

ASCENDANCY

Welcome, Jumper, to Ascendancy! The galaxy is big and your job is to conquer it.

This galaxy consists of three hundred billion stars. Sixty thousand centuries ago, there were over twenty billion life sustaining planets orbiting those stars. Some of the life on these worlds evolved intelligence. Some species learned to travel through space. As they explored, they encountered one another. Wildly different cultures competed for the same worlds. In the enormous upheaval that followed, one of these species would gain...Ascendancy.

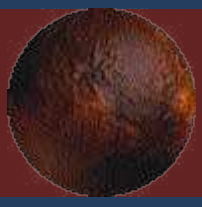
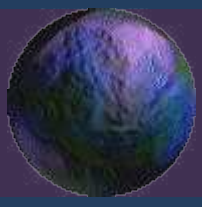
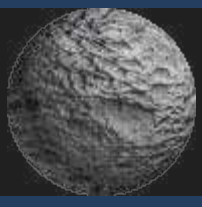
During your jump you will explore a small star cluster within this larger galaxy and encounter a relatively small number of alien species with the same goals as yours. Explore the surrounding stars. Colonize the inhabitable planets. Ally or battle with the species you encounter. Expand your civilization.

Have some Choice Points to get you started! **1000CP**

HOMEWORLD

150CP to roll 1d8 or pay for a specific type of homeworld.

Your homeworld will be Medium size unless otherwise specified. Size and type can both be overridden by drawbacks.

1	FREE		Primordial	Half the planet is uninhabitable and it holds very few advanced resources.
2	50CP		Congenial	Mostly habitable land with a small distribution of areas enhancing industry, research, and prosperity.
3	150CP		Eden	A fertile garden planet.
4	150CP		Supermineral	Production boosters are plentiful on this world.
5	150CP		Cathedral	A researcher's paradise.
6	200CP		Special	40% of the planet is uninhabitable, but half of the remaining area is evenly distributed with areas enhancing industry, research, and prosperity. The planet will be Large in size.
7	300CP		Cornucopia	The entire planetary surface is covered in areas enhancing industry, research, and prosperity. The planet will be Enormous in size.
8	ROLL		Free choice!	

SPECIES

150CP to roll 1d10 or pay for a specific species.

Guess what? It turns out you can't choose star density, number of opponents, or political atmosphere. The star cluster is Very Dense. Diplomacy is Neutral unless you take the Antagonizer drawback. Also, ANTAG.EXE seems to be active.

Luckily there are only eight species instead of the twenty-one from the game. All eight species are out there somewhere if you're a drop in. Otherwise only seven since you're the eighth species. You're the leader of your species.

Choose any age or gender—it has little relevance since during the jump all Perks, Gear, and Species Traits apply to your entire species rather than you individually. Species traits carry over to future jumps unless stated otherwise.

1 - **FREE** Drop In

You are a unique and unprecedented race in the Ascendancy universe: Human.
As an interloper, you are not granted any special skills and get no discounts on perks or gear.



2 - **100CP**

Supreme Planet Invaders

A hostile mechanical race. Planetary invasions always succeed if your ship has at least one Invasion Module. Does not carry over to future jumps.

Minions



3 - **100CP**

Super Astronomers

Innate ability to detect star lanes or wormholes anywhere in the galaxy.

Oculons



4 - **200CP**

Super Diplomats

Can orchestrate individual peace accords or universal ceasefire once a year with guaranteed success.

Baliflids



5 - **200CP**

Determined Researchers

Can research and discover the next stage in any technology in 3 months. In future jumps this is limited to four times per jump.

Chamachies



6 - **300CP**

Unsportsmanlike Scientists

Steal one technology used by 2 or more species after each 2 months of reverse engineering. Multiple species must exist—i.e. it won't work for espionage between human corporations or nations. In future jumps it's limited to four times per jump unless all species reside in separate star systems and the jump includes FTL or wormhole travel.

Dubtaks



7 - **300CP**

Planet Nurturers

Can terraform one planet per year. In future jumps this is limited to planets outside your starting star system. You must provide your own means to reach those other systems.

Govorom

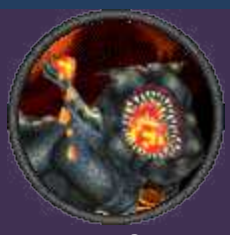


8 - **400CP**

Telepathic Diplomats

Can communicate telepathically across interstellar distances. In future jumps this is limited to interstellar distances—doesn't provide telepathic abilities within the local planetary system.

Hanshaks



9 - **400CP**

Black Square Dwellers

Can innately withstand airless environments and subsist on non-organic matter.

Orfa

10 - ROLL Free choice!

PERKS

Discounts are half price for the specified species.
Purchased perks give your species the research item at the start of your jump.
In future jumps these perks just provide knowledge of the related technology.



Orbital Structures

50CP (NO discount)
You now know how to build shipyards in space.



Xenobiology

100CP (Chamachies discount)
You can reverse-engineer any ancient alien technology after 2 months of research.



Tonklin Diary

150CP (Dubtaks discount)
Knowledge of non-combustion space propulsion.



Environmental Encapsulation

200CP (NO discount)
The knowledge to build self-contained environments, from biodomes to starship life support.



Spacetime Surfing

250CP (Oculons discount)
Education on building one-shot FTL drives.



Cloaking

300CP (Baliflids discount)
How to build starship cloaking devices.



Stasis Field Science

350CP (Minions discount)
Information on building tractor beams and, in future jumps, stasis pods.



Matter Duplication

400CP (Govorom discount)
Biological cloning technology.



Star Lane Anatomy

450CP (Hanshaks discount)
Learn the technology to destabilize star lanes or wormholes and in future jumps incapacitate FTL drives.



Microbotics

500CP (Orfa discount)
Automation technology. In future jumps this provides knowledge of primitive AI and Nanite capabilities.

GEAR

Discounts are half price for the specified species (100CP items are free)
Purchased gear gives your species possession of the related technology at the start of your jump.
Unless otherwise stated you retain one portable reusable version of each device after the jump.



Long Range Orbital Whopper

100CP (Minions discount)
A powerful planetary defense system. After the jump you get a massive energy cannon that can be installed on any space ship you possess, but consumes enormous amounts of energy.



Star Lane Hyperdrive

100CP (Oculons discount)
A space ship component that allows traversing star lanes or wormholes. Keep one and its blueprints after the jump.



Lane Blocker

100CP (Baliflids discount)
Can block any star lane or wormhole.



Replenisher

300CP (Minions discount)
Recharges all energy weapons on a space ship from any power source.



Starmap

300CP (Oculons discount)
A detailed and accurate map of all stars and star lanes or wormholes in the local galaxy or cluster. Updates with each new jump.



Orbital Megashields

300CP (Baliflids discount)
Provides a planetary energy shield effective against energy weapons, physical ordinance, and invading space craft.



Tractor Beam

100CP (Dubtaks discount)
Use to pull another ship toward you when installed on a space ship.



Automation

200CP (Chamachies discount)
Make any mechanical device self-operating with primitive AI. A dozen one-time-use devices go in your warehouse after the jump.



Terraforming

300CP (Orfa discount)
Manufactures soil and breathable air in a localized area of a planetary surface without the need for domes.



Internet

300CP (Dubtaks discount)
Increases scientific research output planet wide. In future jumps this gives your warehouse an internet connection to that world's data network and to your home world internet. If your warehouse already has internet then this provides a touch screen device to access that network anywhere you go, even if the current jump has nothing like a data network or internet.



Research Campus

400CP (Chamachies discount)
A superior scientific investigation center. One is added to your warehouse after the jump. If you lack a warehouse you get a portable analyzer capable of identifying the composition of mineral, biological, or technological objects.



Transport Tubes

600CP (Orfa discount)
Connects nearly adjacent locations that are separated by an uninhabitable region. In future jumps this gives you a short-range teleportation device that can transport you or any nearby object up to 1 kilometer away without the need for line-of-sight visibility or even knowledge of the layout of the target location.



Lush Growth Bomb

300CP (Govorom discount)

Convert any planet to a fertile garden. Far more advanced than simple terraforming. Does not damage existing structures or life forms. Keep a single one-use-per-jump version in future jumps.



Colonizer

300CP (Hanshaks discount)

Colonization pod to install on space ships. Keep one and blueprints after the jump.

(nothing to see here)



Industrial Megafacility

600CP (Govorom discount)

A superior manufacturing plant. One is added to your warehouse after the jump. If you do not have a warehouse then a smaller version is accessible via a pocket dimension in all future jumps, accessible via a key that fits in any door with a lock.



Shipyard

600CP (Hanshaks discount)

Allows the construction of space ships. After the jump you get a shipyard in a pocket dimension accessible via a portal you control via mental command.

(nothing to see here)

COMPANIONS

You may import up to 8 companions. Each can either choose be the same species as you, in which case they will be cogs in the machine of your galactic empire, or chose another species and they become the leader of that species competing against you. For balanced diplomacy only 3 companions can be other species than you. Pets can import as themselves for free.

Companion Import has three pricing levels

Companions start with **+300CP** to spend on Perks and Gear (and Homeworld if not your species). Species choice is free.
Companions that aren't your species can also take one drawback other than All Blocked Up, Antagonizer, or Hogtied.

100CP
Per companion

200CP
For 3 companions

400CP
For up to 8 companions

DRAWBACKS

Take up to three for a maximum of +1000CP.

Drawbacks override any conflicting benefits provided by perks, gear, species, homeworld type, etc., but you still keep whatever after-jump benefits are provided.

For example, choosing Cornicopia Homeworld with Husk Homeworld gives you a husk homeworld, which is a waste of CP since Homeworld Type does not provide any benefits after the jump. Conversely, choosing Long Range Orbital Whopper and Pacifist together negates the in-jump benefits of Long Range Orbital Whopper, but you still get the after-jump benefit.



+100 Small Homeworld

Your home planet has little room to build the resources you need to reach the stars.
Cannot be taken with Tiny Homeworld.



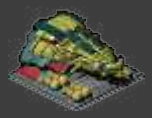
+200 Tiny Homeworld

Your home planet has the smallest possible surface area.
Cannot be taken with Small Homeworld.



+300 Husk Homeworld

Your homeworld has no habitable land. Nothing can be built on your planet unless you terraform a space for each construction or your species is Orfa. Overrides your original homeworld roll or purchase.



+100 Ghengis You're Not

You cannot build invasion modules. Overrides the Minions racial benefit in-jump.
Cannot be taken with the challenge Capture All Homeworlds.



+200 All Blocked Up

All star lanes are blocked at the start of the jump and will require firepower to remove. If taken with Pacifist you are unable to leave your home system until an opponent species arrives there.



+400 Antagonizer

All opponent species are hostile.
Cannot be taken with Pacifist.



+600 Not Enough Room

All planets you discover will be tiny, small, or husks. This limit does not apply to worlds you invade.



+800 Pacifist

You are unable to build weapon systems nor import any from your warehouse. If taken with All Blocked Up you cannot leave your home system until opponents arrive. Cannot be taken with Antagonizer.



+1000 Hogtied

Turns the jump into a gauntlet. You cannot use any powers or gear from previous jumps. Your warehouse and anything else provided by supplements are inaccessible except your Body Mod.

CHALLENGES

You can only take one challenge.

Choosing one of these replaces the 10 year jump length with a task you must accomplish to end the jump. Failing the task ends your jump chain and returns you to your world of origin. Completing the task immediately ends the jump and grants an additional reward as specified in the challenge. Some challenges have a time constraint while others do not.



Extermination

Overlord of Cosmic Night

Exterminate all other species in the galaxy.

After the jump you get to keep the most powerful space ship in your fleet and store it in your Bay, Space Dock, Shipyard, or any equivalent space vehicle storage area you may possess. If you have no place to store the ship, it is only available in jumps that begin with interstellar travel. If you later acquire a warehouse Space Dock, the ship immediately appears there. You are also saddled with the emotional repercussions of having exterminated an entire galaxy of sapient sentient species.



Control the Galaxy

Galactic Emperor

Own two thirds of star systems in the star cluster within 15 years.

After the jump you get a wormhole generator to store in your warehouse, usable once per jump.



Capture All Homeworlds

Supreme Invader

Capture the homeworlds of all other species. Failure occurs if you meet any of the criteria of the other challenges, or if capturing the final homeworld also exterminates the last remaining species. Cannot be taken with the drawback Ghengis You're Not.

After the jump you gain the stealth ability to move in enemy territory unnoticed by security devices.



Galactic Alliance

Ascendant Overlord

Orchestrate an alliance between all species in the galaxy within 10 years.

After the jump you can take the leader of one other surviving species as a companion.

THE FUTURE

What happens after your Ascendancy?

Regardless of what happens next, all drawbacks are removed.

Go Home

If you survive 10 years or completed a challenge you can go home and keep all the benefits of this jump.

If you die or fail a challenge you will be returned to your world of origin without any of the advantages you purchased at the start of this jump.

Move On

If you haven't failed a challenge or died you may now continue your jump chain if you so choose.

Stay

Success grants you the option to stay in this universe and reap the glory of your victory.