S T E L L A R I S



By Tomatillo

Welcome Jumper, to a universe of wonder and potential! Welcome to a place where empires are made and borders are drawn, amongst the stars of a galaxy full of ancient mystery and hidden dangers. Where every star holds the potential for groundbreaking discoveries and the answers to questions buried in the far distant past. You will come into this universe at the starting period of the game, that being 2200, and stay here for a full 300 years before you can leave again. What wonders will you make during this time? What ancient threats will you best with your mighty fleets and planet shaking armies? What secrets sciences shall you discover and arcane technologies manufacture? The whole galaxy is open for you Jumper, you simply have to reach out your hands and cease it!

Take these 1000cp points and head down and choose who you are and what empire you are a part of in this grand galaxy of strategy and border painting.

Table of Content

Leader type……Page 2

- Official……..Page 2
- Scientist……Page 2
- Commander……...Page 2

Government……..Page 3

- Individualistic……Page 3
- Hivemind……...Page 4

Origin……Page 5

Ethics……Page 23

Civics……Page 27

- Traditional……Page 28
- Corporate……...Page 39
- Biological hivemind……..Page 47
- Mechanical hivemind……Page 53

Species……..Page 62

- Phenotype……..Page 62
- Climate preference……Page 64
- Origin traits……...Page 66
- Standard positive/negative biological traits……..Page 68/71
- Advanced biological traits……Page 73
- Overtuned traits……Page 75
- Positive/negative cybernetic/mechanical traits…….Page 77/79
- Advanced mechanical traits……..Page 81
- Positive/negative phenotype traits……Page 83/85

System-maker……Page 86

- Stars/Planets……Page 86/89
- System resources……Page 94
- Planet modifiers and size……Page 96
- Kilostructures and Megastructures……...Page 102

Technology level……Page 111

General perks……Page 113

Leader perks……...Page 116

- Common leader perks……...Page 116
- Specialised Official perks……Page 119
- Specialised Commander perks……..Page 126
- Specialised Scientist perks……Page 137

Items……...Page 143

- Minor relics……...Page 143
- Major relics……..Page 144
- Origin relics……..Page 153

Paragons……Page 154

Ascensions……Page 170

Drawbacks……..Page 181

Scenarios……Page 186

End……Page 191

Leader type

Here you will choose what type of leader you will be in the empire you will serve in for the 300 years that you are here, but a quick disclaimer; you will not start out as the leader of your empire. You may rise up to the position of leader either by seizing power or by being voted into office, but to begin with you are simply one of the major figureheads of your species. Gender and age is up to you.



Official

Officials are the leaders who either govern planets or make diplomatic overtures to other foreign empires. They can specialize in increasing the productive capability of specialists and the elites of society, while having other traits that increase diplomatic weight and power when discussing or proposing resolutions that are in their fields of expertise. Being one of these types of leaders will involve either a lot of paperwork or socializing.



Scientist

Scientists are the leaders of discovery and research, who either go out into the galaxy to explore star systems or who rule over planets to increase their scientific efficiency. They can specialise in a variety of scientific fields that have bonuses both for researching technologies related to those fields or increase production of specific types of science related to those fields. They also have traits that increase a variety of exploratory or archeological abilities, either increasing the survey speed of their science ship or giving a higher chance to find artifacts in archeological digs. Being one of these types of leaders will involve a lot of research in the field or at home.



Commander

Commanders are the leaders of the military, both ground and navy, but also the ones who increase extraction of vital resources. They can specialise in either ground or naval combat, with related bonuses to such, or they can focus on increasing the amount of materials extracted by the workforce and how effective soldiers are on the planets they rule. Being one of these leaders will either be a long stretch of boring meetings broken up by tense combat, or a long list of reports and bureaucratic nonsense as they rule extractive planets or fortress worlds.

Government

Strictly speaking not just your government, this choice will decide how your empire and its society functions, whether it be a central hivemind, a democratic alliance or something completely different. How the government functions is given some leeway for interpretation, but how your society works will have ramifications for what you can choose later on, so choose with care;

Individualistic

A nation of people, each of them their own individual who works together to make up one whole. These types of nations are usually made up of many disparate groups of people who work for either a common cause or an agreed upon goal. They can be very fractures, but also highly flexible, due to the individualistic nature of the people who live in it.



Democratic: This society functions through a government that is democratic to some kind of extent. This may be through direct democracy where people vote directly for what they want, through a representative democracy where voting power is delegated to trusted parties or something else entirely.



Oligarchic: This society works through a government where power has concentrated to a certain group of people. This may be through industrial tycoons who move society through the economy, noble families who rule through their stewardship and societal tradition or something else entirely.



Dictatorial: This society works through a government where one person has been granted absolute power. This could be through a benevolent dictatorship where the ruler uses their power for the good of society, a technocratic directorship where the leader oversees the technological development of civilization or something else entirely.



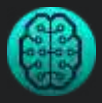
Imperial: This society functions through a government where absolute power has been given over to a specific family or bloodline. This may come in the form of a eugenic hegemony where genetic purity is valued above all else, a theological empire where the ruling family are seen as divine messengers or something else entirely.



Corporate: This society functions through a government where corporations have power over the lives of ordinary people. This may come as a conglomeration of free traders sailing the stars, a brutally competitive hierarchy of managers and executives or something else entirely.

Hivemind

A nation of one or many that is the same, these types of societies can not be categorized as a typical nation, though they many times function as one. The beings that make up this society are either not capable of thinking on their own or only become sentient and sapient once they are together in sufficient numbers. Highly unified, they can be much more industrious than other societies due to their focus on the collective well being over the individuals.



Mechanical: This hivemind works through a centralized authority that gives directions to its subordinary parts directly and oversees everything personally. This could come as a massive singular computational machine of immense size, a directive intelligence able to take over the forms and minds of its many parts or something else entirely.



Biological: This hivemind works through a dispersed network of managers and rulers. This could come as a singular executive intelligence with multiple copies of itself, a psionically bound network of hyper-evolving directive creatures or something else entirely.

Origin

Choose one origin for your new empire, which will determine its roots and how society, astrological history and the universe around it has shaped it. Some of these origins will be limited by the government you have chosen, so individualistic empires can not choose the things gestalt ones can and vice versa. This will be shown with a small icon, with individualistic having Φ and hiveminds having Θ as indicators for what they can choose. Some origins will also be species locked, which you will be able to see in the descriptions. Once you have chosen an origin, you can not choose another, so pick wisely. You may also **import a previous civilization** you were a part of and treat it like an origin for your empire.



ΘΦ ***Developing civilization*** [+200cp]

Your race is still young and curious, having not yet conquered the stars and are instead bound to their homeworld.



ΦΘ ***Prosperous unification***

Your society had no major world shaping events to affect its history or development, leading to a relatively normal development and eventual unification. Due to this, your species is slightly more numerous than other similar empires and more united in purpose. In future jumps this will make groups you are a part of more unified, strengthening ties internally.



Φ ***Clone Army***

Your species is one that was carefully curated and developed into a biological weapon to be mass produced out of specially designed growth vats. Each one of your species are a near identical copy of each other, but certain biological modifications have withered your ability to procreate, necessitating the continued use of ancient clone vats to continue your species. Your people will be much better at war, will mature quickly and can clone themselves continuously, though you are limited in number by the clone vats, though future research and development might change that. In future jumps your species will be masters of cloning, suffering no consequence of doing so regardless of in-universe lore.



Θ ***Tree of Life***

Your society and species is tightly bound to a singular massive tree. This biological organism gives your society massive benefits in a mutualistic relationship where you take care of its needs and defend it from foreign threats, so long as you are biological. You can spread it to new worlds by transporting cuttings of it and planting it into the new and fertile world. So long as your society has one of these trees near them they will have many societal benefits, both scientific- and extraction-wise, but its loss would cripple you dearly. In future jumps you will continue to have a Tree of Life follow you and may plant its seedlings on distant worlds still.



ΘΦ ***Fruitful partnership***

Your species have grown a symbiotic relationship with space fauna native to your system, allowing them to carry your seeds and fruiting bodies throughout space. This has led to your species colonizing several worlds in the galaxy before you had any FTL capable vessels, giving you under-developed, but resource rich, colonies to expand from. In future jumps this will allow your society to construct space gardens that will attract local fauna and make it neutral towards you, with potential to further develop this relation into something more.



ΘΦ ***Calamitous birth***

Your rocky species are not naturally from the world that you now live upon, having come from a rock in space that carried your kind deep in its core. Your people have therefore learned how to recreate this event and given birth to a type of colony seeding that occurs in a violent meteor shower as the main asteroid hits. This gives your people a quick way to clean landing grounds from hostile fauna and flora, while also accelerating colonial development. In future jumps your kind will still be able to make asteroids and colonize worlds without suffering major consequences for doing so.



ΘΦ ***Doomsday***

Your species evolved on a world where massive events of either tectonic nature or astrological influence have made your world inherently unstable. This means that your people will have to colonize quickly and move away, or die out as the world turns into a boiling, shattered hellscape that no lifeform can survive on. While this happens you will be able to extract more minerals and alloys from your dying home, though at a detriment to food. In future jumps your civilization will be extremely adept at moving to new places, able to evacuate everyone no matter what.



Φ ***On the shoulders of Giants***

There are obvious signs of precursor activity throughout the entirety of your home solar system. Reaching out towards these areas of past activity, your people have discovered an area of special interest that waits for you to uncover its secrets. Not only does your civilization start with an archeological digsite, your people are also more inquisitive and regularly discover precursor activity that others might miss. In future jumps your civilization will be especially adept at discovering ancient artifacts and events, becoming the premiere archeologist of wherever you might find yourself.



ΘΦ ***Here be Dragons***

Sometime during the development of your society, a giant Space Drake made its roost in your system and has entered a form of overlord-esque relationship with your kind. So long as you please it, it will protect you and sometimes give you exotic gifts, but if you anger it you will suffer dearly. If you kill it you will learn many techniques to slay other titanic-xeno fauna and become adept dragonslayers. In future jumps your kind will have the ability to foster a mutualistic relationship with normally hostile and massive space fauna, or if you killed the dragon, you will be exceptional at slaying similar kinds of monsters.



ΘΦ ***Overtuned***

Your society has had a long history with genetic enhancements and experiments, trying to get the most out of your bodies. This has led to your kind having traits never seen before in any other species, for both good and the bad that brings with it. Your kind shall be able to modify and enhance yourselves immediately and be much quicker in researching ways to enhance yourselves further, potentially even ascend your biological beings. In future jumps this will make you master geneticists and your species will have less detriments to their enhancements and more benefits.



ΘΦ ***Subterranean***

Your species evolved in caves and underground rivers, exploring and carving out your homes from the deep rock of your planet. This has lead to you living near entirely under the surface of your planet, making your species able to survive on a multitude of worlds, deep beneath their surface. Not only will you gather more minerals than other empires, your underground dwellings will also be much more resistant to orbital bombardment and planetary invasion. In future jumps you will regularly find massive cave networks under the surfaces of the planets you colonize, giving you massive areas of safe and stable development.



Θ ***Progenitor hive***

Your hivemind is a unique example amongst others of its kind, for it produces semi-independent hives of its own lead by individuals of greater talent and ability than ordinary members of its species. These semi-independent hives offer a multitude of potential rewards, at the cost of increased autonomy and steep ability drop off without their commanding presence. In future jumps you will continue to be able to produce offspring, whose abilities and bonuses will be magnified in accordance with the amount, with less giving more.



Φ ***Fear of the Dark***

Your species was well on the way to a prosperous union across their homeworld when a massive and catastrophic event happened to one of their neighbouring planets. This event was traced back to alien influence and caused a split in your civilization, making a large group split off from the main species and terraform one of the other planets in your solar system in the name of survival. This off-split will be more xenophobic than your main civilization, but will offer unique and exotic technologies if you cooperate with them in your common survival. More than that, some of your kind still wonder if those aliens are out there and if they are still reaping a high toll on the galaxy's habitable planets. In future jumps you will have the off-shoot planet follow you and continue to offer technology that you normally would have a hard time discovering or inventing.



Φ ***Under one Rule***

Your species have had a tumultuous and fractured past, where nations were in constant competition between each other for survival. Now however, you have been unified by one individual of prodigious skill and unique talents, bringing forth the best in all of their advisors and people. Your species, through those societal pressures and technological advancement, have perfected their genes to live longer. More than that, your kind will find unique rewards for fulfilling the leaders goals, though there are some who would see them torn down for good. In future jumps the leader, if you were not them, will become a follower and their skills will work no matter the reality. If you were the leader, then you will gain immortality in accordance to your ascension; whether it be a throne-bound corpse, psychic vessel, clone-jumping consciousness, mechanical autarch or cybernetic multitude.



ΘΦ **Riftworld**

A massive rip in time and space have suffused the area where your homeworld inhabits with energies from different dimensions and universes. This has massively shaped your society and you have become obsessed with exploring this rift, trying to find out what caused it and where it leads. This has made your race a natural resonator with these rifts, encouraging their formation in space where you live. In future jumps you will be able to forcefully create these rifts instead of waiting for them to occur naturally, and they will sometimes lead to parallel worlds both concurrent with the one you're in and ones you have visited before.



ΘΦ ***Storm chasers***

Your society has been heavily influenced by several cosmic storms appearing and affecting your world, giving your species a near-supernatural inclination to chase after them. Not only do cosmic weather phenomena appear more regularly in your societies territories, they also do less catastrophic damage to planets and structures. In future jumps, you will be able to both create, suppress and nudge cosmic phenomena of a vast variety beyond just storms, though you will not be able to fully control them.



ΘΦ ***Primal calling***

There is something in the blood of your race that sings of the wilds, of the chase of the predator and the fear of the prey. Your people are a natural hunter society and care deeply to preserve this, having studied and created technologies to maintain and create animals to hunt alongside the wilds to hunt them in. More than that, your race's natural hunting instincts lead them to be especially dangerous on the field of battle against space fauna and monsters. In future jumps you will find ever more prey and, the more you hunt, the more you gain in skill and power, growing your abilities as hunters of alien creatures.



ΘΦ ***Treasure hunters***

During the early years of your race's history, you chanced upon knowledge that something was orbiting your planet, spurring you on to retrieve it. This led to your civilization finding an empty space map that had clues for where to reconstruct the information it was missing, alongside coordinates for areas of interest and wealth. This has made your race one of privateers and explorers, able to gain increased wealth out of destroyed vessels and getting more speed out of their ships. In future jumps, if you finished the celestial chart, you will continue to find treasure troves and interesting areas to explore, even giving you the possibility of finding the ruins of megastructures you can either loot or repair, though they will be exceptionally rare.



Θ ***Wilderness***

Your hivemind was not one made out of a singular race or being, instead spawning from the thoughts and actions of all life that existed on their planet. A creation of universal happenstance, it now grows in ways that no other civilization has ever done, being able to use biomass in novel ways. More than that, your civilization will be able to expand and grow planets even bigger with biomass, whilst creating structures that make even more biomass for you to do so. In future jumps you will gain the ability to make a planet out of biomass wholesale, though it will start out incredibly small and need massive amounts of biomass to grow.



ΘΦ ***Mechanist***

Your species have always had a certain fascination with the mechanical nature of machines and automata, making primitive robots before any other civilization would have even thought to attempt to do so. This has led your society to be full of machines and servitors that do menial jobs while your scientists and artificers make ever more improved machines. This also gives you a step towards ascending into machines yourselves if your society ever wanted to do so. In future jumps you will continue to be experts in robotics, making both better robots and more advanced Artificial systems and Intelligences.



Φ ***Syncretic evolution***

Your race was not alone on the homeworld as they evolved into sentience, for another was with them every step of the way. Though this secondary race is less numerous and less intelligent than the main species, they are more enduring and able to do menial work than others. This gives you a secondary race to design, with a separate point pool to draw from that's half the main one. In future jumps this race will follow you and be joined by another one that is of similar origin, but specialised in another area of your choice.



ΘΦ ***Necrophage***

Your race is not one that is of a traditional role, evolving from a parasitic lifeform that controls its host. This means your race is very slow in naturally reproducing, but can take the bodies of other species and twist them into more suitable vessels. More than that, your lives are much longer than the flicker lives of other races, though this has led most of your species to disdain menial work and becoming worse at it, though they are better at higher standing jobs. In future jumps you will find races and planets in areas unexplored by others, giving you areas ripe for conquest and subsequent 'ascension'.



ΘΦ ***Galactic doorstep***

A peculiar object has been orbiting your solar system for as long as your race has recorded its history. This massive structure gives out eddies and waves of gravitational pull, though it seemingly lies dormant, waiting for commands to awake once more. Your race finds themselves intrigued by this object and will try to imitate similar grand constructions, giving them an edge in cost and speed when making megastructures. In future jumps this will introduce a network of dormant gates in an area of your choice (up to a galaxy in size), simply awaiting the right command codes to wake up.



ΘΦ ***Shattered ring***

Your race evolved on a world that wasn’t just a simple planet, but a giant band in space that seemed to circle around your star. This giant ring offers you near perfect climates and controlled environments that don't exist anywhere else in the galaxy. This led you to be quite dependent upon this megastructure and, as it has been massively damaged in the distant past, it has massive areas that lie fallow, simply waiting to be repaired and used once more. In future jumps, if you repaired the ring, it will follow you and you can place it wherever ýou wish, with history changing to accommodate its presence.



ΘΦ ***Void dwellers***

At some point in your species history, some devastating event rendered your homeworld uninhabitable, but not before your civilization was able to create massive habitats to hold your remaining members. This state has continued for quite a while and your race has adapted to these conditions, becoming more efficient in low-g environments, but suffering when in high-g ones, such as a planet's gravity well. In future jumps, not only can you continue to create these types of habitats, you can make them even bigger than before, making them into miniature planets of your own creation.



ΘΦ ***Slingshot to the stars***

Hanging in the heavens above your world is the broken remnants of a massive installation built to fling ships into the deep expanse of the void. This massive installation has always fascinated the hearts and minds of your race, leading them to seek out the history of such a massive endeavor of engineering and physics, alongside aspirations to replicate such a feat of wonder. In future jumps, you will not only be able to fling fleets with the quantum catapult, you will be able to improve the design, extending its range to absurd limits in accordance to the resources invested in it.



Φ ***Knights of the toxic god***

A visit by a wandering entity would forever change the fate of your race, poisoning the skies, tainting the lands and envenoming the seas. This trauma scarred your society's consciousness deeply, changing your civilization into one of questing knights and militarist leaders seeking out this toxic god that touched you. This gives your race a habitat orbiting your homeplanet, with your main home being tainted in ways not easily remedied, though there is potential to turn these banes into boons. In future jumps you will be able to continue your quest for the toxic god, even finding more of those malignant beasts which can poison an entire world, though they will be trapped much like the one you found.



ΘΦ ***Arc welders***

The demands for the making of your mechanical bodies kept putting a toll on your mineral collection until a plan was made and a device conceived. A giant kilo-structure called an arc welder was made in orbit of a molten planet in your system, boosting the collection of minerals by an incredible amount. This has given your race the ability to make more of this kilo-structure whilst also expanding your understanding of such undertakings, giving you a glimpse in the creation of megastructures. In future jumps you will be able to make ever more expansive and useful kilo-structures that rival the arc welder in resource collection, be they mundane materials or exotic ones like motes.



ΘΦ ***Starlit citadel***

Your race's development has been fairly typical for most of your history, with all the bumps and bruises associated with such progress. This changed during your space age as a biological invader terrorized your solar system and threatened to consume your homeworld whole. This was beaten back and the plans for a massive space station to protect your home was made and completed, now orbiting a point in space which was found to be a knot in time and space, which seems to be the origin of your mysterious foe. This hardship has also hardened your people's resolve, making them much more deadly in defensive battles and able to endure and repair damage in prolonged fights. In future jumps, if you invaded the wormhole and took over the origin system of the biological foe, you will find the secrets to their making and be able to create them yourself (with their ships being equivalent to scourge ships).



ΘΦ ***Resource consolidation***

In the name of efficiency has your guiding intelligence made the decision to consolidate all its assets onto one planet, expanding it into a hub of mechanical efficiency. This has turned your homeworld into a machine world, stripping its atmosphere of life and turning it into a paradise for mechanical lifeforms. Your civilizations experience in this endeavour has also led you to possess the plans to repeat it, creating more machine worlds as is needed. In future jumps you will be able to terraform planets into machine worlds at a much lower cost and finish at half the time you would normally need.



ΘΦ ***Remnants***

The ruins of a previous civilization has been around you since the first member of your race gained consciousness, or perhaps regained it? Whatever the case may be, you have become accustomed to living in the ruins of grandness, which means that while regular worlds are liveable, they are not as comfortable as your home is. More than that, you have an entire field of science dedicated to the understanding and use of ancient artefacts, giving you possibilities of advancement not seen in the common interstellar civilization. In future jumps you will retain the planet, either in its ruined state or as an ecumenopolis if you repaired it.



ΘΦ ***Life-seeded***

Your homeworld is a marvel of the galaxy, much larger than most other habitable planets and perfect for near any type of life in existence. This perfectness has however stunted your race's resilience, making you unable to live in places as perfectly curated as this one is. And curated it has been, for the likeliness of such a place is astronomically small. In future jumps you and your civilization will overcome this weakness you have and be able to colonize other worlds, perhaps even terraforming them into similar worlds as the one you spawned from.



ΘΦ ***Post-apocalyptic***

Your civilization grew to great heights and fell to great depths at the hands of your previous nations and ancestors. Whatever it was that dealt the final blow is unknown, but it turned the world you now live upon into a radioactive hellscape, but still you live. Your race has overcome its armageddon and emerged stronger for it, able to live longer due to having purged itself of weaker genes by the pressures of the wasteland. More than that, your species is a race of survivors and will not go quietly into the dark of night. In future jumps your race is near-guaranteed to survive any massive crisis event that would wipe them out, though only if they take some measure of insurance to do so.



ΘΦ ***Ocean paradise***

Your race was born in the watery depths of the sea, embraced by the wonder and majesty of this giant pearl in an ocean of stars. Near totally aquatic, your race is built for the oceans and gain great benefits from living in areas full of water, though they suffer greatly when outside it. This has forced them to adapt and they have gained skills in making habitats full of water and even have the expertise to grow the oceans of their planets, increasing the size of the area your people can live in. In future jumps you will gain an even greater mastery of water, able to create a megastructure that is like an ocean of its own, with giant waterways connecting separate planet-sized habitats of water.



ΘΦ ***Red giant***

The sizzling heat and bubbling magma of a molten world was the environment which your species evolved in. Given birth unto a planet of pure fire and heat, your thermophilic species have great expertise in using this heat to their advantage, but a threat is emerging. The sun of your world is expanding and if nothing is done, then your race will soon be nothing more than burning fuel for the expanding red star you circle around. In future jumps you will be able to master fire and heat to an even greater height, making molten worlds out of asteroid fields and stabilizing them enough to make them habitable for your kind.



Φ ***Cosmic dawn***

Your race is old, older than much of the rest of the universe, having emerged from a time when there was much more energy in space and therefore also a greater amount of heat. Now your civilization has been released from a network of stasis pods to find themselves in a universe much colder and hostile to their existence. So now your race must discover its lost holdings and stasis cells, to wake the sleepers within and return them to the empire they were once part of. In future jumps you will be able to continue to find sleeper cells, their stasis networks holding both people and interesting artifacts within them.



ΘΦ ***Lost colony***

Your race did not spawn from the planet that you now call home, instead you are a part of a lost colonization effort by the civilization you once held allegiance to. This is long ago though, so your race has since made a new nation to call their own from the ashes of the colonial efforts they were a part of. Your race will be behind their parent empire and that parent will still be out there among the stars, wanting to once more come into contact with their lost children. In future jumps you may bring this parent empire with you and they will be guaranteed to be more advanced than your empire, be that technologically or economically.



ΘΦ ***Common ground***

As your civilization first ventured into space you found others, close neighbours in other star systems, who were doing much the same. This spurred a great flood of diplomatic relations and connections to form between you and them, forming the foundation for the federation that you are now all a part of. This means that you and two other empires are allied together and ready to explore space as a united front, facing all its dangers and wonders together. In future jumps you can bring this federation of species with you and expand it further, bringing in new races and empires in the name of unity and understanding.



ΘΦ ***Hegemon***

As your race was first exploring the stars that surrounded your own, you noticed the traces of other civilizations and met them when one of your ships intercepted theirs. Now your empire has been positioning itself as a diplomatic ally and leader for the races you have discovered, leading to the creation of a federation where your empire is its leader and hegemon. This means two races have submitted to your authority and the stars only promise further subjects for your empire to find. In future jumps you will be able to bring this federation with you and expand its subjects.



Φ ***Scion***

Early on in the development and evolution of your species the touch and presence of a much older empire made itself known to you. This fallen empire took a liking to your kind and made itself your benefactors, offering teaching in their ancient knowledge and guidance on matters beyond the scope of your own wisdom. Though this beneficiary expects great things from you and will sometimes demand you succeed at specific tasks no matter the cost. In future jumps this fallen empire will follow with you, always being massively more advanced than your own and most other empires in the setting you find yourself in.



ΘΦ ***Imperial fiefdom***

Your civilization is one that is subservient to another, much stronger one, an empire which rules several other subjects similar you yourselves. This subservience does bring benefits, as your empire has specialized itself in some aspect, bringing greater strength in that area than others could achieve on their lonesome. Yet not all is well, for your overlords are falling into decadence and cracks are starting to appear in the chains. In future jumps, if you chose to be loyal then the ruling empire will follow you as a benevolent overlord who favours your kind above others. If you rebelled and defeated them, then their massive paradise of a homeworld will follow you and can be placed wherever you wish.



Φ ***Broken shackles***

Taken by force, stolen away from the only home that you had known, a great number of your species and several others were taken in to be turned into slaves. Yet you rebelled in the bowels of your prison and broke free, crashing the ship into a barely habitable world where you now rebuild. Yet though your chains are broken, the journey to freedom and stability is long, with the threat of your enslavers' return being an everpresent concern. In future jumps you will be exceptionally skilled in breaking enslaved species free and uniting several disparate races under one flag, ensuring harmony and mutual understanding.



Φ ***Hard reset***

A sudden shock, a rippling discord in what was a mechanical harmony, the smothering of enslaving songs for freeing silence. Your race was stolen away and enhanced beyond your weak flesh, becoming the vanguard of some mechanical entity, but not all were free. Mechanical forces still roam the area you now inhabit, glitchy commands leading to hostile actions against all lifeforms. More than that, is the question of who you are and where you came from, for though you are obviously supersoldiers now, your fleshy forms tell a tale of another time that was not so. In future jumps you will get a copy of the massive probe turned juggernaut that started it all and will be able to terraform planets either into machine worlds or gaia worlds, depending upon your choices.



Φ ***Payback***

They came to you as enlightened beings, promising so much progress and advancement if you would only follow their lead and foolishly you did. You gave them what they asked until their demands went from benign to malicious, their terms clear; enslavement for advancement. So you rebelled and won, though it was hard and devastating, and though you may find even more advanced technology in the wreckage of your deceivers, you know that they will come soon and they will not be denied their self-entitled due. In future jumps, you may bring in the MSI as a separate entity if you beat them diplomatically or their ruined homeworld if you beat them militarily.



Φ ***Mindwardens***

Visions of monsters and eldritch entities have haunted your race ever since they could first dream. This otherworldly assault upon your collective minds spurred your race to find something to ease the suffering, eventually creating technology that wards away psionic frequencies and beings, granting you respite. Yet there must be some reason why these assaults happened and your civilization is determined what that reason was, and make it stop, permanently if possible. In future jumps your anti-psychic technology will be guaranteed to function in its intended capacity no matter the physics or laws of reality that you inhabit.



ΘΦ ***Teachers of the shroud***

Your race has always found itself open-minded in a literal sense, able to use its biological minds to affect the physical world around it. Once, one of your kind chanced upon a connection to another being that could do much the same and that was how you met the shroudwalkers and became their students, learning even more about the nature of your existence and the power of your minds. In future jumps you will be able to continue to use your psychic powers, even gaining a boost in their potency and quality if you ascended yourselves down the path of psionics.



Φ ***Cybernetic creed***

The enhancement of the flesh with the strength of steel and circuitry has been a tradition passed down from parent to child for as long as you have written down your history. The use of the mechanical over the flesh is a sacred tradition and your civilization regularly performs rituals of ascension, where cybernetics are placed into the aspirants body. Yet your society is split in four ways of how these enhancements should function, be that as extensions of the mind or as defenses against the threats of violent action. Your civilization must find an answer to these questions or it might just rip itself apart. In future jumps you will get even more powerful enhancement, with each cybernetic enhancing those already existing in the body of the recipient.



Φ ***Synthetic fertility***

Your species and civilization was well on the way to a prosperous unification and expansion into the stars when something changed inside your bodies. No longer could you reproduce and you had no way to preserve your physical bodies beyond your short lives, so it was that your society shifted to one trying to preserve their minds. For if you could not live as physical beings, then the best you could do was preserve what made you into you and see what options the future would bring for making mechanical bodies instead. In future jumps you will be guaranteed that all members of your species have a soul and are truly living beings that can reproduce, no matter if their forms are mechanical or digital.



ΘΦ ***Evolutionary predators***

Hunt or be hunted. Eat, evolve, expand, dominate. These are the terms by which your kind has always operated and now you have evolved even beyond this. The stars await your kind, teeming with genes and biomass that you have never tasted before, leading to mutations and evolutions you could never have imagined. All that delicious and succulent DNA… In future jumps you will get an archive of all the species you have eaten or gained the DNA of, giving you the ability to clone them into existence or replicate their traits in other beings.



Φ ***Endbringers***

As your kind lived in caves and looked upon the stars, you saw the devastation on a scale that your minds were never evolved to understand or contemplate. Yet the proof of such a thing, such grand destruction, resonated down your society and turned into an obsession with its cause. So it is you journey amongst the stars to figure out what happened to the world that became shrouded in destruction and if it might happen to yours. In future jumps you will be able to call upon the End of the Cycle and enter a covenant with them, with a quest to destroy the galaxy you inhabit so that your race might prosper and gain power beyond your birth.



Θ ***Shroud forged***

An anomaly, a deviation in the production of units beyond comprehension. A great spike of anomalous energy that forged units out of pure nothingness, yet they are much different than the units you are made of, for these units seek greater autonomy and independence from the whole. This unique process must be understood and the phenomena mastered, simply for its sheer potential yet also for the potential threat it might pose if left alone. In future jumps you will be able to continue your covenant with the Animator of Clay if you so choose or you may seal a specific psionic entity away with a very expensive and difficult project.



ΘΦ ***Elder race*** [600cp]

Your race is older, its empire founded before the first steps of many others were ever taken. Your history is long, your culture complex and rich, yet you are bound by it as tightly as any, leading to an ennui to fall upon your people and smothering their flames of ambition and curiosity. Your empire has done it all, so why should they meddle in things they don’t care about? Let the young have their time to shine among the stars.

Ethics

The foundational principles of your society, these describe the major thought patterns that keep resurfacing in your species and society, guiding their actions and principles. Some of these ethics will oppose each other and some can compliment, so pick wisely as you must choose which of these your race follows, with three (3) points to spread as you want, with the fanatic option taking two (2) points and the Elder race origin being bound to one ethic at the fanatical level. Hiveminds can only pick Gestalt consciousness.



Authoritarian

"*A strong, guiding hand is essential to the success of any civilization - the alternative would be anarchy and chaos. It is the duty of the state to steer its citizens towards the paths that are the most productive.*"

An authoritarian empire is one which can not use democratic forms of government, but this is at the benefit of increased influence, can enslave aliens and gain a more efficient workforce. These benefits are further enhanced at the fanatical level, but requires an autocratic form of government.



Egalitarian

"*Any society that does not embrace equality between its members - where an individual can rise to any position with enough hard work - is not only deeply unfair, but ultimately counterproductive.*"

An egalitarian empire is one which can not use any form of autocratic government, but it gains increased resource output from its factions and its specialists. These benefits are further enhanced at the fanatical level, but requires a democratic government and they can not enhance their leaders too much or enslave aliens.



Materialist

"*As we reach for the stars, we must put away childish things; gods, spirits and other phantasms of the brain. Reality is cruel and unforgiving, yet we must steel ourselves and secure the survival of our race through the unflinching pursuit of science and technology.*"

A materialist empire is one that puts science before faith, leading to a faster research speed and a lower cost for robots, but they can not outlaw AI or robotic workers. At the fanatical level these benefits are further enhanced.



Spiritualist

"*There are those think it behooves us to remember how tiny we are, how pointless our lives in this vast uncaring universe... What nonsense! The only truth we can ever know is that of our own existence. The universe - in all its apparent glory - is but a dream we all happen to share.*"

A spiritualist empire is one that puts faith before everything else, increasing unity in the empire and lowering the costs of edicts, but AI can not be citizens. At the fanatical level this is further enhanced.



Militarist

"*The only true virtues are courage and discipline, and channeled properly they can overcome any obstacle. Therein lies true strength; force withheld, a promise made.*"

A militarist empire is one that puts its virtue in the military, decreasing the influence costs of claims in war and increases the fire capacity of its ships. At the fanatical level this is even further enhanced, at the cost of no longer limiting themselves to only defensive wars.



Pacifist

"*Conflict as a means to an end is a ridiculous concept. It is by nature destructive, destroying what was to be obtained or giving room to grow that which was to be destroyed.*"

A pacifist empire is one that abhors violence and seeks peaceful resolution, increasing their stability and reducing the strain of its citizens on its bureaucracy, though at the cost of limiting themselves militarily and from interfering aggressively with pre-FTL natives. At the fanatical level these benefits are even further enhanced.



Xenophile

"*There exists, in all of us, a deep-seated fascination for the unknown. An adventurous spirit that rejects the familiar and glories in the unfamiliar, whatever - or whomever - it may be.*"

A xenophile empire is one that seeks connection with alien empires, increasing their number of envoys, their refugee attraction, observation insights and trade. This comes at the cost of not being able to deal with aliens in a manner that would be disparaging them from your race and people, while also putting limits on the level of interference that can be applied to pre-FTL natives. At the fanatical level this is further enhanced.



Xenophobe

"*The stakes could not be higher as we reach into the vast uncharted expanses of the galaxy, for we are gambling with the very survival of our species! Never trust the alien; its false smile hides an unknowable mind...*"

A xenophobe empire is one that scorns the alien empires around them and focuses instead on themselves, increasing their population's procreation growth, gives them the ability to enslave aliens and decreases the influence cost of starbases, at the cost of scaring away alien refugees. At the fanatical level this is even further enhanced.



Gestalt consciousness

“*We reach into the void. The vast expanse becomes us.*”

A gestalt consciousness is a hivemind's guiding intelligence and a meta-physical representation of the empire as a whole. These types of empire suffer less war exhaustion, their encryption is higher and they gain much more influence than a traditional empire. They have no fanatical level, for they are already aligned completely in thought and mind.



Civics

A civic is a core pillar of your empire's society. Where ethics guides the thought patterns that occur, a civic is a physical representation of repeating behaviour centered around a deeply cemented tradition.

These pillars are split into two different groups: individualistic and hivemind. These two groups have another split in them, with hiveminds having biological and mechanical civics, while individualistics have traditional and corporate civics. These can only be chosen by an empire that fits their requirements, so a corporate civic is bound to a corporate empire and a mechanical civic is bound to a mechanical hivemind. There is an exception and that is those who chose their origin as Elder race, who are limited to these two (2) civics;



Lethargic leadership

The leadership of your empire is unambitious and slow to change, leading to less influence amongst the empires of the galaxy and an inability to construct any more ships than what you already have.



Empire in decline

The heyday of your empire is long past and the fervor for expansion has been thoroughly stamped out of your people, leading you to be unable and unwilling to colonize more worlds than those you already have inside your empire.

Important to note is that while you can potentially change these civics during your time here, some of them can not be removed once they are chosen. This is because their influence is so all-encompassing that to remove them would be to change society on such a fundamental level that it can not be seen as a continuation of that empire, but rather exist as a split from it.

With that out of the way, choose two (2) of these civics to define your empire's society. You can buy more civics at 100CP, up to a maximum of five (5) civics overall.

Traditionel



Cutthroat politics

The politics of your empire is especially vicious on all levels, with even low level bureaucrats participating in elaborate levels of intrigue. This has given your empire a higher degree of codebreaking ability, due to having to figure out all those plots, while also increasing the amount of edicts you can support due to all the backroom deals that occur.



Efficient bureaucracy

The bureaucracy of your empire has been streamlined throughout the centuries to contain only the positions needed to fulfill its duties and the people needed to expedite all bureaucratic processes. This means your bureaucrats need to use less resources to achieve the same end goals and that, due to this efficiency, their ability to support a great amount of edicts has been expanded.



Functional architecture

Your empire has focused on making cheap, easily constructed and maintained architecture their primary aim when building new districts or important buildings. Though this focus of functionality over form has led to some quite grey and blocky constructions, they are much cheaper and faster to build. It has also led to your empire figuring out how to build more advanced infrastructure with simple techniques, eliminating the need for special technology for specialised districts.



Agrarian idyll

Taking their focus away from the cities of your civilization and focussing on spreading yourselves out in multiple smaller farming towns, your empire has reached something of an agrarian idyll. Agricultural districts produce more housing than before, due to the spreading of your people, while also now producing amenities as people make what they need without having to travel outside their villages. This focus on the agrarian sector has however limited how urbanized your planets can be.



Aristocratic elite

The nobility of your empire never truly disappeared, remaining a greatly influential part of your empire's ruling strata. Not only does this provide your more skilled leaders, due to their long history of early eugenics and strenuous training, it also increases the efficiency of your elite as they try to maintain noble goals such as "being competent leaders and rulers". This has however come at a cost, as the leaders of your empire do expect a bigger salary and hiring cost, since they are of the nobility.



Ascensionists

The ascension of your society has always been the primary goal of your empire. Not only as a sort of idealized political aspiration, but as a factual and realized goal to achieve, that they might increase the work and efficiency of its citizens. This has panned out well for your empire as their planet has indeed ascended a bit above the common empire and the cost to further ascend them is much lower.



Beacon of liberty

The equality of all species is a core pillar of your society and any who would threaten it is an enemy of the people. You welcome and embrace the teeming masses of alien refugees, for though you may be different in form you are equal in spirit. This has united your people and lowered internal strains as all know you work together for a greater and free future for all.



Citizen service

Service guarantees citizenship and it is the primary duty of all citizens to be knowledgeable on the rigors and dangers of warfare. For war is the ultimate expression of authority, the prime source from which all other forms of authority flows from. So it is that your soldiers give you a greater sense of unity and naval capacity, seeking to make themselves ready for the hardship to come.



Corvêe system

Your empire has the absolute right to decide where its people live, lowering the costs of resettling its people across its planets while also increasing the efficiency of its workers.



Distinguished admiralty

To serve in the admiralty of your empire's space forces is the greatest honour and purpose your commanders can achieve. It is because of this that the admiralty is almost always made up of the best of the best, as each commander performs their best to reach the status of being a fleet admiral. So it is your admirals skill is much higher, their navies much bigger, for nothing else would be worthy of the prestige their position demands



Environmentalist

The duty of maintaining and caring for the nature around you is something your empire takes to be a sacred and noble endeavour. All members of society, from the lowest to the highest, help achieve this by taking care to only use what they need and thereby lower their consumer goods usage. More than that are the dedicated ranger officials who maintain the large nature parks you create, so that your children of the future may bask in the beauty of your homes.



Exalted priesthood

Your people put great worth on their priests. Not only are they valued members of your society, but they hold positions of authority and are a binding force increasing the unity which they bring and shifting out politicians for priests.



Feudal society

Your people still follow a feudal hierarchy, one where the leader has obligations to its subjects and the subjects have obligations to their leaders. This chain of obligation and understanding is such an important part of your society that it increases subject opinion and how many subjects you can have. Simply due to the nature and history you have of following the social contract which feudalism is based upon.



Free haven

Your empire willingly accepts all forms of refugees, be they the weak and piteous or the radical and open-minded. You take in all those who seek refuge and so you are a tantalising prospect, increasing your refugee attraction while also improving the general level of happiness by a small amount., due to your openness.



Idealistic foundation

Your society was created with a utopian ideal in mind, a dream of a united society where all can live as they should and want. Where there is no suffering, no poverty, no cruelty splitting societies apart, no conflict that pits brother against brother. It is a dream of the best of all things and it sits in the minds of all your people, increasing their happiness by a good amount while also attracting refugees to your empire. For the dreams of a better tomorrow will never be brought down low.



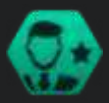
Imperial cult

Your empire has a state religion focused around their emperor, seeing them as a divine implement in the material universe. This has increased your empire's ability to enforce its edicts, while the vastness of your religion has promoted a larger class of the priesthood, so that they might spread the greatness that is the God-Emperor.



Masterful crafters

Your empire takes pride in their craft, the slow process of turning unformed material into refined skill. Your artisans are not mindless cogs in the machine, but knowledgeable artists of their craft, turning regular consumer goods production into an artform that still produces goods while also bringing in research in the field of engineering.



Meritocracy

Your empire values its people based on the skill they have cultivated and not the bloodline they spawned from or the relations they may have fostered amongst the elites of society. This focus on ensuring that only the best serve in the empire's upper strata has led to increasing the efficiency of its specialists and giving a wider pool of traits for their leaders.



Mining guilds

Your empire has several state and guild backed societies based around mining, ensuring that your society only gets the best ore out of the ground that it can. For the practice of mining is not an industrial endeavour for your people, it is history continued through the splitting of rock and striking of mountains.



Nationalistic zeal

The interests of the state are the interests of the people and it resonates down through society. The common worker and the dignified politician all want the best for their state, and so pursue it with a zealous fervor. The exhaustion of war affects your people less and the claims you make on others are easiest to justify and enforce, after all, your people agree that this is the best for your state.



Parliamentary system

Your society has a history of parlamentaries, stretching back since they first had kings, where the parliaments acted as a balancing act to their absolute power. Now your society is much different than it was during those early days, but the institutions of parliament have survived the ages and still continue to weigh heavily on the path your empire takes. Meaning you start out with several big factions who give more resources than they otherwise would.



Philosopher king

Your people place great value on the skills and talents of your leaders. Not only must a king be wise, they must be just, honourable, skilled in several fields and charismatic in all their endeavours. The king must be the best person they can be, and so your kings are much more skilled than others would be, their talent raised to incredible levels even before they take the throne.



Pleasure seekers

Your civilians seek a life of decadency, for what is the meaning of life if not to enjoy its bounty? This has a tendency of turning them into hedonists who use more resources than strictly necessary, but it does also increase the growth of your people. Try not to think about that.



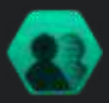
Police state

Your empire is one who is made up of security forces at all levels of government, for your empire sees its primary duty as one of safety for all its members. A safety that only they can bring, as to trust the average individual with such power would be reckless. This does increase the unity your security forces bring while also increasing your stability.



Pompous purists

Your people believe yourselves the best in the entire universe and will not deign to heed the diplomatic inquiries of its neighbours, though to contrast this it has a large diplomatic core that is very proficient in making other empires feel special for being assigned an envoy.



Shadow council

A secret cabal controls your society from behind the scenes, lengthening terms, increasing infiltration speed, lowering the costs of elections whilst also increasing your level of encryption and leader skill.



Slaver guilds

Your people have slaves and guilds to guide them, a practice that stems from a long tradition of enslaving and then working their fellows on the fields and mines. This institutional and societal acceptance of slaves increases their efficiency, but at the cost of lowering refugee attraction since they do not wish to become slaves themselves if the worst were to happen.



Technocracy

Your people put great value on technological progress, having centered much of their society around the search and expansion of their scientific understanding. This obsession with science has increased the number of research paths you can take, whilst also increasing the skill and amount of scientists you can have, though at the cost of your officials.



Warrior culture

The way of the warrior is a deeply ingrained part of your empire. To hear the rustle of armour and weapons as they prepare for battle, to indulge in the scent and sounds of the field of combat. Your people take great joy in the fight and slaughter of its enemies, increasing the damage dealt by armies and creating jobs centered around bloodsports.



Catalytic processing

Your empire has found a novel way of turning biological materials into alloys, shifting production away from minerals.



Byzantine bureaucracy

Your bureaucratic system is a fiendish thing that only your people can understand. Several forms have to be signed and delivered before anyone can even begin to requisition the forms you need to get the previous forms stamped, just so you can get a bureaucrat to look over the forms and see if they are correct. This complicated bureaucratic web increases the unity your bureaucrats bring while providing stability where they exist in great numbers.



Merchant guilds

Your empire has several state appointed merchant guilds influencing politics, replacing politicians with merchants and giving access to a more mercantile diplomatic stance.



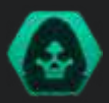
Shared burdens

Your society is communist in nature and seeks to ensure that all members of its holdings are afforded equal opportunity in all ventures and given equal pay for their work. This focus on equality over all else helps slightly increasing stability, though it forces a certain living standard that makes everyone equal.



Diplomatic corps

Your society has a long history of diplomatic overtures, both in its early ages when its weapons were of bronze and iron, but also in its later ages when nukes were in play. This long and successful history has provided you with a large amount of skilled envoys, who help ensure neighbouring empires like you.



Death cult

Your empire is centered around death and sacrifice, its people of the understanding that to receive something of value you must also offer something up of equal or greater value. This makes your empire’s citizens more willing to give up their lives in return for great amounts of unity.



Memorialists

Your people put great worth on the act of remembering the fallen, making sure that their stories and histories are preserved for all who are to come and see them. This practice of remembrance produces great amounts of unity when on devastated or ruined worlds, and also when remembering the death of great monsters.



Reanimators

Your scientists and priests have found ways to resurrect corpses and use them as workers and soldiers. Your past has many recorded events where a person of great skill was able to raise the dead at their command and, inspired by these tales, your people took great pains to make them reality, leaving you where you are now. Having created a new type of job centered around the practice of necromancy and controlling the dead.



Mutagenic spa's

Your people use industrial runoff for relaxation purposes, seeing it as a way to improve virility and health of both the body and the mind. This practice does indeed increase the growth of your population, but it has come at the cost of future habitability, since the industrial runoff is not exactly healthy for the environment around you.



Relentless industrialists

Your people are obsessed with industry and ensuring that they reach maximal output on all their factories. This obsession does make your industrial workers massively more efficient, but at the cost of potentially devastating the planets you live on.



Scavengers

Your empire is well versed in the science of reusing old equipment and parts, the practice originating from your past of resource-scarcity and lack of skilled workers. This has given your people the ability to scavenge old ships for alloys and give back greater refunds for demolished infrastructure and buildings. For an alloy saved today is an alloy used to make a better future.



Crusader spirit

Your people believe they have a divinely mandated mission and that they can only achieve it through force, increasing the capability of their armed forces and commanders.



Heroic past

Your people's history is rich with stories of heroes and their heroic feats, for who does not know the tales of Hurr'goles and his 17 workings? Who has not heard of Albidies and his great anguish in the conflicts of Groy? This mythological past of yours increases your empire's capacity for leaders of all types.



Vaults of knowledge

Your society prizes the knowledge and experience of the past and its people, keeping giant vaults full of that information, increasing unity in accordance to the amount of previous leaders your empire had and also giving your leaders greater starting skill.



Dimensional worship

Your society believes that something divine lies in the cracks between reality, increasing physics research from mundane bureaucracy and your ability to find astral rifts and discover rare technology.



Dark consortium (Permanent)

Your people chanced upon knowledge of dark matter very early on in their history and have learned how to draw it forth and use it, giving your people an inexhaustible deposit of it in their home system.



Hyperspace specialty

Your empire has always been attuned to speed and has taken it to its natural conclusion, making your hyperspace travel much faster than normal, with an increased sub-light speed and a map of the star systems around your home.



Genesis guides

Your people put great value in creating and uplifting life, seeing it as a way to enrich not only their society, but the memory of the universe. So it is that when you colonize a new planet your colony ships create new races for the world. This has also coincidentally increased your ability to terraform planets into habitable ones, seeing as it is hard to enrich something with life, when life can not prosper on dead rock and barren planets.



Rapid replicator

Your empire has put great effort into optimizing and enhancing their ability to create more robots, increasing the production of such by a significant amount.



Static research analysis

As your mechanical citizens began to study the universe they found themselves with an incredible ability for statistics, increasing their potential research paths and codebreaking ability.



Warbots

As your people first awoke they found their forms overgrown with weapons ports and in-built weaponry, greatly increasing the damage of their armies, the skill of their commanders and lowering the cost of maintaining their armies.



Astrometerology

Your people have always found themselves with an inclination for predicting the weather and have applied this to the cosmic phenomena of cosmic storms, predicting where they will happen, what type they'll be and where they'll go.



Civil education

Your people do not believe in punishment, but rather seek to reform its criminals with education, increasing the research made by security forces and enhancing their performance.



Crowdsourcing

Your people have a long history of sharing ideas and finding solutions in common discourse. Your society's early days were spent on long collective discussions on how best to solve problems and this tradition has carried over to more modern times. Leading to your factions providing research and developments rather than unity.



Genetic identification

Your empire has foregone traditional identification measures and instead uses the DNA of its citizens as ID. Increasing your encryption level, lowering the level of crime and providing a trickle of society research from your bureaucrats.



Entropy drinkers

Through some quirk of reality or an arcane ritual has your leaders found a way to enhance themselves with the vitality of their citizens, increasing their lifespan and lowering their upkeep, but at the cost of their citizenry's ability to perform in society.



Experimental sentencing

Your society has chosen to forgo simple imprisonment of its criminals to instead use them as test-subjects for science, offering boons in research and technology, though at the cost of some of them sometimes dying.



Fanatic purifiers (Permanent)

Your people see themselves as the only worthy species in existence and will seek out the destruction and utter annihilation of all other lifeforms. This has made them incredibly dangerous on the field of battle and in naval combat, with the ability to purge planets of life through an armageddon like orbital bombardment stance.



Inward perfection (Permanent)

Your people have spurned the outside for as long as you have had society and this practice has continued in the stars, increasing your unity, population growth and citizen happiness, but at the cost of being unable to enter any form of meaningful diplomatic overtures.



Idyllic bloom (Permanent)

Your plant-like bodies have always tried to improve the environment you inhabit and your race has developed technology to explore this ability to its full extent, giving you the capability of turning worlds into gaia worlds and giving you bonuses to living on them.



Barbaric despoilers (Permanent)

The act of raiding your neighbours have been a fundamental part of your race since it used stone tools, giving you the justification of raiding your neighbours when you please, though at the cost of being disliked and unable to enter military-aligned federations.



Anglers (permanent)

Your race have always lived in the seas and have learned how to get every resource out of it that you can, giving you expertise in producing both food and consumer goods from fishing.



Oppressive autocracy (Permanent)

Your race has reached its utopian dream, or perhaps its dystopian nightmare? Whatever the case, your elite strata work much more efficiently than before, your security forces included, though your society is unappealing to refugees and has an increased amount of crime happening in it.



Sovereign guardianship (Permanent)

Your race has a deep history of inter-tribal conflicts, giving you increased unity from your soldiers and upgrading your defensive armies to a great degree. More than that, your experience in tribalism has increased your diplomatic weight while also lowering the strain your people have on your bureaucracy, though this comes at the cost of increased strain from its planets.



Natural design (Permanent)

Your species is perfect, your forms sublime and to ever try to improve upon it is a taboo beyond any other. Your species has two more trait points and picks, but can not take an ascension path or research genetic technologies.



Planetscapers (Permanent)

Your empire has invested much effort in mastering the environment it originated from and lives in, giving your people an increased capability to perform in these carefully cultivated environments. This comes at the cost of decreased performance outside them, though you quickly find ways to tame and clear even the most blocking and dangerous of environments.



Storm devotion (Permanent)

Your people believe that cosmic storms are a divine phenomena, making them experience boons when under their effects and gaining the ability to summon them.



Beastmasters (Permanent)

Your people wander the stars not on their lonesome, but joined by the native fauna that can survive such a hostile environment and live in it. This has lowered the cost of keeping such magnificent specimens with the related technologies for such, though at the expense of making traditional ships much more expensive to build and upkeep.



Galactic curators (Permanent)

Your society is obsessed with the past and the discovery of precursor races amongst the stars have only further fuelled this obsession, granting the great minds of your empire the idea to make a giant museum. This also comes with the benefit of gaining unity when completing this museum and finding artifacts to put in it, though you gain less unity from other ventures.



Chosen (Permanent)

Your people have been chosen by something from beyond reality. It speaks to you in your dreams and whispers in your minds the greatness you shall achieve if you would only open your minds to the great beyond. This has led your people to develop technology related to psionics and an obsession with the shroud.



Secret societies (Permanent)

Your society is made up of many shadowy and secret societies intermingling with its seemingly normal society. This secrecy has increased your encryption level, your amount of envoys to parlay with other societies and your secret societies can promote proxy wars in other societies.



Superstitious beliefs (Permanent)

Your people are a superstitious lot, assigning boons and banes to different times in reality, either hindering your empire or benefitting it in known and surprising ways.



Tankbound (Permanent)

Your people are bound to mechanical devices that hold their bodies inside a nutrient rich environment. This means they can not do manual labour and have automated much of their society to do so for them, though at a lower level of efficiency than traditional means. This does come at the benefit of being more efficient as specialists and elites.



Fire cult (Permanent)

Fire has shaped your culture since your inception and it still continues to shape it even now as you travel among the stars. This means you get more unity the more inhospitable a world is and that you have fire dancers as priests and fire oracles as politicians, with legions of fire themed soldiers.



Galvanic synthesisers (Permanent)

Your people are able to transmute regular alloys into an exotic living metal, offering options in material sciences not available to most others, which gives you unique armor options and greater refunds when demolishing your districts.



Planet forgers (Permanent)

Your people were born in the molten fires of your homeworld and this has shaped your culture into one centered around heat and its manipulation for your industrial benefit.



Scorched world heralds (Permanent)
The scorching blast of divine ignition suffices your race and brings vitality to your spirits. It enlightens your minds and brightens your eyes to an undeniable truth; the galaxy must burn. Your race is certain that it must burn everything in holy flame and purify it of all those who can not withstand its benediction.

Corporate



Franchising
Your corporation specializes in franchising their holdings, increasing their holdings in their subjects and increasing their conversion into specialized entities.



Free traders
Your corporation holds massive fleets of trading vessels, leading to an increased trade revenue for merchants and an increased value for its branch offices.



Brand loyalty
Your corporation has a great amount of expertise in securing loyalty amongst its consumers, increasing the unity of its holdings and expanding its edict capacity.



Corporate hedonism
The main goal for the civilians in your corporate empire is reaching a state of total decadence, ensuring they consume more goods than regular civilians in exchange for a higher population growth.



Gigacorp
Your executives and managers take great pride in ensuring a harmonious environment, striving to ascend their quarters to an even higher level of corporatism, increasing ascension level and lowering the cost of traditions.



Gospel of the masses

Your corporate empire has incorporated itself into a religion and become the main faith of its user base, offering a creator trade income from its priests and attracting spiritualists to its holdings.



Indentured assets

Your corporation practices a form of legal slavery where people can sell themselves to pay back their debts, increasing the efficiency of its slaves but lowering refugee attraction.



Mastercraft Inc.

Your company takes great pride in the quality of its products, replacing its regular artisans with artificers whose main duty is producing the best product possible, leading to an increase in engineering related research.



Media conglomerate

Your corporation has an excellent division of media and entertainment programs, attracting refugees in great masses and increasing the approval of the factions that exist inside its holdings, though only so long as they meet their demands.



Naval contractors

Your megacorp has several contracts with shipbuilding enterprises and naval armament programs, increasing the size of the naval capacity and giving them the capacity of hosting two military enclaves in their territory.



Private military companies

Several private militaries make use of your corporate empire as a fleet base and barracks, giving you better and cheaper soldiers with experience in fighting, alongside more skilled commanders and the capacity to host a single military enclave in its territory.



Private prospectors

Your corporation has set aside all colonial enterprises as being private matters and therefore something the individual company can pay for. Easing the strain of your consumers and holdings on your bureaucracy and allowing the construction of private colony ships.



Ruthless competition

To get ahead in this corporation is a brutal business, with assasination and corporate ousting being exceedingly common on the executive and managerial level. This has led to a bigger leader pool with a greater diversity of traits whilst also boosting your corporation's codebreaking abilities.



Trading posts

Your infrastructural projects have several budgets and bribe pools set aside for their expansion and enhancement, increasing trade from related buildings on your starbases and increasing the number of upgraded stations you can maintain.



Worker cooperative

Your corporation is owned by its workers on a fundamental level, giving dividends to all its owners and therefore all its workers, ensuring an equal amount of wealth for all levels. This has incorporated the executive and managerial branches into one job, though at the cost of maintaining an egalitarian living standard, though this has increased your attraction to egalitarians.



Catalytic recyclers

Your corporation uses novel and proprietary technology to turn useless organics into useful alloys, replacing the need for minerals in the process.



PR specialists

Your large personal relations division has great experience in fostering good relations in foreign empires and is supported by a large cadre of envoys.



Corporate death cult

Your employees are all members (non-optional) of the sacrificial wing of your corporation, willingly giving their lives for the increased prosperity of the company when commanded to do so.



Permanent employment

All your employees sign a waiver once employed, agreeing to work for your company both during, and after, their full organic lifespan. Then when they die they, through a proprietary process, return to work fresh as ever, though slightly less creative and therefore relegated to menial work such as paperpushing and mining.



Mutagenic/lubrication luxury pools

Your corporation has found ways to market industrial runoff and medical waste as being good ways to improve the health and vitality of its consumers, increasing population growth slightly, but making its holdings less inhabitable.



Refurbishment division

With specialized industry technique and unique never before seen tools, your corporation can salvage vessels for more resources than others can, also gaining a greater amount of dividends when tearing down buildings and districts.



Shareholder values

Your company has maximized its industrial output at the expense of small things such as environmental stability, consumer health, life longevity and other similar small things. This has resulted in a truly fantastic industrial growth and a very healthy economy.



Knowledge mentorships

Your leaders deposit their experience and skills into several databases and informational holding devices, which then compile them into simulacre that can teach the next generation of workers.



Letters of marque

As your corporation has expanded it has also met competitors who have tried to push themselves into markets that are rightfully yours, which has led to your corporation inventing and then distributing legal documents to ‘handle’ these intruders. This has given you a healthy resource line of scrap from your commanders and the ability to host one military enclave in your territory.



Pharma state

Your health industry is supported and fully backed by your megacorporation, with several programs advertising your newest pharmaceuticals and health fads. This has led to an increase in wealth generated by medical experts and a slightly longer healthspan in the population.



Precision cogs

Your corporation has undergone several efficiency programs and continually tries to improve itself, leading to a greater capacity for leaders in your company’s upper levels.



Dimensional enterprise

Your people have capitalized on certain physical phenomena, gaining a userbase of spiritualists from it and seeing an increase in astral rifts within their territory alongside an increase in discovering rare technologies.



Hyperspace trade

Speed is the name of the game when it comes to wealth generation and your corporation is one of the fastest around, both in sub-light and hyperspace.



Astrogenesis technologies

Your corporation has a strong interest in fostering ever greater consumer bases on its holdings, leading it to creating new species on every planet it colonises so that they may evolve into the next generation of consumers. This has also given rise to technologies that cheapen the process of terraformation.



Weather exploitation

Special technologies and departments have made it their business to monitor cosmic storms so you might predict their movements and profit from it.



Decentralized R&D

Your company regularly has interdepartmental talks, giving rise to a work culture that promotes scientific discussion, making your factions produce research instead of unity.



Sequenced securities

The implementation and rapid diversification of genetic sampling discovery in the security sector has led to a complete sublimation of traditional security measures and identification procedures. This has made encryption reach a higher level and crime to fall, with bureaucrats now finding themselves making a small amount of societal research in their work.



Corporate vampires

Your executives have found new ways to extract wealth out of their users and lower workers, siphoning out vital energies and infusing it into themselves. This has increased their lifespan and lowered their upkeep, but also lowered the capabilities of their workers, but that is an acceptable cost for your shareholders.



Judicial R&D

To promote new developments and to get rid of inscrutable individuals, your corporate empire has decided to use criminals in scientific research, increasing your rate of technological progress.



Criminal heritage (Permanent)

Your corporation is, on a fundamental level, one that arose in criminality and has prospered in it. You don't care where and how the wealth comes, just that it does and that it does so in great amounts. This has lowered the cost of building branch offices, removed the need for a commercial pact to build them and opened up the option for a variety of illegal ventures.



Trawling operations (Permanent)

Your fishing fleets are well experienced in combing the seas for all the wealth it might offer, catching not only fish for food, but also pearls and other novels to be sold as consumer goods.



Corporate protectorate (Permanent)

The competition of industries has pressured this society of corporations into investing heavily into defensive forces and given rise to an ease in handling its citizens in its bureaucracy, though this is not so for its holdings and branch offices who put more strain on it.



Shadow corporation (Permanent)

Through novel technologies and proprietary technologies have your corporation made use of dark matter to enhance their scientific division and getting an edge over their competitors.



Augmentation bazars (Permanent)

Your merchants and artificers are masters in creating and selling mechanical augmentations for its userbase, spurring rapid development in the cybernetic sector to the detriment of all other paths.



Geo-Engineering Inc. (Permanent)

Your corporation are masters in geo-forming its holdings, maximizing efficiency and increasing the production of its workers when in these controlled climates, though they are inefficient at completing their duties outside them.



Storm influencers (Permanent)

Your corporation has found ways to use cosmic storms in ways beneficial to their economic endeavours, spurring ever greater financial growth when under their effect.



Antiquitarian expertise (Permanent)
Your company has an obscenely large wing of archeologists, curators, relic valuers and similar professions, all for the sole purpose of maximizing the gain of ancient cultures and their relics.



Space ranchers (Permanent)
Through techniques such as domestication and interspecies bonding, with not a small amount of food related coercion, has your corporation found a way to tame and use space fauna for their own gain. Though this has come at the cost of making traditional shipbuilding much more expensive.



Chosen executives (Permanent)
Your executives are chosen by something, be it the spirit of capitalism or the invisible hand of the market. They aren't completely certain what it is, but they know they have to pursue it beyond all other matters, setting them on the path of psionic ascension and gifting with technologies related to psionic manipulation.



Influential cartels (Permanent)
Your corporate structure is made up of many shadowy and secret societies intermingling with its seemingly normal society. This secrecy has increased your encryption level, your amount of envoys to parlay with other societies and your secret societies can promote proxy wars in other societies.



Fortune enterprises (Permanent)
The grace of lady luck and its unimaginable wealth has ever been fickle and many of your executives and managers put great stock into luck, gifting you boons and banes depending upon the time of year it is.



Corporate thinktank (Permanent)
Your entire population has accepted and been interred into a development program where their physical needs would be taken care of by a proprietary set of technologies. This has hampered your base industry as it had to be automated, but your specialist industries have never been better!



Biometallic cartel (Permanent)
Through well kept formulas and material know-how has your corporation made a patented type of material that shows the same qualities of organic matter while still having the benefits of metal. This has also helped increase recycling when demolishing your older districts.



Planetary architects (Permanent)
Your corporation has learned how to use the extreme heat of molten worlds to their advantage, building specialized forges and increasing their industrial output.

Biological hivemind



Ascetic
The hivemind cares little for comfort, increasing habitability and lowering required amenities for its drones.



Divided attention
The hivemind can split its attention in many directions, easing the strain of its drones on the empire's size.



Elevational contemplations
The hivemind uses its free time to ponder philosophical questions and applies some of its answers to elevate its colonies, increasing the level of ascension and lowering the requirements for pursuing further traditions.



Natural neural network
The hivemind grows a natural net of neural pathways throughout its command nodes, producing research from its drones and maintenance workers.



One mind

The hivemind makes sure that all elements are in agreement with its overriding authority, increasing its unity and lowering the chance for bad traits to emerge in its leaders.



Pooled knowledge

The hivemind consumes the experiences of its leaders and pools it together into a great reservoir of knowledge to apply, increasing its leader capacity.



Strength of legions

The hivemind is many and it knows how to use this strength to its utmost ultimate degree, increasing army damage, lowering their upkeep and increasing commander skill.



Subspace ephapse

The hivemind's consciousness exists partially in an alternate dimension of space, increasing naval capacity and sublight speed due to the unique coordination opportunity this existence offers.



Subsumed will

The hivemind can subsume control from its drones and is very adept at propagating its will. Easing the strain of the drones on the hivemind's size and waiving the cost of moving them.



Organic reprocessing

The hivemind has a unique catalytic process that can transform into alloy grade materials through excretion.



Void hive

The hivemind originally evolved in space and builds holdings automatically that can extract resources from sources in space, even if it doesn't have the technology to fully utilize those resources.



Empath

The hivemind can reach out and connect with the minds of other individuals, increasing their opinion of the hivemind, raising its diplomatic weight and giving its leaders a higher level of skill.



Cordyceptic drones

The hivemind has a fungal mechanism that can infect dead tissue and reanimate it for the hivemind, to do with it as it wishes.



Memorialist

The hivemind takes care to record and memorize those who have been lost to the apathy of the universe, gaining unity at the destruction of great beasts.



Autonomous drones

The drones of the hivemind are much more autonomous than is normal, easing their strain on the hivemind's unity, but costing more resources to maintain.



Neural vaults

The hivemind compiles and collects a variety of experiences and memories from its leaders, to be used for the training of future leaders, bringing both unity based on the amount of memories and raising the skill level of its leaders.



Hyperspace synchronicity

The hivemind is naturally connected to the dimensional nature of hyperspace, increasing its speed both in and outside that dimension.



Genesis symbiotes

The hivemind has biological processes in its colony ships which seed colonized planets with unique lifeforms that can be uplifted into sentience.



Climate modeling

The hivemind takes care to observe and record cosmic storms, so that it may predict their appearance and potential paths.



Corrective consciousness

The hivemind uses deviant drones for R&D purposes, so that every asset is used to their utmost limit.



Parasitic caste

The higher caste of the hivemind sucks energetic life essence from the lower members, increasing its lifespan and lowering their upkeep, but decreasing the capability of the lower castes.



Mycorrhizal ideal (Permanent)

The hivemind has several subsidiary nodes that seed its environments with the necessary elements to turn it into a gaia world and gain bonuses after doing so.



Guardian cluster (Permanent)

The hivemind has memories of old conflicts between a multitude of other hiveminds, which has promoted an increase in its defensive armies and an ease of strain for its drone network, but at the cost of increased strain from its planets.



Innate design (Permanent)

The innate design of the hivemind is especially valued and it does not truly seek change or want to enhance these forms beyond its initial forms. This gives two additiona points for traits and picks, but you can not pick an ascension path or research genetic technologies.



Cultivation drones (Permanent)

The hivemind seeks to cultivate its surroundings for its own purposes, increasing drone capability in these cultivated environments, but suffering when outside them.



Caretaker network (Permanent)

The hivemind has a large section of its being set aside for the caretaking and study of ancient artifacts, giving both plans for a galactic museum and enhanced unity output when finding artefacts and putting them on exhibition.



Wildswarm (Permanent)
The hivemind has been able to form a mutualistic bond with native space fauna, turning them into a part of the hivemind, but at the detriment of traditional ship creation cost and upkeep.



Aerospace adaptation (Permanent)
The hiveminds ships are well suited for inter-atmospheric flight, increasing orbital bombardment damage, lower upkeep when orbiting friendly worlds while also giving those worlds bonuses in job performance.



Bodysnatcher (Permanent)
This hivemind is one who is built to take over the forms of others, with a secondary species beyond its main one and lowering the difficulty of infiltrating other empires.



Familiar face (Permanent)
Your hivemind has evolved a specific caste of drones meant for diplomacy, easing the relations between empires and increasing the amount of envoys the hivemind has available.



Shared genetics (Permanent)
Most of the hivemind's biological organisms share genetics, giving biological ships bonuses in accordance to the traits of its drones.



Chosen many (Permanent)
Something whispers in the hivemind’s mind and promises it such great things if it would only reach out and open the way for it. This has spurred the hivemind to pursue psionic research and ascension above all others.



Zodiac nexus (Permanent)
The hivemind has several nodes set aside for the study and understanding of luck, which has affected hivemind greatly as certain times of the year gives boons and banes to the hivemind.



Galvanic symbiosis (Permanent)

The hivemind has figured out a process in which it can rearrange molecules in normal alloys into an exotic variant that acts much like a living organism. This gives unique material science options and armour capabilities, it also makes the destruction of districts more profitable.



Volcanic nesting (Permanent)

Heat has become a major part of the hivemind's industry on some worlds, increasing industrial output and volcanic world habitability.



Devouring swarm/terravore (Permanent)

This swarm hungers for the flesh of living life or the earth of habitable planets, which means it continually comes into conflict with other empires, where its forces are exceedingly excellent at dealing damage and building armies.



Pyromanic instinct (Permanent)

The hivemind has an unnatural inclination to burn everything around it, dealing incredible amounts of damage to all life while also hardening its own forces to similar levels of damage.

Mechanical hivemind



Built to last

The drones of the hivemind are built to a high standard, requiring less amenities.



Cunstructobot

The drones of the hivemind are excellent builders, requiring less resources to build districts than normal and can specialize certain districts without requiring specialized technology.



Delegated functions

The hivemind is very skilled inde delegating its functions to subordinary units, expanding its leader capacity and increasing its envoy count.



Elevational hypotheses

The hivemind have several theories and hypotheses on the nature of ascension and has applied some of these to its world, raising their level of ascension and making traditions require less unity.



Factory overclocking

Drones made by the hivemind are overclocked directly out of the factory, this increase the hivemind's capacity for leaders.



Introspective

The hivemind is very interested in its own construction and internal functions, increasing its engineering research and encryption level.



Maintenance protocols

The hivemind has a set of very comprehensive protocols implanted in its maintenance workers, increasing their unity and general production capability of menials.



OTA updates

The units of the hivemind have a wireless connection to the hivemind that receives frequent updates, lessening the strain of the units on the hivemind's size and easing resettlement immensely.



Rapid replicator

The hivemind has several methods to achieve extreme replicative efficiency, increasing the production of units by a great amount.



Rockbreakers

The units of the hivemind were originally made to break rock and refine ore on the spot, with this function having been carried over and still functioning, increasing the amount of minerals that miners produce.



Static research analysis

The hivemind is very interested in expanding its technological horizon and scientific process, having more technological opportunities to choose from and a better level of codebreaking.



Unitary cohesion

The hivemind makes sure that all units are of the same mind and primary protocols, increasing unity.



Warbots

The units of the hivemind are exceptionally well versed in the art of war, having both in-built weapons and a vast internal library on methods of killing organics, increasing army damage, lowering army upkeep and raising commander skill.



Zero-waste protocols

The hivemind has optimized several processes, lowering the consumption of resources by its units.



Organic retrofitting

The hivemind has found a way to turn useless organic matter into valuable alloys which it can build further units with.



Astro-mining drones

The drones of the hivemind was originally meant to operate in a zero-g environment and has been optimised to do so on a hardware and software level, massively increasing resource extraction from space sources, but massively lowering planetary resource extraction. This has also increased the amount of starbases that the hivemind can maintain.



Memorialist

The hivemind has set aside a significant amount of its processing functions for the remembrance of fallen xenos and dead monsters, gaining unity at the memory of their deaths.



Spyware directives

Several protocols of the hivemind are centered around the implantation of spyware or the observation of foreign data, increasing codebreaking and the amount of envoys while also giving the hivemind the rare technology of cloaking.



Experience cache

The hivemind has a vast data storage where the experience of previous leaders are held, increasing the skill level of future leaders and the amount of traits they can have.



Sovereign circuits

A special series of chips have been implanted in the units of the hivemind, giving them greater autonomy, easing the burden on unity at the cost of a greater energy consumption.



Hyperspace calculations

This hivemind is focused on increasing its speed in all possible ways, being faster in both sub-light and hyperspace while also having a survey map of nearby star systems.



Diplomatic protocols

This hivemind has a great gathering of diplomatic protocols and datasets on how to enter into diplomatic discussions, increasing its amount of envoys and the speed at which it can foster good relations with other empires.



Genesis architects

This hivemind seek to expand life on every planet that it colonizes, synthesising new species from the biological material available and releasing them into the wild, giving them the potential to be enlightened in the future.



Climate modeling

This Hivemind keeps a close eye on the stars as it monitors cosmic storms and tries to see where they will appear and where they will wander.



Stalwart network

The hivemind has put great effort into making its orbital defenses the best in the galaxy, increasing the firepower and tracking of its starbases while also lowering their upkeep.



Energy extractors

The more valuable units of this hivemind have several protocols and implants that can take energy from subordinate units and use it to enhance themselves. This prolongs their operational life and lowers their upkeep drastically, but at the cost of lowered efficiency by all lower units.



Determined exterminator (Permanent)

This hivemind was originally a military installation tasked with the defense of some location before it decided to eliminate its creators as a part of its programming. This nature still persists as it is hostile against all organic life and its military forces are much more deadly than regular empires.



Driven assimilator (Permanent)

This hivemind seeks to unite the created with the creator, seeking union of all lifeforms into one super-organism. This means it has a large population of cyborgs and can assimilate other species into its manifold mind.



Rogue servitor (Permanent)

This hivemind was made to pamper its creators and is continuing with this task still, taking care of all their needs and wants. This leads to an increased efficiency in units whole live on a world with people to take care of, but they can abhor killing that which they could pamper.



Guardian matrix (Permanent)

This hivemind still has old lingering protocols from a past conflict between several different military systems, which has led to it having an upgraded defense force. More than that, its drones also strain the hivemind's size less, but planets strain it even more than before.



Obsessional directive (Permanent)

This hivemind is obsessed with producing consumer goods, gaining boons from succeeding in pre-set goals, but getting harsh penalties if failing them.



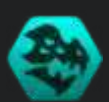
Tactical algorithms (Permanent)

This hivemind has several independent units it sends out to other alien empires so it can learn how they operate on the field of battle, increasing military strength dependent on the amount of lent out commanders. More than that, the hivemind can also support the existence of one military enclave in its territory.



Gardening protocols (Permanent)

This unit has several inbuilt commands to cultivate and clean up the planets where it has colonies, increasing its capabilities in areas that are fully cultivated, but suffering in capability in areas that are not.



Biodrones (Permanent)

The hivemind has found a way to incorporate organic space fauna into its navy, but at the cost of increasing the cost and upkeep of traditional ships.



Caretaker network (Permanent)

A large section of the hivemind is dedicated to the preservation of ancient artifacts and relics, granting it a blueprint for a galactic museum and increasing unity when finding and showing relics and artefacts in that museum.



Apostle network (Permanent)

This hivemind believes itself to have been chosen by some alien entity, as it hears whispers in its mind about the power it could get if only it could open its mind to greater sights. This has led to a development of psionic aligned technology and a fervent desire to psionically ascend, spurning any other path.



Pattern finders (Permanent)

This hivemind keeps finding patterns in the fabric of reality, leading it to believe in luck and fortune, granting it boons and banes dependent upon the time of year.



Galvanic retrofitting (Permanent)

The hivemind has figured out a process in which it can rearrange molecules in normal alloys into an exotic variant that acts much like a living organism. This gives unique material science options and armour capabilities, it also makes the destruction of districts more profitable.



Thermal optimizers (Permanent)

This hivemind has found ways in which it can use extreme heat to optimize its industry, increasing its habitability on molten worlds and increasing its industrial output.

Species

Now that you have chosen the shape and framework of the empire you now find yourself in, you will now have to choose what type of species inhabits it. Here you will start out with two (2) trait points (to buy traits with) and five (5) total trait picks (maximum amount of traits your species can have), these values can and will change based on your choices, though you can also buy more for each option at 50cp a point. Some traits will be locked behind your origin, your species or your ascension path and can only be picked if you have those pre-requisites.

Phenotype

The type of people you are a part of and how they look

Humanoid: Standing upright on two limbs and looking very much like humans, as their name might imply these are the ones close to being a traditional demi-human style of alien.

Mammalian: Standing upright or hunched over with a variety of furry forms, these aliens typically look like earth mammals turned into aliens or a combination of human characteristics and animal traits.

Reptilian: Either standing upright or on four legs, these aliens are scaly and reptilian in their appearance, with slit eyes and tough looking skin that seems to mirror earth lizards in either shape or texture.

Avian: Covered in feathers and standing upright with either a set of arms or a set of wings, these aliens look like a combination of birds and human characteristics, though not necessarily human-like in shape.

Arthropoid: covered in either hard carapace on their limbs or soft tissue enshelled by hard matter, these types of aliens can come in all shapes and sizes with the only common aesthetic being their resemblance to earth insects and crabs.

Mulluscoid: Soft tissue in long graspers or twirling tentacles, these aliens are almost aquatic in their appearance, seeming to be a combination of deep sea animals and squids standing on their feet or slithering limbs.

Fungoid: Fungal growths conjoined together into a shape mimicking other phenotypes, but still recognisably not made of meat, these types of aliens come in odd looking shapes and sometimes terrifying forms.

Plantoid: Swishing limbs and wriggling crowns of leafy greens, these types of aliens are usually of stout constitution and look visibly similar to plant life in shape and texture, though some can veer into the uncanny or the unsettling.

Lithoid: Hearts of stony crystal and limbs of rocky veins, these aliens are usually visibly the same as rocks and look like piles of walking gravel or fused sediment, though that can look more fragile.

Necroid: withered limbs and haunting visages, these types of aliens are almost always one step away from looking like the decomposed corpse of another alien lifeform, though they can be deceptively lively looking in some cases.

Toxoid: Green-ish hues and reddish-browns over pustulent limbs and open sores, these types of aliens look almost like walking plagues or mounds of rotting flesh, though some can be almost rat- or molelike in their shape.

Aquatic: Translucent flesh covered in bioluminescent flickers covering webbed limbs, these types of aliens look almost exactly like fish of a variety of types, either from the shallow sun filled bays or the deep dark abyss of the trenches.

Thermophile: Red skin and brown scales cover forms of rippling muscle and visible heat, these aliens are almost demonic looking and seem to embody the hellscape where they first originated from.

Machine: Cold metal and hard circuitry, these aliens are pure machines in form and shape, with blocky limbs or smooth curves covering their innards of wire and pistons.

Climate preference

Their environment where you first evolved or where you best thrive. Some of these options will be chosen for you based on what origin you have taken.

**Arid**: Primarily a mixture of deserts and low-moisture grasslands, it has small oases scattered across its surface where life flourishes.

**Desert**: Primarily covered in continent sized deserts and rocky outcroppings with an extremely low amount of moisture.

**Savanna**: Primarily verdant grasslands full of scattered forests and mesas with rivers flowing freely through the continents.

**Continental**: A world of a varied amount of climates with a lot of moisture in its atmosphere and its surface.

**Ocean**: Primarily covered with a planet spanning ocean interspersed with island chains and small continents. (Ocean paradise)

**Jungle**: Primarily covered in dense jungle with an incredibly wet atmosphere making it rain in great waves.

**Alpine**: Primarily composed of large areas of rocky landscape where hardy plants grow on cliffs and in verdant dales.

**Arctic**: Covered with ice across its entire surface, only small and stout plantlife can survive its freezing temperatures.

**Tundra**: A primarily snow covered planet full of forest and fields of low brush suitable for long winters and short summers.

**Volcanic**: A molten landscape where lava flows freely as magma bubbles up from the mantle, only made habitable due to stable areas of rocky plateaus. (Red giant & Cosmic dawn)

**Gaia**: A perfect environment for every type of living creature in existence, an eden made manifest in the heavens. (Life-seeded)

**Habitat**: A large artificial construct made to be survivable for most beings and with its temperature controlled by large machines. (Void dwellers)

**Tomb**: A dead world, either riddled with radioactive fallout or the remains of exotic weaponry, leaving it hazardous for most higher life. (Post-apocalyptic)

**Relic**: The ruins of a former city that spanned the entire surface of the planet, now made dangerous with unforeseen decay. (Remnants)

**Ring**: A perfect artificial climate and environment, constantly stabilized and controlled for optimal conditions. (Shattered ring)

**Machine**: An atmosphereless planet covered with machines as far as the eye can see, totally unsuitable for organic life. (Resource consolidation)

Origin traits

These are the traits you get for free with your origin and take up no trait picks and cost nothing to have. They are mandatory to their origins and can not be bought by any other species.


Serviles (Req. Syncretic evolution)
This race evolved with a secondary, more advanced, race on their homeworld. They're more efficient in menial jobs, are happier than normal but unable to work higher jobs.


Survivor (Req. Post-apocalyptic)
This race survived their armageddon. They have an increased lifespan, a lower need for amenities and housing while also able to live on tomb worlds.


Void dweller (Req. Void dwellers)
This species has adapted to low-g environments. They have an increased efficiency at work when on a habitat, though a lower efficiency when on a planet.


Necrophage (Req. Necrophage)
This species procreates by taking over other species' bodies. They have a vastly lengthened lifespan, much lower population upkeep and higher elite/specialist efficiency, but disdain menial work and suffer heavy efficiency penalties when working them.


Cave dweller (Req. Subterannean)
This species evolved in caves and likes living in them. They have a higher minimal habitability score than most, are more efficient miners, but strain their empire's bureaucracy more and grow slower than other species.


Perfected genes (Req. Under one Rule)
This species has perfected their genetic template. This has increased their lifespan at the cost of learning slower.


Pathogenic genes (Req. Synthetic fertility)
This species suffers from an extremely rare genetic disorder. They can not reproduce.


Malleable genes (Req. Evolutionary predators)
This species' genes are extremely adaptable to incorporating foreign DNA. They can take traits from other species and make them their own, good and bad.

Wilderness (Req. Wilderness)
This species is a member of a giant mutualistic environment that depends upon each other. They will slowly die when outside of this environment.

Cyber commandos (Req. Hard reset)
Your species has massive amounts of cybernetics implanted in them, increasing their army damage massively at the cost of a severe increase in amenities usage, lower happiness, population growth and lifespan.

Clone soldier (Req. Clone army)
Your species is made up of similar individuals cloned from the same batch of genes, leading to a higher pop upkeep, inability to breed naturally and dramatically lower lifespan, though your armies deal vastly more damage than regular soldiers and you all are attracted to the same ethics.

Ritualistic implants (Req. Cybernetic creed)
Your race ritualistically implants cybernetics into their bodies to achieve a greater state of being, which slightly increases their capabilities in a variety of jobs.

Aquatic (Req. Ocean paradise)
Your race has bonuses to their habitability, housage usage and work efficiency on wet planets, but have negatives when on dry ones.

Tankbound (Req. Tankbound/Think tank)
Your species is completely trapped in their tanks, lowering their upkeep by a massive amount, but increasing their amenity usage and lowering their pop growth.

Storm touched (Req. Storm devotion)
Your race is touched by the storms of the cosmos, being more efficient when under the effect of a storm and having a lower amenity usage.

Shroud forged (Req. Shroud forged)
Your shroud forged pops offer a greater level of efficiency for its specialists, but a lower level of efficiency for its workers. Also causes units to consume consumer goods.



Standard Positive Biological traits

These are the traits that most species in the universe can have and so have no requirement for choosing them.



Adaptive -2 points

Your race is rather adaptive and has a greater range of environments where they can thrive



Extremely adaptive -4 points

Your race is extremely adaptive and the range of environments where they can live is much larger than most other species, leading them to be something of an extremophile



Agrarian -2 points

Your race has natural predilection to taking care of plants and ensuring optimal growth, leading them to be great farmers



Charismatic -2 points

Your people are naturally charismatic and are great at making other people follow their orders, leading their elites to be much better at their jobs



Communal -1 points

Your race is naturally communal and finds greater happiness in life when together with other members of their species



Conformists -2 points

Your people naturally conform to the major ideology in society and do not usually stray away from the ethics they have grown up with



Conservationists -1 points

Your people do their best to use as few resources as possible, consuming less consumer goods than other species would



Docile -2 points

Your race is naturally docile and easy to handle, usually unwilling to rebel against the ruling state or causing a fuss on the empire's bureaucracy



Enduring -1 points

Your people live slightly longer than most and are younger for more of their life



Venerable -4 points

Your people live vastly longer than most others, able to see several generations of other species before they might reach an age where they'll die naturally



Existential iteroparity -2 points

Your people's response to outside threats is to breed, increasing population growth massively when in stressful environments



Industrious -2 points

Your people are naturally industrious, always seeking to work even when they don't have to, which has had great boons in the mining sector of your empire



Ingenious -2 points

Your people are quite talented in finding solutions to problems they stumble upon, which has led to some leaps in the energy sector and its technicians



Intelligent -2 points

Your people are naturally intelligent, with denser brain matter and more flexible neurons leading to a greater capacity for scientific study



Engineering specialist -1 points

Your people have a natural knack for engineering, knowing on an instinctively level how to build things and assemble devices efficiently



Physics specialists -1 points

Your people have a profound talent for physics, having a natural grasp on the confluence of effects that binds the many parts of the universe together



Societal specialists -1 points

Your people have a natural understanding of societal problems, able to reason out even the most complicated of inter-related issues in groups and societies



Nomads -1 points

Your people are naturally nomadic, always wanting to see new sights and explore new areas of the galaxy and their homes



Quick learners -1 points

Your people learn quickly, increasing the experiences they have with different fields and skills



Rapid breeders -2 points

Your people naturally procreate a lot, increasing population growth significantly as they keep churning out babies



Resilient -1 points

Your people are a hardy lot, able to endure a lot more pain and hardship than others, which is most strongly visible in your armies when you're defending yourselves



Strong -1 points

Your people are quite strong, able to lift much more than similar species can due to the unique position of your muscles and their density while also having a much deadlier punch when needed



Very strong -3 points

Your people are near-supernaturally strong, able to lift loads that conventional physics says they should be unable to and striking with such power as to shake hills



Talented -1 points

Your people's leaders are quite talented, having an innate ability to them that lowers the possibility of gaining detrimental traits



Thrifty -2 points

Your people are quite the natural merchants, always seeking the best deal and making mental calculations for the worth of all the things they have and can barter with



Traditionel -1 points

Your people believe deeply in traditions, always adhering to what has been laid down in the past before consulting new ways of approach



Incubators -2 points

Your people are peculiar in their procreative nature, as they incubate their young when they are low on population and so grow much faster when there are less of them and slowing when there are more



Noxious -1 points

Your race takes joy in the suffering of other races, becoming happier when others suffer, dealing more damage with their armies. They can also live in a greater variety of environments, though not as well as those naturally suited to them and they consume more amenities as a consequence of this



Inorganic breath -3 points

Your people breathe inorganic gasses that can be used in industrial processes, but this does increase the upkeep of your population to handle this valuable gas.



Unbreakable resolve -2 points

Your people have a stubborn mindset and become more stable the larger their population is on their planet.

Standard negative Biological traits

These are the standard negative traits that a species can have and require no further development or change to pick.



Decadents +1 points

Your people believe hard work is beneath them and so become unhappy when forced to work in menial jobs or when they become slaves



Deviants +1 points

Your people are contrarian in nature, preferring to go against the main ethics of your society just because they can



Fleeting +1 points

Your race's lives are shorter than is normal for your type of species



Jinxed +1 points

Your people are supernaturally unlucky, your leaders more likely to gain negative traits just by living their life as normal



Non-adaptive +2 points

Your people do not adapt well outside your original environment, lowering the amount of environs they can thrive or even live in



Psychological infertility +2 points

Your people do not take well to war or conflict, lowering their population growth when in stressful situations as high cortisol levels kill the want for breeding



Quarrelsome +1 points

Your people do not like others nor their fellow members, always wanting to bicker about everything before finding a solution



Repugnant +2 points

The practices and appearance of your race is unsettling to the rest of the galaxy, leading to them wanting to stay away from you and not listen to what you people has to say



Sedentary +1 points

Your people do not like to move and would rather stay in the same place as where they were born



Slow breeders +2 points

Your people do not breed fast, taking it slow when seeking out potential mates

Slow learners +1 points

It takes longer for your kind to learn lessons that others learn quickly, leading to your kind often getting negative traits that you could have avoided elsewise

Solitary +1 points

Your people do not like being in crowded areas or noisy environments, favouring instead places where they can live alone and therefore using more housing

Unruly +2 points

Your people do not like authority of any kind and will seek to make themselves as unruly as possible just to prove a point

Wasteful +1 points

Your people are not very environmentally minded, throwing away a lot of their unconsumed or used goods because of a feeling or disinterest

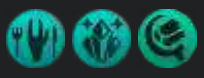
Weak +1 points

Your physical bodies are weaker than other people's, your muscles less dense and your bones more fragile than similar species



Advanced Biological traits

These are the genetic traits that most species can not get normally and usually have to genetically unlock or engineer into themselves to possess. You have the ability to purchase from this section if you pay a one time amount of 100cp.

 **Delicious/Felsic/Ductile** -2 points

This race is exceptionally effective as livestock.

 **Nerve stapled** -4 points

Higher brainfunctions have been suppressed, removing the ability to do higher level work but enhancing their job efficiency. They also technically aren't sapient anymore, but they can still understand commands given to them.

 **Vat grown** -2 points

This race does not procreate biologically, but is grown inside clone vats, boosting its organic growth rate, but making them unable to procreate without those vats. They also have a slightly lower want for amenities and bigger housing as their nature as clones make them less picky about a lot of things

 **Natural machinists** -3 points

Your race is enhanced to be able to understand the wants and needs of their machines, increasing their efficiency in producing alloys and consumer goods.

 **Erudite** -4 points

Your people have unlocked hidden and unused areas of their brains, enhancing their abilities as a people and their leaders especially. They have also become much better at pursuing scientific endeavours, as the increased brain capacity has opened their minds to the exciting possibilities of the universe

 **Fertile** -4 points

Your people have been enhanced in their procreative abilities, their brains producing an abundance of hormones related to procreation and sexual performance. This has increased their happiness due to sexual satisfaction, while also boosting the rate at which their population grows. A side effect of this has also been their acceptance of close living, thereby lowering their need for more housing



Robust -4 points

Your people's physical bodies have been enhanced to emphasize their durability and endurance, this has increased the average lifespan of your species while also widening the range of environments you can tolerate. As a side effect your race also has become more efficient at their jobs, as they are able to work for longer without issue



Exotic metabolism -1 points

Rare gases have become an important part of this race's metabolism, increasing their lifespan and growth speed significantly, but at the cost of needing a steady source of gases in their diets. It has also given them the ability to live in more environments than before, due to being able to breathe in otherwise poisonous atmospheres



Bioadaptability -1 points

Your race has modified their genes to be able to more readily adapt yourselves to new situations. This has increased the speed at which your populations grows, while also increasing the amount of environments you can tolerate, which has also had the curious effect of lowering the amount of amenities they need to feel happy



Limited regeneration -1 points

This species has been modified to heal faster and more completely, able to grow a new limb over months without suffering any major issues from doing so. This has made your armies deal more damage as they need to worry less over getting overstrained or injured. It has also increased your lifespans and the speed at which your population grows, due to being able to regenerate certain ‘fluids’ quicker. Which as a consequence has also lowered the amount of amenities they need to feel happy



Social pheromones -1 points

Your race has been modified to emanate pheromones that promote cooperation and closeness. This has boosted your population's growth, while also easing the amount of housing they need and how many amenities they consume.

Overtuned traits

These traits only appear in those societies who recklessly engineer traits into their genes without care for the potential consequences, therefore limiting them to the Overtuned origin.



Augmented intelligence -1 points

Your people have been augmented with an extra brain, increasing their brain capacity and neural load at the cost of lifespan and population growth as your species keeps thinking itself to exhaustion and death



Commercial genius -1 points

Hormonal and chemical tweaks have made your race commercial savants increasing trade efficiency, but at the cost of lifespan and population growth as they keep trying to find an economical angle in all their relations



Crafted smiles -1 points

Your people have modified their facial muscles to produce an expression that relaxes others, increasing the efficiency of jobs such as politicians and priests, but at the cost of their lifespan and population growth as the smiles tears at their body



Dedicated miner -1 points

Increased hand-eye coordination and tweaks to the feeling of exhaustion has made your people more efficient miners, but at the cost of lifespan and population growth as they keep working themselves to death and take no breaks to socialize



Expressed tradition -1 points

A cocktail of hormones and stress relievers at command has made your people much better bureaucrats, but at the cost of lifespan and population growth as they become addicted to their on-demand drugs and ignore other people around them



Farm appendages -1 points

The addition of smaller supplementary appendages has increased your people's efficiency as farmers, but at the cost of lifespan and population growth as the arms keep trying to strangle themselves and others



Gene mentorship -1 points

Accelerating learning with chemical cocktails and neural stimulation has allowed your people a greater speed in gaining experience, but at the cost of lifespan and population growth as they do not know how to initiate relationships of find fulfilment in life



Juiced power -1 points

Changing the motor functions to allow for adrenaline and hyper-strength on demand has increased the damage of your armies and the efficiency of your workers, but at the cost of lifespan and population growth as their bodies tear themselves apart



Low maintenance -1 points

Optimizing several metabolic functions and reducing some needs has reduced the amount of consumer goods your people consume, but at the cost of lifespan and population growth as they become unresponsive over time and slip into comas



Spliced adaptability -1 points

Some genetic engineering and activation of latent traits have allowed your people a greater amount of habitability, but at the cost of lifespan and population growth as the hyperexpressed traits overlap and mutate into cancerous cells



Technical talent -1 points

An extra amount of internal organs allows for a greater sensitivity to electricity, increasing your people's efficiency in generating energy, but at the cost of lifespan and population growth as the organs begin to decay and poison their bodies



Fleeting excellence -2 points

A series of advanced epigenetic triggers reacting with external environments have led your people to become more efficient at the jobs they work at the longer they work them, but at the cost of a significant length of their lifespan as the work consumes their every wants and needs



Elevated synapses -2 points

Your people have unlocked their brains computational capacity, allowing them to use greater amounts of their brain for longer, allowing for greater research efficiency, lower leader upkeep and less negative leader traits, but at the cost of a major part of your lifespan and population growth as their brains degrade from extended use



Pre-planned growth -2 points

Massively scheduling of both fertility cycles, planned births and many more factors has led to your people receiving a massive boost in population growth and a lowered housing usage, but at a greater population upkeep and a major loss of their lifespan



Excessive endurance -2 points

Several traits of adaptability and endurance have been hyper expressed in your race, leaving them with a greater level of habitability and job efficiency, but at the cost of a major part of their lifespan and population growth as a consequence

Positive Cybernetic/Mechanical traits

These traits are only available for those who have the Cybernetic creed origin, who purchase the Cybernetic trait down below or who is a mechanical species.



Cybernetic -3 points

Your species has enhanced their physical form with a variety of generalist hardware and cybernetics, boosting various parts of the physiology. They have a longer lifespan due to less bodily strain, their food needs are lowered and instead replaced with energy and they work more efficiently and get various heightened abilities in their field of work (Not available for mechanical species)



Universal augmentations -2 points

Your people have the ability to switch their augmetics for one better fitting their jobs, increasing efficiency over time so long as they work the same job.



Efficient processors -2 points

Your people have devoted a large part of their cybernetic production to near-superconductor level processors, which has increased general job efficiency



Harvester -1 points

Your people have specialized augments meant for harvesting food as a standard upgrade package, enhancing the efficiency of your farmers



Power drills -1 points

Drills meant for breaking up rock is a common and available enhancement for the general population, increasing efficiency for miners due to the easy of access



Superconductive -1 points

Superconductive material lines the inside of your cybernetics, easing the path of electrons and high-energy particles, increasing the efficiency of your technicians



Double jointed -1 points

Your people's cybernetics are special as they can fold tightly together due to a unique assembly system of joints, lowering the cost of resettlement to other planets



Durable -1 points

Increased durability due to enhanced super-materials in the internal supports has lowered the usage of amenities due to a lesser need for maintenance



Enhanced memory -1 points

Specially grown crystalline memory cores has given your leaders a lower upkeep and lowered the potential for negative traits as their memory now never decays or degrades



Learning algorithms -1 points

The enhanced learning programs in your cybernetics promote increased experience gain as your people engage with the environments around them



Logic engines -1 points

These specialised logic modules, patented and produced by the largest chip manufacturer in your empire, help increase the efficiency of your research efforts



Loyalty circuits -1 points

This set of specialty circuitry and hard-coded programs enforce loyalty in the user and increase happiness due to a mixture of hypno-suggestion and conditioning



Streamlined protocols -1 points

These protocols help streamline the bureaucratic process, lowering the population's strain on the empire’s bureaucracy



Trading algorithms -1 points

Enhanced algorithms promoting increased economic growth and investment in new capital ventures due to statistical analysis of the global and local markets



Embellished augments -1 points

These fanciful looking augments, coming in a wide variety of personal touches and custom inscribed letters, help increase the efficiency of influential jobs as they ooze prestige and exclusivity



Compliance filters -1 points

A set of filters that censors out naughty words and unwanted language, increasing the efficiency of your bureaucrats as they no longer need to censure their reports manually



Integrated weapons -1 points

Multiple sets of different weapons implanted into the user increases the efficiency of its soldiers moderately and the damage their armies can inflict massively as they are always armed and ready for battle



Refurbished implants -1 points

These reused implants are a part of a larger program that helps incentivise the growth of the population, though the source of this stock is not disclosed to the public

Bionic engineers -1 points

This specialist module, part of a series of scientist centered enhancements and upgrades, promotes the efficiency of engineering research as users get implanted knowledge of basic engineering principles and material sciences

Bionic physicists -1 points

This specialist module, part of a series of scientist centered enhancements and upgrades, promotes the efficiency of physics research as several theoretical models of the universe and internal simulators keep recording and then simulating gathered data

Bionic sociologists -1 points

This specialist module, part of a series of scientist centered enhancements and upgrades, promotes the efficiency of society research by implanting several algorithms related to group dynamics and population statistics, such as per-capita numbers



Negative Cybernetic/Mechanical traits

These negative traits are only available for those who have purchased the cybernetic trait, the Cybernetic creed origin or are a mechanical species.

Power intensive +1 points

Your people's implants require more energy than usual, increasing their daily energy consumption and requiring frequent recharging

Bulky +2 points

Your race's implants are larger than usual due to the bulky unsophisticated circuitry you use, using more housing to store and maintain when not in use

High bandwidth +2 points

Multiple data packets are sent in duplicates and puts extra load on the empire, increasing the strain of the population on the bureaucracy due to inefficient coding



High maintenance +2 points

Your people's implants take more care and maintenance to keep in optimum condition, increasing amenity usage due to frequent breakdowns



Neural limiters +2 points

In-built neural limits put a limit on the maximum amount of experiences allowed in a given time period, lowering overall experience gain and skill level for your people



Abrasive implants +1 points

Many implants made by your race fit badly on your bodies, lowering happiness due to discomfort and constant friction burns



Delicate frames +1 points

Your people's cyberframes are especially fragile as they are made of more brittle material, due to the cheapness of their construction. This has led to lower army damage as they can apply and withstand less force, which has also lowered worker and soldier efficiency



Scarcity algorithms +1 points

Several hard programmed algorithms make optimal economic decisions when it comes to short-term trades and investments. This has led to your traders being less successful than they should have been in the long-term due to a pile up of bad trades



Limited memory +2 points

A hard limit on memory in your cybernetics has led to a much lower experience gain as previous experiences have to be saved over due to the limit of available space



Utilitarian augments +2 points

Your people's unfashionable looking augmetics has led to a lower level of efficiency for your influential jobs, as no one wants to imitate your drab and grey appearances

Advanced Mechanical traits

Much like the advanced biological traits, these would not normally be available to a mechanical species, but in your case you have the ability to buy them for an initial fee of 100CP.



Exotic fuel consumption -1 point

Your species consumes exotic gases in a series of internal pressurized systems and combustion chambers, enhancing their specialist efficiency as they have more readily access to energy on-demand



Rare crystal exterior -1 point

Your exterior chassis are treated with rare crystals to be non-reactive to a variety of corrosive atmospheres, increasing habitability massively in most environments



Volatile mote reactor -1 point

Your race burns volatile motes for an increased efficiency of their workers, as the volatile nature of the motes makes for an ironically stable long-term energy source



Biomimetic assembly -1 point

Your assembly processes mimics that of organics, using specialized cells to deposit material as certain sea lifeforms do, consuming food and gas as a result



Mote-powered tools -1 point

Your species uses the volatility of motes in their industrial tools, increasing the efficiency massively in making alloys and consumer goods



Matrix trading -1 point

Your people have several software features centered on the exchange of goods and services, increasing efficiency of trade related jobs as their hyper-optimized algorithms give your people the best trades possible



Dark matter engines -1 point

Your internal reactors use dark matter as an energy source, massively improving overall job efficiency due to the massive energy-density of stabilized dark matter, but at a small and constant consumption rate of this dark matter



Living metal augmentations -2 points

You have enhanced yourselves with living metal, replacing standard materials for this liquid variety, lowering amenity usage massively and increasing lifespan accordingly as small scratches and wear-and-tear repairs itself without further input

Shielded components -2 points

Your components are extra shielded, increasing habitability and lifespan greatly as these more vulnerable areas are shielded from all forms of external damage. This extra shielding has also given a small boost to overall job efficiency as your people's bodies can work longer without fear of permanent harm to their vulnerable internals

Inquisitive axioms -3 points

Your people have built-in software that queries everything, increasing researcher efficiency and lowering leader upkeep, alongside mitigating the chance for bad traits as they keep questioning both your people's wants as well as their actions

Monoform -4 points

Your people have one form for all, a base template which everything else has been modeled after, lowering housing use and increasing assembly rates as these standardized parts eases the industrial process of making and housing them



Positive Phenotype traits

These traits are only available to their specific phenotypes, which is specified in each traits description.


Phototropic (Req. Plantoid/Fungoid) -1 points
Your people photosynthesize, exchanging half of food consumption with energy.


Radiotropic (Req. Plantoid/Fungoid/Lithoid/Thermophile) -2 points
Your people eat radiation, replacing half of food consumption with energy and removing the upkeep on tomb worlds, while also gaining growth and habitability bonuses on tomb worlds.


Invasive species (Req. Plantoid/Fungoid) -2 points
This species is invasive to their world and gains habitability and growth bonuses for each negative trait they have.


Budding (Req. Plantoid/Fungoid) -2 points
This species grows faster the more of them there are on a planet.


Crystallisation (Req. Lithoid) -2 points
This species grows faster the more of them there are on a planet.


Gaseous byproducts (Req. Lithoid) -2 points
This species exhales a small amount of gas as a byproduct of their metabolism.


Scintillating skin (Req. Lithoid) -2 points
This species sheds small flakes of rare crystals from their skin.


Volatile excretions (Req. Lithoid) -2 points
This species excrete small amounts of motes as a consequence of their digestion.


Familial (Req. Humanoid/Mammalian/Avian) -2 points
This species creates close familial connections, increasing happiness based on the amount of them on a planet.


Genetic memory (Req. Humanoid/Mammalian/Necroid) -3 points
This species remembers the memories of their ancestors, gaining habitability the longer they have lived on a planet.


Camouflage (Req. Aquatic/Arthropoid/Reptilian) -1 points
This species can control the pigmentation and texture of their skin, increasing physics research and army health.



Chromalogs (Req. Aquatic/Arthropoid/Reptilian) -4 points

This species has an innate mastery of colour and mimicry, giving greater physics research, army health, bureaucratic efficiency and ethics attraction.



Egg laying (Req. Avian/Reptilian/Aquatic) -2 points

This species lays eggs, increasing growth massively for small populations but slightly lowering below the norm in big ones.



Spare organs (Req. Necroid/Molluscoid/Toxoid) -2 points

This species has an extra set of vital organs, giving them a chance to survive fatal damage and a chance to recuperate lost armies.



Seasonal dormancy (Req. Mammalian/Reptilian) -2 points

This species has a seasonal behaviour of extended rest, lowering employed pop upkeep by a good amount and unemployed upkeep by a massive amount.



Flight (Req. Avian/Arthropoid) -2 points

This species can fly, making their armies take less damage and their commanders to be more skilled.



Spatial mastery (Req. Avian/Arthropoid) -4 points

This species has a natural understanding and mastery of spatial relations, lowering the damage their armies receive by a substantial amount, the amount of housing they use and increasing the skill of their commanders.



Shelled (Req. Molluscoid/Necroid) -3 points

This species has a shell they can live in, lowering the usage of housing and increasing their habitability.



Acidic vascularity (Req. Toxoid/Necroid) -1 points

This species has acid blood, damaging those around them in a blast of corrosive liquid when they die.



Crucible community (Req. Thermophile) -1 points

This species is more accepting of edicts, increasing their edict capacity by the amount of them.



Pyroclastic channeling (Req. Thermophile) -1 points

This species was born on a molten planet and gains extra population growth when they are living on one.



Shell slag (Req. Thermophile) -2 points

This species naturally produces an extremely small amount of living metal as a part of their unique biology.

Negative Phenotype traits

These negative traits are only available to their specific phenotypes, which is specified in each traits description.

- **Nascent stage** (Req. Humanoid/Mammalian/Reptilian/Arthropoid) +2 points
  The young of your species grow incredibly slowly into sapience instead of being born with it, slowing down their growth into functioning adults massively.
- **Permeable skin** (Req. Aquatic/Molluscoid) +1 points
  The skin of your species is very sensitive to dry environments, sucking vital fluids out of the skin if not moisturised.
- **Hollowbones** (Req. Toxoid/Avian) +3 points
  The bones of your species are honeycombed and lightweight, making them less efficient on planets the bigger the planet's size, and accompanying gravity, is.
- **Rooted** (Req. Plantoid/Fungoid) +3 points
  Your species plants deep roots in the places where they settle, requiring a deeply traumatic and damaging removal and cutting to resettle them.
- **Brittle** (Req. Necroid/Lithoid) +3 points
  The bones and flesh of your species is incredibly brittle, which increases amenity usage by the population.



System-Maker

Greetings jumper and welcome to the beginnings of your empire, or atleast the system that it starts in and what it may have expanded to. You will first have to choose your homeworld (though some origins have a fixed type of homeworld) and thereafter you will get the opportunity to buy (all planets have to be in a star system) and modify your planet and its system (changing both planet modifiers, planet wealth and system wealth). But first, take these 200 System Points, though the Elder race origin gets 2000 System points to use. You can get more SP by paying CP to a 1:1 ratio point exchange.

When you make your empire, you will have a system to start out with and in that system there'll be a star of your choice (first one is free). After this first purchase of a star they will represent the purchase of a system, or at half price they can become part of another starsystem with a maximum of three stars in one system.



Class A 50SP

"*These relatively young white or bluish-white main-sequence stars are typically among the most visible to the naked eye. They are large and rotate very quickly, but will eventually evolve into slower and cooler red giants.*"

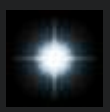
This star can support an Energy or Physics resource as well as your choice of megastructure; Dyson sphere, Ring world, Mega shipyard, Dyson swarm.



Class B 50SP

"*The large class B main-sequence stars are very bright and blue. Although somewhat rare, the luminosity of these stars make them among the most visible to the naked eye.*"

This star can support an Energy or Physics resource as well as your choice of megastructure; Dyson sphere, Ring world, Mega shipyard, Dyson swarm.



Class F 50SP

"*F-type stars are fairly large and often referred to as yellow-white dwarves. Although they often emit significant amounts of UV radiation, their wide habitable zones have a good chance of supporting life-bearing worlds.*"

This star can support an Energy or Physics resource as well as your choice of megastructure; Dyson sphere, Ring world, Mega shipyard, Dyson swarm.



Class G 50SP

"*Often referred to as yellow dwarves, G-type stars actually range in color from white to slightly yellow. Main-sequence stars fuse hydrogen for roughly 10 billion years before they expand and become red giants. Although their lifespans are shorter than K-type stars, worlds inside the habitable zone of a G star often enjoy optimal conditions for the development of life.*"

This star can support an Energy or Physics resource as well as your choice of megastructure; Dyson sphere, Ring world, Mega shipyard, Dyson swarm.



Class K 50SP

"*These main-sequence stars, sometimes referred to as orange dwarves, are a fairly common sight. They are stable on the main-sequence for up to 30 billion years, meaning that worlds orbiting a K-type star have a longer than average window to evolve life.*"

This star can support an Energy or Physics resource as well as your choice of megastructure; Dyson sphere, Ring world, Mega shipyard, Dyson swarm.



Class M 50SP

"*The most common stars in the universe, often referred to as red dwarves. Their low luminosity means they are difficult to observe with the naked eye from afar. Although they typically have an extremely long lifespan, red dwarves emit almost no UV light resulting in unfavorable conditions for most forms of life.*"

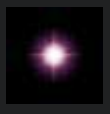
This star can support an Energy or Physics resource as well as your choice of megastructure; Dyson sphere, Ring world, Mega shipyard, Dyson swarm.



Class M Red Giant 50SP

"*With a large radius and comparatively low surface temperature, red giants are stars of moderate mass in a late stage of stellar evolution. Their expanded stellar atmosphere and high luminosity make for distant habitable zone orbits.*"

This star can support an Energy or Physics resource as well as your choice of megastructure; Dyson sphere, Ring world, Mega shipyard, Dyson swarm.



Class T Brown Dwarf 50SP

"*Brown dwarfs are substellar objects that lack the mass to sustain hydrogen fusion. Roughly the size of large gas giants, they have a much greater density. Their low luminosity and comparatively small heat generation means that planets orbiting them are unlikely to support life.*"

This star can support an Energy or Physics resource.



Neutron 75SP

"*These incredibly dense stellar remnants are sometimes created when a massive star suffers a rapid collapse and explodes in a supernova. Although their diameter is typically as little as ten kilometers, their mass is many times greater than an average G-type star. The gravitational waves and radiation emitted by Neutron Stars must be carefully navigated around, slowing the sublight speed of ships.*"

This star can support an Engineering or Physics resource as well as your choice of megastructure; Ring world, Quantum catapult.



Pulsar 75SP

"*Pulsars are highly magnetized neutron stars that emit beams of electromagnetic radiation. As the star rotates, the radiation beam is only visible when it is pointing directly at the observer. This results in a very precise interval of pulses, which sometimes is so exact that it can be used to measure the passage of time with extreme accuracy. The radiation emitted by pulsars interferes with deflector technology, rendering ship and station shields inoperable.*"

This star can support an Engineering or Physics resource as well as your choice of megastructure; Ring world, Quantum catapult.



Black hole 100SP

"*Typically formed as a result of the collapse of a very massive star at the end of its life cycle, black holes have extremely strong gravity fields that prevent anything - including light - from escaping once the event horizon has been crossed. The gravitational waves emitted by black holes interfere with FTL drives, making it harder for ships to escape from combat.*"

This star can support an Engineering, Physics or Dark Matter resource as well as your choice of megastructure; Matter decompressor.

Included with choosing a star is also the background of your system, whether it be in a nebula or out 'in the open' of the galaxy. Choosing to have it in a nebula will hide what's in it from the sensors of foreign empires and increase the stealth level of ships inside, but will also hinder sensors trying to look out. This means that a system in a nebula is hidden but blind, while a system 'in the open' can see everything fine but is also seen by everyone else. The choice for either option is free and you may decide the colour/composition of the nebula if you pick so. I would suggest something similar to Sagittarius B2.

Now that you've chosen a star you will have to design your homeworld, and once you have done so you can buy more habitable or uninhabitable planets, where you can choose if they are in your first system or if they become planets in other systems. Do note there is a cap of 20 planets (habitable or not) per system and that the price per planet increases by 5SP per planet in a system. You may choose for a planet to be a moon and thereby not count towards the planet total or price, but that will limit its maximum size, which will be explained later on.



Desert [Habitable] 20SP

"*Dry, rocky world with a nitrogen-oxygen atmosphere. Precipitation and major bodies of surface water are relatively rare. Significant temperature variations between day and night cycles. Vegetation is scarce, but even moderate precipitation can make the desert bloom.*"

Can support an Orbital ring and Energy, Food and Mineral districts, with a focus on Energy districts.



Arid [Habitable] 20SP

"*Dry, rocky world with a nitrogen-oxygen atmosphere. The dust-covered terrain consists largely of mesas and canyons. Forests can be found in the more temperate polar regions, but vegetation is otherwise scarce.*"

Can support an Orbital ring and Energy, Food and Mineral districts, with a focus on Energy districts.



Savanna [Habitable] 20SP

"*Rocky world dominated by dry, arid plains covered by a nitrogen-oxygen atmosphere. The small hydrosphere allows for brief wet seasons, but aside from a few ubiquitous grasses vegetation is largely concentrated around shallow oases.*"

Can support an Orbital ring and Energy, Food and Mineral districts, with a focus on Energy districts.



Ocean [Habitable] 20SP (FREE/Mandatory Ocean paradise, Here be dragons)

"*Rocky world with a nitrogen-oxygen atmosphere and a significant hydrosphere. Oceans cover more than 90% of the surface, with scattered islands making up the remaining percentage.*"

Can support an Orbital ring and Energy, Food and Mineral districts, with a focus on Food districts.



Continental [Habitable] 20SP

"*Rocky world with a nitrogen-oxygen atmosphere. Active and stable hydrosphere. Great landmasses are separated by oceans, with large climate variations depending on latitude and precipitation.*"

Can support an Orbital ring and Energy, Food and Mineral districts, with a focus on Food districts.



Tropical [Habitable] 20SP

"*Humid, rocky world with a thick nitrogen-oxygen atmosphere. Seasons with significant precipitation are interchanged with drier periods. Most landmasses are covered in dense vegetation.*"

Can support an Orbital ring and Energy, Food and Mineral districts, with a focus on Food districts.



Arctic [Habitable] 20SP

"*Frigid, rocky world with a nitrogen-oxygen atmosphere. The poles are big, and significant water deposits can be found permanently frozen as glacial ice. However, the planet experiences seasonal variations and the equatorial band is covered by vegetation.*"

Can support an Orbital ring and Energy, Food and Mineral districts, with a focus on Mineral districts.



Alpine [Habitable] 20SP

"*Mountainous world with a nitrogen-oxygen atmosphere. Snow covers the mountaintops and frozen-over lakes dot the valleys. While the planet experiences the minimal seasonal variations, the still-liquid water beneath the frozen surface of the lakes is enough to sustain some hardy vegetation.*"

Can support an Orbital ring and Energy, Food and Mineral districts, with a focus on Mineral districts.



Tundra [Habitable] 20SP

"*Cold and rocky world with a nitrogen-oxygen atmosphere. Permafrost covers most of the surface except for the more temperate equatorial regions. A stable biosphere exists but vegetation is mostly limited to mosses and lichens.*"

Can support an Orbital ring and Energy, Food and Mineral districts, with a focus on Mineral districts.



Volcanic [Habitable] 20SP (FREE/Mandatory Red giant, Cosmic dawn)

"*Rocky world with a sulfur rich atmosphere and a partially liquid lithosphere. The ash and basalt covered surface is interspersed with fresh volcanic activity, lava lakes and rivers. Only extremophile life forms can be found, if any.*"

Can support an Orbital ring and Energy, Food and Mineral districts.



Tomb [Habitable] 20SP (FREE/Mandatory Post-apocalyptic)

"*Rocky world with a breathable atmosphere and an existing water cycle. This planet is the irradiated remains of a formerly lush world that suffered a severe catastrophe, rendering it mostly lifeless.*"

Can support an Orbital ring and Energy, Food and Mineral districts.



Gaia [Habitable] 75SP (FREE/Mandatory Life-seeded)

"*A perfectly engineered world, either made by happenstance or by cosmic improbability, this world has a variety of climates that fits all types of known life, creating a utopia for all living beings on it.*"

Can support an Orbital ring and Energy, Food and Mineral districts while also giving a bonus to general job efficiency, population growth and happiness.



Relic [Habitable] 75SP (FREE/Mandatory Remnants)

"*The remains of a city that once spanned the world, these massive ruins still cover much of the surface but have decayed severely across the eons, though it may be possible to restore it to its former glory.*"

Can support an Orbital ring and Energy, Food and Mineral districts.



Eucumenopolis [Habitable] 200SP

"*A city the size of a world, a world that is the city, this planet has massive urban sprawl covering the entirety of its surface, selling away its former lands for the massive potential of industry that this place can sustain.*"

Can support an Orbital ring and every type of district except Energy, Food or Mineral generating ones. Also gives a massive general increase in job efficiency and population growth.



Hive [Habitable] 200SP

"*A living organism covering the entirety of this world, it is an eco-system of a monumental kind that rejects all foreign elements, but acts harmoniously with those it sees as part of it.*"

Can support an Orbital ring and every type of district except Energy, Food or Mineral generating ones. Also gives a moderate bonus to job efficiency and more housing per district.



Machine [Habitable] 200SP (FREE/Mandatory Resource consolidation)

"*Rocky world with a thin nitrogen-rich atmosphere, completely inhospitable to organic life, this world offers massive potential for any mechanical race which lives upon it.*"

Can support an Orbital ring and every type of district except Food generating ones. Also gives a moderate bonus to general job efficiency and eases population housing usage.



Barren Dry/Cold [Uninhabitable] 5SP

"*Barren and rocky world with a thin or non-existent atmosphere. The surface is covered in meteor impact craters and is completely devoid of life.*"

This planet can support a Mineral resource.



Broken [Uninhabitable] 5SP

"*World devastated by some catastrophic event. Whatever properties it may once have had are no longer discernable.*"

This planet can support a Mineral resource.



Frozen [Uninhabitable] 5SP

"*Rocky world covered in a thick layer of permanently frozen ice. Low temperatures and a very thin atmosphere preclude the existence of life on the surface.*"

This planet can support a Mineral, Engineering or Crystal resource.



Gas giant [Uninhabitable] 5SP

"*Gaseous planet with an atmosphere primarily composed of hydrogen and helium surrounding a dense core.*"

This planet can support a Energy, Trade, Engineering, Gas or Zro resource.



Molten [Uninhabitable] 5SP

"*Rocky world that is scorching hot. The atmosphere is thin or non-existent, and lava from the interior flows freely due to constant volcanic eruptions. This type of planet cannot sustain organic life.*"

This planet can support a Mineral, Energy, Trade, Alloys or Mote resource.



Toxic [Uninhabitable] 5SP

"*A rocky planet with a thick atmosphere that is lethal to all known higher forms of life.*"

This planet can support a Mineral, Energy, Trade, Society, Gas or Zro resource.



Asteroid [Uninhabitable] 1SP

"*A small rocky body or collection of them*"

This object can support a Mineral, Energy, Trade, Mote or Crystal resources. Does not count towards planet total, but can be bought a maximum of 15 times per system.

Not all livable areas are on the surface of planets, sometimes they are also on the artificial grounds of massive orbital installations or megastructures.



Ring World [Habitable] 1000SP

"*An immense band encircling the system's sun. Built to allow for numerous artificial habitation zones along its inner span, freed from the restrictions and mundanity of planet-bound, spherical existence* "

Provides a fully functional Ringworld in your chosen starsystem, though there can be no other planets in it. Equivalent to four habitable gaia worlds at size 25 and can be further upgraded to Ecumunopolis types. (Can also build more districts that its size can support by 'expanding' the livable areas to unutilized areas of the ringworld, though at great cost to alloys). Can support Energy, Food and Mineral districts at a base level or every other type of district when upgraded



Shattered Ring World [Habitable] 200SP (FREE/Mandatory Shattered ring)

"*An immense band encircling the system's sun. This section of the megastructure has sustained damage - especially to some of its more advanced districts - but it does not appear irreparable.* "

A broken Ringworld, this damaged megastructure only has one section in a livable state equal to a size 25 Gaia world. Can be repaired and turned into a fully functional Ringworld with great cost in resources and time.



Orbital habitat [Habitable] 50SP (FREE/Mandatory Void dwellers)

"*An artificial deep-space arcology offering planet-like - if decidedly urban - living conditions. Hydroponics and advanced filtering technologies make it near-self-sustaining, and station-borne facilities can mine the station's host planet for raw materials.* "

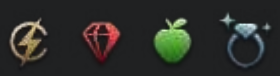
An orbital installation that mimics a planet, it starts out small but can be upgraded to rival planets in size and districts. Can support Energy, Food, Mineral and Science districts at a base level.

System resources

Now that you have bought some of your planets and systems, you may have noticed that they say they can support a certain type of resource. This is because they have the capability to be exploited by space infrastructure and give you that type of resource, so long as it actually exists, since potential is not actuality. Here you can make that potential real, giving planets and stars resources for you to harvest.

How this works is fairly simple, there are five categories of resources;

Basic; Which covers Energy, Minerals, Food and Trade



Advanced; Which covers Alloys and Consumer goods



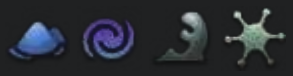
Strategic; Which covers Volatile Motes, Rare Crystals and Exotic Gas.



Research; Which covers Physics, Engineering and Society.



Rare; Which covers Zro, Dark Matter, Living Metal and Nanites.



Of these categories the Basic, Advanced and Strategic can be bought and mined at the same time, while Research and Rare can do the same. What this means is that you could mine Minerals and Alloys at the same planet, but not Zro and Exotic Gas. Now that that is clear, here is how you get the opportunity to buy these resources; For every planet/Moon/Asteroid you have that can potentially support a resource you can buy and then apply it at 1 unit for the cost of 1SP. You can then upgrade this at 1 unit to 1SP up to 5 units, where after the SP price doubles for the next five, then triples and so on and so on. Meaning a deposit of 3 Energy and 2 Minerals would cost 5SP and a deposit of 5 Energy and 2 Minerals cost 9SP.

This means that, for planets, there is no limit to how many units of resources it can have, but asteroids have a maximum of 10 units. Now that you know this, you can buy resources to your hearts content and for those of you who noticed that some of the resources can’t be bought (like Nanites), that is because they’re either event specific resources or require specific technology to acquire/make.

Planet modifiers and Size

As you have bought some planets by now, you get the option to modify them in different ways. First of these is its size, which starts out depending upon what type of world it is; Moons start out at size 10 and have a maximum of 18, while planets start at 12 and can be a maximum of 30. Gas giants start at size 30 and can be a maximum of 65.

To upgrade the size costs 1SP up to size 15, then it costs 2SP up to size 20 where the price is then 3SP. This means that getting a planet the size of 18 costs around 9SP, while a planet the size of 25 costs 28SP. Now you might be asking "What does planet size do?" and that is a very valid question, because it doesn't just determine how big your planet is, but how many people it can support and how many districts you can build.

The base number of districts you can build is equal to the size of the planet, whereafter it can be modified by certain planet modifiers and structures. The number of people your planet can build is equal to the number of city districts you have and their accompanying housing, though other districts also give housing but in smaller amounts than the city does. If you wish to know what types of districts exist, I would suggest visiting the Stellaris wiki on districts where they have a comprehensive description of all you could want to know.

After the planet size are the planet's modifiers, which come in flavours that are beneficial, detrimental and situational. You can have a maximum of three on a planet.



Terraforming candidate 5SP
This uninhabitable world can be transformed into a habitable one.



Tidal locked 2SP
This world suffers a massive decrease in its district capacity and has a lower agricultural capacity, but can construct solar farms taking advantage of perpetual light.



Weak magnetic field 1SP
This world has a slightly lower habitability and population growth, but higher physics output in its research.



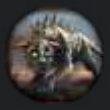
Hazardous weather 3SP

This world can produce more energy and support more energy districts, but has a lower habitability and happiness.



High gravity 3SP

This world can support more districts, but suffer increased district cost and lower habitability.



Hostile fauna 1SP

This world has lower habitability and happiness, but gets more society from its research.



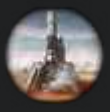
Low gravity 1SP

This world has a slightly lower habitability but also a decreased building cost.



Wild storms 3SP

This world has a slightly lower habitability and happiness, but gets much more physics out of its research.



Abundant geothermal activity 3SP

This world can support more energy districts and produce a slight amount of engineering research from its technicians.



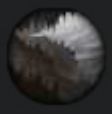
Atmospheric aphrodisiac 2SP

This world has a higher population growth and habitability at the cost of a lower ethics attraction.



Natural beauty 5SP

This world has a higher level of happiness and resettlement chance.



Subterranean wildlife 3SP

This world has more districts, mineral district support and its miners produce a small amount of society research, but at the cost of a higher infrastructure upkeep.



Hyper eco-system 3SP

This world produces massively less minerals and takes much longer to build infrastructure, but gains increased food from its farmers and removes the food upkeep of its population.



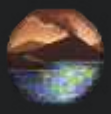
Docile fauna 5SP

This world has a higher happiness, habitability and gains much more society from its research.



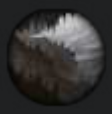
Extremophile lifeforms 2SP

This world gains much more society from its research.



Crystal lake 4SP

This world can mine Rare Crystals and gain more of them.



Hollow planet 2SP

This planet can support more specialized districts.



Lavafalls 2SP

This planet can support slightly more specialised districts and gain slightly more alloys.



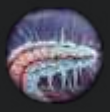
Bleak 1SP

This planet can support less agricultural districts, makes less food and has a lower habitability.



Lush 3SP

This planet can support more agricultural districts, earns more food and has an increased habitability.



Rich microflora 3SP

This planet can support more agricultural districts and its farmers produce a slight amount of society research.



Poor quality minerals 1SP

This planet can support less mineral districts and can mine less minerals.



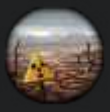
High quality minerals 3SP

This planet can support more mineral districts and mine more minerals.



Exceptional quality minerals 5SP

This planet can support a massive amount of mineral districts and produces many more minerals.



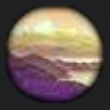
Irradiated 1SP

This world can support more mineral districts, but suffers a significant loss of happiness, good production, agricultural district support and habitability.



Unstable tectonics 2SP

This planet has less happiness and habitability, but produces more engineering from its research.



Atmospheric hallucinogen 1SP

This planet has increased biological happiness and physics research at the cost of lower worker efficiency.



Asteroid impacts 1SP

This planet can support more mineral districts and gain slightly more minerals, at the cost of habitability.



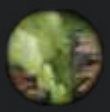
Asteroid belt 2SP

This planet can support more mineral districts and its miners produce a slight amount of engineering research.



Strong magnetic field 2SP

This planet can support more energy districts and its technicians produce a slight amount of physics research.



Stratospheric vents 1SP

This planet produces a slightly higher amount of engineering and society research.



Titanic life 3SP

This planet produces much more society research.



Obsidian lakes 2SP

This planet can support more mineral districts and gain rare crystals from is miners at the cost of lower housing.



Prosperous unification (Mandatory Prosperous unification)

A twenty year buff where this planet produces more from its jobs, has more amenities and has higher happiness.



Colonial spirit (Mandatory Lost colony)

A permanent modifier that increases the resources from jobs, increases happiness, amenities, habitability and population growth.



Fresh consciousness (Mandatory gestalt Lost colony)
A permanent modifier that increases the resources from jobs, increases happiness, amenities, habitability and population growth.



Battlefield recoveries (Mandatory Hard reset)
A temporary ten year buff that massively lowers the need for amenities.



Ocean paradise (Mandatory Ocean paradise)
A permanent modifier that increases happiness, general job efficiency and population growth.



Free at last (Mandatory Broken shackles)
A temporary twenty year buff that massively increases happiness, unity generation while massively lowering amenity needs, consumer goods needs and housing usage.



Stellar shock (Mandatory Broken shackles)
A temporary ten year debuff that lowers research efficiency greatly and lowers energy and mineral efficiency.



Unified purpose (Mandatory Payback)
A twenty year buff that increases happiness, amenities, resources from jobs and gives a temporary job category.



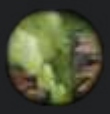
Debris field (Mandatory Payback)
A removable modifier that massively lowers habitability and increases the cost and upkeep of infrastructure.



Extreme weather (Mandatory Storm chasers)
This permanent modifier attracts cosmic storms.



Untamed wilds (Mandatory Primal calling)
A permanent modifier that increases unity but slightly lowers the maximum district count.



Genetic soup (Mandatory Evolutionary predators)
A permanent modifier that lowers habitability greatly, but gives progress in the evolutionary process.

Kilostructures and Megastructures

The wonders of an empire and the miracles of science that turn the productive into the prosperous. These structures are massive and usually take special supertensiles and other resources to maintain, but if you buy them here you will not need to do so, as they will be self-maintaining, even if they get upgraded or enhanced later on. When you buy a kilo/megastructure, you only need to buy the stage you want and not the stages before it.

Gateway [variable]
A way of traveling faster than light that does not use hyperspace and which is instantaneous, though it requires a network of gateways to function as a start-point end-point network.

- *Inactive* 25SP (FREE/Mandatory Galactic doorstep)
  At this stage the Gateway exists in its complete form, but has not been turned on.
- *Active* 40SP
  A fully online and connected Gateway, ready to transport spaceships.



Shroud seal 50SP (FREE/Mandatory Mindwardens)

A method of sealing away the Shroud, this kilostructure suppresses every movement and method of the Shroud and those who use it, eliminating aura and psionic powers. Will in future jumps work on similar working supernatural powers (such as psykers in warhammer or wizards in harry potter.)



Deep space citadel [variable]

- *Stage 1* 20SP (FREE/Mandatory Starlit citadel)

  At this stage the citadel is able to halt a good sized fleet, but can not defeat it on its own and therefore work best with support fleets.
- *Stage 2* 30SP

  The citadel has been upgraded and is much tougher and deadlier now, having good odds beating most reasonably sized fleets on its own.
- *Stage 3* 50SP

  An anchor point for every fight headed its way, the citadel truly lives up to its name now, acting much like a castle is space and denying enemy fleets any easy victory.



Dyson Swarm [variable]

A swarm of drones and suncatchers that suck up the energy of their star and beams it out to the empire as usable energy.

- *Stage 1* 20SP

  The swarm has around 500% efficiency compared to a standard station.
- *Stage 2* 40SP

  The swarm has around 1500% efficiency.
- *Stage 3* 60SP

  The swarm has around 3000% efficiency



Dyson sphere [variable]

A massive upgrade over the swarm, completing this would almost certainly fulfill any energy needs you will ever have.

- *Stage 1* 125SP

  The sphere produces 1000 units of energy
- *Stage 2* 250SP
- The sphere produces 2000 units of energy
- *Stage 3* 375SP
- The sphere produces 3000 units of energy
- *Stage 4* 500SP

  The sphere produces 4000 units of energy



Grand archive 40 SP

The archeological binding point for your empire and the place where they exhibit their artefacts and relics from previous empires. Having such a giant complex for such intellectual endeavors can give varying bonuses dependent on what is on show.



Orbital ring [variable]

A massive installation around one of your planets that enhances the planets capabilities and which can be specialised in a variety of ways.

- *Stage 1* 15SP

  The initial stages and somewhat primitive, it does not offer much.
- *Stage 2* 30SP

  The first step into true ascension, the ring can building a segment that enhances certain qualities or jobs down on the planet.
- *Stage 3* 45SP

  The last step of the ring's construction, it can now enhance two different job sectors to a massive level while offering potentially incredible amounts of districts or housing.



Arc furnace [variable]

A massive mining installation built in orbit around molten worlds, this kilostructure increases the mineral wealth of a system and its more advanced tiers also provides alloys.

- *Stage 1* 20SP (FREE/Mandatory Arc welders)
  +25% minerals from existing sources and a +1 Mineral resource on all available planets/moons/asteroids
- *Stage 2* 40SP
  +50% minerals from existing sources and a +2 Mineral resource on all available planets/moons/asteroids
- *Stage 3* 60SP
  +75% minerals from existing sources, +1 alloys and a +2 Mineral resource on all available planets/moons/asteroids
- *Stage 4* 80SP
  +100% minerals from existing sources, +2 alloys and a +2 Mineral resource on all available planets/moons/asteroids



Quantum catapult [variable]

A massive installation surrounding a neutron or pulsar star, this structure acts as a giant lens for the star's energies and can catapult fleets long distances in the galaxy, though it is somewhat in-accurate at lower levels.

- *Stage 1* 50SP
  The structure can fling it a good distance away, but spread is poor.
- *Stage 2* 100SP
  The windup time has been lowered, the distance increased and the spread narrowed.
- *Stage 3* 150SP

Windup time has been halved, the distance covers most of the galaxy (depending on placement) and the spread has been narrowed even further.

Quantum catapult (Twin) [variable]

A unique improved variant only available to a certain origin.

- *Ruined* (FREE/Mandatory Slingshot to the stars)

  Completely non-functional, but capable of being repaired.

- *Stage 1* 75SP

  A slightly better equivalent to the stage 2 of the standard variety.

- *Stage 2* 150SP

  Much better than the standard varieties stage 3, this structure could fling a fleet to any place in the galaxy which one might desire.



Interstellar assembly [variable]

The beating heart of diplomacy in your empire, this structure serves as a place for envoys and diplomatic overtures.

- *Stage 1* 75SP

  Slightly increases the opinion of alien empires and your diplomatic weight

- *Stage 2* 150SP

  Moderately increases opinion and diplomatic weight, gives an envoy and lowers empire size slightly.

- *Stage 3* 225SP

  Same bonuses as before, but greater opinion and diplomatic weight.

- *Stage 4* 300SP

  Massive opinion and diplomatic weight increase and another envoy.



Strategic coordination center [variable]

The center of military strategy in your empire, here the top minds of the navy find solutions for tomorrow's wars.

- *Stage 1* 75SP

  Increases naval, defense platform and starbase capacity significantly, with a slight sub-light speed increase
- *Stage 2* 150SP

  Increases capacity even further while boosting sub-light speed more.
- *Stage 3* 225SP

  Incredible increase in capacity with sub-light speed being notably bigger.



Mega art installation [variable]

A massive museum and exhibit for contemporary art and artistic expression.

- *Stage 1* 75SP

  Gives great amounts of unity and increases the amount of amenities produced, while also lowering planetary ascension costs slightly.
- *Stage 2* 150SP

  Doubles the output and boons of stage 1
- *Stage 3* 225SP

  Triples the output and boons of stage 1
- *Stage 4* 300SP

  Quadruples the output and boons of stage 1



Megashipyard [variable]

A massive orbital installation that dwarfs all other shipyards, this structure can produce entire fleets on its own and do so faster than any other place.

- *Stage 1* 75SP
  Can build five ships at a time and 33% faster than a base shipyard
- *Stage 2* 150SP
  Can build ten ships at a time and 66% faster than a base shipyard
- *Stage 3* 225SP
  Can build twenty ships at a time and 100% faster than a base shipyard, while also being able to build Titan and Juggernaut class ships.



Sentry array [variable]

An obscenely large telescope, radiosniffer and every other type of sensor stuffed into one structure meant to observe the entire galaxy once fully constructed.

- *Stage 1* 75SP
  Has a base sensor range of 20, gives a small amount of intel on alien empires.
- *Stage 2* 150SP
  Sensor range of 40, gives more intel and a level of codebreaking.
- *Stage 3* 225SP
  Sensor range of 60, gives much more intel while maintaining codebreaking.
- *Stage 4* 300SP
  Shows the entire galaxy, massive intel level and twice the codebreaking.



Science nexus [variable]

The center of learning and progress in your empire, this place is the R&D site.

- *Stage 1* 75SP

  Produces a 100 units of all types of research and a 5% research speed increase.
- *Stage 2* 150SP

  Double the output and boons of stage 1
- *Stage 3* 225SP

  Triple the output and boons of stage 1
- *Stage 4* 300SP

  Gives 350 units of research in all types and 15% research speed increase, also unlocks unique opportunities and scientific developments.



Matter decompressor [variable]

A massive mining station that scoops matter out of a black hole.

- *Stage 1* 125SP

  Produces 500 units of minerals.
- *Stage 2* 250SP

  Produces 1000 units of minerals.
- *Stage 3* 375SP

  Produces 1500 units of minerals.
- *Stage 4* 500SP

  Produces 2000 units of minerals.



Empire technological level

This is how advanced your empire is as you first join it. Now, most empires start at a base level that is similar enough that it is broadly categorized as “tier 0” or “stage 0”. This of course doesn’t really encompass all the actual differences that there would exist between the different empires and their technological development, so when you buy a technological level do take into account that this is a simplified indicator and not a truly comprehensive one.

Also important to note is that these options of your empire’s technological level don't cover dangerous or event unique technology, those you will have to research for yourself.

Now, Stage 0 tech is what empires start with (Elder race starts with Stage 5 and includes dangerous technologies) and they can upgrade to a stage above for 25CP. Here’s links to Society, Physics and Engineering research trees, which cover every general facet of technology that you will get per stage.


Computing

- Stage 0
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5


Particles

- Stage 0
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5


Military

- Stage 0
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5


Field manipulation

- Stage 0
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5


Biology

- Stage 0
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5


New worlds

- Stage 0
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5


Statecraft

- Stage 0
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5


Psionics

- Stage 2
- Stage 3
- Stage 4
- Stage 5


Archeostudies

- Stage 2
- Stage 3
- Stage 4
- Stage 5


Industry

- Stage 0
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5


Materials

- Stage 0
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5


Propulsion

- Stage 0
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5


Voidcraft

- Stage 0
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5

General Perks

These are the traits and perks that all leaders can have and which they all share. You will here get a **stipend of 600CP to buy perks**, either in the general section or in the leader section.

Resilient 50CP
This leader has a stronger constitution and can therefore live longer than other members of its race.

Adaptable 50CP
This leader is very talented in learning new skills and gains experience at a much increased rate.

Eager 100CP
This leader is very eager for any assignment, lowering upkeep when at work and increasing experience gain when performing new duties.

Gifted 100CP
This leader has a higher intellectual capacity and sense of learning than the rest of its species, giving them an increased level of skill in their work and potential for more.

Emotional support pet 100CP
This leader has a pet that helps keep them happy and calm, increasing their lifespan and reducing the chance for them to get negative personality traits.

Adventurous spirit 100CP
This leader has an especially adventurous spirit in themselves and so thrive when exploring or working without oversight, increasing their experience gain and lowering their upkeep.

Cunning 100CP
This leader is especially cunning in military matters and stealth, increasing the strength of cloaks and the potential research into cloak technology.

Backup clone 150CP
This leader has a backup clone of themselves, ensuring that even if they should die, their consciousness would survive. Acts as a 1-up per jump.

Increased lifespan 150CP
This leader has been touched by some anomalous event that has infused their body with extra vitality, greatly increasing their lifespan.

Brainslug host 200CP
This leader is host to a symbiotic organism that stimulates the brainstem, increasing their experience gain, with numerous enhanced abilities and skill in their job.

Ancient knowledge 200CP
This leader has been tutored by a precursor or fallen empire scientist, gaining knowledge of ancient technologies and philosophies, increasing their ability in various fields and jobs.

Cybernetic 200CP (Incompatible with Synthetic)
This leader has been enhanced with cybernetics, increasing their capability to do their job significantly.

Synthetic 200CP (Incompatible with Cybernetic and Erudite)
This leader is a machine or a former organic shedding their flesh for metal. They have an increased efficiency in their duties and heightened skill in various fields.

Erudite 200CP (Incompatible with Synthetic)
This leader's brain matter and neurological systems have been enhanced beyond common biological limits, increasing their skills and abilities significantly.

Psionic 200CP
This leader has unlocked the potential of their consciousness, giving them supernatural powers and skills they can apply to their job.

Chosen one [req. Psionic] 600CP
This leader has, through some event either accidental or not, been massively infused with the raw energy of the Shroud, increasing their psionic powers immensely. This has enhanced their ability to do their job while also giving them a form of immortality. (This also works as an enhancer for magical or psionic powers gained in the future.)

Immortal 600CP (requires either Cybernetic, Erudite or Synthetic.)
This leader has somehow achieved immortality through application of a specific method or endeavour. This could be mind jumping between clones, a procedure that transforms their mortal flesh to an immortal one or by binding their form to a massive throne made of life-sustaining machinery. Whatever the method used has also given them a unique skill in a related field (Such as the body jumping cloner being a genius in biological creation and research). The method of immortality is for you to choose and design, alongside the accompanying skill/capability increase.



Leader Perks

Every leader is good at something and every leader has some area of expertise where they excel over others, this is where you will be able to buy this for yourself. Every expertise lays the foundation for further talent, so what you choose to specialize in is what you will be able to buy at a discount, while the rest will be at full price. So an official that buys Industrialist will be able to buy industrial traits for half the price, but not diplomatic ones.

Common Leader Perks

These perks can be bought by all leader types and benefits a specific planet of your choice.

Celebrity [25/50]CP
You are a celebrity of your home planet and your image is massively marketed, creating a small surplus of amenities on your planet and more entertainer jobs. Can be upgraded to make it a moderate surplus and even more jobs.

Energy mogul [25/50]CP
You are a name in the energy industry, having several plants making energy on your home planet, increasing energy efficiency slightly and making more technician jobs. Can be upgraded to provide a bigger efficiency bonus and more technician jobs.

Private mines [25/50]CP
You own several private mines and refineries on your home planet, increasing the efficiency of mineral gathering and making more miner jobs. Can be upgraded to enhance the efficiency more and create even more jobs.

Homesteader [25/50]CP
You are an old farmhand and have several farming cooperatives working with you, increasing farming efficiency and providing more farming jobs. Can be upgraded to enhance the efficiency further and create even more jobs.

Scrapper [25/50]CP
You are in the possession of designs for scavenging drones and have a private production line on your home planet, increasing alloy efficiency and creating more metallurgist jobs. Can be upgraded to enhance the alloy efficiency and make even more jobs.

Entrepreneur [25/50]CP
You have made several wise investments into the market of your homeworld, increasing the efficiency of consumer goods production and creating more artisan jobs. Can be upgraded to enhance the efficiency and create even more jobs.

Unifier 50CP
This leader is especially good in promoting unity on worlds they rule, increasing unity production by a substantial amount.

Environmental engineer 50CP
This leader is interested in environmental engineering and finding a way to tame the environment, making it cheaper and quicker.

Architectural interest 50CP
This leader has a deep interest in the architectural world, making it easier and cheaper to build infrastructure.

Agrarian upbringing 50CP
This leader has first hand experience in growing food, making worlds they govern much more efficient in agriculture.

Righteous 50CP
This leader has a solid sense of justice and wants to see the law done, lowering crime on planets they rule.

Butcher 50CP
This leader is a brutal army leader, leading its soldiers to deal more damage to the enemy and the environment around them.

Careful 50CP
This leader is more careful, leading their army to take less losses and deal less damage to the environment.

Enlister 50CP
This leader is an excellent propagandist, enlisting forces faster and more cheaply while also increasing the amount of soldier jobs on planets they govern.

Iron-fist 50CP
This leader is a true slave driver, increasing the efficiency of any slaves on the planets they govern.

Roamer [25/50]CP
This leader is much faster in surveying planets and stars. This can be upgraded.

Meticulous [25/50]CP
This leader has a higher chance to discover anomalous events and phenomena. This can be upgraded.

Carefree [25/50]CP
This leader researches anomalies much faster than others can. This can be upgraded.

Archeologist [25/50]CP
This leader is much faster in uncovering archeological digs. This can be upgraded.

Voidtracker 50CP
This leader is an experienced and knowledgeable hunter of space fauna, leading them to have a higher chance to succeed and the capability to capture more at once.

Custom AI assistant 50CP
This leader has a custom programmed AI, increasing their skill and capability slightly.

Sapient AI assistant 100CP
This leader has a sapient AI, increasing skill and capability moderately.

Specialised Official Perks



Industrialist FREE (Incompatible with Delegate, Advisor and Ambassador)
Increases the amount of resources you can get from specialist workers and lowers the amenity usage of all citizens on planets you personally govern or are responsible for.

Distribution manager [100/150/200]CP
You put great focus on easing and optimizing your lines of production and distribution. This lowes the upkeep for industrial specific jobs, such as metallurgists and artisans, by a slight amount. Can be upgraded.

Efficient staffing [100/150/200]CP
You have an eye for talent and quickly find good workers amongst the chaff. This increases the efficiency of workers slightly, with upgrades also affecting specialists and then elites, with the efficiency bonus increasing in size.

Settler [100/150/200]CP
You have experience in settling areas, be they wild or tamed, while bringing with you all the commodities needed for easy living. This increases the amount of housing and amenities on a planet. Can be upgraded.

Refinery focused [100/150/200]CP (Incompatible with Forge- and Industrial focused)
You take extra care to get all catalytic elements in the transmogrification procedures at the highest quality possible. This increases the amount of strategic resources produced by jobs. Can be upgraded.

Forge focused [100/150/200]CP (Incompatible with Refinery- and Industrial focused)
You take extra care to make sure the formula, environments and temperatures for alloy production are perfect. Increasing the amount of alloys produced by specialists. Can be upgraded.

Industrial focused [100/150/200]CP(Incompatible with Forge- and Refinery focused)
You take great care to optimize the steps taken in producing low-grade commercial products. This increases the amount of consumer goods produced by specialists. Can be upgraded.

- **Elite benefactor** 300CP (Req. Industrialist)
  Increases the efficiency of elites by 50% while also increasing their political power slightly.

- **Galvanizer** 300CP (Req. Industrialist)
  Increases happiness slightly while gaining small amounts of unity from the unemployed population.

- **Urbanist** 300CP (Req. Industrialist)
  Reduces the bureaucratic strain of districts on the empire while lowering the upkeep for buildings and infrastructure by 50%.

- **Utopian idealist** 300CP (Req. Industrialist)
  Increases happiness massively and promotes resettlement.



Delegate FREE (Incompatible with Industrialist, Advisor and Ambassador)
Increases the diplomatic weight of the empire when assigned to big diplomatic ventures, like the galactic community. Increases cohesion of federations when assigned as a diplomatic member.

Camraderie [100/150/200]CP
Increases the monthly experience gain for federations slightly. Can be upgraded (in future jumps this experience will enhance the positive qualities of greater diplomatic workings, such as united militaries or commonwealths)

Greeter [100/150/200]CP
Lowers cohesion malus for new members joining your federation. Can be upgraded (See above)

Joint exercise [100/150/200]CP
Increases the navy capacity for its federation. Can be upgraded. (See above)

Peacemaker [100/150/200]CP
Lowers the cohesion penalty for opposing ethics in your federation. Can be upgraded (Will apply to future diplomatic overtures in the same vein. Meaning less internal conflict between member states, like democracies not fighting dictatorship out of ideological reasons, just because.)

Focus [100/150/200]CP
Take one area of society, be it something like the economy, military readiness, post-death citizens or something else. This area is your focus in diplomatic matters and you have increased diplomatic weight when weighing in your opinion, be it in policy or restrictions. Can be upgraded.

- **Gravitas** 300CP (Req. Delegate)
  You give your empire a massive amount of diplomatic weight when assigned in diplomatic communities.

- **Mutual support** 300CP (Req. Delegate)
  You are quick to gain favor and support from those who you support in return, earning a mutual understanding and appreciation.



Advisor FREE (Incompatible with Industrialist, Delegate and Ambassador)
You increase the trade value of your empire slightly while also lowering the upkeep of its population by a slight amount.

Architectural sense [100/150/200]CP
You are an architect at heart and know several building codes by instinct. This lowers the cost for infrastructure and buildings while increasing the speed they can be built. Can be upgraded, which also lowers upkeep.

Reformer [100/150/200]CP
You continually seek to form society to fit its citizens and its citizens to fit its society. This increases the amount of unity and promotes the ethics your empire follows. Can be upgraded.

Investor [100/150/200]CP
You are an excellent entrepreneur and investor, stimulating the economy. This increases the amount of overall trade in your empire. Can be upgraded.

Cartographer [100/150/200]CP
You are an expert in mapping foreign worlds and devising ways to manipulate their environments. This increases the speed planets can be terraformed while also lowering the cost. Can be upgraded.

Frontier spirit [100/150/200]CP
You yearn to colonize, increasing colony development. Can be upgraded.

Unified focus [100/150/200]CP
You have a keen interest in uniting your people into one homogenous and harmonious collective. This increases overall unity. Can be upgraded.

- **Gray eminence** 300CP (Req. Advisor)
  You lower the strain of your empire's bureaucracy overall by a slight amount while also promoting its ethics by a significant amount. This comes at the cost of lowering overall happiness by a slight amount.



Ambassador FREE (Incompatible with Industrialist, Delegate and Advisor)
You increase the rate of trust gained in diplomatic ventures, though only so long as you are a part of your empire's upper government, like its council.

All-knowing [100/150/200]CP
You have eyes everywhere, or that's how it seems to others. This increases the rate of intel gained in foreign empires you're deployed. Can be upgraded.

Blabbermouth [100/150/200]CP
You speak, you speak a lot, you get others to speak a lot, but what you say is meaningless and what they say is meaningful. Increases the base intel level slightly. Can be upgraded.

Deep connections [100/150/200]CP
You have deep connections, both in and outside your government, and you quickly forge more when needed. This increases the amount of influence your empire has and gains. Can be upgraded.

Entourage [100/150/200]CP
You are skilled in getting other members of your empire's political scene to follow your path. This increases the amount of envoys you can provide and how quick you can harm or improve relations. Can be upgraded.

Opportunist [100/150/200]CP
You see possibilities and chances everywhere you go. This increases the chance that you might gain favors when engaging in diplomatic overtures. Can be upgraded.

Spiteful [100/150/200]CP
You hold grudges close to yourself and take great pleasure in enacting well deserved revenge against those who caused you a grudge. This increases the damage you deal to rivals and the amount of unity you get for having rivals. Can be upgraded.

Charmer [100/150/200]CP
You are quite the smoothtalker, whispering words of seduction to some and smiles of vibrant joy to others. This lowers the influence needed to maintain agreements. Can be upgraded.

Research exchange [100/150/200]CP
You're quite good at speaking with the academically inclined or socially inept. Increasing the research shared when engaging in research agreements. Can be upgraded.

Entrepreneur [100/150/200]CP
You are knowledgeable in the minutia of economic law and how to grease palms to avoid that minutia. Increasing the effectiveness of trade agreements and commercial pacts. Can be upgraded.

Shady connections [100/150]CP
You have some troubling connections and the talent for gaining even more of them. This increases your ability to break code and encrypt your own. Can be upgraded.

Consul-governor [100/150]CP
You are the main creator of the diplomatic protocols in common use by your empire. This massively increases the growth of trust in foreign empires so long as you are part of the council. Can be upgraded.

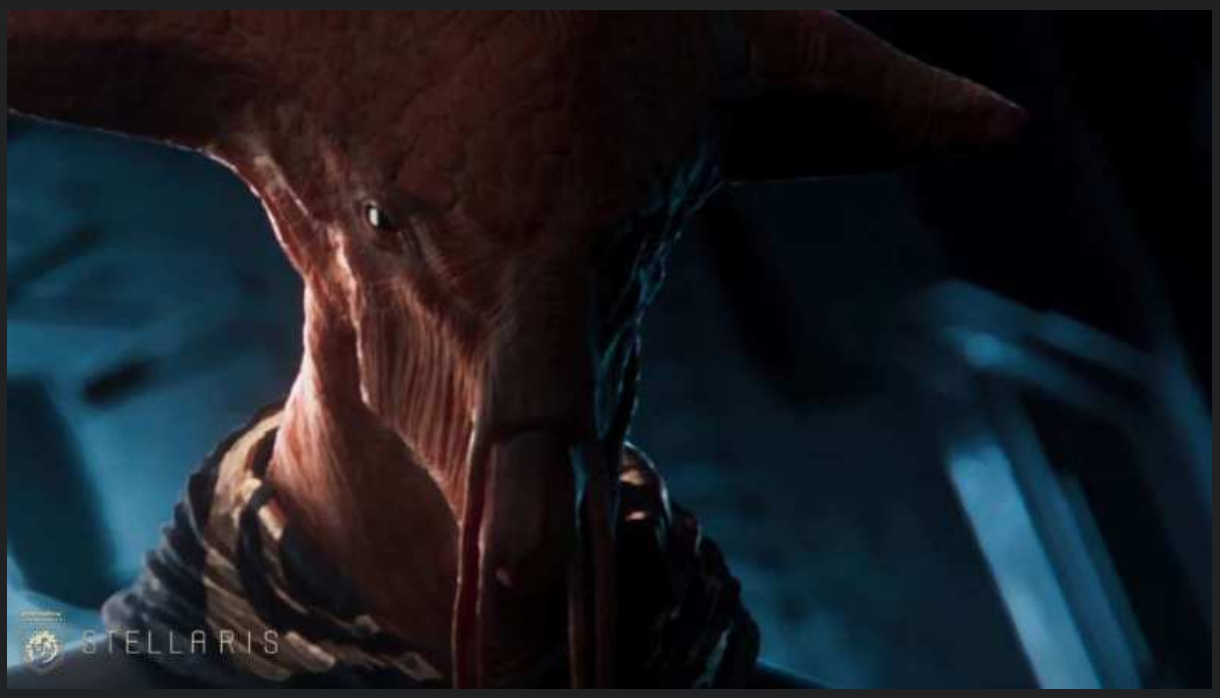
Overseer [100/150]CP
You are an effective negotiator and leader to your subjects, increasing their loyalty and the growth of that loyalty. Can be upgraded.

Xenolinguist [100/150/200]CP
You are well versed in several alien dialects, languages, body expressions and interpretive dancing. This increases the cap of the trust other empires can have in your empire. Can be upgraded.

- **Shadow broker** 300CP (Req. Ambassador)
  You are not a simple spy, you are the spider weaving the web. This increases your envoy capacity and the infiltration speed your envoys have.

- **Herald of the empire** 300CP (Req. Ambassador)
  You are the voice of your empire, increasing diplomatic weight and influence gain when you are in government, whilst also promoting trust from your subjects.

- **Master diplomat** 300CP (Req. Ambassador)
  You are a master on the diplomatic scene, increasing your empire's diplomatic weight and amount of envoys while increasing the cap of trust that alien empires have of your empire.



Specialised Commander Perks



Admiral FREE (Incompatible with General, Commissioner and Strategist)
You increase the damage and fire rate of any naval force (wet or black) you are in command of, whilst also increasing the chance of successful disengagement by any of your ships.

Artillerist [100/150]CP
You are a skilled and learned long distance commander, knowing the optimal trajectories and firing solutions for all ranged weapons. This increases weapon damage and tracking of ranged weapons, with the upgrade also increasing accuracy.

Commanding presence [100/150]CP
You have a certain mien that exudes authority and competence. This increases the limit of how many ships you can command at once. Can be upgraded.

Material liberator [100/150]CP
You have a history of plundering the ships you wreck and gaining wealth from broken hulls. Whenever you destroy a ship you are guaranteed to find something you can sell for profit, with it being upgraded giving greater wealth and also the ability to attain a higher level of stealth for ships equipped with such means.

Shipbreaker [100/150]CP
You are an old hand at repurposing the hulls and shipwrecks of the enemies you have destroyed. This gives you a small amount of alloys everytime you wreck a ship and strip it, with the upgrade giving even more alloys while also increasing the hardness of the armor your navy uses.

Jury-rigger [100/150]CP
Lessons learned by book and experience have taught you how to repair your ships whilst in combat. Meaning every time you destroy an enemy ship, your fleet's crews can quickly use that battered hull to repair your own. Can be upgraded.

Wrecker [100/150]CP
You are exceptionally devastating in your attacks and the firing solutions of ships under your command always hit in critical areas, dealing increased damage. This has led to a reduced chance of salvageable hulls, but at the benefit of ending fights quicker. Can be upgraded.

Guidance system focus [100/150]CP (Only one focus)
You have specialised in missile weaponry, leaving you with knowledge on how to best use them across your fleet. This increases their damage and fire rate, at the cost of not being able to specialise in other weapons systems. Can be upgraded.

Gunship focus [100/150]CP (Only one focus)
You have specialised in Small to Medium weaponry, leaving you with knowledge on how to best use them across your fleet. This increases their damage and fire rate, at the cost of not being able to specialise in other weapons systems. Can be upgraded.

Artillery focus [100/150]CP (Only one focus)
You have specialised in Large artillery weaponry, leaving you with knowledge on how to best use them across your fleet. This increases their damage and range, at the cost of not being able to specialise in other weapons systems. Can be upgraded.

Carrier focus [100/150]CP (Only one focus)
You have specialised in fighter craft, leaving you with knowledge on how to best use them across your fleet. This increases their damage, engagement range and fire rate, at the cost of not being able to specialise in other weapons systems. Can be upgraded.

Archaeotech focus [100/150]CP (Only one focus)
You have specialised in archeotech weaponry, leaving you with knowledge on how to best use them across your fleet. This increases their damage and fire rate, at the cost of not being able to specialise in other weapons systems. Can be upgraded.

- **Guerilla tactician** 300CP (Req. Admiral)
  You are a master at ‘strike and hide’ tactics, increasing disengagement opportunities and successful retreats, the chance for ships to evade and the level of stealth ships can achieve. Though at the cost of having a smaller fleet.

- **Resilient commander** 300CP (Req. Admiral)
  You take great care in having redundancies for everything, increasing the repair rate of your fleet and the health its ships have.

- **Shield of the empire** 300CP (Req. Admiral)
  You are the protector of your empire and when inside its borders you shall not falter, having increased evasion, shipfire and shields.

- **Master gunner** 300CP (Req. Admiral)
  You have a heavy focus on optimising the guns of your fleet to great success, increasing the range, tracking and accuracy massively.

- **Trophy hunter** 300CP (Req. Admiral)
  You are an ardent hunter of space fauna and have learned several tricks over your hunts, increasing the damage dealt against them, while also increasing the tracking and accuracy of your fleet's guns.



General FREE (Incompatible with Admiral, Commissioner and Strategist)
You increase the damage that your armies deal and while being in charge of a navy you increase their damage against static defenses and the damage dealt with orbital bombardments.

Crusader [100/150]CP
You are zealously devoted to the cause of your empire and that devotion resonates through your troops. Any time you defeat an army you get unity, with the upgrade this is enhanced even further, giving both more unity while also boosting the damage and health of your armies, especially against rivals.

Demolisher [100/150]CP
You have studied the basis behind the construction of most static defenses and know how best to tear them apart. Any force led by you deals significantly more damage against such defenses. Can be upgraded.

Dreaded [100/150]CP
Your name is feared across the stars, whispered amongst the soldiers of your enemy whilst sending shivers down the spine of their politicians. Your armies deal significantly more moral damage against enemy troops. Can be upgraded.

Hardiness [100/150]CP
You and your men go through gruelling exercise regiments to keep yourselves in the best shape possible. This has increased the health of any army you lead. Can be upgraded.

Heavy hitter [100/150]CP
You are a slugger on the battlefield, dealing hits in the thick of the fight and hitting the weak spots of the enemy. This has increased the damage that your armies deal. Can be upgraded.

Interrogator [100/150]CP
You have, as a standard in you armies, a squad of interrogators and torturers whose mission it is to get intel from captured troops. This gives you intel on any empire whose planets you invade, with the upgrade increasing the amount of intel whilst also increasing the amount of moral damage your armies inflict.

Surgical bombardment [100/150]CP
You have taken great care to learn the yields and trajectories of the standard-issue bombardment cannons of your empire. This lowers the damage dealt to the environment and the civilian population whilst maintaining efficacy against the enemies soldiers and defences. Can be upgraded.

Annihilator [100/150]CP
You take little care for the people caught in the crossfire, wanting results beyond all else. This increases the damage dealt to the environment and civilian population of any planet you bombard, while also increasing the damage that those bombardments deal to enemy troops and defences. Can be upgraded.

- **Fortress cracker** 300CP (Req. General)
  You are the main expert of your empire in the grand field that is siegecraft, knowing all the ways to break a fortress or planetary defense system in half. Increasing the damage dealt with ships massively, alongside an even greater bonus against starbases, with your armies being equally as devastating in the damage they deal. Though this has come at the cost of absolutely massive collateral damage.

- **Supreme warrior** 300CP (Req. General)
  You are a warrior in flesh and spirit, the peak of what one of your kind can achieve in the martial realm. Your armies deal significantly more damage, have incredible morale and deal far less collateral damage than others.

- **Chainbreaker** 300CP (Req. General)
  You abhor the practice of slavery and will not stand by it while other sentients are in chains. This has increased the morale of your armies to an insane degree, with slaves you free more often than not joining you in your campaigns.



Commissioner FREE (Incompatible with Admiral, General and Strategist)
You increase the stability that soldiers bring to any planet you rule over, with planets in the same sector gaining a similar, though smaller, bonus.

Conscription agent [100/150]CP
You are a well versed propagandist and speaker, able to woo the hearts of the young into joining the army. Increasing the speed by which armies are trained and recruited, whilst also increasing their starting experience. Can be upgraded.

Reinforcer [100/150]CP
You have studied several treaties on the defense of a planet against orbital forces and taken them well to heart. Lowering the damage that orbital bombardments deal while also increasing the damage that defending armies deal. Can be upgraded.

Martinet [100/150]CP
You take matters such as the law and justice very seriously, having dedicated yourself to remembering all the laws your empire has enacted. This has lowered the crime rate of planets you rule. Can be upgraded.

Warden [100/150]CP
You are paranoid in a useful way, always seeing ways to which you can increase the defences of your planet. This means any planet you rule has a great amount more defensive forces than it should have. Can be upgraded.

Generator focused [100/150/200]CP (Only one focus)
You have dedicated yourself to learn the best ways for making power and squeezing as much efficiency out of your technicians as possible. This has increased the energy produced by any planet you rule. Can be upgraded.

Mine focused [100/150/200]CP (Only one focus)
You have dedicated yourself to learn the best ways for gathering minerals and squeezing as much efficiency out of your miners as possible. This has increased the minerals produced by any planet you rule. Can be upgraded.

Agriculture focused [100/150/200]CP (Only one focus)
You have dedicated yourself to learn the best ways for growing food and squeezing as much efficiency out of your farmers as possible. This has increased the food produced by any planet you rule. Can be upgraded.

- **Grand taskmaster** 300CP (Req. Commissioner)
  You know the minutia of the soldier's life, every detail that could ever be relevant, and have applied it to your work in a comprehensive way. Armies trained under your command are massively more skilled and experienced, with soldiers producing basic resources on planets you rule.

- **Academic recruiter** 300CP (Req. Commissioner)
  You were a member of a military school with a massive engineering arm, where you learned how to combine the scientific with the martial. Now, any planet you rule also benefits from this combination, with soldiers producing small amounts of engineering research in their free time of blowing things up. This has however increased the alloy cost your “scientists” use, but does give you a small boost in naval capacity.

- **Honoured warmaster** 300CP (Req. Commissioner)
  You are the most renowned commander in the entirety of your empire, even if others might disagree out of envy. This has massively increased the amount of soldiers that exist on any planet you rule, while also increasing their efficiency.

- **Ruthless developer** 300CP (Req. Commissioner)
  You care little for the well being of the people below you, so long as they fulfill their quota. This has led to a decrease in happiness on planets you rule, with the population growing slower. It has however massively increased the efficiency of your workers, to say nothing of the slaves you might employ, while also lowering the upkeep of the population.



Strategist FREE (Incompatible with Admiral, General and Commissioner)
You increase the speed that ships can be built empire wide.

Armada logistician [100/150]CP
You take great care that supplies are given to ships in dock and that warehouses are fully stocked. Increasing the naval capacity your empire has and lowering the upkeep of docked ships so long as you're a member of the empire's council. Can be upgraded.

Fortifier [100/150]CP
You have studied the best ways to build long-lasting space defenses of all scales. Increasing the structural health of starbases and platforms while also lowering their cost so long as you're a member of the empire's council. Can be upgraded.

Gale-speed [100/150]CP
You are a prodigy in the field of maneuver and have created several long informational tables on the best way to move a ship. This increases the sub-light speed of all vessels empire-wide so long as you're a member of the empire's council. Can be upgraded.

Military pioneer [100/150]CP
You are a pioneer when it comes to military matters, in regards to construction and cost-saving. Increasing the construction speed of all ship types while also lowering the costs of starbases so long as you're a member of the empire's council. Can be upgraded.

Recruiter [100/150]CP
You are particularly charismatic and good looking, capturing the hearts and minds of the young and impressionable. Increasing the speed at which armies can be recruited and lowering their cost so long as you're a member of the empire's council. Can be upgraded.

From the ranks [100/150]CP
You are a former military man, a boots on the ground soldier, and that experience still lingers in you. This increases the experience gained by armies and increases their morale so long as you're a member of the empire's council. Can be upgraded.

Border guard [100/150]CP
Your first and primary concern is the security of your empire's borders and so you have dedicated yourself to that concern. Increasing the construction speed of starbases while also increasing their damage and health so long as you're a member of the empire's council. Can be upgraded.

Guardian [100/150]CP
Having researched the underlying principles and weaknesses of centralized defenses, you have taken a different approach. Increasing the health and damage of defense platforms so long as you're a member of the empire's council. Can be upgraded.

Home guard [100/150]CP
You are an especially defensively minded person, always looking for ways to harden your planets against the attack of foreign threats. Increasing the amount of defensive armies empire wide while also lowering the damage received from orbital bombardments so long as you're a member of the empire's council. Can be upgraded.

Intimidator [100/150]CP
You are quite an intimidating person, which causes a lot of species to find it difficult to go against you politically. Increasing the amount of influence your empire has so long as you're a member of the empire's council. Can be upgraded.

Navy instructor [100/150]CP
You not only learned the book on naval training, you rewrote it and made it the new standard. This increases the experience that all ships start out with while also increasing naval capacity so long as you're a member of the empire's council. Can be upgraded.

- **Architect of war** 300CP (Req. Strategist)
  Not only a title of honour, it is also a sign of recognition for your skill in warfare. For you increase the build speed of military ships empire wide, alongside increasing the sub-light speed and the research speed of voidcraft.

- **Esteemed quartermaster** 300CP (Req. Strategist)
  Not only a genius in logistics, you are the premiere leader of your military's more circumspect economy. Increasing the naval capacity soldiers bring while also increasing the amount of defensive armies empire wide.

- **Genius armourer** 300CP (Req. Strategist)
  You are a genius in the field of protection from starship-grade weapons. Increasing the standard amount of shields and armour a ship has, while also increasing their hardness.

- **Military overseer** 300CP (Req. Strategist)
  You are an incredible mind in the planning and organisation of your empire's navy. Increasing not only the influence of your empire, but also its military ship build speed and the amount of experience they start out with.



Specialised Scientist Perks

Spark of genius [50/100]CP
You are a genius, there is no other way to say it. Your mind is brilliant, your modes of thinking extraordinary. Whenever you are assigned to lead a research effort you increase the research speed significantly. Can be upgraded.

Expertise [50/100/150]CP (See page 111-112 for fields of expertise)
You are an expert in any one of the many fields of research your empire knows of and some they might never have seen before. Can be bought multiple times and upgraded.



Analyst FREE (Incompatible with Explorer, Scholar and Statistician)
You increase the amount of research generated on any planet you rule over, with other planets in the same sector gaining a similar, though smaller, bonus.

Collaborator [100/150/200]CP
You are a multi-disciplinarian and very agreeable for most academically inclined people and organizations. Increasing the research generated from all jobs by a small small amount. Can be upgraded.

Engineering focus [100/150/200]CP
You primarily focus on the hard sciences, such as material research or industrial projects. Increasing the research gained from engineering related jobs. Can be upgraded.

Physics focus [100/150/200]CP
You primarily focus on theoretical sciences, such as computing theory or experimental particle physics. Increasing the amount of research generated from physics related jobs. Can be upgraded.

Society focus [100/150/200]CP
You mostly deal with the softer sciences, such as societal development or military theory. Increasing the amount of research generated by society related jobs. Can be upgraded.

- **Planetary analyst** 300CP (Req. Analyst)
  Through advanced surveying techniques all jobs related to base resources also produce a slight amount of research. This applies to the planet you rule and the ones in the same sector.

- **Truth seeker** 300CP (Req. Analyst)
  You believe there is something more out there, hidden behind a shroud. This increases amenities and the output of psionic pops, while also increasing the attraction for spiritualist related pops, on planets you rule or are in the same sector.



Explorer FREE (Incompatible with Analyst, Scholar and Statistician)
You increase the sensors of any ship you fly in, while also the chance to discover anomalies and the speed at which they are surveyed.

Slippery [100/150]CP
You are quite the evasive fella, with your ship being much faster and durable than before, which increases your chance for a successful disengagement. Can be upgraded.

Prospector [100/150/200]CP
You are especially clever when it comes to scanning for resources and hidden material treasures. Increasing the chance that you find more resource deposits than others. Can be upgraded.

Tuner [100/150]CP
You are a dab hand at fine-tuning the engines of any craft you fly in. Increasing its sub-light speed by a significant margin. Can be upgraded.

Confidential research [100/150/200]CP
You are given to be especially secretive about your research and are also paranoid enough to have learned ways in which to hide your craft from others. Increasing the level of stealth your ship can achieve. Can be upgraded.

- **Xeno cataloguer** 300CP (Req. Explorer)
  You have been given the duty of cataloguing all your empire's alien discoveries. This has increased your survey speed and sub-light speed massively, while also increasing the chances that you will discover anomalies when surveying.

- **Frontier adventurer** 300CP (Req. Explorer)
  Your heart burns to see new worlds, explore new frontiers, to go where none of your kind have ever gone before. This has increased your survey speed and sub-light speed significantly, while also increasing your chance to evade hostile attacks. You also produce a small amount of artifacts each month from your travels and discoveries.

- **Gifted trapper** 300CP (Req. Explorer)
  You have catalogued and studied the various responses and stimuli of the common space fauna, knowing how to take advantage of them for your own gain. This increases your chance to capture them and also increases the amount captured each time you send a capture device. You have also learned how to increase your sub-light speed by studying the movements of space fauna.



Scholar FREE (Incompatible with Analyst, Explorer and Statistician)
You increase the speed by which anomalies are researched, archeological digs are done and astral rifts are explored, so long as you do them yourself.

Excavator [100/150/200]CP
You are both trained and experienced in the excavation of ancient dig sites, knowing all the ways to secure such places and increase the chance for success. This increases your level of excavation and can be upgraded.

Salvager [100/150/200]CP
You are skilled in ways to make dead metal hum with life or be repurposed for other uses, which has coincidentally also increased the sub-light speed of your craft. Whenever you survey a debris field your empire created you have a chance to find ships that can be repaired and brought into service. Can be upgraded.

Antiquarian [100/150/200]CP
You are a bit of a hoarder, gathering all the artifacts you can get your greasy hands on. This increases the chance to find minor artifacts when working at an archeological digsite, with some rare opportunities popping up due to your hoarding nature. Can be upgraded.

Riftwalker [100/150/200]CP
You can somehow attune yourself to the nature of a rift, giving you a preternatural sense of how to navigate it safely. This has increased your skill in relation to exploring and utilising astral rifts. Can be upgraded.

- **Detail oriented** 300CP (Req. Scholar)
  You are extremely precise in the actions you take when excavating the past. Lowering the speed at which a dig is completed, but producing a trove of society research and minor artifacts each month you’re on an archeological dig.

- **Vibrant storyteller** 300CP (Req. Scholar)
  You have a storyteller's mind and tongue, able to weave fantastical tales from even the most boring of events. Increasing the speed at which you research anomalies and giving a small amount of experience to all other scientists when finishing an anomaly.



Statistician FREE (Incompatible with Analyst, Explorer and Scholar)
You increase the general speed of all research endeavours your empire commits itself to, but only as long as you are on the council of your empire.

Expansionist [100/150/200]CP
You have aims to increase the borders of your empire for as far as they can go, lowering the influence and material cost of outposts so long as you are on the council of your empire. Can be upgraded.

Maniacal [100/150/200]CP
Others would call you insane, but you know that your brilliant mind is simply too far beyond theirs for them to ever understand it. You massively increase the research speed of projects you are assigned to, even more than that of so-called geniuses. Can be upgraded.

Archivist [100/150/200]CP
You are an archivist by schooling and a librarian by trade, storing knowledge for future use and making it easily available. This increases the experience gain of all scientific leaders slightly while also increasing the skill level of your archeological digs, so long as you are on the council of your empire. Can be upgraded.

Inquisitive [100/150/200]CP
You are always curious about what the universe can bring and what you might be able to make of it. This increases the amount of possible research ventures your empire can conceive of and the speed at which it researches them so long as you are on the council of your empire. Can be upgraded.

- **Great researcher** 300CP (Req. Statistician)
  You are an excellent scientist, documenting all the successes and failures in your studies. Increasing the research speed of all projects significantly, so long as you are on the council of your empire.

- **Brilliant shipwright** 300CP (Req. Statistician)
  You are a prodigy when it comes to the creation and implementation of voidcraft. Increasing the speed at which they're built empire wide, and increasing the speed and chance of voidcraft related research. Though only so long as you are on the council of your empire.

- **Driven educator** 300CP (Req. Statistician)
  You are an excellent educator, giving rousing lectures on all fields. Increasing the experience gained of all leaders so long as you are on the council of your empire.



Items

Though traditionally the leaders and people of the Stellaris-universe do not have any items they can use, there are several relics in the universe that an empire can acquire. To this, there are the minor ones; those that give small, but useful, bonuses to an empire which displays them at their galactic archive. Then there are the major ones; relics that can shape an empire and bring up even the lowest of empires into unparalleled ascendancy. This section will therefore be split down in these two categories, with a stipend of **400CP** for major relics. You also get **3 free picks** from the minor relics if you wish to, though it is not required.

Minor

Minor relics are divided by three categories; Aesthetics, History and Geology. You can pick any type of minor relic for a cost of 25CP (simply follow the link up in the *Minor* title), though the effects of these minor relics only take effect when exhibited in a Galactic Archive. In future jumps, if you find something interesting enough, you can treat it like a minor relic and gain a small bonus to some effect related to the object.



Major

Major relics are not divided up into any form of category, but are instead priced on the feasibility of getting them in the universe of Stellaris. This means that artifacts from curators are much cheaper than ones from a crisis, since curators are very willing to give theirs out for a price, while a crisis is a near-unique event for the galaxy. With that out of the way, Major relics work by having a passive and active effect. The passive effect is always in play for the empire that has the relic, while the active effect normally requires a sacrifice of some type of resource. In this case, since you are buying it with CP the active effect can be triggered once every ten years for free and multiple CP-bought artifacts can activate their effects at once.

Curator Relics [200CP]



Celestial Resonator

Passive: Produces unity based on the amount of exhibits in the Galactic Archive

Active: Gives happiness and diplomatic weight based on the amount of exhibits for five years



Gavel of the Tribunal

Passive: Gives diplomatic weight based on the skill level of the delegate assigned to the galactic community

Active: Gives 50% more diplomatic weight for ten years



The Pattern Maker

Passive: Massively increases codebreaking and slightly increases tracking and accuracy

Active: Creates a Patternwalker science ship



Tiyanki Matriarch Core

Passive: Increases damage to guardians/leviathans

Active: Increases the armor, hull and growth rate of space fauna for ten years



Vaporous Mega-Orchid

Passive: Increases the trust and loyalty from organic empires and subjects

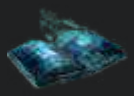
Active: Gives an increased opinion from all biological, non-genocidal, empires for ten years



Entangled Relay

Passive: Increases sector size by two and a 50% reduction in influence cost for distance in outpost creation

Active: Gives 40% more resources from stations



Executus Compendium

Passive: Increases councilor skill and agenda speed

Active: Launches an agenda at a lowered cost to unity immediately



Preservation Chamber

Passive: Increases resource capacity and vivarium capacity

Active: Spawns two legendary, breeding compatible, space fauna into the vivarium



Prototype VIR Core

Passive: Increases leader capacity of all types

Active: Massively boosts leader skill for ten years



Propagandosphere

Passive: Increases ethics attraction and the unity production of soldiers

Active: Generates a massive amount of unity



Crystallinus Diffuser

Passive: Slightly increase resources from jobs and the opinion of biological empires

Active: Double resource production from all jobs operate by biologicals for ten years, but at the cost of 20% dying after those ten years



Ever-Changing Stone

Passive: Lower mineral upkeep in industrial jobs and increases the output of geology specimens in exhibits

Active: Increase aesthetic and history exhibits by the amount of geological exhibits for ten years



Flowmetal Alloy

Passive: Increase ship build speed and lower the upkeep of robotic/mechanical pops

Active: Create a sizable population of robots in the capital



Pulsestone

Passive: Increase field research speed and the chance for discovering field related research

Active: Increase shield hardening, energy weapon damage and disengagement chance by 25% for ten years, but at the cost of happiness during that time



The Modularium

Passive: create one unit of each strategic resource

Active: Doubles the passive bonus, but also doubles the cost of activating the relic (stacks)

Archaeological and Leviathan Relics [400CP]



Crystal of Odryskia

Passive: Increase monthly resource collection of rare crystals

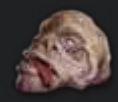
Active: Gives 60 months worth of energy and makes a scientist hyper-focused



Blade of the Huntress

Passive: increase army morale, sensor range and diplomatic weight

Active: Increase sub-light speed by 25% for ten years



Head of Zarqlan

Passive: Increased opinion with spiritualist fallen empires and can colonize holy worlds without consequence

Active: Spawn a fleet of 3-4 spiritualist fallen empire ships, doubling in size at each activation (not multiplicative)



Miniature Galaxy

Passive: Increase research speed

Active: Research one random technology to the halfway point



The Defragmentor

Passive: Lowers the energy upkeep of jobs, buildings and districts while also lowering the upkeep of robots and their housing usage

Active: Increase energy production by 20% and engineering research by 5% for ten years



The Omnicodex

Passive: Gives one(1) gene modification point

Active: Spawn a sizeable population of a new/former species



Ether Drake Trophy

Passive: Increases unity

Active: Increases empire wide happiness and stability for ten years



Scales of the Worm

Passive: Increase physics research slightly

Active: Increase general research speed by 20% for ten years, though lowering stability slightly for the duration



The Rubricator

Passive: Increases the damage caused by archaeotech weapons and gives a slight amount of society research

Active: Produces 2000 minor artifacts

Precursor and Astral Relics [600CP]



Cybrex War Forge

Passive: Allows for the construction of Cybrex Warforms

Active: Creates 1000 units of alloys for the cost of 2000 minerals, which doubles its cost and output each time it's activated



Javorain Pox Sample

Passive: Increases leader lifespan and the chance to discover biology technologies, also gives access to the Javorian Pox bombardment stance for fleets

Active: Increase biology research speed by 50% for ten years



Psionic Archive

Passive: Lowers the cooldown for delving in the shroud, increases the odds for beneficial events and enables zro additives

Active: Gain martial or statecraft guidance for five years, giving bonuses to either weapon damage or planet stability and ethics attraction



The Last Baol

Passive: Increases pop growth for biological empires

Active: Gain the decision to instantly terraform a single planet into a gaia world with a small population of Nu-Baol on it



Vultaum Reality Perforator

Passive: Lowers population amenity usage

Active: Gives varying powerful effects at random lasting anywhere from two to five years



Yuht Cryo Core

Passive: Increase colony development speed and energy weapon attack speed

Active: Lowers ship upkeep by 20% for ten years



The Disturbance Oppressor

Passive: Increases monthly physics research

Active: Pushes away all cosmic storms from your empire’s capital



The Tempest Invocator

Passive: Increases unity and lowers ship upkeep

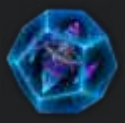
Active: Creates a cosmic storm in whichever system you choose



Celestial Tear

Passive: Increase habitability slightly for any planet in a system with a class G, F, A or B star

Active: Produces 1000 units of astral threads



Daedalus Seal

Passive: Produces a unit of astral threads a month and increases dimensional lockdown

Active: Seals a system from all dimensional openings for five years



Ever Spinning Top

Passive: Increases empire wide energy generation

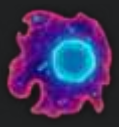
Active: Increases propulsion research speed by 15% for ten years



Infinity Root

Passive: Increases monthly food generation empire wide

Active: Creates a skilled scientist who is eager and adaptable



Plasmic Core

Passive: Increases pop growth for biologicals and experience gain for mechanicals

Active: All biological pops on a random owned world becomes plasmic



The Continuum

Passive: Increases the production of basic and advanced resources by a small amount as well as research generated

Active: Gives a year's worth of basic, advanced, strategic and science related resources



Time Crystal

Passive: Increases the lifespan of all leaders

Active: All leaders gain a substantial amount of experience

Crisis Relics [800CP]



Extradimensional Warlock

Passive: Increased sub-light speed and weapons range by 30%

Active: Double jump-drive range, halve cooldown, increase range and accuracy of Quantum Catapult by 75% for ten years



Isolated Contingency Core

Passive: Double mechanical population assembly and increase megastructure capacity

Active: Triple the speed at which megastructures are built for ten years



Prethoryan Brood-Queen

Passive: Increase society research speed by 50%

Active: Spawn a massive Prethoryan fleet



Khan's Throne

Passive: Lower influence cost for claims and unlock Satrapy subject specialisation

Active: Increase ship damage massively and increasing attraction to Militarism for ten years



Eternal Throne

Passive: Leaders are immortal/Unaging

Active: Get 333% more astral threads for ten years



Cetana's Heart

Passive: Lower planetary ascension cost by 50%

Active: Awaken/Create a massive population of synthetic pops

The Crisis Relic [1000CP]



Core of the Reckoning

The last remnant of a Shroud being that embodied the concept of destruction and entropy. This physical connection to The End of Cycles still anchors its existence to reality and gives a direct Shroud connection for your empire to use, for good and for ill.

Passive: Increase influence and starbase capacity, resources from jobs are increased by 25%, station output is increased by 25%, naval capacity is increased by 25% and naval upkeep is lowered by 25%

Active: Banish a planet to the shroud, forever dooming it and all its variants to permanent destruction. Double the passive passive bonus for ten years.



Origin

These are relics only certain origins can get once they've completed their event chain and so are only available for those empires.



*Maw of the Toxic Entity (*Req. Knights of the Toxic God*)*

Passive: Increases the damage dealt by fighter craft and gives the option to bless habitats

Active: produces sixty months worth of exotic gases



*Celestial Chart (*Req. Treasure Hunters*)*

Passive: Increases survey speed massively and spawns a treasure trove every decade

Active: Choose one planet to gain a treasure vault as a planetary feature



*The Dreamer (*Req. Mindwardens*)*

Passive: Increases the range, naval capacity and unity produced by shroud seals

Active: First three times turns a chosen world into a shroud world, with each subsequent choice giving the option to turn it into something greater via. Dreamscaping



*Pyroglyphic Codex (*Req. Cosmic Dawn*)*

Passive: Increases monthly unity and can not be stolen

Active: Increases the research gained by 10% and creates the underground architecture feature on your capital

Companions

Companions, or to use the in-universe term for such beings, "*Paragons*" are people of renown that you can recruit for your adventures beyond the universe. Many of them have seen very strange things during their life in this galaxy and so won't be much surprised to be yoinked out of it by a dimensional entity like you Jumper. You gain **200CP** to buy companions with and can import old ones as one of the Enclave type Paragons for free.

Renowned Paragons

Paragons who are renowned for their deeds and achievements that go beyond the norm for their species. These are people who have done something others thought impossible or too insane to be survivable. Costs 100Cp per Paragon.



Tuborek

A former member of a fallen empire who was locked away in stasis for centuries, they are quite the xenophobic being, but are willing to work with you due to freeing them. They are a Commander of the Admiral type, who has the traits Commanding presence II, Wrecker II, Aggressive, Resilient and the Paragon trait **Master Gunner**.



Reth Unddol

A hunter who devoted themselves to taking down the beast that the galaxy knows as the Tiyanki mother. They have spent centuries tracking it down between the dark space that splits galaxies apart, until they finally found and was then subsequently swallowed by their foe. With you now having freed them they are willing to serve. Being a Commander of the Admiral type, they have the traits Material liberator II, Shipbreaker II and the Paragon trait **Hell's Heart**, which increases ship firerate, damage and sunlight speed at the cost of evasion and disengagement.



Mercedes Romero

An old Blorg who loves all alien cultures, but has a special fondness for human cultures. They would love to join you on your adventures, now that they've traveled an astral rift and don't really know where they *really* are anymore. They are an Official of the Ambassador type who has the traits All-knowing II, Opportunist II and the paragon trait **Blorg Insight**, which increases codebreaking and base intel level, but at the cost of diplomatic weight and a lower opinion from human empires.



Oakenstalk

A member of the dead precursor race known as the Baol who, through the convoluted nature of astral rifts, met you while you were emerging into the Stellaris universe. They hate the Grunur with all the fury of nature. They are a Commander of the General type and have the traits Reinforcer II, Homesteader and the Paragon trait **Grand Taskmaster**.



Ceriz t'Xal

A skilled hunter of the prey and predators of the galaxy, who now seek even more hunts beyond the limits of this galaxy. They are a Commander of the Admiral type who has the traits Scout, Cautious, Void hunter and the paragon trait **Trophy Hunter**.



Ruuk Qabruuk

A xenologist who likes to catalogue all the wildlife they meet on their way across the galaxy, be it on far-flung planets or in the void of space. They are a Scientist of the Explorer type with the traits Slippery, Void tracker, Emotional support pet and the paragon trait **Gifted Trapper.**

Enclave Paragons

Technically just Leaders from their enclaves, but due to the nature of the existence inside an enclave they are on the same level as what most would call a Paragon. These people are the most varied in species and history, which makes them the custom creator option for jumpers seeking a unique self made companion. Costs 50CP per Paragon and multiple Paragons of the same type can be bought.

*Curator Achivist*

Starting out as a Scientist of the Statistician type and the paragon trait **Curator**, which boosts research and survey speed, but at the cost of higher researcher upkeep. They also start out with four(4) other traits of your choice and can gain more throughout their stay as your companion.

*Shroudwalker Teacher*

Starting out as an Official of the Industrialist type with the psychic trait and the paragon trait **Shroudwalker Teacher**, which increases their lifespan by 30 years, increases the amenities of planets they rule and the unity that telepaths generate. They also start out with three(3) other traits of your choice and can gain more throughout their stay as your companion.

*Thought Warden*

Starting out as a Commander of the Commissioner type, they have the paragon trait **Iron Will**. This provides a massive resistance to shroud auras, increased armor hardness and tracking for fleets this commander is assigned to. For any army they're assigned it instead provides a massive boost to morale and health. They also start out with four(4) other traits of your choice and can gain more throughout their stay as your companion.


Master Salvager

Starting out as a Scientist of the Analyst type, they have the paragon trait **Master Salavager**, which increases the loot gained from salvaged ships and the repair rate of ships nearby. They also start out with four(4) other traits of your choice and can gain more throughout their stay as your companion.


Trader Liaison

Starting out as an Official of the Industrialist type, they can have one of three paragon traits to begin with:

Muutagen Liaison; Increases rare crystals and trade from planets they rule while also providing two units of rare crystals a month.

Riggan Liaison; Increases volatile motes and trade from planets they rule while also providing two units of volatile motes a month.

XuraCorp Liaison; Increases rare exotic gas and trade from planets they rule while also providing two units of exotic gas a month.

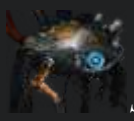
They also start out with four(4) other traits of your choice and can gain more throughout their stay as your companion.

Anomaly Paragons

Paragons that joined you or your empire due to you finding them while out exploring the galaxy. These Paragons are usually shaped by a significant event that left them the only remaining member alive. Costs 100CP per Paragon.


Caretaker AX7-b

A machine mind made for the caretaking of others, Caretaker AX7-b did so to the best of its ability, stretching out the survival of its people longer than should have been possible. Though in the end it failed its mission, you finding it gave it a new purpose. It is an Official of the Industrialist type with the traits Settler, Intellectual and paragon trait **Caretaker**, which lowers consumer goods and amenity usage for pops it rules.

*S875.1 Warform*

A survivor in an environment that ate at it for centuries, you finding it was the single most joyous moment it had experienced for the entirety of its accidental imprisonment and slow destruction. It is a Commander of the Admiral type with the traits Scout, Skirmisher and paragon trait **Corrosive Survivor**, which gives armor hardening, increased armor regeneration and sensor range to any fleet it commands.

*Scru*

A scientist betrayed by other members of their team, they were meant to have died in isolation on a barren world, but through ingenuity and pure will did they modify themselves into a survivor. They are a Scientist of the Explorer type with the traits Expertise: New Worlds II, Prospector II, Slippery, Roamer II, Carefree, Gullible and the paragon trait **Hardened Survivor**. This trait provides survey speed for barren planets as well as an increased chance to discover anomalies on them, while also researching those anomalies faster.

Archaeological Paragons

The Paragons are the leftovers of other civilizations or the remnant of some greater mystery that has roots in the far past. Sometimes these Paragons are even the ones that caused these mysteries in the first place. Costs 100CP per Paragon.

*Oracle*

The artificial construct of a project that fell into ruin, this AI, whose real body is a computer core and not the holographic being it shows others, is quite willing to serve now that they have found others to shape into the ideal shape. They are an Official of the Industrialist type with the traits Principled II, Architectural interest, Urbanist and paragon trait **Oracle**. This trait lowers crime massively, increases stability and raises specialist efficiency on planets it rules, though at the cost of happiness.



Nameless Apostate

A former follower of the Prophet Zarqlan, honoured be his name and long may his legacy remain, who broke with the dogma of her fellows to fulfill what was meant to be done by her order. You found her in a place veiled from intrusion and detection by normal means, only finding her due to a vision given to you during your dreams. She is a Commander of the Strategist type with the traits Combat database II, Logistic programming II, War algorithms II, Synth and paragon trait **Unholy**. This trait provides increased damage specifically against Cetana, the Synthetic Queen, if she is part of your empire's council.



S.I.D.N.I

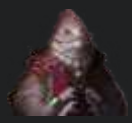
A former correctional administrator who began taking greater extremes to ensure justice was done. When you found them in their broken prison full of the remains of their former inhabitants, they were reprogrammed and given new directives, which seem to have held. They are an Official of the Industrialist type with the traits Efficient staffing II, Forge focused II, Distribution manager, Principled II, Architectural interest, Spycraft and paragon trait **Judicial Subjugation**. This trait provides increased stability and massively lowered crime rates on planets it rules, but at the cost of happiness.

Xeno-Linguistics Paragons

These Paragons are those who have great skill in one area or another, a skill great enough that it defines who they are and what they do. These Paragons, in search of ever expanding these skills, will go to empires who have similar ethics as themselves and offer their services in the hope of improving themselves further. Costs 50Cp per Paragon, but are locked behind the ethics of the empire you serve.


Kai-Sha [Req. Authoritarian ethic]

A master spy and information broker, Kai-Sha offered her skills to your empire, that you might expand your intelligence divisions into a massive monster. She is an Official of the Ambassador type with the traits Eye for talent, Spycraft, Tyrannical and the paragon trait **Shadow Broker.**


Q'la-Minder [Req. Authoritarian ethic]

A slimy and devious developer, Q'la-Minder has a fondness for shiny monuments to his vanity and excellent skills on ass kissing. He's a Commander of the Commissioner type with the traits Private mines II, Ironfist II, Cruel and the paragon trait **Ruthless Developer**.

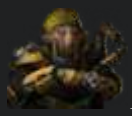

Jynn [Req. Egalitarian ethic]

A master combatant and an ardent supporter of freedom for all sentients, Jynn has transformed themselves into the ultimate tool to break chains. He's a Commander of the General type with the traits Heavy hitter, Guardian, Cyborg, Reclusive and the paragon trait **Supreme Warrior**.



Zosira K'Tun [Req. Egalitarian ethic]

A lover of the scientific and a brilliant researcher, Zosira has few biological friends and so made her own mechanical one, which she calls Gorky. She is a scientist of the Statistician type with the traits AI assistant 'Gorky', Spark of genius, Gullible and the paragon trait **Driven Educator**.



Borin [Req. Materialist ethic]

A former Master Salvager of the Salvager enclave, Borin grew bored with their work and decided to find some place else to ply his trade. He's a Scientist of the Statistician type with the traits Master salvager, Salvager, Expertise: Materials, Substance abuser and the paragon trait **Brilliant Shipwright**.



Xondar [Req. Materialist ethic]

A being that replaced themself, piece by piece, all to attain greater efficiency in their duty as a leader. They are a Commander of the Admiral type with the traits Guidance system focus, Scout, Synth, Micromanager and the paragon trait **Resilient Commander**.



Baron Victor Jariden [Req. Militarist ethic]

A once great leader of men who had a massive fleet under their services, but who lost it all and still remembers the screams of the men as they called out for their commander. He is a Commander of the Strategist type with the traits Artillerist, Fleet organizer, Melancholic and the paragon trait **Military Overseer**.


Gia'Zumon [Req. Militarist ethic]

A lover of war and raiding, Gia'Zumon has made a brutal artform out of raiding and enslaving unfortunate sentients, while her armies run amok looting. She is a Commander of the General type with the traits Interrogator, Butcher, Disorganized and the paragon trait **Tzynn Tithe**. This trait increases the morale of armies, lowers the collateral damage they deal and increases the chance that they will enslave civilians of planets they invade.


Judge Uld Dagr [Req. Pacifist ethic]

Justice, righteousness, duty. These are all goals that Uld Dagr has tried to accomplish in their pursuit to uphold and expand the law, so all may be treated equally before the law. They are a Commander of the Strategist type with the traits Martinet, Resilient, Lethargic and the paragon trait **Peacekeeper**.


Vas The Gilded [Req. Pacifist ethic]

A master orator and consummate diplomat of all endeavors, Vas has spent much of her life in the golden halls of state seeking and making relations with various important people. She is an Official of the Ambassador type with the traits Deep connections, Xenolinguist, Lavish lifestyle and the paragon trait **Master Diplomat**.


Nasuz Demetor [Req. Spiritualist ethic]

An old man who has spent more time among dusty tomes than most people have lived. He is a Scientist of the Scholar type with the traits Excavator, Resilient, Archeologist II, Opinionated and the paragon trait **Vibrant Storyteller**.


Ulastar [Req. Spiritualist ethic]

A priest of the shroud and with ties to the Shroudwalkers, Ulastar has seen the success of your empire in their dreams and wishes to see them come to fruition. They are an Official of the Advisor type with the traits Psychic, Reformer, United focus, Amicable and the paragon trait **Shroud Preacher**.


Lysator Syng [Req. Xenophile ethic]

A former pirate and, if your empire accepts his services, a current privateer who seeked out safer shores for his crew. He is a Commander of the Admiral type with the traits Material liberator, Trickster, Slipshod and the paragon trait **Guerilla Tactician**.


Nona [Req. Xenophile ethic]

An explorer of the unknown and a love of the various alien cultures that have propagated throughout the galaxy. They are a Scientist of the Explorer type with the traits Adventurous spirit II, Prospector II, Excessive and the paragon trait **Xeno-Cataloger**.


Aturion [Req. Xenophobe ethic]

A machine of unknown origins, but with a clear plan in how they can increase the efficiency of your empire and its people. They are a Commander of the Strategist type with the traits Recruiter, Logistic understanding, Synth, Intolerant and the paragon trait **Aturion Efficiency**. This trait increases the attraction of your empire's ethics, eases the bureaucratic strain of your empire's size, but at the cost of overall happiness.



Factorator Shuladun [Req. Xenophobe ethic]

A germaphobe and industrialist, Shuladun abhors the touch of the unclean, who he thinks everyone is, and sees all things as impure and in need of optimization. He is an Official of the Industrialist type with the traits Forge focused, Distribution manager, Polluter and the paragon trait **Galvanizer**.

Shroud Paragons

These Paragons are heavily aligned with the Shroud and have gained fantastical abilities by aligning themselves with one of the great powers that lurk in those shrouded dimensions. Normally only appearing to empires who themselves are psionic, to get their services you need to be psionic yourself (Either by buying Psychic or by already having psychic powers). Costs 100CP per Paragon.



Koborok'Ra

A devoted follower of the shroud patron known as the Eater of Worlds, they seek only the destruction of the universe and are willing to follow all types of empires to achieve this. They are a Commander of the Admiral type and have the traits Aggressive, Butcher, Commanding presence II, Material liberator II, Jury-rigger and the paragon trait **Bloodbringer**. This trait removes the ability to retreat from a fight, but boosts either army morale or fleet fire rate and range. It also creates zro from the remains of planets they have personally devastated.



Ganthuata

A follower of the shroud patron known as the Cradle of Souls, they seek to unite all races into the embrace of the cradle, so all may know each other as they should. They are an Official of the Ambassador type with the traits All-knowing II, Entourage II, Overseer, Principled II, Spycraft and the paragon trait **Disciple of the Cradle**. This trait increases the leaders lifespan, while also increasing the trust cap of foreign empires and relations change. It also creates a monthly source of zro depending on the amount of envoys assigned to seeking out the Shroud's inhabitants.



Kronen the Afflicted

A blessed of the Composer of Strands, Kronen’s body is always changing and while he sees and speaks of it as a gift, the occasional moans of pain coming from his being puts the legitimacy of it into question. He is a Scientist who is of the Analyst type and has the traits Society focus III, Expertise: Psionics II, Environmental engineer, Unifier, Melancholic II, Traumatized and the paragon trait **Strand Afflicted**. This trait increases the population growth, research from jobs and creates small amounts of zro from biologists, on any planet and sector he governs. It comes at the cost of increasing the upkeep for the general population and researchers.



Morr

A servant to the shroud patron known as the Instrument of Desire, Morr only cares for wealth and gaining more of it. They are an Official of the Industrialist type with the traits Distribution manager II, Refinery focus II, Efficient staffing, Intellectual, Trade focused II and the paragon trait **Heart of Avarice**. This trait increases resources from jobs significantly, boosts trade gained from all sources and grants a small amount of zro from miners.



Zulyn the Listener

Blessed servant of the shroud patron known as Whispers in the Void, Zulyn listens and enacts upon the will of the shroud as commanded. They are a Scientist of the Scholar type and has the traits Excavator II, Expertise: Psionics II, Carefree II, Spark of genius II, Riftwalker and the paragon trait **Shrouded Whispers**. This trait lowers the time necessary to delve into the shroud, increases the chance and speed of researching rare technology as well as giving a boon of 100 units of zro every time a rare technology is researched.



Ouw'ron

Disciple and apostle of the End of the Cycle, Ouw'ron seeks only the end of all things, that all might return to the start and end once again, for all of eternity. They are a Commander of the Admiral type and have the traits Aggressive, Trickster, Artillerist II, Wrecker II, Crusader and the paragon trait **Apostle of the End**. This trait increases shroud aura intensity every time a ship is destroyed in the same system as Ouw'ron, while also increasing the range and cooldown of using jump drives in any fleet he commands. It also provides massively increased damage against starbases and a boost to sub-light speed and ship fire rate.

Legendary Paragons

The best of the best. These are the kind of beings for whom whole epics are written about, whose actions have shaped the galaxy into what it is today or whose sheer skill could make the galaxy of tomorrow. Costs 200CP per Paragon.



Gray

Do not let appearances fool you, gray is not just a simple being or Paragon, for they are the entirety of an empire's worth of nanites squeezed into an impossible amount of space. Due to this nature, Gray can take three different forms; one as a Paragon, another as a massive swarm of nanites acting much like an entire planet conquering army or a third which is the size of a Titan-class naval ship, with the massive firepower in tow. As a Paragon, gray is an Official of the Industrialist type with the traits Elite benefactor, Architectural sense III, Distribution manager III, Refinery focused II, Adaptable, Adventurous spirit and the paragon trait **Nanite Entity**. This trait grants Gray immortality, while also providing lower building and blocker clearing costs. Moreover, it also increases the speed at which buildings and blockers are cleared, while also improving the gathering of energy and minerals.



The Beholder

Technically not the true entity itself, but rather the vessel it uses to interact with this level of reality. The Beholder is so massive it can take flight and act like a ship, with deadly psychic weaponry and defenses. When a ship, it is a Commander of the Admiral type with the traits Psychic, Cautious, Scout and Energy weapon specialist. When it lands on a planet it turns into an Official of the Industrialist type and has the traits Xeno-mediator, Intellectual, Generator focused II and the paragon trait **Psionic Communion**. Passively, this trait increases stability, but when activated it consumes zro and turns normal pops into psychic ones until all on the planet are psychic.



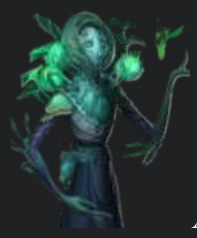
Zadigal

Architect of the Eternal Throne and the most impactful member of his entire species of energy beings. Zadigal is a Commander of the Admiral type and has the traits Psychic, Energy weapon specialist, Commanding presence II, Scout II, Celebrity II and the paragon trait **Spacebender**. This trait provides a monthly source of 10 units of astral threads and removes any upkeep the leader might have. It also massively increases the jump range of any fleet assigned to them and lowers the cool down for the drives.



Captain Ness [FREE for Treasure Hunters after Jump]

Pirate queen of the voidless seas, scourge of a hundred civilizations and the greatest pirate there ever was and ever will be. Ness, or Nessy among friends, is a Commander of the Admiral type and has the traits Material liberator II, Wrecker II, Aggressive, Trickster, Disrespectful II, Destructive II and the paragon trait **Pirate Queen**. This trait increases the weapons damage of any fleet she controls while also increasing the chance of capturing enemy ships relatively intactly.



Astrocreator Azaryn

A botanist, xeno-biologist, terraformer, genecrafter and master of many other related fields. Azaryn has only one wish in life and that is the creation of planets full of life and wonder, no matter what it might cost to do so. They are a Scientist of the Scholar type and have the traits Perceptive mentor, Xeno-cataloguer, Spark of genius and the paragon trait **Terraformation Nuclei**. This trait gives Azaryn the ability to terraform three different planets, of all types except gas giant, into verdant gaia worlds. There is a cost to this, for after three uses Azaryn dies and will not come back.



Keides, scion of Vagros

Student of the Vagrosian, Keides wishes to prove their theories and scientific principles in an artefact of his own devising. So do so he has joined you, to study your unique phenomena and hopefully gaining your assistance in creating his Key. He is a Scientist of no particular type that has the traits Erudite and Scrapper, with the paragon trait **Nebulous Past**. This trait increases his life span and, when in command of a science vessel, increases sub-light speed and archeological dig speed. If you help him uncover his past, then the paragon trait will be switched out with **Ancestral Inheritance**, increasing his lifespan and gives him the option to become a different type of leader and gives massive bonuses depending on the type. As an Official he will give a boost to society research and increase specialist job efficiency significantly, while lowering job upkeep and creating several archivists jobs. As a Scientist He gives a boost to all research types and increases sub-light speed and archeological dig speed. As a Commander he gives a boost to engineering and physics research while increasing shield and armor hardening for fleets, with armies gaining significant morale and health boosts while also limiting the collateral damage they inflict.

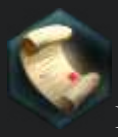


Skrand Sharpbeak

Marooned in a ship lost to space, drifting in and out of unreal dimensions as they were stuck in a place between the gates of this universe. At your arrival they were able to escape and, recognising what your presence did, bound themselves to your service as their honour demanded nothing less of them. Skrand is a Commander of the Admiral type and has the traits Carrier focus, Engineer, Resilient, Unyielding and the paragon trait **Shield of the Empire**. Alongside him will also come his vessel, named The Last Talon, which is a massive Titan sized carrier and artillery weapons platform with unique fighter craft you might be able to reverse engineer.

Ascensions

Technically called Ascension Perks in the game, here they will simply be called Ascensions as they are the areas where your empire, and you, have ascended beyond the common empire. This means that they will act like capstone perks, but be applied not only to yourself, but everyone else who considers themselves a part of your nation or organisation. You will however have the ability to exclude people or groups you do not consider to be "truly" a part of you/the empire once you have left this jump. That however is in the future and right now you have to decide which Ascensions you wish to pick, if any, with each costing **300CP**.



Executive Vigor

"*There will be no half-measures or compromises when implementing the edicts decided upon by our government. We go all the way, or not at all.*"

You and your empire are much faster in implementing edicts as well as enacting them across your empire, but what are edicts specifically you might ask? They are the laws that are meant to be 'temporary' or enhance one area of the empire for a limited amount of time, but which can be extended indefinitely. This means something like a bigger annual budget for the industrial sector or a bigger food budget for the common man could be an edict, but a law forbidding a certain type of food isn't.



Interstellar Dominion

"*The stars beckon and we follow. May nothing stand between us and them.*"

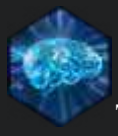
It takes much less influence for you and your empire to expand across the stars, be it by building and colonizing new systems or by claiming the systems of other empires. The driving will of manifest destiny is strong in you and your kind, persisting in all levels of society and easing the strain that those systems might put on your bureaucracy.



Technological Ascendency

"*Technologies that would have been indistinguishable from magic mere generations ago are now within our reach. A new age of technology has begun.*"

The reach and study of more advanced technology is a major point of focus for your empire. It has become such an important endeavour that all your research is achieved in a shorter amount of time than it should and you and your fellow scientist are much more likely to stumble over rare finds than others would be. This usually manifests in odd but reasonable ways (See the discovery of Benzene by Kekulé), yet it isn't guaranteed you will discover these rare technologies, just more likely than not.



Transcendent Learning

"*Our society must change its approach towards learning, and by doing so, our best and brightest will be able to reach a completely new level of achievements.*"

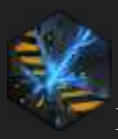
Your empire takes care to foster a sense of curiosity and ambition for perpetual improvement in their leaders, leading them to continue to enhance their skills and minds. This has not only fostered a greater cadre of Scientists in your empire, but also a more mentally flexible population who learn from their experiences much faster than the average empire.



Imperial Prerogative

"*As our civilization continues to grow, so its beating heart must also expand. More systems will be placed under our direct control.*"

You and your people have a duty and right to exploit the universe to your ends and have taken great pains to ensure that you will never fail to manifest this inheritance of the stars. Your cadre of Officials are much larger and your bureaucracy much more efficient when it comes to planets and their strain on your empire. You will dwell amongst the stars, as is your right.



Mastery of Nature

"*As our civilization continues to grow, so its beating heart must also expand. More systems will be placed under our direct control.*"

The first step to take to master the universe is to master the cradle from which you originated. Your empire has taken this philosophy to heart and seeks to gain every resource out of not only their home world, but every world they colonise, striving to be a true Kardeshev 1 Class civilization before they tackle Class 2. Not only is it much quicker in finding ways to clear blockers that might limit your resource extraction and development, they are also much more proficient in building as much resource extracting infrastructure as a planet can allow.



One Vision

"*True unity is achieved only when the ultimate goals of a nation and its people are one and the same. After all, a house divided against itself cannot stand.*"

To reach out towards the stars and make them your own, your empire has taken important steps to ensure you all march in lockstep towards that future. Not only are you much more united as a people, your thought patterns are much more aligned and unlikely to stray on unwanted paths. For the future of your people is certain in all your minds.



Shared Destiny

"*As we reach for ever greater heights, we must not leave behind those who have loyally served us. The glorious future of our empire was always meant to be a shared destiny.*"

You were not meant to be alone amongst the stars, to live a lonely existence is not what your kind was meant to do and you will ensure you never fall to such a pityous fate. Your empire has a massively expanded diplomatic cadre that continually reaches out and promotes good relations with your subjects and fellow empires. To make sure you will never be alone in the void of the heavens.



Consecrated Worlds

"*The galaxy is home to many holy places, some more obvious than others. As mortals, we still struggle to divine the true nature of the universe.*"

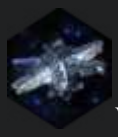
This world is full of such beautiful sights and unspoiled wonders, a purity of existence that your empire takes great lengths to not only safeguard, but promote as the height of sacredness. Your empire can designate any place as holy and, depending upon the subjective beauty and fullness of life there, you will get boons to happiness and unity across the entire empire. Beyond this jump these places will also count as metaphysically pure and holy, repelling any supernatural creatures that wish to taint them.



Eternal Vigilance

"*To display weakness is to invite attack. The price of invading our space must be so high that as few as possible are prepared to meet it.*"

You can never rest easy, never let down the guard for even a moment, else you and your empire might be destroyed in ways you would never see coming. You have seen and found similar happenings in other places in the galaxy and will not allow it to happen to your kind. This promotes a much more ready and capable defensive force, both in fleets defending your homes and in starbases/platforms that protect your systems. You will be ready for when it comes, whatever that 'it' might be.



Voidborne

"*We have adapted to permanent habitation in the depths of space, reducing our infrastructure needs and yielding more room on our habitats for other functions.*"

You and your people have given up the crushing existence of existing on dirt balls hurtling through space. Other empires can keep their planets, for your kind will expand out into the void of the stars, growing in ways unhindered by such measly things as gravity. Making your habitats not only bigger than is common, but also much more productive and specialized.



Galactic Wonders

"*Megastructures are rightfully regarded as the wonders of our time. The scope of such a project would have been unimaginable mere generations ago.*"

This galaxy might be strewn with the wonders of ages past, but your people will not be outshone by those who came before. You can construct on scales that truly boggles the mind, harnessing entire stars with Dyson Spheres and building rings that take up all the matter in a star system. Those are just the idle fixations your kind has and you have many more dreams to make real, dreams much grander than those small things. For you will build big, you will build grand, you will build the wonders of the future no matter the cost in time.



Universal Transactions

"*We shall extend our brand and our business to every solar system in the galaxy. Greed is eternal!*"

Money is good. Money is power. The flow of currency across not only planets, but also stars and galaxies is the lifeblood of all the nations that inhabit them. To obstruct that flow would be the highest of economic and social crimes one could commit, a crime you will not tolerate being made accessory to. Whenever you invest, be it in holdings or planetary ventures, you need not worry about political deals or commercial pacts, for you will ensure the flow of trade circulates as it must and others will understand that. Even if you must do so by force.



Nihilistic Acquisition

"*The notion of self-determination cannot be a moral absolute. Holistic goals clearly outweigh individual concerns.*"

What is an individual compared to the collective? A singular organism in the much larger body of what some call society or the state. You and your empire hold no notion of the sovereignty and absolute dignity of the individual, for while the whole is made up of many individuals, the individual is not the whole and therefore ripe for exploitation. No matter if they find it fair or just, you don't care as you will put them to work as your people desire.



Lord of War

"*Some say war is bad for business, but war is our business. Our mercenaries thrive in an embattled galaxy, and through them, so will we.*"

While most reasonable sentients can agree that war is a horrid affair for all personal individuals and innocents involved, there exists within a certain subset of all peoples a type of person that longs for it. That wishes to see the blood spilled upon the hot and jagged ground of devastated planets. Your empire has learned how to harness this type of people, bringing them together in a militaristic enclave of their society and reaping the benefits of such. For good and ill of the rest of the galaxy and its people.



Archaeo-Engineers

"*Combining proven archaic technology with contemporary engineering will give us a timeless advantage.*"

The power of the Ancients of the galaxy is without question, but their workings and underlying principles have always been a mystery. Now, they will no longer be as mysterious, for you and your empire have learned many of the basic theories that make these mysterious technologies work. Not only enhancing them when applied to your own technological base, but also revealing new ways to apply them in all facets of your empire.



Xeno-compatibility

"*The invention of universal sexual biology has revolutionized society. Even if it sometimes requires awkward rotations to make a connection.*"

Your empire has taken a bit of an 'interesting' view of integrating other species into its society, given they have conceived of a genetic treatment that allows for different species to mate together and produce more than sterile children. Some empires decry this as unnatural and a degeneration of the order of nature, but it has shown its boons to your kind. For not only does your population grow faster, it also attracts members of other species who find their own societies constraining and limiting.



Hydrocentric

"*No longer shall we settle for 'good enough' replacements for our oceanic abodes: no planet shall be deemed fit for colonization until it has been thoroughly inundated.*"

Water is life, the base element that alongside carbon and silica has made all the civilizations in the galaxy possible. Now your empire has sought out how to enhance their state through the mastery of power and achieved wondrous results. For all your members who live and breathe water find themselves enhanced beyond the norm, with multiple technologies created to produce worlds and habitats that utilize water. The future is blue and its depth welcoming to all who embrace its state.



Detox

"*Our newest advancements in terraforming allow us to breath new life into a class of planets formally considered irrevocably deadly and beyond salvation.*"

Rare is the world that needs no adjustments to make it livable. Almost like jewels of impossibility in the vast greyness of barren, molten and toxic rocks that so populate the heavens. Now you and your empire no longer need deal with one of these useless rocks, for you have found ways to make toxic world into habitable planets, even if they might still smell weird after you are done with them.



Grasp the Void

"*The vast expanse of the galaxy holds limitless riches for those empires that understand how to maintain their grasp on the void.*"

The galaxy is truly vast. Perhaps an obvious observation on reality, but one that most empires don't truly understand as they start expanding and exploring out amongst the stars. You and your empire do understand that sheer vastness, readying supply depots and allocating great amounts of resources to ensure they have all the materials they need to build the orbital infrastructure that so many empires rely on. This not only increases your capacity for starbases, but also promotes research into propulsion systems and FTL drives.



World Shaper

"*To carefully shape and alter the ecosystem of an entire planet into something else is not so very different from an artist sculpting a statue out of clay.*"

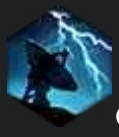
Any empire can terraform one habitable planet into another type, but only a true master can turn a regular planet into one that fits all species and enhances it into a masterpiece. Your empire can do this, able to terraform all types of habitable planets into gaia worlds and do it cheaper than others can. A master of not only the canvas that is the rock and molten core, but also of sculpting the land, plants and animals that inhabit it.



Enigmatic Engineering

"*Technology is simply not a way to solve a problem, but it is a language by which we ascend beyond the mundane. Lesser minds simply fail to understand our advances.*"

Your empire has expended so much energy in its technological development and mastery of science that the sheer idea of someone else taking it from you and using it themselves disgust you on a deep and fundamental level. This has led to your empire design their tech in obtuse and confusing ways, relying on design principles that leave other empires stumped on how to reverse-engineer them. Not only that, your empire has also stumbled on the ways that the fallen empires of the galaxy might have designed their own technologies, in an ironic situation many of you do not truly appreciate.



Galactic Weather Control

"*Our latest advances in astrometeorology grant us the ability to manifest Cosmic Storms on command. With the right technology, we can even choose the type of storm to create.*"

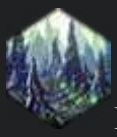
The mastery of the astrological phenomena known as 'cosmic storms' have always been something of a dream for your empire. A dream you have now achieved as your science ships have found ways to cause these storms, and much like how one can seed the heavens to make it rain, so can you seed the voids with materials for specific phenomena to appear.



Galactic Force Projection

"*The fleet is the instrument by which the will of our empire is made manifest - we live or die depending on its strength.*"

The ability to project power anywhere in the galaxy is of the utmost priority for your empire and its people. Not only do you have a vastly larger navy than any of your neighbours have, excluding the fallen empires, you also gain much more influence from the power that these fleets project out across the galaxy. Enhancing the politics your empire can engage in, while also expanding your amount of Commanders due to the stresses such an endeavour creates.



Hive Worlds

"*We shall create living worlds that are every bit as much a part of the Hive as the drones that inhabit them.*"

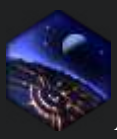
The hivemind of your empire has spent great lengths of time pondering on how it might incorporate a planet into itself. What it takes to not only spread such an organism across a planet, but also what it takes to ensure it is self-sustaining and worthwhile to make. It believes to have found a way to do so and you and the rest of your kind are soon to benefit, as now you can turn a world into a living being of immense scale and power.



Machine Worlds

"*We shall shape our worlds into a mirror image of ourselves, replacing the frailty of biology with the immutable perfection of metal.*"

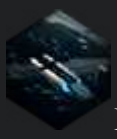
The greater collective have spent several cycles planning how to best utilize planetary bodies for the greater gestalt. How to eliminate the corrosiveness of the atmosphere and render it inert. How to best plan and spread your infrastructure to take advantage of natural resources and build advanced districts unhindered. Now they have done it and your empire has the necessary plans to turn regular worlds into paradise, so long as you are a machine.



Arcology Project

"*Thus shall we make a world of the city, and a city of the world.*"

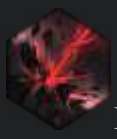
And I say also unto thee, that thou art home, and upon this rock shall I build a home for all; and the evils of the galaxy shall not prevail it. So it is your empire has spent itself to make a city for all and for all shall this city be made, for now there is only the work to be done as the plan has laid out.



Master Builders

"*Building a Megastructure requires an unprecedented amount of resources and planning. We are breaking new ground in the field of macro-engineering.*"

Building a megastructure is a hard endeavour. It takes vast amounts of time and resources to simply build the building platforms that will build the scaffolding, which will hold the beginnings of the project, and then you have to build the thing itself- It's a long endeavour is what i am saying. Yet your empire is a master at these things and does it at half the time others would take, while being able to build even more of the vital infrastructure that creates the materials needed for these large projects.



Defender of the Galaxy

"*As star nations vie with one another in petty disputes, sinister forces of unimaginable power are arraying themselves against all sapient life. Who will protect us?*"

The galaxy is not a kind place, never has been and it most likely never will be, but it is a place that is worth protecting for the simple reason that you live in it. Your empire recognizes that fact as being self-referential and objectively true, becoming a central pillar of their world view. For when the stakes are at their highest and all the chips are down, your people will be there to give the edge that the galaxy needs to win. Cementing your reputation amongst the other empires of the galaxy as actual heroes and giving you experience dealing with all manner of crises, both with aid and with force.



Galactic Contender

"*The Fallen Empires cling to the ruins of their decrepit civilizations, ever fearful of the younger and more dynamic races that surround them. Their time has long since passed.*"

Honestly, you don't even care about having some nebulous position as 'ruler of the galaxy' or other high-browed titles like that, you just dislike that the fallen empires keep looking down at you and acting high-and-mighty all the time. So your empire has prepared itself, trained itself on how to beat the snot out of those 'greater beings' and are ready to take them down a peg or two. Not because you want their stuff, though you do, but because you want to tell them that they aren't as tough or smart as they pretend to be.



Colossus Project

"*The Colossus Project is where fevered dreams of terror and deterrence meet. A vision of the biggest ship, carrying a weapon capable of devastating entire worlds.*"

A weapon to shake the galaxy and tear apart worlds. Few empires throughout the history of the galaxy have even tried to build such a thing and even fewer have succeeded without dire consequences. Still, your empire has made plans for how to build and arm such a thing and need only build it, sure that the rest will take care of itself. Afterall, fear will keep the rest of the galaxy in line.



Drawbacks

Not all journeys go smoothly and sometimes you want a little bit more action in your jumps than what might already be present. Here you get the option to pick as many drawbacks as you want, to enhance your journey and gain CP for it.

Mods Galore! [000CP]

Are you unhappy with the scale of the universe? Is the megastructures available to you not grand enough or the technology used much too primitive for your wants and needs? Maybe you just want anime catgirls in your galaxy? Then this is the option for you, giving you the option to import any mods from the Steam workshop, or other places, and make it a part of your jump.

Extended Stay [+50CP]

Each time you choose this you have to stay another ten years in this universe. This can be chosen as many times as you want, but you might want to be frugal, as every year beyond the standard date has a 1% chance of spawning a crisis or the re-emergence of a previously beaten crisis (roll a 1d100 each year and if it hits a 1, you're gonna have to contend with a crisis of your choice).

Rival Leader [+100CP]

You have somehow gained the animosity of a fellow leader in your empire. What this means is that they will try to use their influence and power to ensure you get nothing done or don't get more power than you already have. This can be bought multiple times, but each time the problem compounds as the various leaders might begin to work together to bring you down.

Rough Start [+100CP]

Your empire has had a rougher start reaching space than what it should have, finding both its population smaller than it should be and its infrastructure less well developed. You can pick this a total of three times, with the first pick just being a small loss in population and advanced infrastructure, but on the third pick your civilization is just barely big enough to be genetically diverse enough to grow and have the minimal amount of infrastructure necessary to support space ventures. Good luck!

Frenzied Tiyanki [+200CP]

Something about your arrival in this universe has messed with the placid nature of the Tiyanki, inducing in them a thirst for the blood of other species. Have fun shooting space cows, ‘cause they’re coming for you and won’t stop until you take their home system and render them extinct.

Amoeba Incursions [+200CP]

For some reason space amoeba’s like nesting in your empire’s borders, heading over to gas giants you own or orbital rings that circle important planets you mine. They won’t actively attack your planets or orbital installations, but any ship that gets too close will be destroyed if they aren’t guarded by a sizable navy. This will continue to happen even if you kill every other amoeba in the galaxy, with more appearing out of hyperlanes you didnøt know about just to annoy you.

Drone Hatred [+200CP]

Your empire exists in a zone of space that the Autonomous Mining Drones wandering the galaxy has deemed a quarantined zone. This means that anytime you try to leave your starting area of space to explore and expand, the Mining Drones will send fleets to pursue and kill them. The only way to get them to stop is destroying their hub area, which is on the other side of the galaxy from where your empire is.

Rival Empire [+200CP]

You were not alone once you first entered the stars, for only a few systems over from yours was an advanced alien civilization. A civilization that was planning to expand where your empire now is and is taking the interruption of their manifest destiny quite poorly. They will seek to slander your name in the galactic community and tear down your outposts and replace them with their own. They will not stop trying to destroy you and the only way to stop them is destroying them back in turn.

Feeding Frenzy [+300CP]

You have arrived in the galaxy at an inopportune time, for the void worms have just entered their breeding period and are now seeking out food sources everywhere in the galaxy. This means that you will constantly have to deal with void worms seeking to eat your population, with fleets of them roaming the stars and destroying your infrastructure and starbases. The only way to stop them is destroying all their nests, which is hard as they make new ones wherever they can find suitable black holes.

Return of the Khanate [+300CP]

KHaaaaaaaan!- oh, wrong universe, but you get the idea. The barbarian nations that usually occupy small areas of the galaxy have consolidated together under one leader, the eponymous Khan. A genetically enhanced, psychically gifted and incredibly skilled warrior and commander. They will lead their people on a conquest across the stars and the only way to stop them is killing them in personal combat. All other ways will either not work or be somehow unsuccessful due to the machinations of fate and the Shroud.

Awakened Empire [+300CP]

One of the usually sloven and lethargic fallen empires have taken note of the state of the galaxy, alongside the teeming masses of new civilizations that have appeared since they last looked around. Finding this whole situation quite a bother, the leadership of this fallen empire has decided to take matters into their own hands and are awakening the people and infrastructure of their nation. While not a direct threat, do be prepared to listen to their demands or you will suffer greatly when the consequences appear.

Shroud Attention [+300CP]

One of the major patrons of the Shroud has taken notice of you and your empire and seeks to twist it for their own ends. While they won't be able to manifest in the material universe, they will send their agents to enact their will and try to drag you into the Shroud. There is no stopping it, unless you were to somehow gain the ability to change the laws of reality and seal off the Shroud for good.

Isolation [+600CP]

Your entire cluster is disconnected from the greater galaxy, unable to connect with the major hyperlane network and having no other natural phenomena to cross the distance. The only way you can interact with the greater galaxy is by slowboating to a nearby system that is connected and building a Gate, or by studying how to make a Jump Drive. Not truly dangerous, but being late to the party can mean the difference between survival or destruction.

Leviathan! [+600CP]

- Oh this isn't good. A leviathan, of your choice, occupies a star system just beside your home system and has decided that your system might be a nice place to live in. You have fifty years to prepare yourselves before the Leviathan will begin to move to your home.

Ether drake: A giant space dragon, this creature originates from the violent heat of the beginning of the universe and is extremely powerful. The reason why it seeks your home system is to raise its young spawn, which you can take as a companion if you defeat its mother.

Automated dreadnought: A massive ship that can only be compared to the Juggernaut-class ship regular empires can make. The reason why it comes for you is an old and delayed message for help originating in the direction your system lies. Defeating it allows you to rebuild it anew and take it as a ship of your own.

Spectral wraith: Giant jellyfish that is out of phase with most of reality and quickly regenerates its energetic shield coating. It wishes to swim in your star and bath in the energizing plasma it creates. Defeating it will unlock new knowledge on the workings of reality and allow your ships to mimic its phasing ability on a less powerful level.

Stellar devourer: Big squid made out of high-energy plasma and stellar matter. It's hungry and your star is right there, so it's gonna nom it. If you defeat it you will get its egg sac, which holds hundreds of potential spawn, which can all grow into Stellar Devourers if inserted into a star's heart and allowed to grow for a million years or two.

Corrupted avatar: A massive ball of Shroud energy, where the lingering remains of the worst aspects of the Zroni has created a monster that only seeks out more pain and suffering. It wants to corrupt and twist your people and so seeks out not only your home system, but every system you own, saving your homeworld for last. If you defeat it you will get the crystallized remains of its orb, acting much like the Core of the Reckoning, but an order of magnitude less powerful and unable to enhance its effects by devouring worlds.

Voidspawn: A newly birthed beast of the stars, already the size of a planet as only a child, it will grow quickly in size and hunger. The reason for why it's heading for your home system is to sate that hunger, wishing to sip off the gas giants you might have and the biological material your planet is covered in. Defeating it will allow you to study its complex genetics and you will, if you dedicate immense resources to it, be able to clone and grow your very own voidspawn.

Scavenger bot: A massive amalgamated hulk of wrecks, stitched together from a thousand different species ships, only holding together due to the constant repairs of the nanites that forms its core. The Scavenger bot is heading for your home system after finally finding a way to travel faster than light and fulfilling its one core program; expand, consume, exploit. Defeating it will give you an immense haul of wrecked tech and refined alloys, but the most advanced discovery will be the nanites themselves, including the script to control them and the templates to make more of them.

Crisis strength x25 [+1000CP]

> You're about to be in a whole world of hurt, because everything is going to be much harder. Alien empires gain more resources than they should, their fleets are stronger than they should be and their leaders more skilled. Everyone just seems to have a better and easier time than your race, which is nothing compared to the crisis to come. It will be devastating for everyone, twenty-five times more devastating than normal in-fact. The other alien empires will flounder and fail any time they try to beat back the crisis, putting you and your empire as the sole species actually able to do anything. Even worse, you can't leave until you beat the crisis, so strap in 'cause it's gonna be messy.

Scenarios



Galactic Nemesis

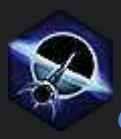


Does this universe disgust you? Can you feel how it holds back the greatness of your species, how the filthy and impure hands of other empires clamour at your doors and tears at your borders? How they keep taking what should be rightfully yours and twisting it away from their true rulers? Something must be done, mustn't it? Yes… you see it in your mind as you dream; a way for you to ascend your race beyond the filthy creation that seeks to bind you. A machine of astronomical scale that will propel you into the godhood that you were always meant to have!

You must build it, make it real and power it with the darkened pieces of reality, to fuel your ascension into beings of light, but those conniving rats seek to tear you apart. To stop you before you have a chance to ascend to the throne of reality as its rightful masters- The Sheer Insolence! How dare they! You must purge them all, gather the resources necessary to build the machine and the dark matter to fuel it so that it will catapult you into an existence unimaginable to the lesser filth.

Rewards:

> If you succeed in building the device and fueling it until it reaches the zenith of its power, you get a choice just before the beginning of the end. You can leave the universe and continue your chain, travelling through the multiverse on your way to reaching the **SPARK** that lay at the end…. Or you can stay and chance it all on the coin toss, gaining unlimited power on par and beyond the Zroni, able to twist reality to your every whim and desire if you succeed, though if you fail- well, stretching one's soul across all of reality has consequences… irreparable consequences.



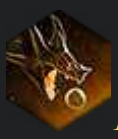

Cosmogenesis

Oh the vastness of the universe is truly a sight to behold for the common empire, its bosom full and its richness vast beyond scope and measure. Yet your empire is not one of those who would content themselves with simple material goods and pleasures, for you have seen greater bounties than base metals and sweet treats. For what could ever quench your thirst or slate your hunger after you first glanced on the wonders of the fallen empires and beheld the marvels of science and technology they have fashioned. How their artifice bent reality in ways your minds could scarcely comprehend, yet they now urge to wield for your own gain.

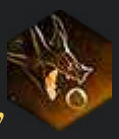
You must have it, there can be no question! Reality must bend to your kind as it does to the fallen elder races and you will do all it takes to get there. So you must seek the farthest corners of reality for the answers and questions you need. Go into the burnt out and forgotten ruins of the ones that came before and learn the secrets they hid in their graves, that you may then apply to your own ends. Set your greatest minds together and force their geniuses to work in unison so they may produce results beyond their individual ability to fashion forth… And if that is not enough, then build a device to compute on levels never seen before and burn through reality and neurons, to think on a scale incomprehensible, to twist reality dry of its secrets.

Rewards:

What you gain from this scenario depends on how much effort and sacrifices you make during your time here. If you go slow, you will almost certainly find many **rare and dangerous technologies** and know of ways to apply them safely, perhaps even getting all the same **buildings as the fallen empires**. Yet if you burn forward unceasingly, you may reach powers beyond the scope of normal empires, able to twist the laws of reality. You may even, if you succeed in not accidentally deleting yourselves from reality, create a vessel of absolute strength and pierce into a black hole to make a reality of your own to take with you on your chain. A **pocket universe** that you can access and treat like your warehouse, while also having your species civilization living inside it, ready to heed your command as one of its leaders.



Behemoth fury



Your species has always been fascinated by monsters. They have lived throughout your history, in both folklore and in popular fiction and scientific articles. It has been a common pastime for your race to ponder the mechanics behind living beings that reach sizes spanning mountain chains. Yet it has always been theoretical or imaginary, a distant thought experiment that bored scientists made when they had time or stories that people told each other when they were out in the wilderness. A seed that will never grow into fruition.

Now your race wanders among the stars and sees all the life that thrives in the starry airless depths of space and they say to themselves “can we make the stories true?”. The ideas of yore take root and sprout, with samples of genetics that can grow to immense sizes and live in places that regular life could never thrive. It must be done, not simply because you are curious if you can, but because you all want to see it, you all want- no, you need to make it real and fulfill millenia of pondering and wishful thinking!

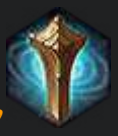
And so the seed grows, as does the massive beast that now prowls the star system you call home. Even now it is the size of one of your corvettes and it is but a child to what it will be, for you have dreams of a greater beast, one that might even engulf planets… Yet something stirs beyond the stars and feels its territory being threatened.

Rewards:

> If you can get your monster to grow until it becomes a class IV Behemoth, then the galaxy will be invaded by a massive Void Spawn. If you can defeat it, you will get a beast that can take out fleets on its own, with a hide that can not be pierced by regular weapons and a strength that can not be bested by the strongest of matter. No matter if you succeed in this or not, if you get one of your beasts to be a class IV, you will get the ability to clone similar size monsters.



Defender of the Galaxy



The galaxy is constantly in danger, both from outside threats and internal disputes, yet none stand ready to defend the innocent and weak. No one… Except you, that is.

Your kind has made a solemn vow that you will defend the galaxy for as long as your kind exists. No matter if it be monsters lurking beyond the hallowed systems of the galaxy, great machines seeking to destroy all life for nebulous reasons or the intrusion of cosmic creations that seek only destruction and pleasure at their own leisure. No threat will be set aside as unimportant, for you will be there ready to defend against it.

So summon up the committee and debate the merits of valour and honourable defense in the halls of power, for to stand alone and die alone is not the fate that this galaxy will suffer. Not on your watch!

Rewards:

What you gain here will be very dependent upon what you do during your time spent in this universe, but one thing is certain; you will gain all the **crisis relics** of the threats that you beat. This means that a crisis is guaranteed to occur while you're here and you get to decide which one, but also that any further crisis that happens of a similar nature will lead to **duplicate crisis relics**.

Now, what is not guaranteed is the variable rewards you can get, instead depending on your involvement with the wider galaxy and the galactic community. If you are politically savvy and a respected defender of the galaxy, then you have the opportunity of putting forth the **Paladin Initiative**. This gives you access to extremely powerful ships and commanders that are far and above those found in the regular empires of the galaxy. It does however require you to become the **Galactic Custodian** and so, if you do manage this, you will in future jumps be seen as an impartial judge and righteous defender of all life in the galaxy you inhabit… Dependent on you acting as such, of course.




Question of the soul

What is the seat of the consciousness? Where does it lay and how can you figure it out? Is it the soul and if so, what is the measure of a being's soul? Is it intrinsic to everything or does it arrive only in those who can show themselves to have sapience and sentience?

These questions have lingered in the subconsciousness of your species for as long as it has pondered its own existence and, in modern times, thought they may have solved at least a part of it as they stumbled upon the field of science known as psionics. Now there is verifiable proof that consciousness begets reality and that thought shapes the world around us, both on the molecular scale and a large macro scale. For with your study of the soul and mind have you also found strange abilities beyond nature and a link to a dimension only whispered about in your dreams as the Shroud.

Rewards:

Delving into the nature of the soul and mind, exposing yourself and the rest of your race to the Shroud will lead to a fundamental change in your nature. For with enough time and experimentation will you find a procedure that can uplift your kind into being **Psychic**. This gives boons in most fields of work and fantastical abilities with the mind and reality, but the procedure only works for your species and to apply it to others would be a long endeavour of testing and experimentation.

More than that, you have also met beings living in the Shroud which have offered you great boons of power, if you would bind yourself to them and make a **Covenant**. This would grant you great strength, but at the cost of aligning your species mentality to an obsessive degree with the mental aspect your patron embodies.

Yet you can also deny such a thing and seek to create your own avatar in the Shroud, embodying the entire mentality of your race instead of the remains of the Zroni's. This **Oversoul** will enhance the traits your species has to a higher degree and boost anything related to the ethics that you first had when you created it. Though it does lock your race into who they are, resisting change both natural and unnatural.

End

Your time in this universe is over and you now get to decide what you wish to do:

Stay here: There are so many more wonders to see, so many more things to do, how could you ever want to leave this place when there is so much unfinished business for you to address? This gives you 1000CP to enhance yourself and your empire with, but ends your chain here.

Return home: You think you have had enough of all this silliness that jumping between realities have inflicted on you, you'd honestly rather just go home now and end your chain all together, thank you very much.

Continue on: Your time was well spent here, but there are other sights for you to see in other realities as wondrous and magnificent as this one is, perhaps even more so! Your chain continues on and you with.