Story of a Ruler
Blazing Skies

Jump by Pionoplayer
v1.0.2

You open your eyes, and are met with brilliant light. Far, far below you is the world your people claimed during your last visit, their works and influence visible even from this distance now. In front of you is your people's Sun, and the brilliant and intricate array of celestial bodies that makes up your people's home solar system.

Your people's grasp on their world has solidified, and has not been meaningfully challenged since you were last here. But as they rise to the heavens above in pursuit of their destiny that will change. You feel something prickle your skin, something is ***wrong****. Perhaps you noticed it last time during your entry, but this time it's unmistakable.*

Here you are again. Time has continued to pass, and while your people are only beginning to explore the space beyond their homeworld they will soon be embroiled in yet another grand scale conflict with the others who live around the Sun they all share.

You have made it far... But all enemies your people will face from here onwards have faced their own share of hardship and opposition, and as the danger grows so will the quality of the competition. The threats will only grow greater and greater, so take **2000 CP** and do your best to keep up.

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

Personal Specifics:

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

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

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

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

(Free) Timeless Emperor: The amount of time you will spend in these jumps remains potentially quite lengthy, so this perk is still offered in case you (or your companions) did not take it previously. You will never age past your biological prime while this perk is active nor will you suffer mental degradation from living so much longer than you're normally designed to. This does not improve your memory, allow you to recover from normally permanent injuries, reverse your aging if you start out older/get artificially aged by an outside source, or in any way protect you from anything but the cold embrace of time and entropy upon your physical form over the years.

The Kingdom

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

Species Creator:

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

Your baseline expectation of development before jumper empowered tampering have reached to around near future science fiction, including interplanetary but not interstellar transportation.

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

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

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

Harmonic Adaptability: choose one.

Every civilization develops its own specialties and idiosyncrasies. Different technological and magical paths, that most other races will never be able to fully understand or take advantage of. How much capacity do your people have for integrating and utilizing the development systems of other factions? Some peoples will have already long since begun solving these problems, so **all CP-costing options in this slider will have 300 less base cost (to a minimum of 0) if you previously purchased Not So Different in SoaR 2: The Trek.** (Please see the Notes for extra details on how this slider works)

(0 CP) Tech Trade: Your people are roughly at the "standard" for such things; your people can only assimilate and integrate things from other factions that your people could have developed on their own given enough time. Anything that isn't already in your people's "development tree" so to speak cannot be replicated... But with the right knowledge they might at least be able to mostly understand it, and perhaps steal or purchase individual examples for their own use even if making more themselves remains out of the question.

(100 CP) Inspired By Real Events: Even if your people can't really integrate abilities from outside their own development paths, they might still learn from it. By examining the capabilities of other factions, your people may sometimes speed up their own research, discovering the potentials within their own "development tree" by studying what other factions do to achieve similar effects.

(300 CP) Style Theft: Some civilizations are a bit more malleable in their limits. Magical races who can pick up the magic of other factions, psionic civilizations who can learn the tricks of other psions under the correct circumstances. While the ability to further develop these once your people have acquired them is nearly nonexistent, and your people are only able to learn new capabilities from factions that manipulate reality in similar ways (tech to tech only, magic to magic only, etc) this is functionally the ability to acquire new "development tree nodes" that might normally be impossible for your people to learn on their own. And even if your people don't have good ways to use it themselves, knowing how to make something often translates quite well into knowing how to break it too.

(600 CP) Branching Out: It's one thing to be able to loot developmental options, but often one needs to be able to pursue further understanding around it to really make it work in a new context. However, your people aren't just limited to replicating the exact details of what similar factions can do, but are capable of acquiring entire lines of development, pursuing understanding and improvement of those once-foreign capabilities to their endpoints. It will likely take a great deal of sampling and even more actual work to unlock the entirety of assimilated "development trees", but put in enough time, resources, and baseline data and your people may eventually be capable of everything the targeted faction would have eventually developed.

(1000 CP) Tech Orchard: They say that sufficiently advanced technology is indistinguishable from magic. This really only has the appearance of being true, but with the right outlook sufficiently advanced technology can *replicate* magic. Your people aren't limited to learning from just those civilizations whose methods align with your own, but may instead pull lessons and developmental capacities from *any* other faction with sufficient time and effort. Oh sure it may take a very long time for a fully magic based faction to grasp how exactly robotics and gravity based spatial warping *work*, but they'll be able to learn eventually. Just like a technology focused civilization might eventually comprehend and replicate the feats of a spiritual psionics based race. Give your people sufficient time, resources, and samples and they can derive the capabilities of just about anyone.

(+300 CP) Button Mash: Most civilizations have at least some ability to pull apart and analyze the capabilities of their foes, but your people are for one reason or another deficient in this area. Not only are your people unable to reverse engineer even direct equivalents to stuff they were already learning to do, this makes learning the precise mechanics and potential future capabilities of enemy factions nearly impossible. Your people can at least do things like purchase or loot individual examples for personal use (though maintenance will likely be difficult) and make deductions based around what your enemies have already demonstrated the capacity for.

(+600 CP) Don't Cross The Streams: Your people have a strange "mechanical isolation" problem. They are just about completely incapable of accessing, researching, or using the developments of other races. Looted gear doesn't work for your people, reverse engineering is a lost cause, even just using military or administrative techniques offered by allies is somehow just about utterly impossible. This can be a particularly serious issue if your people are faced with threats that their native tech tree doesn't naturally come with answers for, where other civilizations might be able to cludge together a solution from what others do to deal with the issue, your people will sometimes be stuck simply bearing the full brunt of such complications.

Integretal Unity: choose one.

Very very few civilizations of the size of your people's are truly just one race and culture. Different ethnicities arise, and many civilizations eventually take in species besides their own. But it can be very difficult to build a culture and developmental base that adequately meets the needs of different cultural variations-let alone entirely different species. How well does your empire handle and support those who fall outside your people's "baseline"? Many civilizations begin developing these capabilities early, as such, **all CP-costing options are 300 CP cheaper at base (to a minimum of 0) for each of the following you have previously purchased: Not So Different from SoaR 2: The Trek, Synchronicity from SoaR 3: Settled, and We All Lift from SoaR 5: Fires Of War, for a total of 900 CP reduction here if you own all three**.

(0 CP) As We Are: Most civilizations that wish to prosper must eventually learn to accomodate differences in requirements among their people, just to handle different cultural expectations

and unusual medical situations if nothing else. This fortunately enables a degree of adaptability-your people are not only effective at meeting the needs of their own kind, should other species be brought in under your banner there will already exist resources to make their lives possible. Of course, those too far from your focus race's needs and requirements will have a harder time of it without special expense and effort taken to accommodate them, but at the very least your people *can* accommodate those who might join from other civilizations.

(100 CP) Accessible Architecture: Supplying a variety of alien races (or perhaps even just a wide variety of body plans within your own people's species) can be extremely complicated and costly. Not for your people though, it is largely a solved problem for them, and accommodations, equipment, social supports and more for the great variety of cultures your empire might need to support barely cost more than just supplying your baseline. Only some of the most unique, exceptional, or distant types will pose problems. Different chemical makeup? No big deal, there's solutions. Living spatial distortion or literal psionic god of a decaying race? *That* will still pose an issue.

(300 CP) By Association: There's a difference between integration and elevation. The metaphysical fixtures and guarantees your people possess aren't naturally guaranteed to benefit those who join you, no matter how loyal. Unless you purchase this level of slider or above of course. At this level your people have ways to make newcomers more properly "count" as one of your people, letting them benefit from all sliders and features you've purchased at a lesser degree whether that be imbuing magical power and psionics where there was none or granting the chance to become a true Champion. This will be more of a pull than anything, a race far below what your people can do in a realm will still be worse off than if they benefitted natively, but they'll be able to "pass". On the flipside, any areas where immigrants were already better in a given area than your people might see no change. All are welcome, all may benefit.

(600 CP) Diversity Initiative: Sometimes there are figures who might want to join your banner who just don't fit conventional living. Perhaps they are innately toxic or corrupting to the area around them, perhaps they have extremely alien mentalities and methods of interacting with the world, or maybe they're just unreasonably big. Your people can accommodate them anyways with this. At this stage anyone, *anything* that can be convinced (or "convinced") to join your people can be integrated, can be given the resources to be part of society (though maybe not always in the same ways as everyone else). Ancient forgotten gods and demons, or weird Things from other dimensions, all can be welcomed under your banner and your people will find a place for them just as any other.

(1000 CP) The Shoulders Of Giants: Perhaps it's not enough to just "pull others up". Perhaps you want to make sure that *everyone* who joins your people receives the full benefits of the purchases you've made for them? This level sets your focus species and all the purchases you've made to benefit them as the "baseline". Think humans in every schlocky space opera setting, the expectation is that everyone in your civilization can do what you've purchased, and their racial (or personal) specialties will be elevated in comparison to that baseline. If they suffer from weaknesses, under your banner those weaknesses are in comparison to your people's fiat

backed baseline instead of the regular comparisons. And of course, this will only be improvements. For any case where being adjusted to this new baseline would be a bad thing, it doesn't happen.

(+300 CP) One Size: Some civilizations don't have such great capacity for accommodating others, though. Yours is one such. Everything is built to the expectation of only working with your own people, and other races (or even just members of your own populace who deviate too far from standard) are likely to find living in your realms far more difficult due to those differences. Effort can still be made to meet the needs of others, but it will generally be expensive, and will never truly bring their quality of life to match everyone else's. This is likely to make wholesale integration of foreign populations nearly impossible, you'll likely need to build dedicated enclaves for other peoples you take under your wing-assuming you have the means for that to be a feasible expenditure in the first place.

(+600 CP) Square Pegs: Integrating other races? You must be joking, your people can barely even meet the needs of all their own kind! Deviancy may or may not be tolerated on a social level, but at a systemic level any and all variance from the expected baselines your civilization is built around results in some degree of difficulty. This may be minor difficulties with finding appropriate personal effects for things like cosmetic differences, but chronic illnesses or metaphysical deficiencies might make living a normal life nearly impossible for lack of adequate resources. Not only will other races be near totally unable to integrate, you will lose a great deal of effective manpower and positive variancy from being unable to really take advantage of the full breadth of existences your own people cover.

Form-Breaking: choose one.

Your people have been restricted since their creation by an invisible chain-the restrictions of their own natural forms. But with their progression and development, these limitations can eventually be stretched and perhaps broken entirely. How far can your people go in reshaping their own bodies and biology? Your people may have already delved into this, so **all CP-costing options in this slider are at base 600 CP cheaper (to a minimum of 0) if you've previously taken Live Experimentation in SoaR 5: Fires Of War**.

(0 CP) Got Spares?: It's standard for a species to learn about how their bodies work over time, everyone spends so much time with them it takes extenuating circumstances to not even learn how to repair or at least somewhat improve them. Your people have an effective understanding of how to create and apply prosthetics, minor bodily improvements, and things such as cosmetic surgery or minor gender reassignment processes. This is not true transhumanism (or transwhateverism), but it means that few if any of your people will be stuck with crippled forms or suboptimal bodies

(100 CP) Chargen: Many races dig a bit further than just the basics though, experimenting with minor alterations like moving organs around, or minor physiological function changes to better adapt to the worlds they settle. Going much further beyond this often tends to be difficult due to

powerful body dysphoria barriers, but your people have at least gone this far-able to alter their bodies within range of what you might expect of "mutants" within the species; perhaps an extra pair of arms, more resilient skin and bones, or muscles optimized for tunnel movement instead of surface maneuvering. Nothing really extreme like turning into a mass of tentacles or quadrupling in size by comparison to normal, but it still opens up a significant number of options to your people.

(300 CP) Brand New You: But some people want more, and your people can do more. Your people are capable of more than just basic body alterations, they can go the whole distance-uploads into robotic bodies, changing to a different species, or rearranging into a shape more reminiscent of an animal or monster than the mundane person they were before, all without losing their mind and personality. There are still limits though. Your people won't be uploading minds into giant spaceships that easily, or changing bodies to be completely morphologically different, or anything else particularly crazy.

(600 CP) Anthropomorphize: Some civilizations become true masters of bodily reconstruction though. Your people are capable of uploading or converting individuals to just about any body plan within reason, for a pretty generous definition of "in reason" too. Become a true Virtual Intelligence, turn someone into a kilometer long spaceship or a networked swarm of nanobots, become a living ooze or something best described as a complex mechanical rube goldberg the size of a building. If it can support a brain structure, if it can hold a person, your people can let someone be that thing and allow their transition to the new body plan to be smooth and nearly painless.

(1000 CP) Truly Alien: "Within reason" is a bit too stifling a caveat for what your people can do. Other civilizations have mastered the art and science of form-breaking. Your people are *miracle workers*. Anything that your people can make that is able to self-alter and self-sustain can be someone's body under your people's care. Living spells, living gravitational anomalies, intelligent cultural phenomenon if your people have the knowhow to engineer a self-determining one. Of course, most people won't use such ridiculous patterns of existence, but the possibilities are there and oh what possibilities they are.

(+300 CP) Preservation: While comprehension of how to map and alter the body is the standard among advanced civilizations, it's not universal. Whether through a deep seated taboo or unusual complications presented by the nature of your people's physiology or psychology, your people aren't able to really alter their forms. Prosthetics do exist, but to be successful they must generally along the lines of "repairs", bringing the body back closer in line to its original shape and function. Things like adding extra limbs or rewiring senses are completely out of the question... Even if it were to cure someone born or afflicted with long term chronic disabilities.

(+600 CP) Single Form: Your people's ability to alter the body are functionally non-existent. Even things so small as basic prosthetics or gene therapy to restore missing body functions are impossible for them. Many people will be left behind by this lack, and restoring injured soldiers

to combat readiness may be impossible in many cases. I hope you don't leave too many of your own behind.

Other Features:

(100 CP) Ramming Speed: There's something deeply satisfying about crashing one very large object into another very large object at high speeds. Unfortunately this activity tends to be very bad for the health of both objects involved. Your people have developed solutions for this however, and your people's vehicles-particularly large ones like starships-are much more resilient to impacts than usual. A somewhat niche ability, but one with various applications such as invading planets by dropping invasion ships at terminal velocity or turning naval broadside maneuvers into impact-resistance contests.

(100 CP) Hall To Hall: In this age of extraterrestrial exploration, combat will shift from expanses dominated by infantry and the fighters themselves to those dominated by great warships and artificial structures. It behooves your people to maintain mastery of the combat scenarios this opens up; the tunnel fighting adjacent battlefield of boarding and macrostructure capture. Your people's ships and buildings are harder to invade, and your own boarding and capture parties are harder to repulse thanks to your people's doctrinal and developmental advancements.

(100 CP) Valuable Insights: It can help a great deal to have an assistant with your work. Someone who can handle mental busywork, like paperwork filing, basic Q&A, or minor optimization tasks. Perhaps the best way to handle this is with simple AI systems. Personal assistants, or agent systems to handle tasks a simple robot can't handle. Your people have gotten good at creating these artificial intellects, whether by digital, arcane, or other means, allowing for basic mental tasks to be automated effectively. These agent systems won't be capable of replacing strategists or artists or any of the like, but being able to automate basic work that requires just enough problem solving to be beyond simple algorithms' capability can still save everyone a lot of wasted time and energy. Have your people already taken these first steps in the past? **You may take this feature for free if you purchased Hello World in SoaR 6: Age of Empire**.

(500 CP, requires Valuable Insights) Augmented Implementations: There's AI, and then there's AI. Your people have mastered the frontier of cognitive engineering-fully intelligent and sapient AIs can be created without a specific body to anchor to, and your people have enough understanding of the mind and cognition to not only make specialized alterations to the minds they create but can also perform alterations and corrections to *living* minds as well. This is immensely useful in things such as uplifting animals, treating mental illness, or allowing physical people to upload as virtual minds themselves. It is also useful for designing people from scratch if a role needs very particular personality traits, creating infomorphic identities for intelligent management of broader systems, and scaling up the complexity and intelligence of non-sapient AI without having to worry about rogue servitors or accidentally making your automation systems self-aware.

(100 CP) HALO Drop: While orbital dynamics and the requirements of space travel are to at least some degree different from most of the worlds you're used to, the process of getting from atmosphere to space and back remains more difficult than moving around within those realms. Your people have a knack for it however, with effective high speed transport methods in and out of orbital ranges, perhaps just very good transports or maybe something that allows rapid-assembly space elevators. While this can certainly be useful in ground invasions from space, faster does not mean "immune to anti-orbital fire", and it's likely that the biggest impacts of this will be in transportation, economics, and industry.

(500 CP, requires HALO Drop) Beam Me Up: Of course nothing in a "faster ground to orbit" competition beats "instantly". Your people have something for getting planetside and back that allows precise and hard to intercept arrival even without extensive preparation. This might be teleportation adjacent similar to star trek's transporters, it might be that your people can rapidly establish portal gateways to allow rapid deployment, or it might be something even more esoteric. While this has a great deal of use in industry and transportation, it also provides massive benefits in orbital combat-both when invading or defending a planet.

(200 CP) TIEd Down: The world of space battles is a big one. Massive starships duke it out with each other at scales of destruction such that small craft can hardly hope not to get swept away by the power of the blows being exchanged. Some civilizations have particularly high grade ships of smaller size however, strikecraft that can pose serious threats to even capital ships in sufficient numbers or light frigates that hold their own even in pitched battle. Long space voyages too are often difficult for smaller craft, but your people know how to make even personal scale craft or small freighters that are capable of traversing great distances on their own. In short, your people have a specialty in lighter hull independent vehicles-*and* dependent vehicles like bombers and interceptors.

(200 CP) Matters Of Size: Space activities are often compared to naval ones, per the need for mighty vehicles to ferry around crew and cargo. Spaceships can get a lot larger than ocean vessels though, and some civilizations actively capitalize on this-forging massive machines stretching multiple kilometers in length for war and commerce, individual vessels large enough to rival the space stations of other civilizations. Your people are among them, possessing a knack and specialty for these mighty ships that might be considered flying cities by some. Some people take interest in this school of construction early, **you may take this feature for free if you purchased Dreadnoughts in SoaR 5: Fires Of War**.

(200 CP) Reverse Engineers: Harmonic Adaptability is a very useful ability for any civilization to have, but it is difficult to unravel the secrets of those who followed different development paths than you. For most civilizations, the benefits of Harmonic Adaptability are time consuming and expensive to unravel and put into practice-it takes time to research and reverse engineer after all, requiring extensive testing and many examples to draw from. Your people have it down to an art though, requiring only a fraction of the research time and sample size other races at the same level would need. It will still take time of course, just less.

(800 CP, requires Reverse Engineers) Assimilate: A scant handful have truly specialized in taking the capabilities of other factions. Cybernetic overlords that steal the thought patterns and technological capabilities of victims, bioweapon swarms that copy and adapt the capacities of everything they eat, magic councils that study and cast the magic of all those they meet and befriend. Your people can do this too. It is not instant assimilation, but it is fast enough that your people are capable of copying the capacities they are physically able to replicate on a timescale relevant to individual battles and fights. If they can get a good sample at least; a savvy enough foe might still keep understanding away from you and yours but that will be a fight in and of itself.

(200 CP) Quick And Easy Treatment: Form-Breaking is a delicate art, even masters of the craft need time to not only make sure the newly crafted physical form is in good condition but to make sure that the recipient safely and comfortably acclimates to their new body. Your people are much defter at this process than usual, able to reliably work even the greatest changes within just a few days (as long as the body itself isn't so complex or advanced that making the form itself takes longer). A new you is just a single treatment away...

(800 CP, requires Quick And Easy Treatment) Formless Fluidity: Why be limited to one form at a time when you can be all of them? Your people have worked out a method by which they can not only change forms quickly, but do so *on the spot*. As long as the proper physical materials are on/within their body they can shift their form within mere seconds to their newly desired shape cleanly and effectively. For larger changes, such as major upwards size shifts or full substance makeovers they may need to include extra equipment or supplies for the shift, but that's a small price to pay for totally remaking your body whenever you feel like it, isn't it?

(300 CP) All The World's: Combat is rarely limited to a single "theatre" in a large war. Fighting spills between ground and sea and air and sometimes even more. In the new age that becomes even more true, as battles can be fought not just between ships in the void of space but down on the ground and in the halls of the fighting vessels themselves and on and on. Effectively coordinating these different stages of warfare even as they fight on such different scales is difficult but your people have mastered it, with the efforts of the different realms, scales, and theatres of combat constantly supporting each other even when victory falls out of reach individually.

(300 CP) Going Up: Infrastructure is a finnicky thing at the planetary scale. Structures like gigafactories, arcologies, and space elevators can greatly ease the workings of a spaceborne empire, but megastructures, especially infrastructural megastructures that need to be built many times, are *expensive*. Your people have practiced and learned and mastered the process. The megastructures your people build would be the pride and joy of any architect, and your people are able to make them much more reliable and resilient for far less cost than your average civilization to boot. Now chop chop, those orbital plates aren't going to build themselves you know.

(300 CP) Hardened Shell: Part of the problem with trying to defend planetside points of interest like cities and factories is that unlike spaceships a city can't usually pick up and move, and orbital stations are better off but often not by much. Defenders usually have a heavy disadvantage in orbital warfare, but your people pick up the slack. Your civilization has powerful and effective fortification capabilities, from mass anti-orbital cannon arrays to resilient (or mobile) orbital defense structures to cities that can resist heavy orbital bombardment. Your people's homes will never be an easy target for the enemy, make them bleed for every kilometer of ground they want to take.

(300 CP, requires Hardened Shell) Reach For The Heavens: Consider however that static positions are also a good place to put really, really big guns. Your people's stationary defenses aren't just effective hardpoints, staging grounds, and fortresses, your people are able to leverage their hardened holdings into powerful area denial and even mount counterattacks from the safety of heavily armed and armored bunkers. Forget anti-orbital weapons, your people do inter-orbital, raining down fire on the landing forces aimed at nearby celestial bodies and presenting threats with minefields and navigational hazards extending out well beyond the normal range of fire. Your people can deny the enemy even just the ability to move freely or catch a break, make them bleed for every kilometer of open space they want to cross.

(300 CP) Can Only Mean One Thing: Information is king on the battlefield, and even off of it. One of the easiest ways to gain an edge is to deny your enemy critical information. Your people are experts at information warfare, spoofing and blinding sensors and scrying of all kinds, jamming or intercepting enemy communications when given good opportunities to do so, and more. Similarly, your people are good at working around these kinds of threats from others, using redundant sensor types and strongly encrypted messages. Obviously some defenses and threats will be harder to adapt to than others, but your people are up to the challenge.

(300 CP, requires Can Only Mean One Thing) Hacker Voice I'm In: Information warfare goes beyond just denial of knowledge, for its true matters it can mean denial of command and control. Your people are good at directly interfering with the command and power systems of enemies. Given a good shot at it, they can shut down the neural feeds of a bioship or the internal control mechanisms of a targeted space station with ease. Against diligent enemies this kind of tactic will typically need direct access of some kind, but all it takes is a saboteur in the right place or a mana-hijacking warhead at the right time to tear down your foes' capability to engage and react. If they give you a big enough opening, you might just be able to take control of entire structures or mechanisms for yourself, and wouldn't *that* be delicious?

(400 CP) Shields Up: Energy based protective shielding is a useful thing. Many factions will be developing such things or close equivalents in the coming eras, but certain shield types stand above the rest. Your people are one of the civilizations who have developed a powered defense mechanism that holds off not only physical assaults but more esoteric harmful effects as well. Warping and corruption can be reflected perhaps, maybe they even block some kinds of hostile observation and teleporting boarders. The exact spread of what your people's shields or shield-analogues block as a useful secondary effect is broad-but not total. Some things will still

make it past them even while those defenses remain active, to say nothing of the fact that shields which have been broken typically don't protect against much of anything. Still, broad-scope esoteric defenses are nothing to scoff at despite those limitations.

(400 CP) Everything In Its Place: It's hard to make sure that everything a civilization needs gets to the right place at the right time, especially once the size you need to cover is planetary or larger. Some peoples, such as yours, take to this problem with a mind of not just coping with it but *solving* it. Your people have a set of plans, practices, algorithms, or something else similar that allows for not just rapidly delivering things that are needed but predicting what will be needed where, how much, and when, before the need itself properly arises. This isn't foolproof obviously, a surprise invasion will need reaction time to adjust, but logistics and civilizational cohesion become so much easier when you know how many workers you're going to need in which professions for the coming industrial boom or how to navigate the fluctuations in supply and demand as they happen.

(400 CP) Asteroid Miner: Celestial scale warfare requires celestial scale industry. While all civilizations will be upping their resource capacity through size and more refined extraction methods, making the most of the broadened scope presents unique challenges. Your people have quickly acclimated to the differences and more than that have leveraged them. Asteroid mining, ring skimming, and similar activities go at breathtaking speeds and efficiency, with raw material processing to match.

(400 CP, requires Asteroid Miner) Planet Eaters: But at these scales, you can do more than just asteroid mining and terrestrial quarries, can't you? Your people have expanded their operations further-when you operate at an interplanetary scale then entire planets can feed the civilization. Planetary strip-mining or full-planet agriculture, harvesting and harnessing entire moons and rings systems, stellar plasma lifts and core pumps on the more exotic planets... In another era or two it won't be beyond your people to completely mine out entire planets until nothing is left, if they're so inclined.

(400 CP) Mindscapades: "Cyberspace" and "Mindscapes" are an interesting concept. Emergent infospheres that develop a form of alternate physicality of their own, influencing and being influenced by the "real" system they derive from in ways that the informational network they arise from should not support. Your people have at least one such infospheric subreality. Perhaps it's a traditional cyberspace connecting to computers and interconnected networks and similar, maybe it's a dreamworld born of the thoughts and imaginings of your people that filter into a collective subconscious... Perhaps it's all of that and more. While this is not so much useful for open warfare, it enables new avenues of defense for the connected realms, new ways to hide or access information, and an entirely new set of perspectives on the inner workings of your peoples' civilization that may be leveraged in interesting and useful ways.

(400 CP, requires Mindscapades) Download A Car: Of course, sometimes the divide between these infospheric realms and the physical world is... Fuzzier. Digitization lasers that send things to and from cyber worlds, living dreams and nightmares that can exit into the real world, and so

much more. Your people's infospheric realm(s) possess this property, allowing physical transport in and out-and leveraging the effects of such as appropriate. On the one hand, this allows using physical firepower to deal with things like computer network infections. On the other hand, being able to pull mind constructs into reality fully formed opens up all *kinds* of opportunities. Just be aware that not every ability or item will work as advertised outside of its point of origin-and some might be too untethered from what physical existence allows to make the jump at all.

(600 CP) Who Wants To: Biological immortality is a feat held as a holy grail of medical science by most civilizations, but often turns out to be a seemingly impossible problem to solve. Your people have happily solved it regardless, allowing agelessness and indefinite physical survival-provided that they aren't fully killed of course. Biological immortality isn't much help against having your head and torso removed by an industrial accident or grenade. Ignoring such outcomes however, living forever is now accepting all volunteers.

(200 CP, requires Who Wants To) Eternal Life: Immunity to the ravages of time is one thing, but many might not consider it proper immortality. Your people have gone further, and possess the means to pull casualties back from the edge of death. Resurrection, or some manner of personal backups. This is not foolproof of course, revival has certain limitations still (such as a need for an intact body perhaps) and many deaths may be too violent or absolute to challenge as of yet. Of course, something is better than nothing, and you can make immortality stretch quite far when both time and random chance are removed from the equation.

(600 CP) Fully Automatic: For many civilizations, such as yours, this will be an era of automation. When the final secrets of self-sustaining industrial processing are uncovered and implemented. In short, your people have mastered automation, able to set up mines and factories and leave them to process material until the supplies run out, the command is given to stop, or an outside interruption occurs. As is, it won't go any faster than if you still had people doing the work, but it certainly frees up a lot of the workforce for other tasks. Like building more factories perhaps.

(200 CP, requires Fully Automatic) Factory In A Box: While maintenance and manufacture are mastered at the previous level, the start and finish still require more intelligent oversight. But your people are a bit beyond just basic automation mastery, they know how to get the factories to set themselves up too. Set down the machines, and let them get to work. Perhaps, with enough resources and a robust enough blueprint, your people could simply set down the first factory on a barren planet, and let the infrastructure establish itself from that starting point, ready for your people to move in as soon as it's ready. Perhaps don't try that in an area with locals who might object to the process though, an automatic factory system isn't going to do a great job of deterring focused attackers still.

(600 CP) Celestial Architects: Your people have begun reaching for the heavens above, and taken the great empty space overhead as a challenge to be filled. While most civilizations will build at least some degree of orbital infrastructure, yours people are taking to the activity with gusto. Your people's spaceborne habitats are every bit as good as the groundside ones, enough

to be a point of pride among the engineers and architects, who look forward to what other wonders they might build in the future. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

(600 CP) Green Thumbed: Your people are beginning to reach the scale where natural ecospheres are generally smaller than their full reach. Where ecology can be influenced and even tailored. Your people certainly aren't all the way there just yet, but have built an understanding of that science, able to make tweaks and alterations to ecosystems by deliberately adding or changing species or features to shift the overall balance without risking cascading failures or unintended knock-on effects. Small changes to refine an ecosystem to perfection, or protect it from outside damage. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

(800 CP) Level Grinding: Some species, as they learn and grow, uncover Potential within themselves. For growth, for power, for evolution. You might know these in various forms; cultivation, gamer systems, it manifests in many ways but the idea is the same: test and refine your abilities over and over again and you will get stronger over time in many different ways. Your people have developed a system within this category, and are much more powerful on an individual level for the strength it grants. A race of gods in the making.

(800 CP) Monkey Wrench: Even the best plans may falter in the face of unexpected catastrophe. Your people are that catastrophe to those who oppose them. When it behooves them, they are living breathing disasters for your opponents-attacks and offensives inflict crushing damage and trigger cascading failures. Invading fleets find themselves shredded by defenses that they thought they'd prepared for, and diplomatic tussles can see the opposition's reputation torn to shreds even if they prevail over your own people. This will not be enough to pull victory from the jaws of certain defeat, but your people are never an easy harmless target. Against you and yours, there is never a guarantee they will not be mauled even in the face of great power discrepancies.

(800 CP) Final Frontiersmen: The universe is so much larger than your people realized, once so very long ago. Much of it is empty space, waiting to be claimed. Much of the rest is full of dangers that might end your civilization if the prior is not capitalized on. Your people have shifted their focus, preparing for the expansion that will be needed of them in the future, and the structural hierarchy and systemic organization of your civilization is now much more resilient to and equipped for the stresses of rapid expansion and outwards colonization. It may be difficult, but your people will at least be prepared for the process of developing and connecting those furthest reaches. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

(800 CP) Beacon Of Hope: Something is wrong. Seemingly with the very fabric of reality itself. You will not go down without a fight, and neither will your people. Your civilization passively and naturally shifts to resist its effects, subtly countering a degree of its effects on those around your

people as well. Perhaps the world can still be a better place. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

Racial Flaws:

(+100 CP, can't take with Matters Of Size) Size Limiter: Everyone likes super big spaceships, right? Well, they're actually pretty difficult to make work, and your people's typical-use space vehicles cap out in size lower than most others. This isn't crippling fortunately, but there are times where a single really big ship is better than a bunch of smaller ones. Oh well, you'll manage I'm sure.

(+100 CP) Raaaaaats: It seems like an odd stage of development to pick up a vermin problem, but somehow one or more kinds of critter have specifically evolved for life in the ships and other big structures your people create. And they're very, very good at it, leaving them a seemingly omnipresent pest at least where space travel is concerned. They're not anything super dangerous or harmful, but it lowers the efficiency of all but the cleanest and most robustly maintained vehicles and structures above a certain size.

(+100 CP) Just Plane Bad: In the burgeoning arena of space based warfare, having small and agile combatants that can be deployed in large numbers is a useful and important combat niche to fill. While it can be made up for with weight of fire and good point defenses, a degree of battlefield cover and control will be ceded by any faction unable to field effective strikecraft. For one reason or another, your people's strikecraft are so far behind other factions' in combat capability that they just don't bother to build any. Civilian craft of the same size range are likewise diminished in capability-but at least not nearly so badly as to be useless.

(+200 CP, can't take with All The World's) Like Ants Under God's Glass: What's the number one problem with artillery? If your answer is "friendly fire" you've made a good guess. Now consider how much worse it is when the thing firing is a kilometers long space battleship in high orbit. Or even worse, a kilometers long space battleship firing on the enemy ship you're currently trying to board. Your people have consistent trouble with communication and coordination between areas in multi-theatre combat. Watch out for that friendly fire, because chances are it can't even see you.

(+200 CP) Organic Produce: Do you have any idea how much of a pain it is to have to grow food the old fashioned way and ferry it everywhere it's needed when significant chunks of the population live in orbital habitats or spaceships? Well you're about to, for some reason more advanced methods like matter replication or biomodding in photosynthesis just don't work for your people. It still has to be grown the way they've been doing for several eras. Though, this isn't a death sentence, it *is* possible to build farming areas in orbital structures after all-just expensive.

(+200 CP) Grounded: Gravity is a softer mistress in this universe than the one you may hail from. For most people at least, the civilization you control has oddly high difficulties with

atmospheric exit and reentry. This isn't insurmountable obviously, but getting things planetside and back into space is much harder for your people than it is for most-requiring more fuel, sturdier engineering, extra setup, or whatever else have you. Spaceport infrastructure is always nice to have, but for your civilization it might well be required.

(+300 CP, can't be taken with Hardened Shell) Newton's Revenge: Orbital bombardment is a good time for everyone except the people on the surface of the planet being bombarded. So, very few of the people involved actually. And your civilization is in direr straights as far as this is concerned, because your people struggle to put together effective anti-orbital defenses, especially in terms of building ground side cities that aren't easily flattened by capital ship weaponry. It might be best to try and finish fights before they get in range of nuking your cities, or at least to be ready to rebuild afterwards.

(+300 CP) Colony Dropped: Orbital architecture is actually really hard. You need to build a large structure that can withstand the forces of high speed orbit and impacts with orbital debris, you have to get its speed right, it has to be able to course correct, and if you screw up the altitude positioning it ruins everyone's day in the sky and on the ground. Your people just can't seem to get the hang of it. Everything they build either has to be anchored on the ground or built far enough away to maintain position without orbiting. Needless to say this rules out a lot of infrastructural and defensive options.

(+300 CP) Stored In Plaintext: Just because not everybody uses the same computer equivalent as you doesn't mean you can ignore IT security. Your people haven't gotten the memo though, and your communication and information systems are as porous as a sieve. Enemies are regularly able to intercept or disrupt transmissions and screw with control mechanisms. Of course, its still possible to patch the holes, but that's an expensive and frustrating game of whack-a-mole.

(+400 CP) A Shot In The Dark: Space combat takes place at high speeds across immense distances. If you are close enough to clearly see the enemy with your own eyeballs that typically means you're too close. Your people don't have much of an option though. Whether it's because of aiming issues or sensor fidelity limitations or simply just weapons that can't reach that far your people's spacecraft have much, *much* shorter range on their weaponry than almost all other factions. This is not a completely crippling disadvantage, but it will take a lot of effort to, ahem, make up the gap.

(+400 CP) Lightspeed Blues: It's really difficult to get a mountain or at least hill sized hunk of metal moving fast enough to get between planets in a reasonable amount of time. Your people struggle with this, and your civilization's ships are much slower and less agile in general compared to most others'. This isn't an insurmountable problem of course, give things some extra time to travel, equip your military vessels with longer range capabilities and so on... You'll be able to make things work anyways with a little ingenuity and a lot of patience.

(+400 CP) Wrong Navy: Have you ever watched those sci-fi movies where the directors seem to forget that space contains a third dimension and ships can go over or under each other? Your people apparently have too, and no matter what you-or they-do, they just can't seem to remember to properly factor that third dimension into military engagements and things like travel plans. They will regularly be outmaneuvered or accidentally leave gaps in defensive networks, or plot travel routes around obstacles that aren't actually in the way. What *is* it with sci-fi movie directors and forgetting that "up" exists, anyways?

(+600 CP) Space Is Scary: Space can be a very hostile place, but for your people especially. For some reason a sort of space-sickness plagues the people of your civilization, too long away from the ground or at least low orbit of a planet results in... Something happening. What exactly it is might vary, maybe it's a wasting disease, maybe it's a gradual onset madness, or maybe they shift into monsters that prowl the drifting wreckage for untold centuries waiting for another ship to find them and inflict the same curse. Regardless, your people can't do long voyages without regular recovery pitstops, and areas far from any planet like asteroid belts may well be functionally uninhabitable.

(+600 CP) Pilgrimage: Your people have a special connection to their home planet. This is not a good thing. Something about their nature and metaphysical history requires them to visit the world on which they first emerged from the garden at your behest sometime in early adulthood or else risk sickening and withering away. They will all know the home from which they came at some point in their life, they must, they can't survive without it. Worse, should the homeworld be *destroyed*, this connection will snap. A severing that will ruin your entire empire almost overnight. Eventually there will be ways in the future to reduce the onus of a homeward voyage for every single member of the race that is born... But no matter what, their future is tied to the planet itself's continued existence.

(+600 CP) Rude Goldberg: Your people are disaster prone. No, no, I hear you saying "wasn't this flaw already in a previous jump in the series", but what I mean is that this is a reverse version of Monkey Wrench. Your people aren't disaster magnets, or prone to cascading failures. Your people regularly self-inflict catastrophe through carelessness, destructive activities, or just plain misfortune. Every day is an emergency with them, and it's always going to be self-inflicted somehow. At least leading them won't ever get boring?

(+600, check the bottommost note if you have taken any other red drawbacks previously, even if you don't take this) Unnatural: There's something deeply wrong about your people, and it radiates off them as an aura. Other races find your people deeply unsettling for reasons they can't quite pin down, wild animals dislike them and try to flee, and natural flora will wither and wilt if your people settle in an area. Obviously, this makes diplomacy much harder, and makes others prone to labeling your people as monsters-maybe they aren't even wrong. Please, turn away from this darkness while the choice is still open to you.

The Wider Cosmos

Your people are leaving their homeworld behind to explore the greater cosmos. Now is the time that its nature will become more relevant. Be thoughtful about your choices, just like the ones you made about their homeworld during The Trek you will be dealing with the cosmic features you select here for quite a while. All choices on these sliders are free, as any selection may be helpful or hindrance in equal measure at different points and to different factions.

Space Hostility: choose one.

Space is obviously more hostile to life than the safe embrace of planetside living, but exactly how much worse is it? Not to your species specifically necessarily, but in general.

Just Like Home: It turns out that there isn't really any major mechanism that makes space more dangerous than atmosphere. People can still breathe just fine, there's just no ground and a lot less gravity. How about that?

Take A Deep Breath: Space is not actively dangerous at least, but it *is* missing one very important component-air. There's nothing to breathe in space on account of it being empty space with no atmosphere, but anyone who brings along their own air (or doesn't need it) will be fine.

A Cold Harsh Void: The void of space is a dangerous place, full of environmental hazards. Cold, or maybe hot. No shielding from dangerous energies radiated by large celestial bodies, no air, no pressure. All are surmountable obstacles of course, but any unshielded astronauts who fall out of the safety of their craft unprotected will not last long.

Space Wants To Kill You: This is a stage you might be more familiar with. Space isn't just hostile, it's actively hostile. Dangerous radiation that can punch through physical barriers, explosive decompression physics, too hot *and* too cold at the same time... Or maybe instead of being so reminiscent of space in your home universe it does so through other means. Whatever the case is, significant resources must be spent simply making voyages through the ether survivable even within larger vessels.

Gaze Into The Abyss: When I said space is "actively hostile" in the above selection it was hyperbole. This one is not. Does space have evil ghosts and demons that attack ships? Does distance and time subtly shift to damage and delay travelers? Do active hazards spring up in the path of traveling ships from seemingly nowhere? Maybe the universe itself is not aware enough to hate those who travel it, but it sure will feel like it at this selection.

Density Size: choose one.

Matter often tends to group in clusters. There's more stuff in solar systems than between them. There's more stuff in galaxies than outside them. These clusters are much denser here than they are back in Earth's universe-you already know how much bigger the planets and stars can be and even the smallest option here will give hundreds or even thousands of planetary systems in your average star system. But how big is big, how large do these clusters of matter

get? You may, if you desire, select different levels of this slider for different sized clusters eg: small solar systems but massive galaxies, or galaxies that can range in size from the smallest selection all the way through the largest.

Tiny Princedom: It turns out that major cosmic locations are shockingly small-and cramped. Solar systems huddle up close to the light of their central star, several hundred planets in just a few rings of orbits. Even the largest galaxies barely top the diameter of your home universe's typical dwarf galaxies yet still are awash with denser glow then the galaxies you are used to.

Small Is Relative: While the density of celestial objects remains much higher than the universe around Earth, the actual sizing of things like star systems and galaxies is a fair bit smaller. Star systems typically fall around the size as Earth's inner solar system, and even the largest galaxies may still not break above the size of the Milky Way. But when there's so much less nothing between it all, that's still a fantastically grand universe to explore is it not?

A Happy, Familiar Medium: This is roughly the range you are used to. Star systems stretch out to borders similar to Sol's but often do reach farther. Galaxies range in size past the Milky Way to the true giants of your universe. What else is there to say?

Grand Celestial Realms: Space is big. Very big. Even bigger than it is for Earth. Solar systems' main regions and primary bodies stretch out beyond where one would consider the Kuiper Belt's edge. Even smaller galaxies dwarf all but the largest of your home universe. Much to do and see and explore.

Endless Lights: This is something else. Star systems large enough swallow nebulae. Galaxies that stretch to your home universe's galaxy cluster sizes. What a massive and wondrous universe your people live in.

Density Gradient: choose one.

Of course, just because you've reached the space between star systems doesn't mean there's nothing until you reach the next one. How much stuff is there in the space between densities? You may choose multiple levels of this to make a wider gradient-though areas between galaxies will always be less populated than those inside them.

Empty Void: Or maybe... There really is nothing in between. Perhaps maybe the cold spiralling fragments of a shattered ship or lonesome asteroids in transit from one system to another, but the space between star systems-let alone the space between galaxies-is truly an empty void.

Dead Space: Not everything remains captured by the dynamic motion of star systems and galaxies-but without the wash of light and motion provided by the central clusters of matter the things outside are few and far between-and often lifeless. Dead rocks drifting orphaned from their stars, comets and asteroids that may pass through star systems for a time but rarely to

stay. Between galaxies there may even be the occasional fully populated star system, but the skies are likely dark and cold beyond their own boundaries.

Scattered Destinations: The absence of sunlight does not have to mean an absence of life. While there is much less between the central hubs of activity, there are still things to care about. Worlds that live happily in relative darkness, curiosities and ruins that drift between the stars, perhaps entire stellar kingdoms in the gaps between galaxies.

Outer Wilds: "Density" is perhaps a more comparative term under this option; star systems and galaxies mark an increase in density of celestial objects but they by no means hold everything. Planets and smaller worlds dot the space between star systems-frequent enough to even be considered proper neighbors not only to themselves but to any nearby star systems. Beyond galactic holds, entire constellations may still dot the gaps between with regularity... The skies may even be full enough that space is not black, but painted with the shadowy hues of all the things in the direction you gaze.

Sea Of Stars: "Density" is a misleading term, and likely one not actually used in this universe, because all that marks star systems and galaxies as special is greater organization. Beyond the bounds of a star system lies just as many planets and moons and celestial features as within. Galaxies may spin and wheel though the cosmos but they swim through a brilliant sea of stars and worlds, stretching from here to the ends of the universe wherever that may be.

Travel Distance: choose one.

Major locations do have distance between them, and while it may vary there's likely to be a rough average. How far apart are major densities from each other? You may choose this twice, once for star systems and once for galaxies-though there may end up being discrete star/galaxy clusters with a lower travel distance to main location ratio than normal if you pick a higher level of this with lower Density Size settings.

Close Neighbors: Star systems and galaxies are actually quite close to each other, cosmically speaking. You could reasonably fly between star systems on regular starship engines-though it might still take a while, and with similarly thin gaps between galaxies.

A Long Walk: Distances between densities are great but not insurmountable. A few weeks of max speed flight for a journey between star systems, perhaps a requirement of advanced FTL-equivalent for a voyage between galaxies. They are distant, but still within reach.

Alone: Distance between densities is on par with Earth's universe. Even the fastest conventional drives may take entire years to reach the closest star systems. Galaxies are so far apart as to be nearly unimaginable. The vast gulfs between everything easily make up the vast majority of the universe.

Locational Weirdness: choose one.
The universe is a big place, and big places can have some really weird things inside them. But how strange and varied does your people's universe get before falling into the realm of "true anomalies"? Please note that there *will* be outliers above the level you pick, due to the interference of past and present civilizations if nothing else, so if your people's homeworld is stranger than your selection here there's most likely A Reason for it being so.

Boring Rocks: The universe is full of big rocks orbiting even bigger fireballs. There's some variety to each, exact composition, different sizes, maybe rings or extra water on a planet or heightened radiation activity on stars, and of course this doesn't change how remarkably varied different ecospheres can be. On the whole, the basic plan is the only plan without extra interference or grand cosmic coincidences.

Stellar Variation: Most universes don't just stick to such a bog standard layout for literally everything though, and your people's is no exception. You'll find celestial anomalies in planets; such as gas giants or great oceanic worlds with no proper seafloor. Stars and larger structures may come in more exotic forms too, such as neutron star equivalents or pulsing magnetars. Just because it's big doesn't mean it has to be boring.

An Opera In Space: But there's more room for variation than just exotic terrain. The universe holds myriad wonders, including worlds overbrimming with magic or twisted into exotic shapes. Perhaps you'll find grand world trees the size of planets growing in gleaming sunlight, or perhaps you'll find a sun that bathes its surrounding worlds in ice cold instead of radiating warmth. Strange natural wormholes or pitch-black inescapable gravity wells, whirling comet breeding grounds for space-faring sky drakes. Who knows what lies out there, waiting to be discovered?

Space Oddities: But that's not *exotic*. Maybe the universe *really* has anomalies to astound and befuddle. Great nets woven by star-spiders that create strands between planets traversable by foot, roaming pulses of magical iridescent fire that nonetheless still hold full ecosystems like a regular world, haunted stars that hold and reanimate the ghosts of all who die bathed in their light through no malice or intelligence but simply what they are... The universe is too big and fantastic to be easily explained, jumper. If you want to try you'll certainly be testing your mettle.

Exotic Universe: Of course, if you really want exploration to be exciting, there's always the option for anomalies to not really be anomalies so much as the standard. If you take this option, *every* major celestial feature will have something Strange about them with those that fall closer to mundane by far being the exception. Maybe not all of them will be on the level of Space Oddities' peaks, but every planet, star, solar system, star cluster, galaxy, and beyond will have at least one or two big surprises for those who visit. You'll never run out of things to see again.

Extradimensionality: choose one.

Sometimes, there is more to the topography of a universe than meets the eye. Extra dimensions or planes can greatly complicate the cosmology beyond what is present in regular space, so what degree of extradimensional presence is there in this universe? This handles adjacent or higher/lower planes, mirror universes, alternate timelines, and even extra spatial/temporal dimensions. You may choose for alternate planes to operate by different rules, using different settings on the sliders above, or perhaps even working in ways that the sliders are largely irrelevant to.

Flat World: The universe as a whole is complicated enough just with realspace, it doesn't need extra cosmology. There are no connected planes or dimensions to the wider universe, there might be smaller ones attached to particular locations or things, but the universe as a whole is singular.

Close Neighbors: Many universes are mildly compounded, with realspace set in the middle amongst a couple of others, or two separate but interconnected halves. Your people's universe is one such, having one or a small handful of other planes beyond the one your people live in of similar scope to the primary material plane where they start. This is the option to choose if you want a single mirror timeline, or to set the main realm between a heaven and hell.

Planar Network: Often there is more than just a few planes to worry about, often there may be an entire small network-sometimes such that not every plane is easily accessible from every other, requiring hops to travel between them and their myriad differences. This is what you would pick if you want a DnD or Norse Mythology style planar cosmology.

Tangled Cosmology: There might be more than just a few hops, there might be an entire array. Many dimensions all interconnected across various pathways, perhaps even intermingling and affecting each other in complex ways. This is the option you would select if you want to have numerous overlapping spatial arrangements such as 4d space overlapping with many 3d spaces, or if you want to do "large number of gimmicked alternate dimensions" cosmology.

Omnidimensional: Universes come in many sizes, but are typically very, very big. Unfathomably huge is the default... But some balloon to truly grotesque sizes when you add on how many other adjacent planes and dimensions there are-such as the universe your people live in. This is the option if you want to take "way too many alternate timelines" cosmology, or to jumble all the different dimensional concepts into one universe and make a horrifyingly complex multi-axis cosmology.

The Coming Crisis

Your people are emerging into a wider and well populated solar system. Life comes easier in this universe, and it has arisen on most if not all the major celestial bodies of the star system. And, as you may have guessed by your presence here, your neighbors are not peacefully coexisting. Your people are emerging into a powderkeg; whether it's started going off yet or not ***it will soon***.

Space Race Position: choose one.
While many civilizations are reaching for the heavens right now, your people are likely not the first-and hopefully not the last either. How many of your neighbors had started exploring beyond their homeworlds by the time your people joined them?

(300 CP) One Small Step: What luck, your position is a bit more advantageous than expected; your people are among the first races to begin proper spacefaring efforts in the solar system! While there are a few others leaving home for the first time right around now as well, none (or next to none) of your planetary neighbors have really had time to expand their borders yet at all-the system is ripe for the taking and your people will be able to partake in the opportunities of being one of the first arrivals to the table.

(100 CP) Perfectly Punctual: In such a large place with so many living worlds it takes a fair amount of luck to be the first offworld as much as it takes ingenuity. Your people were not at the very front of the pack-a few other civilizations have already begun to establish themselves around the star system. But most planets remain groundbound or fully unclaimed, your people will have to catch up-but there's time and space to do so.

(0 CP) The Race Is On: Your people are emerging into the heart of the scramble-the big players for control of the star system are already mostly known and territory still open for colonization is rapidly dwindling. Your people have time to catch up and make a name for themselves before borders lock and tensions rise, but you better move fast.

(+200 CP) Back Of The Line: Your people are latecomers to the rush. Almost every planet is already claimed by one power or another and any expansion your people want to do will have to be done at the expense of another civilization. Tight borders make for belligerent neighbors, your people will need to defend their claim to their own homeworld let alone any others they acquire in the future.

Level of Conflict: choose one.
Strife and conflict are simmering in the star system, but how far things have progressed towards a large scale political meltdown is a variable with many possible values. How tense is the situation your people are emerging into?

~~*(200 CP*~~***Unavailable***~~*) Equilibrium*~~: Despite (possibly) the best efforts of many parties, a number of the civilizations reaching space travel are so incorrigibly belligerent that no attempt to settle things to a stable peace except overwhelming force seems to have a chance at success. Your violence-craving neighbors will ensure that things fall into chaos even if nobody else wants it.

(100 CP) Uncertainty: These are uncertain times. Belligerent neighbors that launch raids and stir trouble, eyes cast towards the central source of light and energy for the solar system, and

no guarantee of who can and cannot be trusted. Unease reigns in the star system but not outright hostility just yet, though it's only a matter of time before that changes.

(0 CP) A Boiling Pot: War is not here, but it is arriving. Already many polities are engaged in internecine border skirmishes and escalations. Armies are being mustered, fortifications are being built, and lines are being drawn in the sand throughout the system. It will not be one big conflict of course, everyone has their own interests, but the first wars will erupt soon and others will follow after.

(+100 CP) Barfight: War has already erupted, your people were likely seeing the first flashes of space combat through their telescopes before they'd even finished getting off-planet. There are a few neutral regions still, and alliances and war declarations shift like water in such an unsteady landscape, but it seems like most parties have *someone* they're fighting with or getting ready to attack.

(+200 CP) Round Two: Everything has gone nuts already. Everyone is fighting, very few spots in the star system aren't seeing at least sporadic fighting and even if your people have avoided getting pulled into one war or another so far it's likely they've been clipped by the effects of another battle at least once. Battle lines have long been drawn and you will have to choose a side or the choice will be made for you.

Neighbor Awareness: choose one.

Your people have existed for a significant amount of time before now, and it's entirely possible their neighbors are already wise to their presence... Or have been preoccupied enough that your people have a clean slate to work with. Which is it?

(300 CP) Underestimated: Nobody else seems to have any idea what your people are like yet. And more than that, it seems they were preemptively written off already and nobody is aware they should even be looking out for them at all. This will change quickly of course, but your people have a precious few months or even years to prepare before others will begin to seriously move against them.

(100 CP) Known Unknown: Your people remain something of an enigma to those nearby-they've been busy with other things after all-but they are aware that your people have entered the fray and eyes will be on you to see what you will do. Be ready to act and react, for those around you will as well.

(0 CP) New Kid In Town: A new spacefaring civilization, one with nearly uncontested control over its homeworld no less, is usually going to make waves in circumstances like these. While there may not have been major attention paid to your people before your arrival, by now their closest neighbors are getting a measure of you at the very least. It will still take time for others to decide how much of a threat you are, but you will not go unnoticed.

(+100 CP) Careful Watchers: It turns out that your people's closest neighbors at least, and possibly others, have been keeping track of your progression for a while. General comprehension of your people's current overall capabilities is already in place-though it's still easy to misjudge a new element in the gap between observation and experience. Expect others to already be accounting for your civilization's position in the coming strife, and planning to take advantage.

(+300 CP) Coming In Hot: You have arrived roughly five minutes after the first attack from another planetary polity has commenced upon your people's world. Depending on your other choices this might just be a resource raid or the interplanetary equivalent of a hit and run, or it might be the first probing attacks of a planned invasion. Whichever the case is, you're being dropped right into the deep end. You and your people will have to sink or swim.

Sun Status: choose one.

The star is the heart of the solar system, and it sits at the heart of the coming confrontations too. How close is it to falling into enemy hands?

(100 CP) Let The Sun Shine: The star of your solar system remains unblemished, or at least relatively so. Nobody has laid claim to even part of its innermost orbits-at least not successfully. This will change eventually of course, but for now the system's heart remains untouched by the forces at play in the system.

(0 CP) Territorial Claims: The star is the heart of the solar system, it is only natural for civilizations to covet it. Multiple factions have already declared intent to control at least part of its inner orbits, and while very little lies in the close regions, efforts to take control of at least portions of its energy output will begin soon.

(+100 CP) Starlight Harvest: The sun is a great source of power and energy for those who know how to harvest it. And a few have started; limited solar power orbitals and matter lift platforms operated by those closest to the star itself. Nothing nearly so much to dim the light of the star itself... But after a certain point, it's just a matter of scale.

(+200 CP) Dwindling Daylight: What better way to cement control of a star system than to claim the star itself? The controlling orbits of the star are hotly contested already-this may be through diplomatic maneuvering and backroom deals if war has not properly broken out yet but pitched battles around the solar orbits *will* take place sooner rather than later. And if you want to muscle in on the claims, all eyes will be on you for such a claim is to vie for the throne of the local system itself.

(+300 CP) Sun Eater: The Sun has already been claimed. One single faction controls most if not all the Sun's innermost orbits, and have extensive harvesting operations established-enough to cause fluctuations in the star's light and other forms of energy output. If they are left

uncontested for too long, their grip will become unshakable and their control unchallenged. And this will, if you have not gathered, end poorly for your people.

Other Conditions:

Not every facet of the current situation so easily fits on a neat sliding scale. Choose as many of these as you want.

(200 CP) Sunburns: A fortunate turn for the star system as a whole-it seems that the activity of the central star in some way renders it extremely difficult to properly control. Maybe it is prone to flaring, or the orbits close enough for easy control and harvesting are bathed in destructively lethal energies. Taking control of the sun will be an expensive, arduous process for any who try.

(100 CP) Planetary Partnerships: Not everything is violence and chaos, at least. It seems that a number of the more reasonable polities have established diplomatic overtures in an effort to not get swept up in the destruction the more violent factions seem to spread nearly instinctually. This might be an opportunity to ensure things can be resolved without total destruction and conquest, but it won't be easy.

(100 CP) Old Guardian: It turns out that the various growing empires aren't the only ones who have a say in how the star system turns out-there's someone much older and individually greater watching proceedings as well. There are two options here, either an individual or small group of incredibly powerful beings that have decided themselves guardians of the star or even the entire system exist and hold current domain over the star... Or the star itself is alive and may react to attempts to claim it. For whatever reason, regardless of which it is they cannot bring the full unfettered might of the sun to bear against those who displease them, but they can-and will-fight back against those who try to claim control of it without placating the entity itself somehow. This may grant 200 CP instead of costing 100 if you selected Sun Eater in which case the guardian entity is currently siding with whoever is harnessing the star.

(0 CP) Graveyard of Vessels: The war for control of the system seems to be cyclical, the star system is littered with the wreckage of old battles. Shattered starships, debris fields, wreckage on orbiting bodies and so on... While this does present very good scavenging opportunities it may also represent threats-not every weapon will be disarmed, and some weapons don't become less dangerous with age and only become more volatile.

(0 CP) Empty Cradles: It appears that the star system you have emerged in is a bit less overflowing with life and civilization than expected. For some reason or another, the majority of planets present have either no life or no sapient life present on them. On the one hand this means less competition, on the other this means what competition you face will be much stronger due to greater room to expand and grow.

(+100 CP) Extraterrestrial Encounters: Not every threat of violence comes from major players. The star system is rife with smaller threats, space-trawling monsters, rogue servitor-ships,

pirates, bandits, and more. While none of these are great enough to seriously threaten the notable factions, wayward ships and insufficiently protected settlements of those factions are another matter.

(+100 CP) Nosy Neighbors: While a star system is a very big place, there's also many other big places beyond it. The escalating conflict around your system's star is drawing the attention of your interstellar neighbors, and other factions from nearby star systems (or at least the nearest regions between stars) are going to begin taking part in the growing chaos. Fortunately they aren't going to be significantly ahead of the local powers developmentally, but it will certainly complicate things regardless.

(+100 CP) Solar Weather: Star systems often have their own hazards, the equivalent of inclement weather only much greater in scope. Your people's home system has such; perhaps it is radiation storms ejected by the star, perhaps it is comet swarms that regularly pass through the system, or perhaps it is a combination of those plus others. Whatever the case is, they are not true catastrophes to a space-faring civilization, and can be prepared for and planned around though they certainly make things more difficult.

(+200 CP) Solar Catastrophes: Some star systems are a little more... Unstable. Periodic solar ejecta storms, gravitic distortions that ripple and change orbits, or magical discharges that flare with searing power. Your people's home planet may or may not have been lucky enough to avoid the worst of these so far but the star system seems to be entering an active period for these-every few years another system-rocking catastrophe will take place and if your people are not ready for it or at least ready to bounce back they may well find themselves crippled at a pivotal moment. If you also took Solar Weather you may combine the two for an extra 200 CP to make the solar catastrophes constant-but be careful that this doesn't get your people wiped out before they even get involved in any wars.

(+200 CP) They Came From Outer Space: Not every faction making a play is from around here-an extra force has or soon will make itself known. Weak, diminished, but from a power nominally far beyond anything the star system currently possesses. Right now they hold little or no territory of their own but the heights of their power will far surpass what any single native faction is currently capable of. It would be in your best interest to ensure they don't return to those heights.

(+300 CP) Lights Out: Less than a month after you arrive your people's home planet will be struck by a mighty force. And so will everyone else's. And then not long after it will happen again. And then again. Over and over again throughout your stay the worlds of this star system will be struck by attacks launched by ancient forces in a war of preemptive annihilation fought and lost long before your people began to leave their home world. The sources have all long since died out-the philosophy of the dark forest is a philosophy of dead men-but this also means there is no way to stop the attacks as they are already all en route. They must simply be survived, and so must the paranoia this will further instill into your neighbors.

(+300 CP) Cycle Of Violence: Something is Wrong. You already knew this, but the extent to which it's infesting the local star system beggars belief. It seems like almost every neighbor you possess is sounding the warhorns just for the fun of it. The ones who aren't are usually just trying to backstab everyone instead. The system will devolve into an orgy of violence and devastation, and the factions who you could actually take as allies are few and far between-likely to be crushed underfoot without your intervention. You are alone in your mission except for what allies you make yourself, do not falter or there might be nothing left to save.

The Ruler:

Even as you leave home the stakes grow ever greater. Learn and grow so that you may best serve your people.

Perks:

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

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

100 CP Perks

Mega-Architect: It is an era of fantastic feats of engineering-structures large enough to be geographic features in their own right. This perk will let you make some of your own, giving you prowess with the variety of unusual skills a megaengineer must possess. As an added bonus whenever working on designs for such large projects you will be given mental notification whenever you have missed or forgotten some stressor or problem that needs to be addressed to make the structure work-no forgetting to account for high altitude wind differences or seismic activity here!

Fastest Path Is A Straight Line: Falling out of an orbiting spaceship (or even a flying airship really) is often an unpleasant experience that ends very suddenly. If you're worried about such an outcome you can take this, which makes you not just immune to hitting the ground but all damage one might take from falling long distances-heat damage from reentry, suffocation from having the wind blow by too fast, or the increased harm from landing on spikes! Maybe you should still try and avoid that last one, it doesn't necessarily take a long fall for that to suck even if this perk will make it suck less.

Up Close And Personal: As leader of a grand and growing civilization it's very likely that most fights you are part of in the future will be experienced from inside a large building or vehicle, so take this perk for boarding combat skill. Fighting in crowded dark corridors, how to trace the pulse of combat through noise, and so on. As an added bonus, this also gives you greatly

improved luck when it comes to not getting hurt by structural damage to structures you are inside of-no getting taken out by a shot to the ship you're in unless the whole thing is getting taken apart.

At The Helm: Commanding a large combat vessel is a bit different from regular officer work. You have to know your crew, your ship, how to keep an eye on many different things all at once, and even more beyond that. You are a master captain/commodore, able to quickly learn and then lead even gargantuan vessels with incredible poise. Beyond that, something about your command seems to reduce hard crew requirements for a ship... It's still best to have full hands but it seems to take a lot more crew reduction (in combat or via short staffing) than it should before the losses affect how well the ship is handled.

HALlo World: AIs, world spirits, distributed magic consciousnesses, and more beyond that will become more and more prevalent in eras to come. Fortunately for you, they just seem to naturally like you. This is a decent power charisma and first impression boost for all things AI and AI-adjacent. It might not be enough to keep a rogue nanoswarm from disintegrating you for raw parts, or a hostile security program from detaining you, but it'll give you wiggle room and plenty of space to bring them around to your side where possible. Partner this with some good hacking and jailbreaking skills and who knows what kinds of subversion you could do.

Cold Read: Getting inside the head of your opponent is one of the easiest ways to win a fight. Know your opponent, their motives, their moves, and it all becomes so much simpler. Or you can use this to help your allies, or shape your underlings. Psychology, neurology, sociology, they're the sciences of how people think-and you now hold exceptional expertise in all of them, and related fields. In particular, you have a natural knack for how to alter your approaches and expectations for unusual mental standards-weird aliens and newborn AIs won't be beyond your understanding.

Beautiful Mind: Forever is a long time. You've already lived through quite a lot of time, and maybe your mind is starting to feel a little too small for how much you have left to go. This perk removes your memory storage limits and improves your brain's storage retrieval (though this does not improve your basic retention-details you wouldn't bother to remember aren't saved by this). It also provides some basic tweaks, ensuring that you'll never get caught in ruts as the ages pass, never suffer mental decay or the buildup of emotional scars, and that your mind will continue to learn and grow as you live-growing wiser and more experienced bit by bit across every year you live. That will be quite a lot of years too, if I had to make a guess.

You Adjusted Fast: You may undergo changes to your body while you're here. Perhaps augmentation, or injuries and recovery from such, or maybe stranger things still. This perk makes it so that you acclimate to such changes in your body within seconds at most-and power loss or other diminishments will also take you only the bare minimum time to reorient yourself mentally and you'll be ready to work with what you have. On top of that, any time someone transforms you into a new physical form, polymorphs and such, the transformation will always

seem to come out in your favor. Get turned into a sheep? You'll be a large, healthy, able-bodied ram (or ewe) instead of a helpless ball of fleece.

200 CP Perks

Set Things Straight: As your empire gets larger your duties as regent will get more complex. More bureaus, more elements of governance, more underlings to manage. With this you become a massively competent multitasker and organizer, able to juggle incredible numbers of ideas and tasks in your head at once-and extremely skilled with getting large groups of people properly organized and coordinated. You can be the grease on the wheels of any organization.

Drive Me Closer: You know what the problem with being a VIP is? People get upset when you try to hit enemies with the vehicle you're in. No more! Not only does this perk guarantee that you will survive any vehicular crash you're part of that it's possible to survive, it greatly improves the efficacy of any attempt you make to solve a problem by crashing the vehicle you're in into something else. This still won't work on everything, you can't screw in a lightbulb by crashing a motorcycle into it obviously, but others will be astounded by how often "crash my ship into it" ends up working out for you. Or at least how often it doesn't get you killed, which is close enough right?

1337 Ski11z: This perk is simple; it makes you an A+ combat grade military hacker. Whether that be in hijacking digital devices, messing with event comms networks, or disabling magical apparati from within. It's not about the hardware, or even the software, it's about the systems and knowing what to look for where to take apart systems of energy and information using their own channels and mechanisms. And you're the ghost in the machine that knows how to make a haunting *work*.

Reveal Their Secrets: It's always nice to know how to recreate all the fun toys your enemy has. This won't give you that information itself, but it gives you the path to learning. With this perk, whenever you try and figure out how to do or make something you know of you will get mental notifications of what leads you need to follow, what realms of expertise and knowledge are relevant to figuring it out. You'll never hit a point where you just can't find what thread to pull on next and, in the unfortunate case that you just physically cannot replicate the effect, it'll let you know that at the start so you don't waste your time on a wild goose chase.

My Ride From Outer Space: Getting from planet to planet is a hassle, so with this perk you have the ability to engage in high speed spaceflight all on your own. This perk has two modes, one basically just flings you through the ether at high enough speeds to reduce even the longest in-system flights to a day or less. The other mode does the same thing, except with the vehicle you are currently inside/on (up to a max size about equivalent to a large sailing vessel like a galleon). This comes with inertial dampening so nobody dies of acceleration but does not come with environmental shielding so make sure whatever ride you use this with is airtight.

No Place Like Home: There is a chance that circumstances may at some point strand you away from your people. Derelict in a broken ship, lost in a wreckage littered battlefield, or captured by enemies. This purchase however gives you a small ritual. It takes around five minutes without interruption from outside sources, along with audible chanting and a degree of ominous glowing, but on completion you will be instantly and safely transported to safe and friendly territory affiliated with an allied group of your choosing. Here that will obviously default to your people, but it could also send you to other allies or your own warehouse. Useful to have, though obviously difficult to use in immediately dangerous situations.

Immaculate: Being mortal comes with all kinds of inconveniences, like needing to eat, sleep, and shower. But you aren't mortal, so why worry about those things? This is a bundle of Quality of Life features: you no longer need to eat, sleep, hydrate, excrete, or anything similar (though you may choose to do so for pleasure). Your body is self cleaning, even for severe messes. You are immune to boredom but may also choose to mentally fast forward through busywork to the next thing which actually requires your attention. And finally, you never forget something which would inconvenience you later to have forgotten.

Cup Of Life: Forever is a long time to live, when you may be forced to leave others behind as they grow old and die whether they're at your side away from it. If you purchase this, you are able to grant the effects of Timeless Emperor to anyone you like with just a thought and a gesture. You may even choose to make them a provisional follower, which will cause them to respawn in your warehouse/near your location after the end of any jump they die while you are both present. You don't need to leave your loved ones behind.

400 CP Perks

Space Walk: Space is big, and often dangerous simply to be in. But why should you be bound by something as simple as "environmental hazards"? So now you aren't. You are now totally immune to basic environmental threats; lack of air, harmful radiation, even scorching temperatures and unbelievable crushing gravity. As long as it's a constant (or at least regular) effect simply caused by the general environs it can't hurt you. This doesn't help for stuff like antibodies in a living planet, being targeted by native people or fauna, or the local equivalents of natural disasters (standing on the sun won't kill you, but a solar flare might).

Make Me A Sandwich: Sometimes the best (or at least most entertaining) way to deal with a problem is to turn it into something else. This perk gives you access to a short ranged baleful polymorph ability, pulling from a power source of your choosing, which allows you to turn your target into anything that you personally could turn into either via altforms or perks-along with a standard basic array of staples including "sheep", "frog", "robot", and "statue". Particularly powerful targets may be able to revert to their original form with sufficient exertion but only those far stronger than you will be able to do it quickly. This ability is single target however, don't try and use it for crowd control.

Mighty Bulwark: Energy shields, who doesn't love them? Hopefully not you, because this perk lets you make them on command. Anywhere in size from as small as you are capable of perceiving to large enough to surround a small moon, and powerful enough to withstand sustained orbital bombardment from entire warfleets before it starts to drain your energy. You can make them one way or bidirectional, and opaque or transparent as you see fit. You can't project them inside of spaces you can't reach yourself, your precision is limited by how well you can observe where you're putting them, and you can only have one up at a time. But, well, there's still a lot you can do with a defensive power like this.

Dreamwalker: Ever wanted to visit the mindscapes of other people? Now you can! With this ability you have the ability to step into the mental landscapes and dreams of other people within arms reach of yourself. This can easily let you pick through the memories and thoughts of people without hefty psionic defenses, and although any given mindscape is only connected to those who the owner cares about, this can be a pretty speedy way to get into places you aren't supposed to be. You can even take mental constructs back out into the real world if you can carry them-through mindscape items tend to be less solid than real ones and rather transient.

Cyberchase: Being a computer program seems nice sometimes, doesn't it? This perk allows you to upload yourself to any digital or digital-equivalent device you can physically touch, becoming basically an AI or infomorph able to freely roam the system and hop through data connections the device has. This won't make a proper cyberspace unless one already exists so it might be a strange experience, but you'd be surprised how much you can do with an internal access and view of devices like this. If the device you're currently inside of is destroyed or otherwise rendered unable to hold you, you will be ejected into the physical space around it. Or you may exit at will in a similar manner, as well.

Colorblind: Your civilization may have begun to encompass more species than just the one you started with. Maybe it started a long time ago, maybe you're really only picking up on it now that there's a slider supporting that effort. And maybe you want to be more than one kind at once. This perk makes you count as part of any and all groups when it would be convenient for you. Scanner you want to pass only accepts a certain alien type? It believes you're one. Need a general membership for a club? Everyone will assume you have one. On the flipside, it also lets you not count for categories that would be unhelpful. Curse specifically targets humans? You look like one but apparently it thinks you aren't. Do note that this won't help for stuff like a database that checks every individual member (checking the person to see if they fit the group, instead of just checking for being the group directly), it has to be an actual group (you can be A chosen one but this won't make you count as The chosen one), and it won't give you powers associated with that group-just make you register as one to anyone selecting or not selecting you based on whether you're in a group or not.

600 CP Perks

A Tangled Web: Complex schemes and elaborate years-long enterprises get... *Difficult* when you are working at such grand scales as these. The more space and time a plot occupies, the

more opportunities for unexpected flaws and curveballs to derail it there are. You, however, are a master of contingencies and foresight. You are able to take elaborate or overly long term strategies and put them into practice in such ways as harden them against unforeseen circumstances-or perhaps even position them to take advantage of what should have been impossible to guess. This does not come with built in skills for espionage or conspiracy building, but instead the capacity for applying this elaborate web-weaving to any and all skills you already have.

Magnificent Ba-: Sometimes the right person in the right place is all it takes to reduce the best laid plans to rubble in an instant. When that right person's position is in charge of the enemy army it can rapidly become almost a routine. Well, you're in the right place and this perk could make you the right person. Highly competent at unraveling enemy plans with precision strategies, impossible to pin down by those who would try to cage you and your efforts, in short the mastermind's nightmare in a position of power.

Natural Genius: Getting used to new powers and skills is a hassle. Especially as a jumper, you're expected to grasp a bunch of new abilities every ten years! So just become a natural-this perk grants an extreme level of savantry in all skills and powers that you set your mind to. You will grow in competency at a truly blistering rate no matter what you choose to train in, reaching a lifetime's worth of mastery in just a year or two of training-even less if you buckle down and focus all your effort into that one skill. Further, any specialties you may have (naturally or from perks) are elevated to be just as far above your new baseline as they would have been above your normal baseline. Learn fast, it's sink or swim.

What's Yours Is Mine: So many cool things that others can do... Maybe you'd like to do them too? This perk gives you a power and equipment absorption power. Make skin contact with your target (when stealing equipment you must touch the item not its owner), and hold that connection for a few seconds. Then voila, you now possess the capability that your target had instead of them. Equipment theft will typically take the form of something like cybernetic augmentations-be sure to leave enough room in your body for your own organs too. You may also, if you so desire, simply copy abilities instead of stealing them but copying takes just as long as theft. You do not receive fiat backing for stolen abilities from this perk, without something else you're likely to lose them at the end of the jump.

True Gamer: This is, very simply, the option to self-apply Level Grinding's effect on a personal level. This perk gives you a gamer/cultivation/similar system per the guidelines put down for Level Grinding. If you take this perk when already benefiting from Level Grinding through the species altform this allows you to select and receive a second, different system that will operate simultaneously and complementarily to the one you receive through the altform.

Hop Skip And Jump: You now possess the power of teleportation. Once every five minutes you can teleport yourself and/or anything in your line of sight to any other location either in your line of sight or that you are personally familiar with. This has a few limitations on its usage, so check exact details in the notes.

800 CP Perks

Shapeless Form: Why settle for one form when you could be all of them? This is your ultimate shapeshifting perk, you can take on the form of any race you've ever encountered, including all benefits and powers as if it were a proper altform, with the only restriction being that you have enough perks/personal durability to survive sustaining their biological processes during the few seconds of shapeshifting (if they require magic to survive for instance, you need to have something that lets you provide magic if you're not in a universe with its own. If part of their metabolism involves constantly exploding you have to be able to survive internal explosions for a few seconds while shifting). You can also choose your appearance within those races-even to the point of impersonating other individuals though you won't gain any powers that person has that aren't part of their race.

Harmonize: You will pick up many abilities throughout both your time as ruler and your time as jumper. Not all of them will play nicely together, normally, but... Why let yourself be beholden to such mismatches? This perk grants you total internal harmony-your perks, powers, abilities, and so on all work together flawlessly. They do not interfere with one another, no power clashes, no internal cancellation, nothing of the sort-they even naturally augment each other as if each one's interactions were subtly ruled as close to your favor as could be argued by a reasonable person. Not only that, but you receive a couple extras-total control of your abilities so that you need not fear losing your grip on your own powers, and "secondary superpowers" which grant minor auxiliary effects that guarantee all abilities you have can be safely and consistently used by you where otherwise they might have had caveats or complications. Immaculate form, immaculate power.

Good Help: Is so hard to find. Which is a problem, because as ruler you can't do everything yourself. But this can help with that-this perk allows you to open up any skill you have to be passed down to those in some way under your command. All knowledge and skill that you wish to be passed down will be subconsciously tapped by those who would be more useful to you for having it-and this will even boost the capacity of those who have greater skill in the subject than you do, boosting them by the amount of skill you yourself have. You may freely choose under what conditions the increased skill is handed out, and may set them separately for as many different skills as you have... And this perk works for ALL skills you possess, not just the ones sourced from perks or learned firsthand (though passing down skills they don't have the physical capacity to leverage might be less helpful).

Peace And Love: Your empire is growing, and there may be many, many others that it takes into the fold. Others who are different, who are traumatized, perhaps even those who seem irredeemably evil. It will take a mighty ruler indeed to make sure that everyone's needs are met. That unity holds and others can come to understand a new and better life. You are that ruler. You have frankly incredible skill for integrating new races and cultures-you intuitively know what accommodations are needed and how to ensure they're provided without infringing on others. You know how to present proposals and ideologies in a way to make others take that first step

towards the future you're building of their own free will... You know how to talk down the mad, the alien, the broken, and the radicalized. How to share your vision so that others see it too. All the steps you must take to avert conflict and save the lost-even if sometimes that means destroying those who will not let themselves be saved. And perhaps, one day when the work is done, peace will reign for everyone.

Items:

You have a 900 CP stipend to spend in this section only. Imported Companions get 500 CP for their stipend instead. Items do not need to take the exact form described even when variety is not explicitly noted, you may instead have it be a comparable form with similar abilities such as A Clever Bot's AI instead being a magical intelligence that can hop between enchanted items. Post jump, properties may be imported into jumps or kept as warehouse extensions as you see fit. Additionally you may import appropriate existing fiat-backed items into your purchases here to merge their capabilities unless you've taken the pseudo-gauntlet toggle, and all items purchased here or in previous jumps of the series will automatically update to incorporate developments accomplished by your people to stay cutting edge (or as close to it as possible under the purpose of the item).

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

100 CP Items

Display Piece: A mainstay of science fiction universes the multiverse over, this is the humble(?) hologram projector. It displays a full color 3d image into the space it's pointed at, and even does sound! Interactive responses will require extra programming though.

Lifelike: Or you can have another mainstay-this is a full sensory recreation suite. That could mean a VR setup, a holosuite, or something similar that is able to recreate the sensations of an experience or place within its limited confines. Keep in mind that unless your people get way too into VR tech this isn't going to be able to handle destructive power usage, it can be useful for learning some skills but it's not great for combat training!

A Clever Bot: A ruler such as you benefits from having a personal assistant, to handle calls, paperwork, and other such tasks. Unfortunately they're hard to take with you on adventures. Unless they're digital, such as this fully fledged virtual assistant AI. It comes with a personality of your choice, all the skills you'd want in a good virtual assistant, and the ability to upload itself to and from any equipment on your person to other electronic devices you're touching even if there's no upload ports or connections available. It will be able to think and use machines from inside even with crude hardware as long as they still work, but its options may be rather limited depending on where you put it and what security measures it has. If killed it will respawn in your warehouse based on your normal follower respawn rules.

Playing Keepaway: This item is a very simple trinket-a small electronic orb that projects a protective forcefield around its holder-nothing mind boggling but quite strong for its size and it needs no power source and will only ever run out of power while under fire. Works from inside pockets, clothing, or wherever else as long as it's on your person.

Keep Out Sign: Hackable brain chips, dream realms and mindscape raiders, electronic sensors that can scan brainwaves... Sometimes it feels like even your own thoughts aren't reliably private anymore, huh? This item is a small accessory such as a hair clip, pendant, or clothing pin which not only looks stylish but also prevents hostile intrusion or reading into the mind of the person wearing it. This can be useful for keeping your own secrets, or you can give it to others who are more likely to be at risk of such attacks.

Repressurized: Spacesuits can be obnoxious bulky things. They typically need to be for stuff like holding air, but this nifty little patch of fabric can be slapped right on any other clothing you own to make it count as a fully protective space suit including unlimited air supply for as long as the patch is still attached. You can always peel it off and put it on something else if you want, and the outfit doesn't even need to cover your head!

Overhead Deployment's Sweet Threads: This item is a specialized suit of environmental armor built for the specific task of ensuring that the person wearing it survives orbital reentry with little to no discomfort. It's also pretty well protected against regular environmental hazards and stuff like infantry fire-and comes with a parachute and inflatable flotation devices in case you end up coming down further away from your target destination than intended. It can be rather slow and bulky to move in though-other armor items in the series are likely to be better for combat situations that don't involve falling out of the sky.

Hit It With My Sword: Melee combat is difficult in space. Not to mention expensive. This is a box that when opened inside a vehicle, provides plans for adding a ramming prow to that vehicle. This ramming prow doesn't improve speed, and technically doesn't improve damage, but if correctly applied guarantees that any impact the vehicle makes with the ramming prow won't damage it or anything inside regardless of how hard the impact is (though other attacks or dangers from the target of impact might still do harm). Additionally, if you-and you specifically-ride on the ramming prow during a deliberate charge you are guaranteed to survive the collision even though this is generally the stupidest place to be during the maneuver. You have no such guarantees for afterwards.

200 CP Items:

Stay Connected: Keep the places important to you close. This is a set of 10 different pairs of metallic door frames, whenever both frames in a pair are provided a continuous source of power (they only need about as much power as a small tablet or phone), they will act as a portal between the two locations. Simple, convenient, efficient fast travel.

Eyes On The Back: It's difficult for one person to keep an eye on all of their surroundings at once, so take this set of observational drones. This item comes with around 100 of these insect sized devices, each of which can fly, crawl, record visual, record audio, and catch a few other data types as well. Give them a target, timeframe, or whatever else and they'll do their best to observe and send back the information you requested-uploading it to an accessible network or beaming it directly to your own mind/devices at your discretion. If any are destroyed, their carrying case will replace 5 a day.

Interspecies Care Manual: Taking care of new friends from other species is difficult, so here's a user's manual. This large tome outlines all the basic needs, medical oddities, and variations of the species you have in mind when you open it. It's quite large, and will hit everything you need to ensure that you meet the needs for health and comfort of the given person/species. Does not come with cultural notifiers or materials-you'll have to do the legwork on actual care and socializing.

Mining IN SPACE: The nice thing about asteroid mining is that you don't have to worry about environmental damage on account of there being no environment to damage. This is a large, space capable mining rig with a few autonomous mining vehicles which can be sent into any debris or asteroid field at which point it will begin harvesting the present raw materials at a frankly astounding rate. If you're in a universe without proper space, you can set the rig down on the ground and the mining drones will disappear off into the sky and haul back asteroid mining loads anyways. Who knows where they find it.

Makeover Time: For advanced enough civilizations a makeover can be more than makeup and clothes. This is a booth about the size of a changing room that can give the person who steps inside it painless and precise reconstructive bodily surgery over the course of about a minute. It also bypasses the usual cognitive issues with dysmorphia and unfamiliarity with the new form-the patient will adjust to their new body immediately! Or victim, I guess you could do that too if you're awful. This booth also accepts upgrades to allow it to do cybernetics, supersoldier augmentation, and tailoring.

Monkey's Wrench: This item looks like an ordinary maintenance worker's wrench, but causes a mild rise in anxiety of anyone who spends an extended time looking at it. If left lying around in a mechanical apparatus-or even better swapped out so that somebody tries to use it in maintenance, the structure the machinery is part of will suffer a worst case scenario catastrophic failure within one day (or one hour if used directly). After this usage the wrench will revert to being an ordinary wrench (if it survived the disaster at least), and you will receive a new one in a year. It is recommended to leave this in its box where it will not be accidentally taken or used until you're ready for it to be deployed intentionally.

400 CP Items

Hidey-Hole: Sometimes when you want fortifications you want it for more (or perhaps less) than winning a war. This is a (relatively) small bunker network off in some distant corner of your

territory, heavily defended, heavily hidden, and extremely luxurious for what it is. This is, in effect, the ruler's panic room. Orbital bombardment won't crack it, it's nearly impossible to find and even then it will be ruinously lethal to storm. It won't be able to defend much more than the people and items inside it-but it would just about take a peer empire bending much of its military resources into finding and breaking it to kill you by force while you're hiding here.

Big Bubble: Trying to protect a place against spaceborne threats is difficult, but you can always stick down a big stupid energy shield. This generator block about the size of a car is a variable-area shield generator capable of shielding an area anywhere in size from about a city block to the state of Alaska, with its defensive strength scaling inversely. If you're shielding at the max size it will still take a decent sized fleet to bring the shield all the way down, but at the minimum scale an attack powerful enough to break it would be totally shattering the crust and mantle beneath the target area already anyway. The generator powers itself but has to be set up in a stationary position with about half an hour of setup, takes an hour or two to come back online after the shield is broken and another hour or two to recharge to full strength from there, and does not block landing craft or ground approaches.

Really Big Stick: Threaten your enemies from the comfort of your own home! This is a really, really big gun. Big enough it would be hard to mount on a regular spaceship. Big enough that its projectiles easily break escape velocity. So big in fact that its intended use is performing artillery strikes on other planets. This thing is effectively free license to attempt orbital bombardment on planets you have nothing orbiting, though the reload time is a bit long-and if its on the wrong side of the planet you may have to wait up to another full day to fire at a given target again. Comes with a targeting computer to handle gravitational sling trickshots in case your target is behind something else-so any target with a plausible transit time between here and there is a valid target.

Fist Of God: Or if power output is more important than distance, you can have this. This abomination is a high speed artillery platform, not fantastic at defending itself from other ships, but if set up in orbit over a celestial body with its own gravity well this vessel can release the mother of all orbital bombardments. We're talking "precisely hit every commander on the enemy planet with crust digger munitions in an hour with no other casualties" or "thoroughly stir crust, mantle, and outer core for 24 hours" levels of orbital bombardment. You could, if you want, point it the other direction and use it to create bullet hell in space engagements, but its effective range and accuracy in such a case are both severely lacking and it has little to no point defenses.

Drive Your Van Into Space: Building a spaceship from scratch is a hassle, just use something you've already got. This little contraption will, when stuck on an object, convert it into a single giant spaceship with life support, engines, inertial dampening, and other such things like that. It will not carve out extra rooms, add hydroponics, or anything but turn the object into a space capable vehicle (though it can squeeze into very small gaps to do so in the case that you're using the machine on something like a mountain or building). This machine can turn a small house into a spaceship in a little more than a second, with the time for converting an object increasing linearly based on its surface area. Please be aware that very large objects tend to be

very slow spaceships, and the conversion process does not come with things like armor or storage space for supplies-it'll probably take some work on your own part to make these projects *good* spaceships.

EXP Tickets: For when exp grinding is too much of a hassle. This is a box of gradually refilling consumable items that allow for expediting learning rates in progression based power systems. What kind? Whatever kinds you have access to, such as those you might get from Level Grinding or True Gamer. These won't allow you to instantly unlock everything (unless the system is REALLY low power), but you could see entire order of magnitude faster gains if you used them as they're generated on pure progression acceleration-or you could just use them to zero in on particular benefits you like but don't want to take the normal prerequisites for. It even allows for raising level caps, albeit more slowly.

600 CP Items:

Electronic Warfare Suite: This room is a hacker's dream: cool digital aesthetic design, lighting perfect for the job, snacks and a comfortable bed for long jobs... Oh, and of course one of the most dangerous collections of specialized computers and cryptography cracking devices ever assembled. Put a good hacker in here and cracking all but the best electronic defenses from a distance becomes easy. Put the best in here? And they can make just about any hostile information system your plaything within hours.

Safe Harbor: With space transportation comes the need for space ports. This property comes with an the infrastructure for a pristinely maintained state of the art spaceport, capable of handling large volumes of traffic nonstop for as long as there are people that want to come and go-as well as handling the movement of goods to and from the surface if you set the spaceport up on a planet. On top of that, the spaceport comes with a set of top notch shipyards, capable of rapidly and effectively producing all but the most advanced and complex ship designs your people have access to. This place is ready made to be an unrivaled hub of commerce and industry-all it needs is business.

Iron Skies: An interplanetary warlord needs fleets, here's one of yours. This is an entire invasion fleet of warships, top of the line, crewed by competent undyingly loyal NPCs. Everything from strikecraft and ground forces up to battleships, carriers, and flagships. This isn't enough to take on an entire star empire on its own, your peers in this place can match and outpower this-and have strength left to counterstroke. But for this fleet at least, you must answer to no one else. It is yours and yours alone. If this fleet is destroyed it will be gradually restored over the course of the following decade-which is to say, you're not going to be getting it all back in the same jump you lose it most of the time.

Foundational Research: There are many things beyond current understanding, especially in this universe where almost no faction can fully comprehend the mechanics of every other. But that shouldn't stop you from trying. This series of research labs is specially equipped for studying the esoteric, the inexplicable, and the anomalous. Allowing magic to comprehend psionics, letting

technology crack the secrets of ki, and so on and beyond. Perhaps not everything will reveal itself, but this institution, the experts and geniuses within its halls, will wring secrets of the mystic and supernatural onto paper for you to use in ways you could hardly imagine before seeing their results.

800 CP Items

Rapid Unplanned Disassemblers: One of the most important parts of a planet to hold is its orbits-preventing ingress and egress and your command, having the space battle equivalent of cover, and the ability to rain down hell on the surface if you need to. This esoteric device, when opened, automatically installs extremely heavy anti-orbital defenses on the planet its opened on. Anti-orbital cannons, defensive satellite-fortresses, groundside bunkers... Everything needed to turn a planet into an impenetrable fortress and deny orbital supremacy to just about any enemy. And all without disturbing the scenery and existing structures (more than necessary at least). Device is replaced on use once per decade.

Daily Planner: Administrative work is a huge pain in the butt, but it can be someone else's huge pain in the butt. This is a huge supercomputer, designed for administrative organization. If you input all available applicable data (outputs, requirements, free workers, infrastructure, historical fault tolerance, and so on) it will spit out, after a few hours, a plan calibrated as close to perfect efficiency as is possible with the provided data. It can also take desired parameters such as "make it more resilient to disaster" or "account for X pieces being gone within a certain amount of time" to fine tune the results. Keep in mind, this thing is best at systemic work and unless you can somehow give it totally perfect information down to mental states and quantum particle arrangements there always exists at least the potential for flaws.

Signature Tools: As a jumper, though perhaps not so much as a ruler here, there will often come a sad time where your favorite personal items no longer stand up to the rigors you desire them for. But if you want to keep your signature equipment, you can use these little decals, the size of a thumbnail. You may place these on up to two weapons or tools, and the main component pieces of one outfit or set of armor, and as a result you have the fiat backed guarantee that-for as long as you leave the decals on those items (you may remove them at will)-they will grow with you. They will always be able to serve their purpose no matter how powerful you get. Armor becomes stronger, guns more powerful, a microscope more precise and clear. This will never add new functionality, simply amplifying what was possessed; a sword may become impossibly sharp and durable in the hands of a mighty god but it will never spit fire if it could not do so before.

Combine-o-Matic: Allow me to talk in meta terms for a moment: you may or may not be familiar with the jumpchain mechanic of 'item imports', wherein a jumper may combine multiple purchased items of similar function to make a new, greater item of their combined capabilities. Not all jumps allow this however, which is inconvenient, so this machine, looking something like an elaborate triple scale, will allow you to do it manually. Simply put two fiat-backed items of equivalent purpose (two hand weapons, two vehicles, two helmets, etc) on or next to the two

input discs and press the activation button. One flash of light later, and you will find the item-import combined version on or next to the output disc! You may also reverse this process, putting an import-combined item in the output disc and activating the machine to separate out the components of the most recent importation, whether that was done with this machine or via a jumpdoc. Enjoy your all in one toys!

Companions:

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

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

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

Drawbacks:

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

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

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

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

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

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

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

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

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

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

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

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

(+200 CP, requires Jinxed) Cursed: This goes beyond just regular inconvenience, the breakdowns have escalated to the point where you need to have backup plans for just about every piece of advanced equipment you use. Vehicles fail catastrophically,

weapons suddenly discharge... Fortunately, this is mitigated to the default by using "older" stuff, and with your own fiat backed equipment, but your options have been seriously narrowed unless you're willing to risk injury and personal setbacks just to have the cutting edge stuff.

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

> *(+200 CP, requires What Da Zog...?) Where Da Zog?!*: Did you know that space is very big? And surprisingly easy to get lost in? Not only are you guaranteed to have Events while traveling, you'll also occasionally have Detours. Wherein something conspires to result in you not ending up at the correct destination and having to try again. It is recommended to spend more time traveling if you want to mitigate this, as the number of times you get lost won't scale linearly with the number of opportunities to get lost. If you leave it to the fiat backed triggering you all but guarantee it will happen when you urgently need to not be out in the middle of nowhere, but if you travel regularly you've got better chances of it happening during routine flights that will "only" ruin your schedule for a couple weeks.

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

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

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

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

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

> *(+200 CP, requires Dissenters, jumper exclusive) Disloyalty*: Or you could take this, and guarantee rebellion instead. It may not be open; depending on how well you manage and contain the traitorous elements it might never amount to more than political sabotage and periodic unrest, but there will always be elements within your own people trying to undermine you and remove you from power. Leave this to fester too much and you may face a takeover attempt, or outright infighting in an attempt to remove you. And because you wanted the CP so badly, if you are removed from your leadership position it will count as jump failure as if you had died, even if they don't kill you on your way out.

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

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

*You finish your selections, and perhaps ponder the feeling of **wrong**ness as you descend once more. Your people have changed, as always, but you know that they will welcome you and leap to your command. It is just a matter of if you want to face that creeping unease head on, or let it be someone else's problem after ten years.*

Story of a Ruler

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

But your people are reaching beyond their own world now-far greater than most civilizations ever reach. It would be a waste to quit now, wouldn't it?

Your people are leaving their homeworld for the skies beyond, but any hopes that it will be a peaceful transition will soon be dashed if they haven't already. While hostility and unpleasantry certainly aren't universal, some of your solar neighbors are... Unfriendly.

Perhaps it has to do with that ***feeling*** or perhaps it's something else, but a number of other ascending civilizations are unstoppably hostile. Some of them are so even if they open with diplomatic overtures-instead using charisma and intrigue to throw every possible target into chaos. No matter what you, or the other reasonable civilizations of the star system do, *someone* is going to start a war. Several someones. And many of those who start out willing to entreat with others will eventually fall to the same ravenous outwards violence, pushed by the paranoia and anger inflicted by the original bad actors.

This will not be an all encompassing war like your last visit was, loyalties and aggressions will be fractured and fluid, but there is unfortunately one central, very clear objective for those who wish to escape these problems by removing all threats. The Sun.

As time goes on, as civilizations consolidate and consume their lessers, more and more attempts will be made to claim the central star and its power output. Should anyone claim its power in whole, no other present force will be able to stop them-the Sun's energy will be ripped

from everyone else's grasp and pulled to that central conquering force's command. All resistance will be crushed.

You do not have to be the one who does that. You just have to make sure that nobody *else* accomplishes it.

Taking the star for yourself is obviously the most straightforward way to do this, but you could just as easily form a powerful enough coalition around the Sun that all would-be sun eaters are destroyed or dissuaded... Or you could perhaps just spoke the wheels of everyone who tries until the ontologically hostile elements are removed and the system as a whole finally settles into something more closely resembling an extended peacetime.

You don't have to win this game of King of the Hill; as long as your people don't lose it, the scenario will end in victory.

Scenario Reward: *Kingbreaker*
As reward for your mighty victory in "keeping other people from doing things", you gain the ability to do that in the future as well. This perk allows you to select any one objective in your current setting: one change people want to make, an item they want to acquire, or whatever else. While this perk is targeting that potential change, all efforts to accomplish that change will run head first into what you could call a form of status quo plot armor. Things will go wrong in precisely the way needed to prevent the goal from being achieved, and even if the goal is fully achieved they will find themselves beset by calamities and events that endeavor to undo their effort. Of course, once they've truly completed the goal and weathered the storm without losing their progress they're home free and you'll have to choose a new target, but there's a lot you can keep other people from getting done until that point.

Bonus Objectives:

While the main goal above is your primary objective, there are a few other tasks you can aim for that may make things easier in the future. All of these require you to complete the main scenario in order to reap their rewards, if you fail or abandon it you may not complete these secondaries. They are also, unlike the main scenario, entirely optional to continuing, but you will receive something special should you complete the bonus objectives from the beginning of the series to the end of it.

Bonus Objective 1

Once upon a time, long ago, a great power tried to do just what many will try to do now: take control of the star. Who knows why they failed, but the remnants of their attempt-their almost success-are scattered around the star system. Perhaps you could put those remnants to use?

For this bonus objective, you must gather up, study, and reverse engineer the prototype pieces of the massive solar apparatus that was never put into place. It will be quite the scavenger hunt,

and it's likely to draw a great deal of unwanted attention to your people even if you never intend to build it in this jump. It will be a very educational project however, and at the end of it your people will possess the schematics for an enormous machine for the purpose of tapping into and controlling a star. Precisely dialing and directing its output, extending or shortening its life... A miracle of science (or magic, or psionics or whatever) really. And if you *do* successfully build it around the star... Well.

Bonus Reward: *Sun Swallowing Serpent*
Once you finish this objective, *and* the jump, for your accomplishment you will receive an enormous construction the size of a planet. This doesn't control a star... It *builds* the things that control a star. In any future jump you can set this machine to encompass any star or feature of equivalent significance and power with a similar control apparatus. The construction process takes about 6 months, but once it finishes almost everything about the star in question's power will be under your control for as long as the apparatus remains in place. And of course, once the apparatus is complete you can send it to another star to do the same thing again... But FTL drives and defenses are not included, you'll need to add those yourself. Fortunately any such upgrades will be preserved across jumps.

Bonus Objective 2
Making plans to secure the continued safe existence of your people's homeworld and home system is all well and good... But if you fail? Well, technically it stops being your problem at that point, but if you'd like to be a responsible ruler anyways you can take on a secondary project. A longshot colonization initiative, to send ships out beyond the bounds of the star system in case the horrors at home overwhelm your growing civilization.

This will be a lot of work, and a major investment of resources. Colony ships will need to be designed, plans for the colony setup process drawn up, maps and destinations considered, ideal colonists selected and trained... All of this while the looming threats of violence in the start system continue to escalate.

You will only know that you've succeeded once enough ships have been sent off with good enough chances of success that your people's survival as a whole is assured. Try to skimp out on the efforts and you will send ship after ship into the void with no progress. Succeed however, and you've guaranteed your people's survival for at least a bit longer... And preemptively established footholds in other regions for when the next jump rolls around, I suppose.

Bonus Reward: *Embiggering*
Sometimes you really, really just need an organization you command to *grow*. With this perk you can trigger a phase of massive, stable expansion in any organization you own. A nation expands its territory into unclaimed stretches, a business begins hiring and acquiring competitors at astonishing rates, a social group makes connections and attracts new members. As long as the group you lead has space to expand and isn't already in the process of collapsing, it will grow. It will grow *shockingly fast*. Colonies and branches and converts at

blistering speeds, somehow all without destabilizing the existing structure and culture. Just be careful about using this when there are others who might object-it won't stop neighbors from declaring war if you annex their land, or judicial systems from hitting your company with anti-monopoly lawsuits.

Bonus Objective 3

You have claimed an entire world... But is it really truly *yours* when its very sky and source of light remains beyond your reach? When even upon conquest your control is merely the control of an engineer over a machine? You could be more, you could make your domain yours in greater ways than shackle and paper.

The sun holds a flickering spark of... not quite will. It is the spark of potential of something so massive and ancient and powerful yet so so new and young, the god it could be were it ever to wake. There exists a legend of what might be possible if one could wrest the loyalty of that spark unto themselves.

In order to do this you must first do the same to its orbiting children. Visit as many worlds and celestial bodies within the system as you can, and contest your will against their mighty potential. This will be nearly impossible for worlds your people don't already control, even with external willpower boosters, and still extremely difficult unless the worlds' futures have been expanded by extensive development. But one by one you can bend those sparks to yourself. And once you are sufficiently confident in your rulership of the system, you may try for the star.

The Sun will be by far the hardest-a challenge only alleviated by the fact that its temperament will be soothed not only by additions to itself but by the echoing voices of its worlds. If you've already claimed every planet in the system in this way, the Sun will be no harder, perhaps even less if you've been thorough with smaller bodies, than the worlds were. The fewer that have already been bent however, the more the true weight of a life giving star's potential will press against you. That is a weight that can crush the souls of even gods like a flickering candleflame thrown beneath an oncoming ocean.

If you succeed... The star is yours. The star system is yours. For as long as it remains intact, the place will be a verdant, loyal home to your people. No other civilization will be able to claim it; even if your people were to be wiped out in the future, this star and its system would only become forsaken ground, forever reflecting the loss of its future.

Bonus Reward: *The Future Of All*

You have solidified yourself not just as the true king of a star, but the guiding force of its future. That weight, that *power*, falls behind you now just as your sapient subjects put their future and faith in you. That position holds true in other jumps-the more territory you hold, the more of the land and universe's future you hold in your hands, the more powerful you become. Weight is lent to your powers and abilities-not nearly enough to destroy your own domain on its own-but with a few offensive spells and the backing of a star or two you could scour planets' surfaces

clean. Claim a galaxy and the powers you have could be elevated to rearrangement of the heavens on your command. Territory you own in past, inaccessible jumps does not contribute to this... But territory you have in your warehouse or otherwise bring between jumps *does*.

Special Reward: *Conqueror Aspirant*

You've claimed all three bonus objectives have you? Shown your worth in command several times over? The rewards of your three extra victories combine their strengths, and render your power ever greater.

Organizations you control do not just expand more easily, now, they also naturally attract control of central features of their domains. A civilization that conquers significant parts of a solar system will see the star start to bend to their power more and more-as if incrementally being taken by the effects of Star Swallowing Serpent's constructions. But it may take less obvious forms, a business that eats up more and more loyalty and land of a country will watch the government fall naturally into its palms. A military siege on an enemy fortress will watch the defenses fail and eventually even stymie its own defenders as more and more of the structure falls into your hands.

The expansion itself forces your enemies to give ground more and more as your people grow, as *your power* grows. Not only that, it works in reverse. Should, by the first bonus reward or other means, you cut out the heart of the place you mean to take, your enemies will find that for as long as you hold the star, or communication hubs, or central leadership position, the territory that *was* theirs naturally slides into your hands the rest of the way without constant efforts to hold and take it back. And above all, the space that you've claimed will subtly resist attempts to take it for others, futures and possibilities slide shut for them, pathways to your defeat gradually shifting back towards you keeping your hold as events related to the domains of the powers you possess seem to shift unpredictably back in your favor-almost as if you were unconsciously exercising your strength within your domain to support your loyal followers, if not for it working even when you are too far away or otherwise unable to help.

Your domain will expand. And your domain will be loyal to you. And your power will grow in kind.

Another Chapter Closes...

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

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

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

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

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

Notes:

v1.0.2: added a note about features and flaws to the civ builder.
v1.0.1:
-added a note about interaction with Who Wants To
-clarified wording of perk discounts
v1.0: jumpdoc created and edited.

Special thanks to the r/jumpchain discord for morale support, feedback, and brainstorming while working on this doc.

Particular thanks to michoux5998 for helping me get through the Items section when creative block set in, and paradoxdragonpaci for help with editing!

With the introduction of Ascension, it seems like a good idea to reiterate again that all document-purchased features and flaws will continue to improve and grow with your people such that they never become irrelevant. If you purchased the full power version of the Fitness slider in jump 1, it will still find a way to manifest and help even long after your people have used technology or magic to surpass the original limitations of their bodies. No features you take will lose their value over the series, and flaws will likewise continue to find new forms to change your people long after their original context has passed.

Harmonic Adaptability has several things that make it not a replacement for actually buying the stuff you want. First: your people actually need to do the work of integrating other factions' stuff to understand and replicate it, which may be difficult (or even impossible for some things that are just too far beyond their current capabilities). Second, there's no guarantee you'll find stuff that actually does what you want: maybe no factions you encounter have a good enough version, maybe it involves tradeoffs that just aren't worth it to you and your people, or maybe what you're picking up just works in a way that is deeply unhelpful for what you wanted it for. You don't get to choose what you get out of this, basically. Finally: gains from this slider's benefits do *not* receive the fiat guarantee to continue being useful forever. Some technologies or abilities might already be obsolete for your people by the time they're assimilated, but almost all

of them will eventually fall behind and become obsolete as your people's actually purchased capabilities continue to scale by fiat guarantee no matter how powerful they become. Your people will always have appropriately scaling capability to integrate the abilities of enemy factions per your selection here, but what they pick up with that scaling receives no such guarantee.

Harmonic Adaptability does *not* apply to: innate static powers (stuff like kryptonians being ridiculous), one off existences (no copying the Emperor of Mankind from canon 40k), anything that's non-replicable by an encountered faction (SCP is likely to be near totally absent of meaningful gains), stuff your people outright don't have the tools for comprehending (if the gap is too wide your people will still struggle with it), or anything your people are unable to get ahold of sufficient examples of to complete the research. This slider is for stealing pieces of enemy factions' tech trees/mimic factions that copy enemy factions' gimmicks. Ultimately, fanwank responsibly. Don't make this more powerful than you think would be acceptable to give to another faction in-universe, because you *will* run into others who can at some point or another.

Harmonic Adaptability is likely to greatly benefit from both the technology slider and diplomacy related features, especially at higher levels.

Integretal Unity is the slider for being an assimilator race just as much as it is the slider for being an "everyone is welcome" faction. If you want to actually take over and integrate targeted factions (even as drones or slaves) instead of just eating them, this slider is good for that.

Integretal Unity is probably the closest thing to a cheatcode on mitigating your species flaws as this jump series offers. It obviously won't allow you to totally replace your focal race or otherwise fully ditch taken flaws, but it provides a straightforward way of working around those issues-except for the red drawbacks. As previously stated, their effects apply to newcomers to your civilization whether you take higher levels of this slider or not.

And as a reminder since it's been a while-you will not cross the "ran out of your original people to act as an anchor point" threshold unless you deliberately try to edge them out with other species, you've got a fiat backed guarantee that just bringing in others won't edge them out without deliberate efforts on your part to make it happen.

Form-Breaking and the features branched off of Better Faster Stronger in SoaR 6 have a degree of overlap. Better Faster Stronger marks a degree of direct improvement to existing bodies-particularly towards combat and survival. Form-Breaking is much broader, but is more about expanding options. If you have both, treat it as being that Form-Breaking allows for a wider variety of base forms, which Better Faster Stronger allows upgrading and augmenting beyond what the base body should be able to achieve.

Hey Alexa and its upgrades in SoaR 6 have potentially significant overlap with several options in this jump-particularly Form-Breaking and Valuable Insights/Augmented Implementation. Keep in mind focal differences: each one has a different orientation and purpose, where they overlap they synergize to further improve those capabilities. Form-Breaking is no good for automation, and Valuable Insights is of little to no use in physical labor tasks without Hey Alexa's additions. Taking everything together is likely to open up some very unusual and entertaining options however.

Augmented Implementations does not allow for recursive intelligence improvements, you might be able to make minds that are smart faster, or smart in more places at once, but intelligence increases over where your people normally sit are only going to come through refinement, specialization, and error corrections at the current intelligence level. In other words, the feature allows for Artificial General Intelligence, but not Artificial SuperIntelligence.

Reverse Engineers, Quick And Easy Treatment, and their upgrades are dependent on their respective sliders. Reverse Engineers and Assimilate upon Harmonic Adaptability, Quick And Easy Treatment and Formless Fluidity upon Form-Breaking. They don't upgrade the capacity of their root slider. Effects will remain appropriate, but augmented by the relevant features as taken. Obviously if you've taken drawback levels of those sliders you probably don't want to bother with buying the attendant features.

Everything In Its Place synergizes well with the Logistical Prowess slider in SoaR 5. The better your traditional logistical abilities are, the closer that this kind of market prediction and control allows you to cut margins and optimize production plans.

Asteroid Miner, Planet Eaters, Fully Automatic, and Factory In A Box are likely to work best with higher levels of the Industrial Capacity slider from Fires Of War, but can be used to help mitigate and bolster lower levels too. Though if you took the drawback level of the slider you might still find it difficult to make it work. It's hard to leverage those benefits without proper industrial capacity. Also, the exact efficiency of these features' effects will likely also be affected by the Resource Extraction slider in Settled.

At what point does Digitization's ability to manifest infospheric constructs in reality start to fail? Fanwank it. If you would think it's too bullcrap for someone else to be able to pull it on you given the price and context, then it fails.

If you have taken Who Wants To together with the Short Lived flaw from SoaR 1: The Garden, the most obvious way for this to manifest is that there are unpleasant side effects for the

immortality treatment your people have access to. On the flip side, if you took Longevity perhaps your people acclimate to immortality unusually well and make somewhat better use of it than others might.

Level Grinding's system does *not* come with cheap shortcuts or obvious cheat powers like your typical isekai protag gets. Your people (and you) have to actually put the work in to get the strength increases. It's powerful as you would expect an 800 CP feature to be, it is not an instant win button.

Celestial Architects and Colony Dropped *can* be taken together if you want, but you will lose out on most of the benefits of Celestial Architects' bonus effect if you do.

Can Only Mean One Thing and its upgrade can be taken with Stored In Plaintext but you will lose the defensive benefits of the feature(s) if you do.

If you took the transportation features back in SoaR 5 and take Lightspeed Blues here, it may perhaps manifest in such a way that your people have infrastructural travel methods that still operate at proper speeds but free-flying ships that don't need the existing infrastructure are still frustratingly slow. Of course, you're free to use your own method of reconciliation if you think of something that fits better.

Mixing high Density Size with low Travel Distance has the potential to result in regular overlapping between overdensities-star systems that twirl and shift through each others' outer regions and galaxies whose borders complexly overlap such that only rigorous trajectory studies and computational efforts could reveal where the edges of each lies.

A note on the universe setting sliders: no matter what you choose, the universe will be a very, very big place (larger than IRL's observable universe at the least). No matter what you choose, the universe will not be physically infinite in size, just huge.

Mega-Architect does come with a degree of architectural skills, but will work best if you acquire regular architect skills from another source as well to act as a foundation.

Cup Of Life's effect will continue to be granted if you leave someone in their home jump. The "provisional follower" effect basically means that those given it will respawn at the start of a new jump like a once per jump fiat backed follower, but they are *not* carried with you or replaced if

you leave them behind somewhere, and they do not gain fiat backing for their abilities and whatnot.

Hop, Skip, and A Jump details: Line of Sight does not necessarily need to be things you're looking at now, as long as all you'd need to do to see the thing is rotate your vision it counts. Something does NOT count as being in line of sight if more than half of it is obscured from your sight (teleporting something while you're inside it will usually be pretty difficult because of this). You cannot teleport any object that is too big or massive for you to significantly manipulate it with other abilities-things like superstrength, telekinesis, or explosive force powers might help with this. You cannot teleport an object to a location where it would significantly displace things around it (teleporting things above a certain size might not be possible in-atmosphere, celestial bodies may have to be teleported further away than the desired destination because of physical effects, people and things may be harder to teleport while they have large aura effects active, etc).

Hit It With My Sword: The plans only work once per box, and the box will be replaced one year after opening. The box does not provide supplies, just the schematics-though you're guaranteed not to need any material types or expertise that weren't involved in the construction of the target vehicle itself.

Drive Your Van Into Space *can* turn a planet into a spaceship. Jumps where it will have enough time to do so will be few and far between, and it's probably one of the least efficient ways to turn a planet into spacecraft available to boot.

Kingbreaker does not discriminate between targets-if you want to get something done do not apply Kingbreaker to that objective just to keep your enemies off of it, you'll struggle to make any kind of progress on it as well. Kingbreaker cannot be manually de-applied, you have to either make it to your next jump or wait until someone accomplishes the thing Kingbreaker is trying to prevent.

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

The added effects on ***Unnatural*** are determined by the number of other red drawbacks you've taken before, up to the currently possible 6 previous selections. They are:
Violent in Story Of A Ruler: Gatherer.
Xenophobia in Story Of A Ruler: The Trek.

Barbarism in Story of a Ruler: Settled.
Sadistic in Story of a Ruler: King and Country.
Destructive in Story of a Ruler: Fires of War.
Death-Touched in Story of a Ruler: Age of Empire.

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

Intimidating: The aura your people give off isn't just individual, but collective. Something about your civilization feels naturally threatening, and most others will be a bit more inclined to do what you say than they otherwise would be just to ward off any violence your people might be inclined to inflict if incensed. Or at least to get you to go away.

Unnerving: The aura of wrongness your people give off is powerful, palpable, almost a physical force. Fighting them is difficult for the unvetted, and in large numbers even veteran combatants against more regular foes will struggle to maintain their composure against your forces. In short, your people sap the morale of those who fight against them just by being what they are.

Withering: Your people's unnatural aura isn't just unsettling, but mildly poisonous. Those who would fight against your civilization find that even just being nearby to your people for extended periods of time makes them ill, and plants and animals foreign to your people's preferred ecosystems may sicken and die outright, making warzones deeply unpleasant for your enemies the longer fighting continues.

Cursing: The unnatural aura of your people isn't just powerful enough to physically harm others with enough exposure, it *lingers*. If enough of your people have gathered in an area, the unnatural aura will not go away without concerted effort by other parties to purify the region. Like radioactive contamination, any place your people have settled or invaded withers and dies until they return to claim it once more, their past presence marked on the land like a festering scar.

If you've taken *one red drawback* before now, Unnatural is worth 800 CP instead of 600.
If you've taken *two red drawbacks* previously, Unnatural becomes worth 1000 CP.
If you've taken *three red drawbacks* before, Unnatural is worth 1200 and allows you to take the Intimidating bonus feature.
If you've taken *four red drawbacks*, Unnatural grants 1400 CP and gives you access to the Unnerving and Intimidating bonus features.
If you've taken *five red drawbacks* before now, taking Unnatural grants 1600 CP and gives access to three bonus features: Intimidating, Unnerving, and Withering. If you **DON'T** take Unnatural at this point, your people suffer from the Raaaaaats flaw, without granting you the points.
If you've previously taken all *six red drawbacks*, Unnatural is worth 1800 CP and gives access to all four of the bonus features: Intimidating, Unnerving, Withering, and Cursing. **NOT** taking Unnatural inflicts Raaaaaats and Like Ants Under God's Glass without granting points.