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Version 1

Two thousand years ago humanity spanned the galaxy under the banner of the Holy Ryuvian Empire. The empire was a technologically advanced totalitarian society, it's upper classes gifted with immortality and super human physical attributes. The Warp drives they developed allowed humanity to proliferate among the stars, but their hubris lead to infighting and wars that would eventually lead to the lost of almost all of their advancements and their empire reduced to a single planet, a shadow of their former self.

Filling in the power vacuum left by the Ryuvian withdrawal, the totalitarian New Empire and the democratic Alliance formed. The New Empire continued the tradition of subjugating the lower classes , though did so with a harsh brutality, while the Alliance slowly became more and more mired in corruption and bureaucracy. Buffering the two powers is the neutral rim, the majority of inhabited systems maintaining a small space capable fleet.

Tired of the New Empire's reign, the proletariats rebelled under the banner of the red banner of the PACT, led by the mysterious Veniczar Arcadius. Now they have consolidated their power in the New Empire, they are setting their sights on the Neutral Rim, and with their crony capitalism and corruption the Alliance won't be that far after.

You're going to be spending the next 10 years in this universe, and you're not exactly lacking for choice when it comes to what you can do. Piracy runs rampant, Ryuvian artefacts lie in obscure corners of the galaxy, and a war encompasses the entire galaxy. Be wary, your enemies will always have another trump card, and your allies will rarely be what they seem.

+1000 CP+

Roll 1d8+17 for you age, you keep your current gender for the duration of this jump. Pay 100cp to change both.

LOCATION

- roll 1d8

1. RYUVIA PRIME

- Capitol of the Holy Ryuvian Empire. Though a shadow of its former self the planet has been able to keep its independence until now. Ryuvia itself is a beautiful and peaceful world, littered with hundreds of ancient Ryuvian ruins, some of them containing powerful artefacts from the heyday of the Empire.

2. NEW EDEN

- Former capitol of the New Empire, current capitol of the PACT, New Eden is a beautiful world in a system rich in useful materials. It is with these resources that they built a fleet that rivalled the Holy Ryuvian Empire and now threatens the Alliance and Neutral Rim.

3. EARTH

- Located in the Sol system, Earth is the seat of power of the Alliance. It is from here that the democratically elected representatives of the various member worlds vote on issues that affect half the galaxy.

4. CERA

- One of the most industrious planets in the Neutral Rim, Cera is a resource rich world with a biosphere similar to earth. Though it has the potential to rival New Eden in terms of galactic influence, it's people are isolationists. The nation fields a small but reasonably advanced navy for detering pirates, but have little in the way of alliances to protect against bigger opponents.

5. ONGESS

- If hell had a sewage pit, then it'd be Ongess on a good day. Located in the neutral rim, the planet is rich in Ongessite, a potent star ship fuel who's extraction process has left the world a barren rock and ejects mutagenic compounds in to the air. Due to its value, the planet's population swelled despite the conditions, leading to extensive slums in which famine and illness run rampant. More than a few notorious pirates have climbed their way from this cesspit only to terrorise trade routes as pirates.

6. TYDARIA

- Despite the fact that it's a barren rock in the middle of the Neutral Rim, Tydaria has managed to carve itself a niche exporting its raw materials. Almost all of its 3 million people work in the mining industry, forming the foundation of the Mining Union.

7. FAR PORT

- Though Far Port is for the most part an oceanic world, it's considered one of the most important trade planets in the Alliance. It's here where merchants form the more exotic parts of the Galaxy mingle with the manufactures of the core worlds.

8. FREE CHOICE

BACKGROUNDS

DROP-IN

You drop in on your rolled world a free jumper, with no alliances and no friends. An undocumented individual the Alliance and PACT will simply assume is from a Neutral Rim backwater.

PROTOTYPE (100)

Prototypes are artificial humanoids that share a hive mind. Developed to unify the desperate forces of humanity to fight an even more mysterious enemy, the Ebony Fleet, their intelligence exceeds that of the average human. They're a results at any cost type of people. While most of them are the same, you're one of the later models based off a new pattern. You're programmed with a directive to infiltrate and undermine the government of the world you find yourself on, but it's an easily resistible urge. You can change your body to fit the Prototype pattern should you so choose.

STAR SHIP CAPTAIN (100)

You are given papers proving that you are a member of the Alliance, PACT or one of the more powerful Neutral Rim worlds depending on the location you rolled. You jump in during the last year of your military training as you're being trained to command the latest in your militaries ships. A ship so advanced and different your military decided it was more feasible to train an entire new crew rather than bring more experienced members of the Navy up to speed. Expect no small amount of scrutiny until you prove yourself, as you'll be one of the youngest people promoted to Captain outside of combat.

RYUVIAN DESCENDANT (100)

The Ryuvian's spread their influence far and wide, but only those close to the royal line received all the benefits of their technological advancements. You're a civilian on the world you rolled, but inside your genetic makeup lies the dormant power of the Ryuvian's, waiting to be unlocked. A power that will drive you into the fray in the name of whatever value is nearest and dearest to your heart, be it Liberty, Justice or Dominion.

PERKS

DROP-IN

100 - BLACK MARKET CONTACTS

Normally it takes no small amount of effort to make contact with the underworld, and even more to get its residents to deal with you. Always worried about a sting, it takes time to develop the trust required to organise deals, especially if you're a nobody with no one to vouch for you. This perk won't cause these people to fall into your lap, but they will become a bit more trusting of you provided your intent is to actually deal with them. No Snitching.

200 - SMALL FRY

Ongessite poisoning does some weird things to a human body. You've been lucky however and the only thing it's done to you is stunt your growth and slow your ageing. Your body is forever trapped at a 12 year old level of development. While you can expect plenty of jabs about your stature and will always be carded at bars and R rated movies you can also expect some reduced scrutiny provided you act the age you appear. Post jump this perk can be activated or deactivated at the beginning of each jump.

400 - MACHINATIONS

In this universe there aren't many people who aren't working an angle. Some have networks of spies embedded in key locations, others are themselves manipulative, distracting the world by doing a noble deed with one hand, while they do an underhanded act with another. This perk gives you the knowledge of all the tricks in the trade, and the ability to gain someone's trust while acting against them.

600 - JUST ACCORDING TO KEIKAKU (TL NOTE: KEIKAKU MEANS PLAN IN JAPANESE)

The ordinary revolutionary want a war, a violent conflict in which they fight for freedom. You've identified this as messy and unnecessary, why work against a system you want to bring down when it's doing such a good job of it all by itself. You know how to work within the system, have the government promote you as an ideal citizen all while you erode the pillars of the administration. And when it all comes down around you, you know exactly what to do to consolidate power wile coming across as nothing more than the person who heroically stayed behind to pick up the peices.

PROTOTYPE

100 - NEURAL LINK

As the next stage in human evolution, one of the first priorities of the Prototype project was to create an effective man machine interface. To that end, Prototypes are developed with an organic based neural link with standardised connections. Though they are often given specialised adaptors to avoid weird looks when they start jamming cables into their flesh, they can do just that. Once removed there is little visible evidence of the port. Along with other benefits, a Neural Link allows the prototype faster and more accurate control of a Ryder over more traditional controls.

200 - ANATOMICAL ANALYSIS

The mind of a prototype is more orderly than a regular humans, able to perform complicated number crunching at the speed of a modern day personal computer. While this has benefits to research and development, coupled with organic fuzzy logic a prototype can visually analyse an object and providing it conforms to rules they are familiar with, return locations that are likely to be weaknesses in seconds. In addition, you can use your neural link to connect to multimedia devices and install programs that you're able to run in your mind. When imagining something in your mind, dumping it in a CAD program allows you to quickly generate blue prints for new items. No guarantee that what you imagine will work though, but it makes the design process much easier.

400 - ENGINEERING ITERATION

The highly analytical mind of a prototype can always see a way to improve something. Even with existing materials and techniques, there is always a slightly better way for you to manufacture a certain part or lubricate a joint. The improvements you make to your devices are noticeable and potentially endless, but you quickly find yourself at the mercy of diminishing returns. You can expect the first 50% worth of improvements to be reasonably attainable and up to 75% expensive, but beyond that it becomes prohibitively expensive.

600 - DIGITALLY COMPATIBLE CONSCIOUSNESS.

Having an artificial mind certainly has it's perks. Because the prototypes were developed to communicate telepathically with each other their neural activity had to be standardised. What this means as far as your concerned is that your personality and knowledge can be compressed and uploaded into a digital network with ease. You now have an organic antenna in your body that allows you to connect wirelessly to any network which can use it to back up your memories and personality. Provided you have connection to your backup at death, you can use this connection to avoid ending your chain. Following this you'll have 28 days to find a new body, and considering the majority of people don't have a standardise neural framework, you'd best have your own contingency prepared. Activating this perk means that supernatural abilities tied to your body are lost for the remainder of the jump, and the digital compression is taxing, meaning that you can only use this ability once per jump.

STAR SHIP CAPTAIN

100 - DELEGATION

Contrary to popular belief, being the commander of a ship isn't all sunshine and bossing people around. It's paperwork, lots and lots of paperwork. Normally you can delegate the majority of it to others, but there is still a sizeable amount that you yourself will need to deal with. Well, not anymore. Anyone that you choose to be your aide, providing they are trustworthy, loyal and the task is something they are capable of, they will act as you would act in the same situation. This extends beyond paperwork to all judgements, from decorating to justice. Can only affect one person at once.

200 - COMMAND DECISION

It's always a good idea to vet your crew for their values before they start serving aboard your ship, but occasionally you don't have the luxury of choice. When this happens often those serving beside you will have different priorities. Day to day they might go with the plan, but when pushed to the extreme they might go off on their own initiative. This perk allows to compel them to stop and listen to you in the midst of a passionate action where they would otherwise ignore you. It's not perfect though, and requires a high crew morale in order to be effective.

400 - JUMPER WANTS YOU!

Ordinarily a ship will be backed by an organisation, military or private, with its own recruiting firms and HR departments. Though there are occasions where this is not the case. Sometimes your military falls or your organisation goes bankrupt, or maybe you're not affiliated with an upstanding organisation like those. In any event, when you need it, providing your near a civilisation with a reasonable understanding of the principles your equipment utilises to operate you will never be wanting for reasonably competent and trustworthy crew.

600 - HAREM MADE EASY

Let's face it, who isn't attracted to strong authority figures? It's something about the uniform, the way they talk, the way they walk. It's something ineffable about them. No doubt that along the way you're going to develop a few romantic followers, and human nature generally demands that you only take one as your love interest. Well not anymore. Though they will still fight and bicker as they would normally, they'll accept the other's role in your life. They'll still get a little annoyed if they're neglected. So this option isn't only for perverts, it has the secondary effect of boosting your charisma and forming a cult of personality around you.

RYUVIAN DESCENDAN

100 - RYUVIAN GENETIC MARKER

The Ryuvians were very careful with their more advanced technology, so much so that they tied its activation to a gene only royalty possessed. This was thousands of years ago, and since their fall the gene has proliferated throughout the galaxy though is still quite rare. You have it, and for your stay here Ryuvian technology will recognise you. Some of these devices might recognise you as an enemy, but with some technical knowhow the doors are atleast open to overwrite it's IFF protocols.

200 - ENGINEERED REFLEXES

Though the primary force the Ryuvian Empire was its advanced Mechanical technology, their expertise extended to genetic manipulation too. Almost everyone in the royal family was engineered to peak human conditioning. Though the genetics have been somewhat diluted, you still benefit from your superior genetics. Your nervous system is more attuned, your reflexes much faster than an ordinary human. While in a fist fight this will give you an edge, your abilities become dramatically apparent while piloting a Ryder.

400 - HERO OF JUSTICE!

The Ryuvian's were nothing if not a passionate people. It was one of their greatest strengths, but also lead to endless wars and conflicts that eventually lead to the downfall of their empire. Despite the consequences, the Ryuvian's were able to tap into their passions to make them fight harder and longer than any other human. No matter what value is at the core of your being, as long as your fighting in the name of it you'll keep on fighting harder and longer than any other human could possibly manage.

600 - AWAKEN

Imagine the components inside a computer for a moment. The processors and electrical components come with settings that are normally a good balance between performance and longevity. However, you can change these settings, increasing the clock speed and the voltage of the component, increasing performance in exchange for generating more heat and potentially damaging it. The Ryuvian's found a way to over clock a human mind and body. With Awaken activated you hit harder and more accurately while moving faster, with the ability increasing in potency in a linear fashion. In exchange your body is pushed past its limit and damages its self to keep up. The damage rate starts off rather minor but increases exponentially.

VEHICLES

RYDER (400, FIRST FREE FOR PROTOTYPE AND RYUVIAN DESCENDANT)

The Ryder is a space capable mech that takes the role of a fighter in the various space navies that field them. The Ryder is a versatile platform, with the heavier classes being able to sink capitol ships with a few Savoir volleys. You can select a class below for some discounts on items.

IMPORT MECH (400, DISCOUNT FOR DROP-IN)

Already have a mech you would like to use? Importing it makes it space capable, and you can also assign it a class to them to acquire some discounts on items.

- LIGHT INTERCEPTOR

Interceptor Ryders are the lightest class, sacrificing armour and heavy weapons for speed and manoeuvrability. They often carry a powerful blade for destroying other Ryders, but are rather vulnerable when it comes to the antiship weapons and heavy armour of heavy capital ships.

- ASSAULT RYDER

Assault Ryders forfill the Space Superiority role of their respective Navies. Primarily designed to counter interceptors, there additional weight and armor allows them to field heavier weapons. They are often equipped with powerful energy weapons to pick them off from a distance and melee weapons for when they have to get up close with an enemy Ryder. They can take on capital ships with their Trinities, but are not the most effective class to do so

- SUPPORT RYDER

Support Ryders fall into the same weight range as the Assault classes, but have very little in the way of offensive weaponry. Rather they have drones and other items that they can use to project shields, improve allied targeting and damage, counter enemy cyber warfare and hit the enemy with cyber warfare attacks. The other classes of Ryder are heavy hitters, but the support class is a force multiplier and improves the abilities of any group it's attached too.

- HEAVY ARTILLERY RYDER

Capitol ship killers, the Artillery Ryder is normally equipped with either star ship grade Saviour Cannons or powerful nuclear rockets to take out the enemies larger vessels. They are slow and lumbering, vulnerable to Interceptors, but their armour provides significant resistance to heavier weaponry.

ASSAULT CARRIER (1000, FIRST FREE FOR STAR SHIP CAPTAIN)

Carries, Cruisers, Frigates and Battleships, the Assault Carrier sits somewhere in between them all. They normally come equipped with the full array of offensive weaponry as well as a small hanger bay for Ryders. Often described as Jacks of all trades and masters of none, Assault Carriers are still considered the most dangerous ships on the field of battle, often fielding the latest technology that their Navy has to offer.

IMPORT SHIP (600, DISCOUNT FOR DROP-IN)

Have a ship you want to use in the role of an Assault Carrier? You can import one and upgrade it with the discount structure below.

VEHICLE UPGRADES

- WARP DRIVE (400/FREE FOR ASSAULT CARRIER/DISCOUNT INTERCEPTOR)

Interstellar travel would be a long and tedious affair with out this Ryuvian invention. A Warp Drive allows a ship to jump from one star system to another quickly, with the ability to travel across the galaxy in about 6 months. All combat ships have these as standard, and though Ryders normally rely on a mothership to freight them from battle to battle, bulky detachable modules that allow them to jump have been developed for use during covert operations. The Warp drives can be used to jump in system, but they require complicated calculations involving 11th dimensional rotation that your standard computer has issues with returning with the precision required to avoid jumping into a star.

- STEALTH MODULE (200/DISCOUNT INTERCEPTOR)

Flak Cannons auto-fire at objects passing at close range, which can pose a problem for the lightly armoured frames of Interceptors. To counter this, engineers developed a stealth system that allows interceptors to get close to their targets and shank them without any fear of instant reprisal. Ongoing developments have made this technology very energy efficent.

- HELL DART MISSILES (100)

Cheap and surprisingly effective, missiles are widely installed throughout the various types of space vehicles. They are normally launched in salvos of 10 and do a moderate amount of damage to unprotected targets. Unfortunately flak cannons are quite common too, so they often need to be fired en mass to break through the defences of larger capital carrier groups. Some of their damage will be mitigated by armor.

- SAVOIR CANNONS (400/DISCOUNT HEAVY ARTILLERY RYDER AND ASSAULT CARRIER)

The big goddamn guns that are fielded on the majority of capital ships. While one of the most powerful weapons that can be fired in quick succession, they aren't as fast as lasers and so can be avoided at long ranges and are almost useless against all but the heaviest of Ryders. They are primarily used in close range broadside attacks against capitol ships due to the fact that they can pierce armour and ignore shields.

- TRINITY LASERS (200/DISCOUNT ASSAULT RYDER AND ASSAULT CARRIER)

Though not as powerful as the Savoir Cannons, the Trinity Lasers are far more accurate, able to pick off capitol ships and Ryders from a distance. The only downside with them is that shields are incredibly effective in mitigating their damage. The upside is that shields are expensive to the point where not every capitol ship has them installed.

- RYDER HANGER (FREE, ASSAULT CARRIER ONLY)

An Assault Carrier wouldn't be much of a carrier if it couldn't store and launch Ryders. Assault Carriers only provide space for 20 Ryders, where as dedicated carriers can store 100 or above, but such is the price of being able to field big goddamn cannons.

- PULSE CANNONS (200/DISCOUNT ASSAULT RYDER AND ASSAULT CARRIER)

The pulse cannons are a small energy based rapid fire weapon. Because of the low damage of each individual pulse it's not very effective against heavily armoured targets. Rather it's used to attack and destroy lightly armoured Ryders at mid to close ranges. Because it's energy based it's negated by shields.

- FLAK CANNONS (100)

Though not as powerful as Pulse Cannons, Flak weapons do have some advantages. First, they're effective against lightly armoured but shielded Ryders, and second they're an effective counter measure to missiles and torpedoes. Due to the fact that they're rather cheap they find themselves installed on almost all ships. Flak Cannons are heavily mitigated by armor.

- MELEE WEAPON (200/RYDER ONLY/DISCOUNT ASSAULT RYDER AND LIGHT INTERCEPTOR)

It might seem weird for Melee combat to matter in a space fight, but considering cannons are ineffective against long range targets, shields protect against energy weapons and flak cannons are rather ineffective against heavier Ryders, melee weapons made a comeback. Normally a blade machined down to a monomolecular edge and occasionally some kind of plasma cutter, these weapons don't work to well on the large hulls of capitol ships, but they make short work of any Ryder not fast enough to dodge out of the way.

- TORPEDO TUBES (400/FREE ASSAULT CARRIER)

Torpedos are often fitted with warheads that would have been considered WMDs in ages past. Nulcear warheads are the most common, but more powerful warheads are slowly trickling through the weapons markets. While the firing mechanisms for these are rather cheap, the torpedoes themselves aren't, you'll have to acquire those through other means. Ryders that purchase this get one Torpedo free, but must replenish them through purchasing them. The power of these warheads causes all ships in close proximity to the blast to be damaged.

- SHIELDS (200/FREE SUPPORT RYDER)

When trying to equip your entire fleet with them, shields can become a rather expensive commodity. To reduce this cost and actually improve survivability, powerful projectors were invented to increase the size of a shield bubble. What's more, shields can overlap, allowing two or three support ryders with large projectors to mitigate all of the energy damage for a large carrier group.

- GRAVITY GUN (200/DISCOUNT SUPPORT RYDER)

A powerful gravity projector that can move allied and enemy Ryders alike. Quite handy for dragging an enemy Ryder outside of a shield for a Laser attack or moving an Artillery Ryder faster than it could move under its own power. Though it's quite powerful, it's not powerful enough to move a capitol ship.

-- GRAVITINO GENERATOR (200/DISCOUNT SUPPORT RYDER)

An upgrade to the Gravity Gun that both improves its power consumption rate and allows it to move all but the largest of ships.

- CYBER WARFARE SUITE (200/DISCOUNT SUPPORT RYDER)

Spoof the enemies targeting system, disable their flak cannons allowing missiles through, disable their shields allowing you to pick off their fleet from long range with Trinitys, or even force a hard restart of an enemy ships systems

- NETWORKING SUPPORT SUITE (200/DISCOUNT SUPPORT RYDER)

Filling the more white hat role, the support ryder often comes with some abilites to improve the efficiency of allied vehicles. Improve targeting, weapon damage or remove the enemies status effects on your allies with this package.

-VANGUARD CANNON (FREE, ASSAULT CARRIER ONLY)

An incredibly powerful weapon that can deal massive damage to everything in front of your vessel. Though it takes a long time to charge it can change the course of a battle in a matter of moments. Initially it fires a straight beam, almost like an overpowered trinity, but over the course of your time here you'll have opportunities to improve its damage, range and give it a larger cone of effect.

ITEMS

- NAVAL UNIFORM (50CP - FREE SHIP CAPTAIN)

If you're in the navy you need to look the part. Captain gets an officer's uniform, though an enlisted sailor suit is available should you wish it.

-RYDER SUIT (50CP - FREE WITH RYDER)

The future of materials has made these suits skin tight and form fitting to allow for maximum manoeuvrability while completely insulating the body from a vacuum. Well, everything aside from your head, but don't worry, if cabin pressure drops a helmet drops from the canopy and seals around your head.

-SIDE ARM - (50CP)

With Zero-g combat being a very real threat, the navies and pirates of the galaxy find themselves utilising specially designed pistols that are capable of firing in space and disperse the recoil in a symmetrical fission, preventing you from spinning out from recoil in microgravity.

- WISHALL - (300CP)

An ancient Ryuvian artefact Change one decision that you made in the past. If it's less than 72 hours you go back in time with the knowledge of what happened. Over that you are transported into the alternate you's body at the current time index. You can use this to alter anything in your chain thus far, but you will not be conscious of the changes made before the point in time you made the wish. This can result in you terminating your chain.

NUCLEAR TORPEDOES - (100CP)

Torpedoes with a nuclear warhead spawn in your warehouse. Three each month.

QUANTUM TORPEDOES - (400CP)

Torpedoes that generate a temporary singularity spawn in your warehouse. Three each month

COMPANION IMPORT (100 FOR 1, +50 EACH ADDITIONAL, 300 FOR 8)

You can import your companions into this jump. each companion gets 300cp for perks as well as an additional 400cp for Ryder or Star Ship upgrades. If a companion wants to purchase a ship it will cost them all their perk CP

CANON COMPANION (200) - NO CLAUDE

You can ask one of the characters to join you in your chain. They take their own Ryder if they have one, as well as any abilities they have. No Claude through this method though, she's a special case after all.

DRAWBACKS

- FORCED ROMANCE (+100)

You will fall insatiably in love with someone, most likely someone who's not normally your type. To everyone around you this love will seem disgustingly saccharine, and it is inevitably doomed to failure and heartbreak before your jump is complete. If you take this with the Harem perk expect to have to deal with a crew full of suitors that become increasingly annoyed that all of your attention is devoted to one person.

- UNLIMITED PAPERWORKS(+100)

Leave dock, form that you have to fill out. Work order on the primary drive core? Paper work. Dumping biological waste into a star? You better believe that's some paperwork. Though you can still take Delegation, the more tasks you delegate, the more that come your way until you and your aide are completely overloaded. It's best to just deal with this yourself. It's not so much of an issue in the far far distant corners, but don't expect to be able to get a resupply unless you keep up with the various work orders and permits.

- HIDDEN MACHINATIONS(+200)

Every ally is working an angle, telling you half truths while they embed spies in your crew. You'll watch them destroy a superweapon while behind closed doors their engineers are already using what they learned to make an improved version. Expect to leave this jump with major trust issues.

- HERETIC(+200)

Ryuvians and their technology can seem like fickle things, but the advanced scanners of their ships and the tuned reflexes of their people have a large effect on how they act. For some reason, rightly or wrongly they detect you as an enemy. Awakened Ryuvians will inherently distrust you and their automated weapons will seek you out and try to destroy you.

- PROTOTYPE NETWORK SLAVE(+300)

The Prototypes share a networked consciousness with the most strongest will tending to dominate and control the rest, to the point where they can take direct control of the underlings body. No matter how strong your will is, it is no match for the Network, and you will be compelled to do their bidding.

- YANDERE GOD OF LOVE(+300)

Claude is madly in love with you, she knows you're a jumper, she's going to try to force you to stay in the universe and end your chain, and she has the means to make it happen. This pink haired pervert is more than she seems, and she will be going full Yandere on you. If you manage to convince her that you won't abandon her at the end of the jump she can join you as a companion, but don't think that will be an easy feat. Yanderes don't trust anyone, especially the targets of their affections. You can't use any powers you accrued over your various jumps to control her into changing her mind and if you manage to counter her she'll actively try to kill you. You think the Harem perk is gonna counter it?
hehe
hahaha
HAHAHAHAHAHAHAHAHAHAHAHAHAHA
Ahem Nice try, but all that will occur is the genocide of your waifus and husbandos.

NOTES

- Companions are immune to the effects of Hidden Machinations unless they're imported with a background other than drop-in

- Quantum torpedoes deal the most damage to a single target, followed closely by the Vanguard Cannon. To give you an idea of the Vanguards power, an Imperial Class Star-Destroyer hit by it would probably be crippled, and an Executor class would definitely feel it, and it can deal this level of damage to everything in a 20 degree cone of influence.

- Want to command the actual Sunrider? Fine, roll Cera, pick ship captain.

- Harem perks won't work on Claude until after the jump. You must convince her. With that said, charisma perks will make you more convincing.

- On the subject of universe tech power. I'd say your average Assault Carrier would be a match for an Imperial Class Star Destroyer, the the Vanguard Cannon would cripple anything it passed through of that calibre, outright destroying anything under that.

- **SPOILER** Regarding Claude - It's not exactly clear how much power she has, but it's safe to say that she's at the level of Q from star trek, if not higher. She can will entire galaxies into existence if she wants, but would rather spend her time molesting innocent captains. If you take the drawback and convince her to join she won't use her powers to trivialise your jump.