked down below. You might not be able to work like you're fresh out of bed after a perfect night's sleep forever, but you'll never be at the point you would normally be after 10 hours of exhausting office work-or a week of nonstop combat for that matter.

Go Unpunished: Perhaps, even as the universe grows harsher and more unrelentingly violent, you still wish to be kind to others. This perk is something small for the selfless; any time you earnestly deliver help to those in need, without planning or acting to gain something from them in the future, you are guaranteed to not ultimately regret giving them that assistance. Perhaps they might still betray you, perhaps it might end up being the wrong way to have tried to help, but ultimately things will shift that it at least evens out by the end so that it wasn't a bad idea to

be generous. It won't make it "worth it" if it wouldn't already be, but you won't be punished by circumstance for doing the right thing.

If It Lives It Can Die: Certain classes of lifeform stretch the definition of "life". And often, the farther they stretch the definition the harder it is to make them stop fitting it. But you've got a knack-a mix of skill, talent, and marvelous insight into how to kill those strange things which so ardently defy being killed. Living spatial warps, eldritch beasts, and avatar manifestations of concepts... If it's alive to cause you problems, all you need is the resources and enough time to make it stop being a source of problems.

Infiltration Alert: Your civilization has gotten far too big for you to be keeping an eye out for infiltrators and traitors all across the government yourself, but sometimes an "infestation" has gotten bad enough to need a personal touch. This perk gives you a general sense of when you've got a nest of infiltrators or potential rebels or defectors that have established themselves enough to start causing outwardly rippling problems, as well as a general idea of which way to investigate to find them. You'll need to root them out yourself, or have help doing it, but you at least won't be blindsided by your lieutenants being replaced by replica clones unless you just sit there and let it happen.

400 CP Perks:

Tailored Faces: Replacement infiltration is a neat trick, so this perk ability gives you the ability to copy the physical appearance of anyone you've ever met. If you have a physical sample of them (or to a lesser degree their species) such as a flake of skin or strand of hair you can fully copy them physically to stand up to things like medical examination, and while this perk is active it will guide you to properly copy their mannerisms as well as you would be able to know from your own experience with them-though it's a good idea to study up on your target if you want to avoid giving yourself away still.

Charisma One Hundred: Sick of people being too busy punching you in the face to use your charisma perks on them? This very simply gives you a nebulous semi-aura effect that allows you to leverage all your diplomacy and charisma related abilities against anyone who is interacting with you or is in your general vicinity, no matter how hard they're trying to ignore you, make it difficult for you to target someone to convince, or just kill you and move on. This will help assuage language barriers somewhat though won't let you directly talk with them, per se, just get them to the point they're better disposed towards you. Of course, if they really do hate you enough or have good enough reason to fight back that you can't convince them even with them listening to you then you're out of luck, but a lot of times the hardest part is just getting your foot in the door.

Not Dead Enough: If they want to kill you they'll have to be very, very thorough. This perk gives you rapid regenerative capabilities-to the extent that if even so much as a single cell (or equivalently recognizable smallest piece) of you remains you will regenerate to full health within just a few minutes-and significantly faster than that the less unrecognizable you've been

rendered. And of course being able to regenerate from that level of disincorporation might be particularly difficult to overcome if you have more esoteric forms...

Alternative Builds: You know how elves always get variant subspecies in fantasy worlds, and in much larger settings sapient races will often start to speciate through evolution as well? You can take a measure of that boon with you with this. Every altform you possess also gets a "variant subrace" version to go with it. A high elf altform might also get a wood elf one, a dragon might also net you one of a different color-and for species which normally don't have subraces this perk will even make one just for your altform collection! And if you don't have the ability to change between altforms this also gives you the ability to do so, though with just this perk it is a gradual process that can take up to an hour to do. This can be purchased multiple times, discounted after the first, adding one extra variant per base altform for every additional purchase.

Jumper Immunity Package: There's one person that your people can't really afford to have deleted from the timeline or soul-ripped or similar. You. This perk makes you all but immune to any and all effects that the Resilience slider protects against, and their individual scale effects. Strictly speaking it probably does have a limit somewhere, but hitting it would require overcoming the full metaphysical, historical, and so on weight of your entire being-including your nature as jumper-meaning that in practice anyone who could punch through the defenses of this perk was going to annihilate you anyways no matter what this perk's effects were.

Precog Pocket Sand: Precognitive abilities are great! Except when somebody else is using them on you. This perk slightly alters you to be immune to all forms of precognition and equivalent ultra-predictive powers such as brute force mental simulation and timeline viewing. You'll still cast a "shadow" so to speak, appearing to continue in plausible ways within the attempts, but when it comes time for the future to meet the present they'll find that their predictions don't match reality. There are enough obscuratives on this that it will not be immediately obvious you are the source-but be aware that those few precogs who have genuine investigative skills can probably figure it out with enough legwork anyways unless you put in extra work to conceal that you're the source.

600 CP Perks:

Anchor And Chain: It would be awful for the people close to you to be ripped away by forces beyond the capacity for resistance. Take this perk, and any number of people you choose will benefit as if from the 1000 CP option of Resilience, any effort to sunder their existence not only having to overcome the full weight of that existence but face a guarantee that the person in question will get to defend themselves in some way. Against the greatest threats this may not always be enough, but you can at least rest assured those you care about will never be butterfly'd away.

A Little Odd: You are already, strictly speaking even if not physically speaking thanks to the mechanics of fiat, an Anomaly in this place. But that can offer certain benefits if deliberately

invoked. If you take this perk you become Anomalous- specifically in the ways it would benefit you. On an irregular basis things that should be able to counter your abilities turn out to be useless against you, sometimes your powers turn out to have strange edge cases that make them much more effective than they should be, sometimes your composite whole seems to be perfectly arranged to slide through what should have been impassable obstacles and evade certain death. This is a highly unpredictable thing, you never know exactly how or when your anomalous nature will benefit you-but it will never harm you, only make it unpredictably and infuriatingly difficult to pin down what can actually stop you. And don't worry, if you ever run into anti-anomaly tech like reality anchors, all they will be able to do is shut down this perk and its benefits while you're so affected, you yourself (and all your other perks) will still be fine.

No Permission To Die: Your friends and minions aren't going to die on your watch. This perk gives you the ability to resurrect anyone you like, requiring only two things. First, 90 seconds of concentration. Second, some scrap of them to revive from. By default this entails a piece of their body, however small, but depending on if you have the proper abilities to grasp on to such things you might be able to do it from such things as: a piece of their soul, a chunk of their mindstate, or a shard of their metaphysical connection to others. While it does require concentration it requires very little energy on your part, maybe about the same stress as some light aerobics. Don't let your friends be deads.

Near Miss Is Still A Miss: As a jumper, you are probably one tough cookie. A lot of scraps that you only barely got through. This is a little insurance-any threat or event that "almost kills you" will fail to actually kill you. If you are left for dead, shot and then not kill confirmed, on a ship that's blasted apart but not instantly immolated, grazed by an obliteration attack that doesn't quite take your heart, poisoned and thrown out a window... If they didn't finish you off properly right away, circumstances always conspire to make sure that "certain death" is only certain if something *makes* certain.

Spiky Hair And Endless Appetite: Your people are constantly ascending to new heights, and it's fair to not want to be left behind. This applies to you what can only be called "shonen power leveling". Through intense training, rigorous tests, and occasional bouts of sheer dumb luck your powers and skills amplify and improve at prodigious rates if you are putting in even precursory effort to improve them. The only problem is that you don't get to choose exactly how your improvements manifest-in fact trying to force it down a specific path is likely to reduce your ability to capitalize on your wild growth. Keep pushing your limits though, and you'll never truly fall behind the power curve.

To Infinity: It is a shame that even if you had forever to refine your abilities there's only so good you can get at doing something. Always a limit on mastery, or on the extent of a power. But you have an unfair advantage-take this and the hard limitations on all your powers, skills, and abilities are removed. Training them will still get very difficult as you ascend to the greatest heights, but there will always be more you can do, more you can learn. Another technique to develop or a little more strength to gain. Buy this, and yours becomes an endless climb to the heavens and beyond.

800 CP Perks:

Keter: Every so often-very rarely except in the most rampantly anomaly obsessed empires-an Anomaly that reaches far beyond its natural scope occurs. Anomalies powerful to rip apart entire civilizations, or render great regions of space uninhabitable. Such anomalies eventually calcify in place, or else destabilize and self-neutralize... But you are a jumper, you are not beholden to such generalities. Choose an "effect", something that starts small and localized, but expands and grows more destructive over time according to some criteria-a social contagion that ignores usual memetic barriers, a flaw in physical law that grows an expanding rift of chaos, anything along those lines. Once per jump you have the ability to place down the initial seed, and allow it to expand until you decide to end it-at which point it will fizzle and its effects will cease. Be mindful, while the effect will not directly harm *you* anything or one else you would prefer not to get destroyed receives no such courtesy. This is not a precision weapon. Only deploy it where you wish utter devastation, and then keep a close eye on its growth. This can be purchased multiple times.

Paragon: There are many ways to power, many ways to hone yourself for the trials ahead. One of the greatest, but usually most difficult, is to draw upon the greater wealth of a practice or concept directly. Choose a domain, ideally one closely tied to your duties as leader but it can be just about anything that touches people's lives. Death, warfare, cooking, anger, and so on. Anything that could feasibly be the domain of a god. You are now directly empowered by and in relation to that domain, gaining strength based on how much attention, passion, and reverence for the domain people have in the settings you visit. Not you in relation to the domain, the domain itself. In a world where people mostly ignore or are unbothered by death except when it comes for them directly you may find that domain does very little for you, and beyond that how exactly your domain empowers you will depend on how the people interacting with it view and understand your domain. It will empower abilities and skills that people see as connected, and ones that people do not associate with it may languish without benefit no matter how tightly tied together you personally believe the two are. The raw power gain will be sustained (at a somewhat weaker level) between jumps, but the associations and views that supply the ways you can use the domain will be dependent on where you are at the time.

Life After Death: Dying is no longer a chainfail condition for you. Time spent deceased does not count towards your decade of survival time, and if you are killed thoroughly enough that nothing in the jump can bring you back (soulkilling, retroactive erasure, etc) that will still chainfail you, as may other nonstandard fail states, but in the meantime you will get to hang out in whatever local afterlife is appropriate-or should there not be one (or all options be too odious) you'll be able to hang out in your warehouse or equivalent as a ghost until somebody else revives you. You will be the incorporeal unable to influence things kind of ghost by default however-unless you have particular abilities that work even while you're dead you will still be beholden to someone else for doing the work to revive you.

Race To The Top: It's lonely at the top, but you can pull others up to meet you. If you have this perk, you may choose to apply an effect to anyone you meet or know (besides yourself) that is effectively an accelerated but capped version of Spiky Hair And Endless Appetite's effects: their growth will propel them onwards and upwards until they approach your own level of power. The effects of this perk diminish as they close in on rough parity with you and stop any time they are at your level or above. Not everyone's improvements will be the same as well, maybe your own strength lies in raw firepower mixed with charisma, perhaps one of your friends will become an unparalleled engineer and scientist while others ascend to godhood and develop divine powers to reach closer to your own path of ascension. All you can be sure of is that those who walk in your shadow will not be left behind if you don't want them to be.

Items:

You have a 1100 CP stipend to spend in this section only. Imported Companions get 600 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 Fun Finder instead locating hobbyist groups you would vibe with or taking the form of a set of fliers detailing locations you'd enjoy sightseeing at. 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

Weirdo Alert: Perhaps you anticipate conditions that generate unusually high anomaly counts. Perhaps you're worried about "just in case". Either way, if you want to make sure that Anomalous phenomena can't sneak up on you this detector specifically scans for and locates anomalies, up to a distance reasonably safe enough from their effects to act as effective forewarning. You can set it to exclude specific anomalies so that it's still usable in such cases as fully kitting yourself out with anomalous gear or having selected Buncha Weirdos in the race builder.

Killstroke: Let what you kill stay dead. This is a small dagger, ordinary except for being almost indestructible and the strange feature that anything that is killed with the knife is thoroughly obliterated to never again rise to life. There are of course some complications-namely that most things that need this kind of anti-return mechanism are hard to kill with a piece of sharpened metal, and it HAS to be the knife that's used for the killing blow. But I'm sure you can figure something out when you need it.

Personal Trainer: Even the most dedicated warrior can benefit from an effectively planned training regimen. This is a device with one single purpose-plug in what abilities you want to train and the resources you have access to for training purposes, and it'll spit out a training plan optimized for your goals. This doesn't just work for you! You can have someone else use it (or plug in the details they want for them) and they'll get their own perfectly tailored training plan as well. Follow it as well as you can and your abilities are just about guaranteed to grow at a steady but very satisfying speed.

Spicy Flow: The final say in recreational designer drugs. This is a daily refilling case of a substance directly tailored to your preferences-it has the method of ingestion you find easiest, it gives exactly the kind of mental effects you like the most at the intensity you're most comfortable with, has no hangover or lingering effects, and the length of the high is easily settable with the amount and administration aids it comes with. Only enough for a small party's worth of people, or for two or three to stay stoned 24/7. But you probably shouldn't do that second one, you've got stuff to do.

Fun Finder: With a civilization as large as yours it might be difficult to find a good place to kick back and have a good time. This neat little pocket doohickey will point you directly to all the nearest parties that you will enjoy attending (and can reach in time for that to be relevant), both ongoing and planned but not yet started. Nothing fancy here, it won't help you track macguffins or progress your research, just a locator for finding some place to have a good time.

Fragments Of The Past: It's entirely possible that this item will never be *useful* to you, per se... As a jumper you rarely stay in places on the timescale this kind of thing matters for. But this is a small mechanical databank, which you get one probe for every jump-stockpiling as many as you need. If targeted at a currently extant culture (at least one person must still live within that culture, it cannot be fully extinct), the probe will spend about a year collecting cultural norms from the present and the relatively recent past. Common knowledge, superstitions, popular media, religious beliefs and artistic practices. Upon finishing its work it will return to you, putting a full cultural database into the base item, as well as depositing a "seed", which can be used to deploy to an appropriately blank slate or willing group of people to revive the culture over a couple of generations. This will not bring back lost technologies if you can't provide them, but it is a way to memorialize and preserve a handful of the cultures that are lost to the constant churn of history, should you prefer not to be the only person who will remember them.

Summer Home: Some people like to have a home away from home. Very away from home. Mountain lodges, beachfront resorts, or maybe lodging a personal getaway in the heart of a star. This is a well furnished but probably less luxurious than you're typically used to getaway home property, which specifically imports into the most exotic and difficult to reach locales available in any jump you import it into. In this jump that's going to be somewhere like the heart of a neutron star or just inside an event horizon. In the future it may get even more ridiculous. Don't worry, it's completely safe to get in and out for you and anyone you've authorized! Finding you and surviving to get into your little chateau might be difficult for other people though. Fiat backing on

safety only comes for the home itself and the entry/exit mechanisms, expanding it to be an actual base of operations is unlikely to go very well.

Glow In The Dark Sticker Stars: This small projector is loaded up with an exhaustively encyclopedic series of vistas and breathtaking views from around your empire and can display them across any surface you like, along with a selection of both ambient and musical soundtracks to your tastes. You can set it to single scenes, or to shuffle through particular categories over time. And it comes with data ports to allow for downloading these ambience routines to other devices, such as for screensavers, desktop backgrounds, or holosuites.

200 CP Items

Master Mechanical Munchkin: This item is a blueprint printer that performs the singular task of optimizing existing plans. Not in the sense of generally making them better, but in the sense of narrowing their focus to specific tasks. The higher you crank this thing's settings the more its results will be hyperspecialized to the designated objective, dropping secondary features at first, then cost efficiency and durability... More and more shaved off as you go. Anything you've got construction plans for can be plugged into this, from regular machinery to planetary development layouts. Be aware that this kind of thing tends to have diminishing returns after a certain point-you can only go so far with a given tech base even if it's fully bent towards making the most precise shaving machine ever created.

All In One: Or you can take things the other way. This blueprint machine takes the stuff you plug into it and refines them for self sufficiency, generalization, and resiliency. While the designs will still be oriented towards what you've plugged in for, you will get things that aren't quite as good at their primary purpose in favor of being usable in as many new conditions as possible, including decreasing costs where relevant. Again, there are diminishing returns beyond a certain point here-after a certain point omni-applicability loses out to the fact that it would just be more efficient to use showing less overengineered.

Times To Come: It can be helpful to know what's coming in the future. This is a large tome, about the size of a single but large dictionary, filled with predictions about the future. This is, in essence, a summary of world events and the "main plot" of the next ten to a hundred years from jump start told from an overhead narration view. Importantly this is what would happen if you had never been sent in to the jump, and will gloss over the sorts of things that would never become publicly available knowledge or would've been intimately personal-you'll be getting the important events as if it were a history textbook instead of as the original media basically. The book refreshes every new jump, but will always be the same size: a longer or more exciting jump will get less detail on the events that will take place than one that's the standard ten years and won't see very much important happen.

Temporal Aegis: A shield against metaphysical destruction. This is a cape, coat, or similar article of clothing with a shimmering starry pattern to its fabric. Its surprisingly durable, but not fantastic as regular armor. However, its wearer is fully protected against all fates which Resilience

protects against. While you wear it you cannot be erased from time, torn to your constituent concepts, or have your soul turned inside out and exploded. Just uh. Don't let the other guy rip it off you physically.

Other End Of The Pencil: This is a fancy looking raygun that when fired projects a beam of exotic energy that completely erases the target from existence, bypassing all conventional forms of durability (though metaphysical forms like Resilience can help). It requires significant chargeup for things above a certain size-deleting an entire planet with it isn't feasible-and doesn't do anything really exotic like destroying them backwards in time, but whatever sucker you bean with it is gone, and definitely not coming back.

Cosmic Commerce: With planets so far apart, and manufacturing growing so advanced, there's money to be made by ferrying goods (and maybe passengers) from planet to planet. This is a large merchant and cargo fleet built for interstellar travel. They are robust, self fueling, self maintaining, and come with competent NPC captains and crews. The ships will replace over time if lost-though any cargo they were carrying will not be. That said, the near absence of overhead costs means that running a merchant empire off just this fleet alone should be trivial in any setting with more than one star system of note.

400 CP Items

Surging Chaos: Feeling lucky? This is a large box that, up to once a day, can be opened to pull out an anomalous object. The only guarantee you have is that it will not be immediately lethal to handle, so while you'll definitely get some real treasures out of this, you're also going to get some volatile nightmares too. Good luck! And maybe be careful about how you open it.

X Factor: At a certain point it becomes difficult to find effective training methods. When you're so powerful that no dojo can hold you, when you're so skilled that nobody else has even thought of challenges that can challenge you. This item is a room or building, bigger on the inside, that can always generate new training gear and scenarios to match you-though nothing it creates can be taken outside of it or cause permanent harm to those within. If you've purchased Personal Trainer, the two items can work together to optimize X Factor's training scenario generation, guaranteeing that you'll progress as quickly as possible as long as you put in the hours.

Twenty Ten: Is uplift work too much of a hassle? Don't wanna go through all the effort of getting a civilization from the stone age to the space age? This is a big ominous monolith that when planted on a world will undertake the process of uplift for you, inspiring the targeted species or civilization through development booms while keeping their culture in check enough to survive the rapid uplift pace. Leave it there for a few years and you'll come back to a people fully prepared to take on the stage of technological development you set the monolith to (though it can't go past the level of techbase you have access to). The monolith IS reusable, but you only have one and this isn't the kind of thing that even the monolith can do overnight.

Lost In Spaaaaaace: Did somebody lose your ball in the dark depths of intergalactic space? Don't worry. This funky little (little in the sense of only being the size of a small building) scanner can find it for you. This device is specially designed for finding unreasonably small objects stashed away in absurdly large amounts of nothing, and does it way quicker than it should be able to. Basically as long as it's got a straight shot towards what you're looking for, it doesn't matter how far away it is, this scanner will see and report the target's location within a few hours of you pointing it in the right direction. How's that for a deep field search?

Man On The Inside: A crack team of about two dozen hyper competent shapeshifting infiltrators. Trained to the peak of espionage, infiltration, and impersonation, give them a target or task and for all but the most difficult it's only a matter of time before you have one of your own, perfectly loyal agents in place there instead. Don't expect them to take over the spot of a cosmic hyperdeity obviously, but they're the best in the business, and they're all yours for just 400 points.

Cthulhu Kicker: There are some really big nasties out there. Deep space uberdeities and living stars and who knows what else. This is a ship, roughly battleship sized, kitted with everything you would want for a vessel that's specially tailored to kill the esoteric and exotically empowered. Specialized weapons, bleeding edge exotic defense systems, a heroically good crew... For its "cost" it may not be quite so good in conventional military engagements, but it can still hold its own, and when the enemy fleet summons an elder god in a fit of desperation you might just be glad you had this waiting in the backline.

600 CP Items

Gravity Well: Have you ever considered a battleship the size of a planet? Well, you probably have if you read through the race features earlier, but this gives you one of your own. This is a colossal, major planet sized voidcraft built for war. All of the highest quality materials, kitted out with everything to basically be a mobile fortress world. The onboard fleets are fiat backed as ammunition would be for a gun, and given that the largest guns could fit many factions' mainline ship classes in their barrels... Regardless. This thing is smooth, even for a combat planetoid everything about it is top notch quality, right down to the NPC crew, and you could take entire invasion armadas down with this sucker on its own-before getting to its ability to stage for invasion fleets in its own right. The ultimate flagship.

Bring Em All Back: Bring back your dead! This is a large building complex. Massive, starscraper sized. Its sole purpose is resurrecting the deceased. Each one of the various car sized pods can revive one person in about an hour, provided you can get their corpse or enough constituent material of the person into the pod. The building can be manually expanded too to improve the throughput, but the pods that do the actual work are pretty dang expensive. Besides that though, this is a good way to make sure you can bring back to life everyone you're worried about and then some... Assuming there's enough left of them to bring back to the building at least.

I Reject Your Reality: Getting sick of enemy anomalies? Mad reality warpers getting you down? Buy this twelve pack of offensive-application reality anchors! These babies enforce a much narrower set of physical laws/reality expectation, flatlining anomalous powers, direct reality tampering, and sometimes even messing with the more esoteric kinds of magic within their targeted volume. They can be set to project in specific shapes, to track targets for beam-focus suppression, and even tuned to exclude specific examples, in case you want to use them in melee and not suddenly discover that some of your abilities don't work while reality anchored. One thing in particular though-it's usually difficult to kill things with JUST a reality anchor, anything that operates outside the bounds of conventional physics enough will generally be totally suppressed and then spring back into action as soon as the field moves away with a gap in its memory. These ones can be set to aggressively scrub caught phenomena-though it makes them more finicky about consistent suppression, it also means that anything that gets fully suppressed won't come back as soon as the reality anchor moves away or gets switched off. Instant death for anything that relies on anomalous properties for its existence.

Endless Belt Feed: Its great to have a fiat backed item or weapon that will be replaced or repaired any time it's lost or broken. But that doesn't do you much good if the item doesn't come with ammo or fuel in the fiat backing and you're low on supplies. This "item" is really more of a meta effect: every single fiat backed item you own that requires ammunition, fuel, or similar supplies to operate now has those inputs supplied by their fiat backing, whether it was originally in their description or not. Never run out of bullets again!

800 CP Items

From Their Labors Rest: This is a warehouse extension (or a similarly functioning add-on to your copy of the Garden should you lack a warehouse) which functions as a custom afterlife for everyone you wish to pick up. You can set the criteria yourself (up to and including "everyone"), but in settings with other afterlives that your chosen targets are eligible for they can choose which to go to (and maybe be careful about whoever is running the alternative, gods aren't known to be magnanimous about other people muscling in on their turf). You can set what the souls experience (though having a soul isn't necessarily a requirement for getting in)-but if you want people to reincarnate or revive you'll need to set that up yourself-and souls and personalities can last there for as long as you like, including continuing with you into future jumps.

Mantle Of Power: Choose nine domains, as outlined under the perk Paragon. They should all be related in some way-ideally equal in stature as to make a nice thematically linked pantheon when taken all together. You will receive nine cloaks, one for each domain, which grant a reduced version of Paragon to their linked bearer-specifically, unlike Paragon these mantles can only draw power from the current setting instead of building up over time, meaning their strength will fluctuate between jumps. But that's still enough to build a functional pantheon of mighty powers.

Latio's Dream: For some people one really big planetoid isn't enough. This is a set of around a hundred planetoids of more reasonable size and quality. They still come with crews and weapons, and even a "reasonable" planetoid is a juggernaut mixed with a mobile fortress even by interstellar warfare standards, but on the flipside they don't get unlimited fiat backed restocking besides basic supplies (you have to replace strikecraft and warships yourself) and will probably not be wiping out entire sector fleets on their lonesome. But you also have a hundred of them, and any time that any of them are currently destroyed or otherwise decommissioned you'll have one replaced every month-and all missing craft are replaced at the start of a new jump.

Skyblock Box: This colossal engine serves one purpose, and one purpose only: mass scale ex nihilo generation of raw materials. Plug in a particular kind of material (not a physical object, it will come out as an undifferentiated mass), and it will manufacture that material as fast as you can pull it from the skyscraper sized exit bin. It's worth noting though that while it can change materials, it requires a sample, and will take a full week of inoperability to switch to the new material it's been provided.

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) 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) Paparazzi*: 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 Paparazzi) 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".

(+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.

(+200 CP, requires Old Timer) Development Vertigo: It may not be immediately obvious until you stop to think about it, but your people are *wildly* more advanced than most people on earth could ever dream of. Things are so much different for them that even daily living is probably unrecognizable by now. You aren't just a little lost, the sheer heights and difference leave you feeling constantly out of place and downright disoriented. You can adapt and navigate well enough to be a good ruler still if you put your mind to it, but this culture shock is never going to wear off.

(+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.

(+200 CP, requires Landlubber) Dimensional Lurch: There are a lot of very fancy ways of moving around starting to come into existence. Teleportation, physics defying speed maneuvers, extradimensional FTL shifting... All of them make you violently ill. Any kind of transportation that moves you faster than a modern jetliner gives you vertigo that takes a few hours to wear off. If you somehow manage to avoid it entirely for an

extended enough time, the mysterious illness onset lasts a full month, at the same intensity as if you were stuck in a full length FTL journey for that length.

(+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) Poison: Something is very, very ***wrong***. The feeling of poison creeping through the cosmos grows heavier and heavier every time you return, and although your people are (hopefully) doing fine in spite of it, the fact that you haven't been here the whole time to build up a resistance like they have has given you something resembling a metaphysical allergic reaction. You are *constantly* weighted down by the sense of looming dread and doom. This will weigh down your emotional state and very likely leave you at least a little exhausted most of the time.

> *(+200 CP, requires Poison) Delirium*: The ***wrongness*** is more than just a feeling of dread, that much has been obvious for a long time. It eats at people on an individual level, and while most races build up a tolerance out of necessity, it's begun to work its claws into your mind. You find yourself more irritable, quicker to anger and retributive impulses. It will never fully take you over, but dark fog clouds your mind and the violent, destructive options are always going to look more appealing to you than they should as long as you're here.

(+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.

The sea of lights rushes away from you, leaving you with the darkness and lingering sense of ***dread****. Soon you will be back in your place amongst your people, reclaiming your spot at the helm once more. New wonders and horrors both await you if you continue your journey, but the promises and uncertainty of the future loom ahead of you either way.*

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.

The future rushes towards your people at a dizzying pace, but your people have grown so grand thus far already. Don't you want to see what mark they can leave on the cosmos if you see this next part through?

The situation this time is both simpler and far more complex. Across the galaxy other powers have been rising, reawakening, or otherwise making their bids to control the local cosmos and what might lie beyond it. And through it all more and more civilizations have been succumbing to the ***malice*** that's poisoning reality. The galaxy is awash with nightmares and monsters of all kinds, and the actions of the past are inevitably drawing together into a terrible, terrible future.

Whether through cunning, artifice, or simply raw military might your people must rise to meet these challenges. The monsters must be put down, the instabilities introduced to spacetime by old research projects and mad gods must be contained, prophecies fulfilled or severed, and your people's future secured against all the things that are dragging the galaxy down to permanent ruin.

There is no single enemy to kill here. No single crisis to resolve. There are so very many fires, and it may feel like you don't have nearly enough buckets. Can you pull through anyways jumper? Can you stamp out the rising tide of violence thoroughly enough to ensure your people pass through this age of monsters and into the days that come after intact? Once enough of the rising problems have been solved that the galaxy (and more importantly your civilization) is no longer at risk of being torn apart or destroyed in a mighty apocalypse, the scenario will be completed, and you will be given some time to tie up loose ends whereupon the scenario-and jump-will be complete.

Scenario Reward: *Seventh Trumpet*

This large horn, made of a strange otherworldly material, radiates an ominous feeling. Once per jump, blowing on this horn will cause all loose ends, ancient grudges, sealed evils, cold conflicts, and similar to begin coming to fruition all at once. The effects won't be immediately obvious-it takes time for such a massive unraveling to take place-but by the time it reaches full effect the setting will be embroiled in a conflict composed of all the unsolved or postponed problems erupting at once much as happened here in this jump. The results WILL be

cataclysmic... But if you happen to be in position to handle it all at once, you could easily use it to catapult yourself to preeminence... Or even use it to resolve all outstanding problems in a setting in one go-though it's probably not the best way to do so unless you've got a good reason for such unfettered chaos to be part of the plan.

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

In times like these, there is one cruel truth that many learn, the hard way or the easy way. Somebody else's tragedy is often a chance for your gain.

Many civilizations have been snuffed out by the rising tide of violence. Many more will crumble before you complete your objective and put the turmoil to rest. This bonus scenario has one requirement: loot the remains of every fallen realm you come across (or at least every one you can reasonably do so before the jump comes to an end).

This is a deceptively dangerous task. Doing so risks drawing in the attention of whatever forces destroyed them, to say nothing of the hazards of raiding and disassembling the wreckage of such massive civilizations. But oh what treasures there are to find if you do.

Bonus Reward: *Disaster Capital*

Every crisis is an opportunity for profit. Every crisis you are involved in-whether that be by being the cause, rendering aid, moving in to be an opportunistic jerk, or even by being the one it happens to-is guaranteed to result in some degree of material gain for yourself. The exact spread of windfall is highly variable, but generally goes higher the more widespread and intense the crisis in question is. Be careful trying to farm this though-there's no guarantee that the stuff you get from this perk will be worth more than what you lose to any given crisis you're involved in.

Bonus Objective 2

What roads have been traveled, and what roads have not been taken? Would your people have gotten where they are without you, and what path might they have walked in such a case? What threats lie ahead, and what failures loom if not moved against? The ***wrongness*** in the cosmos thus far struggles to fully subsume your people, but what if they had become another of the monsters threatening the stars?

Your people cast a metaphorical and metaphysical shadow, as all peoples do. A faint and dark silhouette of what they might have become, had they made different choices. Worse choices. It does not have substance or solidity, it cannot hurt them, any power that would cause it to do so is sourced from the attacker. But your people could still choose to face it, choose to bolster themselves against the dark "what might have been"s and reinforce their vision of what will be. To engage with this bonus objective you must do so. The process will need research, dedication, and above all nerves of steel: once you and your people initiate the act, whatever esoteric ritual must be performed for it, they will be faced with the trials their hollow reflection poses.

The "reflections" will not be faced as a mirror universe or anything so straightforward, but as a creeping dissolution from within. Powers and technology will bend towards the darkness and evil that your people could have been; causing random failures or tilting your people towards crueller decisions. Individual people who are not mentally prepared may succumb to the madness and begin working to the unravelment of all around them. This will not be a war of military might, or of espionage and infiltrators, it is one of vigilance and fortitude in the face of self-sourced calamity and crisis. A battle of privilege, of what side of the mirror deserves to move forward. Your people will prove to themselves-and thus their reflection-that the path they've followed thus far is the right one, whether that be through moral triumph or affirming that their might is greater than the corrosion which would drag them down to oblivion.

Completion grants no single obvious benefit, merely soul deep resolution and surety against what horrors may come. But that may be a mighty shield in the eras of the future, and another light to push back the growing darkness will always be welcome.

Bonus Reward: *River Rapids of History*
For facing the weight of calamity and affirming your path in the face of a challenge wrought of the self, even while the galaxy raged against you as well, you gain a measure of that capability: the ability to deliberately amplify or dampen the winds of fortune for any organization you preside over. When amplifying, major historical events and other moments of great import will happen with far greater frequency. This will increase the rate at which catastrophes happen and outside threats arrive, but it will also improve the rate of things like developmental breakthroughs and grand opportunities for leaps into the future. Dampening does the reverse-it won't decrease the capabilities of your people at all of course but it will decrease the rate of circumstantial 'trigger events' and major opportunities to the same degree as it lessens the hostile vagaries of the outside world.

This isn't an on-off switch, it's a wide gradient that you may slide the effects along at will, but be aware that there are risks. Amplifying the refining effects of chaos within the wider world can just as easily break your people entirely if you go overboard with it, and there's only so far that your dampening can go to prevent the weight of the world from arriving-a reckoning cannot be postponed indefinitely, and eventually the dam will break if you try and put off a certain crisis for too long with this power alone.

Bonus Objective 3

Things are about to get very spicy in the galaxy. So many things are about to happen... And you are uniquely positioned to, if you so wish, place yourself at the center of all of it. That's this objective. You don't have to literally be there for every battle or super micro-manage your people, but your people have to get involved in all the stories and apocalypses and such unfolding (that they reasonably can-you don't have to throw yourselves into too many wars to handle at once but you do need to constantly be active across the board in regions in your sphere of influence) and you have to be visibly central to how things unfold. At least as a charismatic leader.

Become the hero of this age, secure your legacy in song and story. Face the threats to yourself it entails, and overcome all of it. Your might and reputation will grow, and all will see your star rising on the horizon.

Bonus Reward: *Plot Singularity*

For successfully making the "plot" of this jump revolve wholly around you, you now can do something similar on command. Whenever you choose to leave this perk active, it will continuously attract excitement and challenges to you over time-and not just any, but will specifically attract events that will boost your personal growth in various ways. The perk has a few levels to it. In addition to being deactivated, you can set it so that it simply keeps your life from getting dull-attracting only things that you will be glad in the moment to have had intrude on your time. The next level above that allows disruptions and potentially unpleasant but never dangerous adventures-everything will still ultimately turn out fine, but it may be scary or difficult for a while. Finally, at its peak, you can allow the perk to really put you through the wringer, throwing whatever is necessary and useful for kicking your personal advancement into overdrive.

Even this final level will never kill you, it will push you to the brink over and over again but will never send something you will not overcome-and in fact these levels will all account for other things that are happening/going to happen to ensure the effects of this perk itself stay within their boundaries even in context-but you may find that you have to sacrifice things that are important to you in order to pull through, you may suffer crushing harm in certain areas to ensure you reach your potential in total.

Special Reward: *Rise With The Heat*

Three different ways of approaching the same truth: that with challenge and urgency comes growth and opportunity. All three powers combine together: you may now apply Plot Singularity at broad scale as you would with Rapid Rivers Of History, and the difficulties suppressing effect can likewise be reflected back to make your own life easier for a time. You and all those you wish to benefit receive riches and windfalls from the crises and challenges around them. You may set the power to vary itself to optimize over time-everyone needs a break, even organizations need a break, so now it can set its own cadence. And, at the peak, because as

one grows eventually all vistas within a world will be overcome, this perk can generate new threats and challenges within the limits of what meet its purpose and current settings should the supply of naturally present impetuses for growth run dry. An upward climb-every challenge and adventure is just one more stepping stone, if you look at it right.

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:

v1.0.1: fixed item stipend being slightly too small. Added note about feature scaling to civ builder section.
v1.0: jumpdoc created and edited.

Special thanks to The Nonexistent Tasha and the r/jumpchain discord for help reviewing the jumpdoc!

If for some reason you haven't taken Timeless Emperor yet you really, *really* should do it now. While it's already gotten fairly unlikely in the previous jumps that any given scenario would be resolved within a single 'normal' lifetime from this point onwards they are all but guaranteed not to.

A note on Anomality: anomalies in this context are a much more specific subset than the general notes of weirdness and variety mentioned previously, particularly in setting sliders.

Oddities will often have explanations and particular inner workings, even if they fall outside your people's milieu, Anomalies are more in the vein of SCP Foundation or Lobotomy Corp-operating under their own set of mechanics and rules independent in certain ways from usual physical mechanics (though oftentimes with their own variable sources that can be interacted with). Anomalies have to be understood and handled under their own rules to at least some degree, whereas even the most esoteric of other powers generally fit into the broader model of existence.

Resilience is a bit of an odd duck power: consider it the civilizational equivalent of one of these "can't be killed by exotic effects" powers (though obviously less absolute). An important thing to note is that it's entirely possible for it to deflect total damage but not completely negate effects. For instance, attempts to erase the history of the civ just altering the context of its original rise, or a major soul harvest only reaping a few worlds already within physical power of the aggressor. And of course as noted above, the more weight that goes behind such effort the more your people's Resilience will be strained. A single time traveler going back and killing a critical historical figure might fail to even change the future at all, a major civilization sending back a time-fleet to repeatedly glass the homeworld as your people were emerging from the garden would have a chance to potentially cause harm if not stopped or cut off at some point, a major cosmic time god leveraging all their power into erasure could quite plausibly take large chunks out of their timeline riddling the present with disappearances and temporal disjoints, while a later era civilization bending all its effort to directly alter spacetime to erase your people could very possibly pop their Resilience like a soap bubble. These are just examples for the sake of illustration though, large scale time travel and manipulation has not been on offer yet and won't be purchasable for a few jumps, so the time travel erasure problem specifically is unlikely to rear its head this jump-expect it to be relevant in other ways this time around though.

Escalation should be considered an add-on to the base strength level provided by everything else you've got. No matter what selection you choose it doesn't change how your people react to/handle peacetime, but your choice will add 'modifiers' so to speak when your people are dealing with disasters, heavy warfare, or other major make or break situations.

Lift Others Up and its upgrade do not let you define the progression path of a race targeted for uplift-but Targeted Ascension might let you influence it a bit. It will generally be a gamble, and not all civilizations will be equally powerful or useful post uplift. It can be used both to lift them up to stand as their own civilization, or for smoothing the process of integration into existing empires.

One Small Step has some overlap with Warp Factor from SoaR 8: Stars At Strife. Warp Factor focuses on speed and ease of FTL, while One Small Step is ONLY length of FTL jump. A civ with One Small Step but not Warp Factor will have longer individual FTL jumps but the journey

will still take longer and be more expensive than an equivalently advanced civ with only Warp Factor that had to make the same trip.

Next Step In Evolution and its upgrade still function with high levels of the Formbreaking slider from jump 7, though in this case it might represent pushing new boundaries in what forms are possible or shifts in more supernatural qualities like magic.

Individualism has some overlap with the highest level of the Logistics slider in SoaR 5: Fires Of War. Logistics is broader reaching, removing logistical concerns from 'constant resource drain' situations, food, ammunition, and so on, but not removing the need for raw material in manufacturing new things or the collapses that can occur with cutoffs from higher authority (though it can certainly help with those). Individualism specifically ensures that major population centers and industrial centers will not collapse or fall apart if isolated and can immediately return to operation when reconnected with supply lines-but doesn't help with things like keeping the army maintained or keeping factories supplied with goods. Likewise, Infinite Iron Farm makes it easier to keep industry supplied, but doesn't outright eliminate ammunition concerns or ensure finished products get to the right place. As always, when in doubt overlapping features elevate each other further instead of losing value.

It is recommended not to take Fixed Points with the minimum Resilience option. If your people have no collective Resilience, applying it to them individually does you no good.

Yes, if you take That's No Moon in this jump but skipped Dyson in jump 8 your people will be capable of combat planetoid construction but *not* general gigastructure assembly. Your choice exactly how that plays out.

Taking Back For More with Eternal Life has positive interactions-most obviously expanding the range of resurrection possibilities such as allowing revival of long cold corpses. If you take Greatly Exaggerated as well you can probably consider the vast majority of deaths reversible. Combine it with Pearly Gates, and well, you can draw your own conclusions.

Your Card Is and Intuition do roughly the same thing at different scales, and so if taken together, Intuition augments Your Card Is to account for the users' own actions post-precog, allowing for more precise and reflexive knowledge in extended exchanges or 'supplying' more out of the box solutions in situations that would be difficult to escape straightforwardly.

Spectres Of The Past does not allow helpfully communicating with the dead unless you also take Pearly Gates.

Infiltrator Alert goes well with Defector Detector from jump 4, just a suggestion. One hits the broad scale, one is sharper but more immediate, letting them chain into one another smoothly.

Charisma One Hundred does not improve your charisma or diplomatic skills on its own, and so will generally be more effective the more practice with convincing people and owned charisma perks you have.

On Life After Death: if enough time has passed that your resurrection is no longer possible - whether that be expiration of all rez options, your name passing so far from memory that none could look you up to revive you, or the cold grip of heat death finally killing any chance of sapience re-arising to accidentally draw you from the aether somehow - it will count as no longer being revivable and you will finally lapse into chain failure. It is highly recommended that you pair this perk with fiat-backed options for being revived-such as ways for your companions to resurrect you. It's not much good if you die then get stuck in your warehouse with nothing to do but hope somebody chances upon your body and rezzes you.

When using Times To Come remember that it 1: does not account for your presence even slightly, 2: will typically be missing things like motivations and behind the scenes manipulations, 3: will probably be of minimal help in jumps focused on day to day normal life. It can be useful but should not be taken as a perfect information source.

Skyblock Box only produces one material type at a time.

Red Drawback Notes:
As the end of this realm's tale draws ever nearer, old CURSEs draw to fruition. I am not speaking metaphorically OF course. If you've taken red drawbacks previously, you must refer to what VIOLENCE you've inflicted on your people and yourself below.

The added effects on ***Consumptive*** are determined by the number of other red drawbacks you've taken before, up to the currently possible 8 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.
Monstrous in Story of a Ruler: Stars At Strife

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

Eviction Notice: This is fairly simple: the effect of Consumptive is amplified to need work from others to actively counter. In effect this causes Consumptive to act as a modest but universal deterrent to infiltrators, spies, and takeover attempts, though truly skilled and determined foes might still find ways to survive in your territory in small numbers. It might make diplomacy a bit harder, but you can deal with that if you really need to right?

Lingering Hunger: The facets of your people that make them hazardous to their immediate neighbors now have some degree of persistence once your people aren't in the area: architecture remains hostile and machinery is dangerous to occupiers or adventures, landscape changes don't decay on their own... Any attempts to take your territory will be bogged down by the need to clean up or scorch clear the detritus of its prior inhabitants or else deaths will continue.

Hands Off: Your people aren't just dangerous as a living civilization, even just the things they use are hazardous to others: attempts to utilize, study, and even reverse engineer the things your people have built are lethally dangerous to anyone not its original creators, making it far harder for others to take advantage of what your people make.

Hogging The Covers: The area range of Consumptive is now a little less... Immediate. Its effects now stretch beyond your borders into the territories nearby. Maybe your people's living causes radiating solar storms or gravitic distortions, maybe miscellaneous discarded horrors and curses occasionally spill into neighboring realms. Whatever the case is, the areas immediately bordering your people's living regions will be slowly cleared of competitors, even when you aren't moving to take it yourself. Other things to deal with? That's fine, this front will take care of itself eventually.

Blood Is Fuel: Here's a little extra: the effects of Consumptive aren't just passive, your civilization actively benefits from the deaths caused by Consumptive. Perhaps it's because of active slave labor mechanics, or harvesting the souls and suffering of those who succumb, but your industry and expansion is fueled by every person who dies due to living too close to your people.

Ravenous: Consumptive was previously more of a passive, long term effect. Brief visits-such as for attacks by enemy forces-were unlikely to be seriously affected by it. That changes, the effects of Consumptive are now powerful and immediate enough to act as an environmental hazard for enemies during defensive and border battles, and keeping out other intruders much more aggressively as well.

If you've taken *one red drawback* before now, Consumptive is worth 800 CP instead of 600.
If you've taken *two red drawbacks* previously, Consumptive becomes worth 1000 CP.
If you've taken *three red drawbacks* before, Consumptive is worth 1200 and allows you to take the Eviction Notice bonus feature.
If you've taken *four red drawbacks*, Consumptive grants 1400 CP and gives you access to the Eviction Notice and Lingering Hunger bonus features.
If you've taken *five red drawbacks* before now, taking Consumptive grants 1600 CP and gives access to three bonus features: Eviction Notice, Lingering Hunger, and Hands Off. If you **DON'T** take Consumptive at this point, your people suffer from the Punch Drunk flaw, without granting you the points.
If you've previously taken *six red drawbacks*, Consumptive is worth 1800 CP and gives access to all previously listed bonus features plus Hogging The Covers. **NOT** taking Consumptive inflicts Punch Drunk and Underbelly without granting points.
If you've previously taken *seven red drawbacks*, Consumptive is worth 2000 CP and gives access to all previously listed bonus features plus Blood Is Fuel. **NOT** taking Consumptive inflicts Punch Drunk, Underbelly, Among Us, and Ants With Guns without granting points ***and also*** reduces your starting budget by 200 CP.
If you've previously taken all *eight red drawbacks*, Consumptive is worth 2200 CP and gives access to all previously listed bonus features plus Ravenous. **NOT** taking Consumptive inflicts Punch Drunk, Underbelly, Among Us, Ants With Guns, With A Mustache, and Dark Reflection without granting points ***and*** reduces your starting budget by 600 CP ***and also*** removes you and your companions' item stipends.