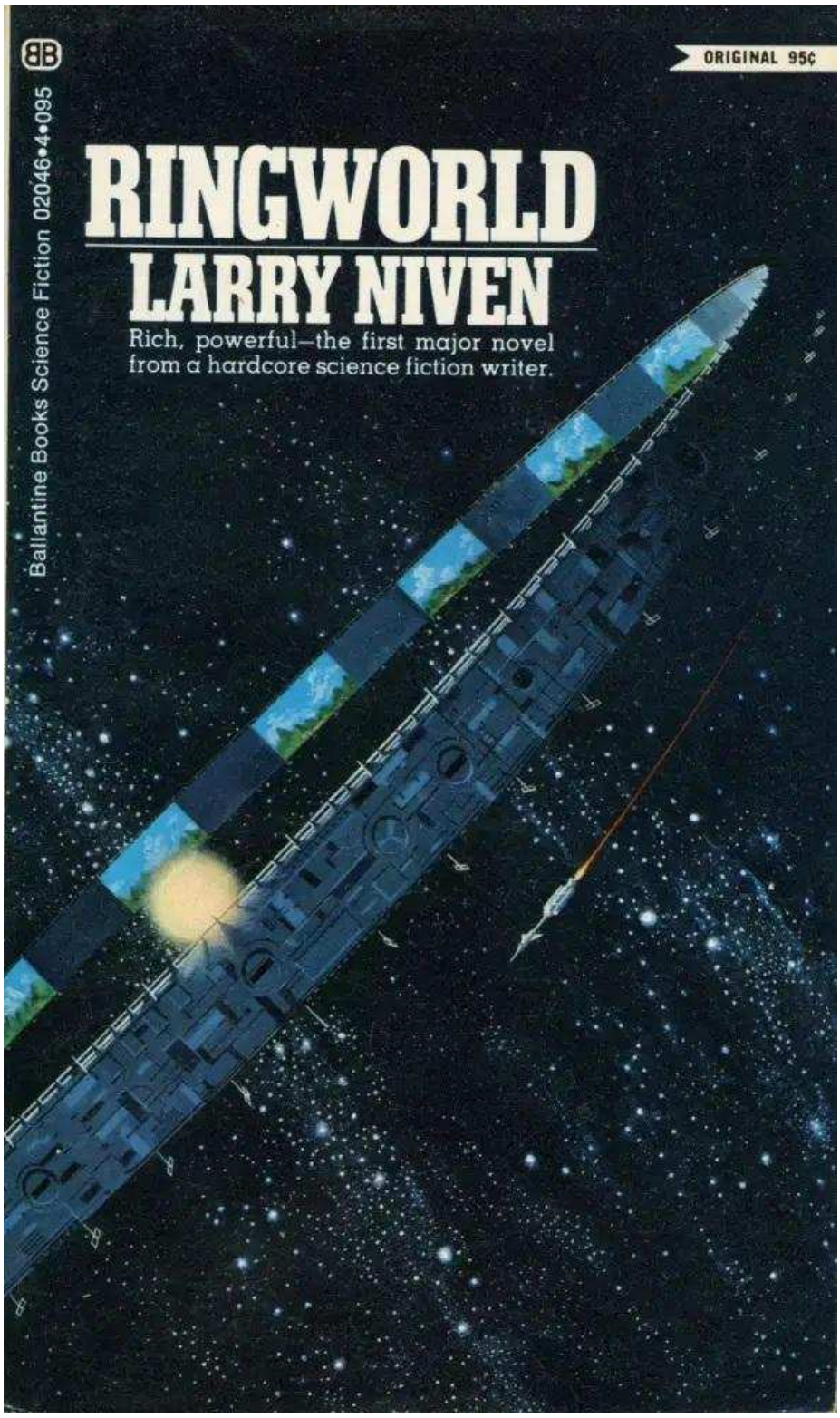
Ringworld Jump

Version 1.0.0



The Ringworld is just that. It is a world that is a ring. About the mass of Jupiter, it stretches like a ribbon 600 million miles around a yellow dwarf star. 1,000,000 miles wide, and is only a few miles thick. Spinning at 770 miles a second it uses centrifugal force to produce gravity nearly up to Earth normal. It is a massive space habitat. And it is set in Larry Niven's Known Space. It is of the class of novel that would be called "the Enormous Big Thing."

But perhaps the best description is one by Larry Niven himself, in the introduction to Ringworld's Children: "The Ringworld is a great, gaudy, intellectual toy, a playground with the gates left wide open."

You will be arriving here at around the time that the mad puppeteer, that's the species not just a description of their behavior, Nessus recruits a kzin speaker-to-animals, and the human adventurer Louis Wu (only human alive to have made first contact with a sentient species), and Teela Brown a human selective bred for luck via alien manipulation for an expedition to the Ringworld using a hyperdrive that can in 1.25 minutes travel the same distance that all other known hyperdrives do in 3 days.

You may be part of this expedition if you choose. Or instead you may be part of another expedition that is perhaps less lucky and which, arriving at the Ringworld after 2 years of travel in hyperspace would find itself fated never to return or be heard of unless you and your skills see it through. Or you may be a native to the Ringworld, one of the teeming variety of hominid species that have developed on it over the course of the last million years, evolving into every biological niche that had been left vacant by its designers.

Whatever your choice you will be here for at least 10 years. Given the expanse of space, 200 lightyears away, that humanity calls Known Space is over 60 lightyears with a great variety of human planets, and all of them wouldn't make up even 1% of the Ringworld's surface at 3,000,000 times that of the Earth you ought to have a good deal to explore in that time.

So, venture forth into this playground for the mind. And to help you here take these:

+1000 Choice Points

And remember: Good luck and good jumping.

Location:

You may appear on the Ringworld itself, either as a native or someone who has arrived there in an expedition. In the latter option, your ship will have been destroyed unless you purchase a ship to represent it in this jump. Alternatively, you may choose to be brought in as part of Nessus's crew for his Ringworld Expedition. Or at least Nessus will soon be recruiting you.

If appearing on the Ringworld you will also not appear on one of the Maps. Exceptions are if you are a pak you may appear on one of the maps of pak, as a kzin you could appear on the Map of Earth or Kzin, as a Martian you can appear on the Map of Mars, and as a Bandersnatch you could appear on the Map of Jinx. Otherwise you will not appear on one of the Maps found in the Great Oceans.

Age and Gender:

If you drop-in your age and gender remain the same as the end of your previous jump unless altered by your species or purchases here. Otherwise, your age and gender are your own freely chosen as appropriate to your background. Some reminders: Protectors lose their sexual characteristics and normally eat lifespan extending yams so get old; bandersnatchi are giant single-celled asexual organisms and are stated to have 'long memories' possibly indicating a long lifespan; puppeteers have 2 genders they consider "male" in the human sense and a 3rd "female" gender which is another species entirely and is assumed to be a parasitoid cycle and of the puppeteers encountered in the series one has been in and out of leadership positions for at least 1000 years and the other was active in Known Space before they fled the area 200 years ago; female kzinti are non-sentient except those native to the Ringworld as that appears to have been a result of 1 million years of selective breeding and they seem to mature somewhat faster than humans and Chmeee went from a young adult to past his prime in a matter of decades indicating not too inhuman life spans; hominids shown have normal, human-like levels of dimorphism and genders (with City Builders having a heat cycle with extremely high fertility rates while in heat), and none are shown to have notably extended lifespans; humans you are presumably familiar with but it should be noted that they have had access to life extension drugs for more than 200 years now so can be fairly old if sufficiently well off.

Origins:

Perks, and items, are not discounted based on your origin/background and you may select any origin/background which is appropriate to the setting and does not provide you with substantial advantage outside of what you purchase here (you can't just choose to be the Kzin Patriarch with a fleet of warships), or enter as a drop-in with no background memories or connections in this world.

Regardless of your choice and your background you may take 2 100 or less CP perks for Free, and may discount (50% off) 2 200 CP perks, 2 400 CP perks, and 1 600 CP perk. You may use a Perk discount or freebie on your Species as if it was a perk of the same value; i.e. you could use a 200 CP discount to take bandersnatch as your species at a discount, or a 100 CP freebie to take kzin as your species for free. Merchant Empire allows you to take Pierson's Puppeteer as you species for free. Warrior-Born allows you to take Kzin as your species for free. Truly a Puppeteer allows you to take the Merchant Empire perk for free. You cannot discount the upgrades to Protector or Lottery Winner but may discount the initial perk. The Sophisticate perk does, however, discount the upgrade to Protector.

You may also take 2 50 or less CP items for Free, and may discount (50% off) 1 100 CP item, 1 200 CP item, and 1 300 CP item. Additional copies of items are discounted. If you purchase a Tech Database it will discount many other related items. Multiple discounts do not stack.

Species:

You may only purchase one species. Post-jump it will become an alt-form. You may choose to use one of your perk discounts on your species.

Ringworld Hominid (Varies): You're a native of the Ringworld and one of its varied sapient hominid species. Maybe you're one of the lean, red-skinned carnivores, or one of the herbivorous grass giants whose women are above 6' as a rule and whose men can reach over 8'. This is free for those with basically human capabilities. Those who possess abilities that give them clear advantages over humans – red herders with better vision and running speed, grass giants with greater size and strength, sea people who are adapted to watery life, arboreal hanging people – cost 50 CP, even if they have compensating disadvantages. A vampire with their hunting pheromones which can drive any other hominid that smells them into terrible, mind consuming lust in which they can kill them without a fight costs 200 CP and are not normally sapient, and this purchase comes with no special protection from loss of intelligence due to being a species with a less developed brain.

It is possible for you to become a fully matured member of your species, assuming you are of the right age (and life extension does not always extend this) and eat the Tree-of-Life, shifting from the breeder stage of your life to the protector stage. However unless you purchased the Protector perk you will revert to a breeder (or child depending upon your new age) at the end of the jump.

Human (Free): You're human. Whether you're a flatlander from Earth, or from another world such as Home, Canyon, or even Sheathclaws, a world shared between both humans and kzinti and laying outside of either's main interplanetary government. You should be familiar with humans and their capabilities.

It is possible for you to become a fully matured member of your species, assuming you are of the right age (and life extension does not always extend this) and eat the Tree-of-Life, shifting from the breeder stage of your life to the protector stage. However unless you purchased the Protector perk you will revert to a breeder (or child depending upon your new age) at the end of the jump.

Pak (Free): You are a member of the pak, or as humans first dubbed them *Homo habilis*.

It is possible for you to become a fully matured member of your species, assuming you are of the right age (and life extension does not always extend this) and eat the Tree-of-Life, shifting from the breeder stage of your life to the protector stage. However unless you purchased the Protector perk you will revert to a breeder (or child depending upon your new age) at the end of the jump.

Martian (Free): Martians are extinct. They had had early conflicts with humanity, and while peace of a sort had been established, and the viewpoint character we learn this from was hopeful that their cooperation could lead both species to greater heights, he then became a protector and genocided the species without a moment's hesitation.

Martians still exist, though, on the Ringworld's Map of Mars. Even so not much is known about Martians. We never get a description of them, other than that they use spears and swim through the dust on Mars as it's so fine as to behave like a fluid. Originally birthed in a gravity 1/3rd the current one, they now rely on the support of the dust of the Map of Mars to help support their bodies. Oh, and water is fatal to them. Increasing the water content in the atmosphere of Mars by dropping an icy meteor on it was enough to wipe out their race, and if the Map of Mars wasn't so high above the Ring as to become excessively arid they would die there too.

Pierson's Puppeteer (50 CP; Free with Merchant Empire): You are a being neither human nor humanoid. You stand upon three legs forming what is (almost) an equilateral triangle, and possess two flat heads mounted on flexible, slender necks. Or perhaps it'd be better to call them mouth stalks, as they do not possess your brain, which is in your torso, but merely your mouths and eyes, with loose rubbery lips that extend well beyond their teeth and possess bumpy finger-like protrusions capable of being used as prehensile manipulators.

They have forked tongues, in the literal sense though given their role in history most seem to in the metaphorical sense as well, and a much larger vocal range than humans, able to speak interworld (though they claim it is not easy for inhuman mouths), Hero's Tongue, and their own language which is regularly compared to music and which a protector was forced to imitate with a flute. They are herbivorous herd animals, showcasing a greater favor for teamwork, and herd mentality, than humans. They also possess a powerful kick with their single hindfoot, capable of killing a man with a single heavy kick to the chest, break kzinti ribs, and even recognized by protectors as a potential threat.

They have 3 genders. But only 2 are available to you. They refer to both of these genders as he as they both implant their gamete into the body of a member of the third. The third gender is unavailable to you as it is actually a different, non-sentient species, which serves as the host for their young, in an example of parasitoid behavior.

Kzin (100 CP; Free with Warrior-Born): You are a kzin. Often compared to tigers, the kzinti are barrel chested and stand approximately 8 ft tall, and weigh around 500 lbs. They have an appearance reminiscent of cats, with a variety of possible patterns, though we are mostly shown Chmeee and his son Acolyte who have orange fur and raccoon-like facial markings; other colorations and patterns do exist between orange, yellow, and black. They have 4 fingers on each hand (3 and a thumb) and both their toes and fingers possess retractable claws that are razor sharp and considered a weapon fit for eviscerating large prey, or humans. They walk plantigrade, like humans, as opposed to digitigrade, like cats, and are faster than a human over short distances, though are designed for bursts of movement like gorillas and Earth big cats, as opposed to stamina and long term sustained movement like humans and wolves. Their ears are pink and membranous, lacking fur covering, but possessing a stiffened framework compared to an umbrella's, able to be close or to extend outwards to catch sound. Their tails are hairless, similar to a possum's. Kzinti are obligate carnivores, and have difficulty stomaching cooked meat, and the memory of eating vegetables is damaging to the minds of their telepaths.

In short, Kzin are large, and built for short bursts of combat and violence in a way humans are not and have the senses of a predatory beast.

They have 2 genders. Among modern kzinti in a case of extreme sexual dimorphism the females are non-sentient and lack human-comparable intelligence being dumb animals. The offshoot of kzinti found on the Map of Kzin and the Map of Earth on the Ringworld are intelligent enough to converse.

Bandersnatch (200 CP): Bandersnatchi, like dolphins, are a Handicapped species of sentient. Their body consists of a single cell, and yet they are the size of a dinosaur with a long apatosaurus-like neck ending in hair-like bristles containing sensory organs. They possess no limbs (hence being Handicapped due to their lack of manipulators) but have a large whale-like mouth beneath their neck, and a bony case around their brain which unfortunately does work to limit the flexibility of their body. They have 6 hearts each about 11 lbs in weight. They are also the size of a dinosaur, and though reminiscent of a long necked slug, are capable of great speed on their single belly-foot compared to charging predators such as tigers, and enough physical prowess to deter a kzin. Despite this physical prowess they are filter feeders eating a yeast-like organism on Jinx, itself

relatively unchanged from the common ancestor of Pak, Earth-life, Kzinti, and Puppeteers. Their massive chromosomes, a result of genetic engineering, render them immune to genetic mutation, and unable to evolve. Yet they are extremely long lived, fully sentient, and possess immunity to telepathic mind reading and psychic mental control and influence. They are found primarily on the planet of Jinx, but have spread on the Ringworld from the Map of Jinx with at least one appearing in the region which the first expedition arrived in. It's worth noting that Jinx has 1.78 times Earth's gravity, and these creatures are still capable of surprising speed on it despite their mass; they're stronger than their size alone would indicate.

As a single celled organism you do not gender and reproduce by asexual budding.

Perks:

You may select 2 50 or 100 CP perks for Free, discount 2 200 CP perks, 2 400 CP perks, and 1 600 CP perk.

Interlang (50 CP/100 CP): Choose one: You can understand and speak Interlang, the common language of Known Space shared across human planets and used for interspecies dealings with others such as the Kzin and puppeteers. Or you can speak a vast array of the tongues of the Ringworld, enough to make yourself understood in many others, though linguistic drift might mean you can't communicate with all of them, but you know enough to be able to guess at and work out the roots of most other languages you encounter on the Ring. For 100 CP you can have both, and know at least how to understand all languages spoken in the present day both upon the Ring or across Known Space.

Whatever choice you make, this experience with learning languages has left you able to pick them up with relative ease and comfort. It's still not instant by any means and it'll take some work and effort to learn to communicate more specialized concepts or even simply speak it with fluency instead of broken bits, but you learn languages very quickly and could be communicating in a new language to some extent fairly quickly.

Flatlander Fashions (50 CP): The colors of a flatlander are not their own, but those of artificial dyes giving rise to a wonderful spectacle of colors far outside of those that were ever naturally produced among humanity. You might not be from Earth, and you might not possess access to the artificial means that modern Earthlings use to create these colors, but because you're paying this you can set the color of your hair, skin, and eyes to some sort of marvelous set of hues. You can even create patterns and the like, but you won't have any colors outside of the visual spectrum or that can't naturally exist – such as some color of magic only visible to mages – and you won't have anything color changing. Well, at least not quickly changing. After all, it'd not be fashionable to be unable to change it. So once per month you can cause these colors to change over the course of a few hours.

Sensual Voice (50 CP): Your voice is absolutely stunning. It's the sort of voice to spark adolescent dreams, and put a listener to mind of legendary beauties of the ages like Cleopatra, Helen of Troy, Marilyn Monroe, and Lorelei Huntz all rolled into one. Normally for a puppeteer this might be feminine, but you can choose a masculine one instead. This also comes with an excellent vocal range and control in case you want to get into singing, voice acting, or just disguising your voice.

Adventurer (100 CP): You've been around Known Space, or at least you act like it. You're able to remain cool headed and calm in dangerous situations, and are able to resist panic and act with consideration even when surprised or scared.

Beautiful (100 CP): You're a true beauty. You might not be a match for Helen of Troy, Cleopatra, Marilyn Monroe, and Lorelei Huntz, but you're beautiful enough that even if someone lived 200 years of adventure and celebrity you'd possibly be the prettiest person they ever met. Needless to say this can cause people to make some foolish decisions around you.

Good Commander (100 CP): You possess the basics of military tactics and experience. This isn't necessarily in hand to hand combat, or true expertise, but you seem to have at least some understanding of how to command a group in a combat situation; think more corporal, sergeant, or even captain of a smaller warship than general or admiral. Still you have a talent for clear and decisive command, and the ability to make decisions quickly in a dangerous situation and stick with them against minor doubts without showing that you are wavering to the men; this won't lock you into obviously wrong choices, but few things destroy morale and coordination more than flipflopping back and forth on a decision at every minor or perceived hiccup in a plan and you are capable of understanding when with what is not necessarily being the best plan possible is still better than changing to a slightly better one midstream.

I Have Sex Outside My Species (100 CP): You seem to carry with you some elements of the custom of rishathra. This custom within parts of the Ringworld's hominid species is, well sex outside of your species. It is used as a method of birth control and as a means of sealing deals and agreements especially treaties and truces.

You'll find that, when dealing with those who are outside of your species to a point that you're not reproductively compatible with them, that the idea of having sex as a means of diplomacy, to seal an agreement, or just making certain that a stranger means no harm while also not being at risk of being harmed, is well received when you suggest it. And it actually seems fairly effective too, seeming to build at least something of a bond, if not nearly to the level one would share with a mate. In fact you may even find them suggesting it themselves, though you won't find it being quite as necessary as it was on the City Builders influenced Ring.

Even outside of these diplomatic dealings, you seem to be pretty good at getting beings outside of your species to see you as a potential partner for recreational sex.

Lord of the Dance (100 CP): For puppeteers dancing is an important part of courtship, mate selection, and even just basic socialization. These are dances far more grand and intricate than any humanity has ever devised. You might not be a puppeteer but you are a highly skilled dancer, enough that even among the puppeteers – who number over a trillion on their homeworld alone – you would be held in high regard for your skill.

Orchestrated (100 CP): The puppeteers are an extremely musical species, their throats possessing a vocal range more akin to some of the more vocally talented birds than humans; they are able to speak human languages, the Hero's Tongue of the kzin, and their own language is music compared to pipes and flutes. And then there are their songs, orchestral performances grander and more complex than any humanity ever made. You might not be a puppeteer but whatever your species, you have the makings to be a highly skilled conductor even by their standards.

Pilot (100 CP): You are an expert pilot in all common ships available in Known Space. This includes reactionless drives, fusion rockets, Buzzard ramjets, and even the anti-matter drives that the ARM forces would showcase in the Fringe War previously unknown to both Louis Wu and the Hindmost. This also includes navigating ships through space and not merely maneuvering them, and includes skill in piloting them through hyperspace. You're probably not familiar with the quantum II hyperdrive and the speed at which it can go, but you do have enough experience you could pilot the *Long Shot* at least as well – and likely better – than Louis Wu.

You are also one of those lucky few who are resistant to the effects of looking into the Blind Spot. You could do it well enough without going crazy to again fly the Long Shot which lacks shutters to hide it from view, and if you're a Kzin in whose species exist the genetic ability to actually see in hyperspace you are one of the rare few able to do so. If you're a Puppeteer you'll always be able to see in hyperspace, though it's not specified to be a rare trait for the species. This will also improve your resistance to maddening effects involved in piloting through other psychically hazardous alternate dimensions, and improve your ability to navigate using psychic senses.

Playgrounds for the Mind (100 CP): Larry Niven's Known Space is one of the great mental playgrounds of science fiction. And now perhaps you will create your own. You now possess the skills necessary to be a successful novelist. You are especially good at Science Fiction, and creating stories which can be enjoyed by simply finishing the book and stopping, but are also expansive worlds full and wide enough for fans and other creators to explore and engage with exploring all the twists and turns and expanding into something greater still.

Sabbaticals (100 CP): You're accustomed to loneliness. Whether it's being the only member of your herd species within lightyears, being built from the glands up to protect your kin and being removed from their presence and scent in a way that would drive normal members of your species to madness, or spending a million years in near total isolation with a mind beyond the greatest supergeniuses of Homo sapiens (at least in their breeder phase) and with no one more intelligent than Homo habilis to talk to. You are accustomed to loneliness and could in effect live alone in isolation indefinitely without going mad or having the craving for human interaction become overwhelming.

Empathic (200 CP): You are empathic. You are excellent at feeling and sharing the feelings of those around you. You can pick up on what others are feeling, and even get a sense of the feeling yourself. If it's something you've never experienced personally this can be hard; if you had never felt sorrow, heart-ache, or suffering you would not be able to share another's pain just from a story, but if a friend had their arm cut off in front of you, you might be able to share that. But you are likely to have had a good mix of experiences, and this sympathetic feeling for the feelings of others should help you to understand them and build a rapport with them; it's not the best for deceit – it involves recognizing their feelings and feeling them yourself – but it's good for making people feel common cause with you.

This also means you can picture larger numbers of people – even strangers – as people and not just a number. 1,000 isn't a statistic to you, and 3 trillion might not be either, especially if your mind was more advanced than a homo sapiens breeder's.

Merchant Empire (200 CP; Free with Truly a Puppeteer): You might not have the skills necessary to rule over a merchant empire larger than the extent to which both humans and kzinti have spread, at least not on your own, but you could excel in one. You're a shrewd and canny negotiator, able to gauge well how far you can push from your negotiating position, and how far your opponent in a negotiation can and will push. You're also a good salesman, being very good at convincing someone that they want something, or want to do something, and able to come up with an excellent sales pitch on the fly. You might not have the stuff to create something like the puppeteers' merchant empire or the Machine People's empire held together by trade and alcoholism, but you could definitely make yourself one of their heroes.

Night Stalker (200 CP): You excel at hiding and staying unnoticed. Like you're really really good at hiding, crazy good even. You won't be disappearing from someone mid conversation, or remaining invisible in an open room or open plain, but you know how to use your environment to conceal yourself, how to gauge where you will or will not be

seen or heard, and how to minimize evidence of your presence so that even after you leave it won't be obvious you were there. In a large complex that you're highly familiar with you could hide from a protector or a paranoid puppeteer for quite some time, and that is as a human; as a protector you might be able to hide indefinitely, or at least keep them from doing more than just suspecting your presence while failing to prove it.

Plant-Eater (200 CP): It may not take much cunning to sneak up on a leaf, but a successful herbivore has to do something else: keep from being eaten by a carnivore. And whether you evolved from very successful herbivores or not, you possess a very good sense of wariness and caution. A human might call you paranoid with your tendency to think out extra safety measures and failsafes, but you know never to look away from danger; no matter how much you dislike its existence you won't just convince yourself the possibility isn't there. This won't guarantee you can think of a way to deal with the danger, or that you won't, if the possibility of danger is great enough and you see no way out curl up into a ball in despair, but you will be able to think rationally about danger without allowing emotion to cloud your judgment to its scale and threat.

You also possess an exceptionally finely tuned danger sense. Your senses seem to pick up the smallest signs of threats, and your mind is very good at considering what vectors might produce threats even in a place that should seem to be completely safe.

Playing God (200 CP): You excel at using alien appearances, or out of context powers to impress upon others your otherworldly nature and authority. This works best on those who are inclined towards religious belief, but if you're able to pull off sufficiently impossible feats even non-believers or those who claim themselves to be rational could be convinced. You will find that pulling off the necessary gravitas to cast yourself as a god comes easy to you; you will not be liable to laugh in the middle of a religious rite to you or act in a way that makes a fool of yourself. You'll also find it easy to give advice from an authoritative position; this won't necessarily make it good advice, but you will be able to offer it up quickly and without undue hesitation and can put forth the image of knowing what you're talking about even in situations where you really are out of your depth. Beyond just skill and the ability to produce the proper demeanor and behavior to play god, people around you seem to be somewhat easier to convince of your supernal nature and authority. And just to be clear here, out of context here just means out of the local context; you don't have to be using out of jump abilities (nor will they automatically work if they could be duplicated by in jump means).

Restless (200 CP): In 200 years a man can fall into a rut, growing stuck in their ways so that life is the same one day to the next. But not you. Your mind and behavior always remains able to change. This perk ensures you maintain the neuroplasticity to change and grow no matter how long you live, and that no habit becomes so ingrained that you cannot, should you choose to set yourself to the task, break it. You could come back from being addicted to a tasp, and while overcoming a true chemical addiction will be hard it's still definitely doable by you.

This also ensures that no matter how much you experience, or how much you see, you will never grow so jaded that you cannot find enjoyment in new experiences. In fact this neuroplasticity makes you rather good at accepting new experiences and adapting to new circumstances.

Warrior-Born (200 CP): Earth may have been steadily breeding itself for passivity and non-violence, but the same isn't true of all of humanity in Known Space, and the Kzinti are nearly universally warriors. You are a warrior as well. You possess sharp reflexes, excellent instincts in a fight, and training as a warrior. You might almost match a protector in combat skill and aptitude… if they relied purely on their instincts and glands and did not use learned skill or their higher reason; even then as a kzin they'd still be stronger and faster than you, but you could put up a decent fight. Against lesser foes you could travel the Ring as a barbarian hero and be able to keep entire small mobs at bay armed only with a sword, or as a kzin armed only with a club and a badly burned hand which reduces your other hand to a club.

This also comes with familiarity with using both hand-to-hand and ranged personal weapons of Known Space and the Ring. This means everything from spears, clubs, bows and arrows, up to kzinti w'tsai, the variable swords replicated from Slaver technology, laser fencing, and various forms of projectile or beam weapons; you might never have fired a Slaver disintegrator modified to be an effective weapon before but you know how to take a beam gun and use it even if you don't know just what sort of after effect the sudden implosion of such a weapon may cause. You are also proficient in some form(s) of unarmed combat.

World Builder (200 CP): You possess the ecological knowledge necessary to make a hab-system even if not a fully functioning ecosystem; similar to how the Protectors made the Ringworld with some significant gaps. You might not be up to making something on the scale of the Ringworld – with 3 million times the habitable surface of the Earth – on your own but you could figure out the habitation requirements of an O'Neill cylinder (and figure out the weather patterns and what you'd need to have to get them to be ideal),

design the artificial ecology of an arcology, maintain a sprawling wilderness preserve, design a hunting park fit for the Kzinti Patriarch himself, or build some of the finest gardens ever known to man or puppeteer; even the Ringworld itself you could figure out systems it would need such as the pumps to return materials from the sea, it's just that the amount of interactions on something of that scale might be beyond your brain. In fact your aesthetic skills for crafting spaces like gardens and parks are truly superb, and you excel in the design of 'natural' spaces for the purpose of habitation and enjoyment, just make sure there's a way to fix for 2nd, 3rd, or higher order ecological consequences that may slip by you.

Ad Hoc Engineer (400 CP): Protectors have a rather unique approach to engineering. They simply engineer what they need when they need it, and make modifications and additions as they need to. There's no R&D, no testing, there's just the direct application of their superhuman intellect. You might not have that level of superhuman intelligence, but you are gifted at jerry-rigging devices as needed, and making modifications to existing devices. This is a combination of mundane skill that is uploaded in your brain, a touch of engineering talent, the sort of mind that sees engineering possibilities and solutions as needed, and simply a touch of narrative fiat which makes modifications be simpler for you to make as well as less likely to interfere with existing systems, and your jerry-rigged devices and spontaneous, untested creations work better. This can even apply to magical and supernatural devices.

You might not be the equal to a protector as a human, kzin, or puppeteer, but you'll be a lot closer than most.

Incredible That a Man's Mind Could Retain So Much (400 CP): Anti-geriatics have come a long way by the present in Known Space, and some of the species here live longer than humans even then. It takes a good memory to keep up with everything here for all this time, but you have the sort of memory necessary for it. You don't have perfect memory, you can still forget things, but you could remember something you'd studied briefly for a college course 18 decades ago and never had a reason to use that information again afterwards. And still could if you had studied it 1800 decades ago if you needed to at that. It might come into your mind tangled up with the memories of what life felt like at that point in your life, but it'd come if you had reason to recall it like seeing a member of the now vanished alien species you studied. And you could recount a story from more than a million years past if you needed to.

And you'll retain skills too. An oratory technique you studied 130 years ago? You could still turn it on and have it work like back when you rehearsed it, or at least no worse than a few years after. And that 130 years could be 1,300,000 for all it matters.

Long Term Planning (400 CP): You excel at creating plans that span over truly vast scales of time. You could create plans to guide a civilization over generations, or plans intended to stretch forward 20,000 years into the future. You are excellent at truly long term planning and getting ideas for how to ensure they are protected against the various possibilities that the great gulf of time may provide. Or at least if you're excellent at planning in the shorter term. You could create a plan that stretched tens of thousands of years, much like you previously could one that only numbered in the years. Great gulfs of impossible lifetimes are no obstacle for your brain and your considerations, and you possess the capability to truly work in timeframes of eons. If you had the engineering skill to create a space habitat you might manage to make one that even with only halfway competent caretakers could survive for eternity. Needless to say, you are very patient.

Ship's Whore (400 CP): You have the equivalent of hundreds, perhaps thousands, of years as a prostitute and professional companion. Your skill at sex would blow away the greatest amateur lovers in human history, even after the introduction of life extending boosterspice, and could be compared to a tasp in its ability to enslave an individual with pleasure. You are able to play a lover's body like a virtuoso plays a musical instrument. Simply put you are the best at sex.

Of course, the duties go beyond mere sex, to those of a companion, meaning you're able to play at least one actual musical instrument, as well as being an expert conversationalist, and generally knowing how to provide pleasing company similar to that of a high-class geisha, albeit one with a millennia of experience. In other words you are possibly the finest companion one could ask for.

Seducing someone is child's play to you, even if there was a language barrier which prevents conversation, and making even a jaded world traveler fall in love with you is the same. You are the expert at ruling someone through their glands and need for companionship.

Sophisticate (400 CP): An animal is controlled by their instincts, but a sophisticated being can rise beyond them. And you are a sophisticate. You possess excellent self-control, and ability to rise above your emotions, base instincts, and even the cultural conditioning under which you were raised. You could be from a member of a species of natural predators who are completely geared towards hot-headed and violent

temperaments and pushing towards honor duels to make the Achaeans from the Iliad look calm and level headed, and still rise above your instincts and maintain self-control which even the sort of exceptional humans who can hold the weight of being a protagonist might envy. Even chemical effects, such as the instinct of a human breeder who has reached middle age to gorge upon the Tree-of-Life, or the pheromones of a vampire could be resisted by you; it would not be easy, but given these are things that heroic wills and truly devoted monogamous love fail to resist even when put together this is something more than mere will. Overcoming a wirehead's addiction would be possible for you, and unlike Louis Wu you'd not require extraordinary circumstances to do so.

This is not total immunity to your instincts or chemicals that influence them. You can still feel them, and if you let them they can guide you or control you. But you can rise above any instinct you possess given cause, your rational mind able to control and guide you above chemical intoxication, overwhelming instincts, or even the pleasure of a tasp. You might not be at your best while doing so, and it will require you to focus your will, but you could overcome a protector's instinctive compulsion to protect their descendants, and could even make yourself kill a breeder who was your very own child while smelling their scent upon you.

Superscale Engineer (400 CP): You are an expert at engineering superstructures from as small as mile high buildings, orbital rings, and O'Neill Cylinders up to creations like solar systems locked into a Klemperer Rosette before being turned into an intergalactic colony ship, Ringworlds, or even Dyson swarms, and potentially creations which are larger still. This doesn't necessarily provide you with access to the materials necessary to do so, or ability to engineer super materials, but you are a master when it comes to designing and engineering superscale structures. While this won't help you make things at a normal scale, you seem to find that increasing scale isn't as hard for you as it normally would be. There may be some upper limit to your mind's ability to scale up with your designs, but it's definitely larger than a Dyson swarm, and the scale of your creations will dwarf the scale of humanity; the Ring alone is larger, in terms of habitable area and population, than humanity's interstellar civilization across Known Space and such would not be your limit.

Surprisingly Insightful (400 CP): You might not be the best educated. You might not be the smartest or most experienced. You don't know all the answers, but you have a way of asking the right questions. Usually this is just a bit of insight, leading you to intuit something as being worth looking into deeper, but sometimes you might not even know you're asking the right question till the information you obtained proves useful later, or your question will help someone else have an epiphany. You do need to have a goal for

them to be helping you towards; you won't learn mysteries about the Ringworld if you're just trying to live peacefully on Earth, but if you decided to go visit it you might start intuiting what bits of an alien library might be best to read even if they didn't seem to directly relate to the Ringworld yet such as studying the history of the hyperdrive you're using to reach there even though it's only connected to the Ringworld in that you are using it to reach the Ring only to stumble onto information that will be useful later.

Speaker Conqueror King (600 CP): It's almost a shame we don't get the story of what happened with Chmeee and his conquests on the Maps of Kzin and Earth. Especially the latter after he had lost the overwhelming power of an advanced landing craft. All we can say is it seemed to require a combination of diplomacy, military force, and administrative skill. All of which you now have in great amounts. Or well, you won't necessarily have an abundance of military force, but more the skills needed to wield it.

Still you combine skill and aptitude in the arts of diplomacy, war, and statescraft, such that you could, given some superior personal power to prevent your death in battle, carve out an empire across a planet such as medieval Earth to conquer it in its entirety. You are a capable diplomat, an able administrator, and have a talent in the arts of war and the leading of armies from the stone age to the space age, quickly adapting to the tactics and methods demanded by varying levels of technological sophistication not only in war but in the administration of empires. And you are not necessarily limited to a planet spanning empire, that would simply be with technological limits such as might be found in the middle ages; it might be harder to deal with might nation-states of the industrial or post-industrial eras, or sweeping interstellar empires, especially starting from nothing, but if you could get sufficient resources and power to begin your conquest you could rule them as a suitable patriarch.

Truly a Puppeteer (600 CP): The Man-Kzin Wars were shaped by the Pierson's puppeteers as a means by which to breed docility into the Kzinti and make them less of an issue in the future. The puppeteers saw humans as useful friends who were lucky, and so manipulated the legal system of Earth to change population laws to cause them to breed themselves for luck. Who can say what would have happened to the Ring if the Experimentalists had held power a little longer after they released the superconductor plague onto it. And even if you are not a Pierson's puppeteer, you are truly a puppeteer.

You are a master manipulator, able to create plots and schemes designed to manipulate others without being noticed. But this is not one on one manipulation, you have elements of that, you're a great salesman and know well how to manipulate the unwary, but it is at its best with sweeping conspiracies and schemes. Yours is the sort of mind that could,

with the right position and resources, infiltrate a society, and take control in secret, ruling and shaping it from the shadows such that the fact that an alien being – or Protector – was ruling ARM was never suspected except by the particularly well-informed and suspicious. Yours is the sort of mind that could come up with plans to gaslight and manipulate entire interstellar empires and civilizations. Exceptional individuals may escape your strings, but you know how to make your interference seem like mere coincidence and chance, whether it's through surreptitious action, acting through intermediaries till even your own minions don't know they're working for you, or just bribing the right people, you have a wonderful sense for how to craft and maintain conspiracies and to puppeteer civilizations and societies from the shadows.

With Intelligence and the Tools at Hand (600 CP): You are a problem solver. You are great at creative solutions and outside the box thinking to deal with problems. You're not necessarily a master planner, but you're great at improvisational planning, and coming up with a functional solution on the fly or with few resources. You possess the sort of mind that could give a protector trouble even in a breeder; and might even be able to trick and overcome a particularly dumb protector such as from a non-sentient species like a vampire. This seems to be at its best as the stakes and risk to you rises; you're clever when everything is going well, but you're truly dangerous when your back is against the wall. In short you have the sort of brain fit for a protagonist, able to find solutions in terrible situations and rise to the occasion.

Xenophile (600 CP): You might not have a history of working with aliens, but you'd make a good diplomat to them regardless. Even without training, you're the kind of person who your species would be lucky to have make first contact with an alien species. You've got a knack for telling when a concept is too foreign to your audience to ever really be communicated, and coming to, if not a true understanding of alien mindsets and ways of thinking, at least to a functional one. You might not immediately understand the body language of alien cultures or species, but you pick it up quickly. Similarly you can recognize the logic and structure of societies and species reasonably well; it might not be instant and it might take work but you can pick up the things about a society or culture that don't make internal sense like recognizing that possibly individuals who build gaudy sky castles with massive statues of their own faces wouldn't be the same as who built a Ringworld because after the latter there's nothing impressive or glorious about such a castle or statue. Beyond this you're simply great at figuring out truly foreign and alien minds and aliens, and to a lesser extent simply those from a foreign culture even if they share your species. It might be futile for an ordinary human to try and outthink a Protector, comparable to trying to outthink a god (and not a god as portrayed by

non-believers), but you could come scarily close to either one, given your ability to understand alien mindset and what forces shape it. The more you know about them the better this works, but you are capable of putting yourself into the mind of an alien creature with surprising success.

Beyond that you seem to get great results from interspecies relationships. When working with other species, you not only can coordinate them to make the best use of their varied strengths and weaknesses, but things seem to go somewhat smoother and produce something somewhat better for you. This also makes it easier for you to get along with other species; as a human you could befriend a kzin, a puppeteer, and a member of a methane breathing species known for its paranoia, and earn the trust and respect of a protector which might just be the closest one can get to being their friend.

This will apply even if you're a species of one, or you're dealing with one. And the creature can be genetically part of your species if, like a human protector compared to a human breeder, they've effectively transformed into an alien life form. Though as noted previously this can apply even if they're just a sufficiently foreign culture, though its effects will be reduced. On Earth where the Transport Booths and ARM rule have effectively smoothed out the differences between cultures to mere window dressing it won't do much, but between different colony worlds you could see some real effects.

Lottery Winner (600 CP): You're a few generations away from Teela Brown's level, but you've probably got a few generations of lottery winners in your background; most likely every one of your grandparents – and maybe even great-grandparents – were born because their parents won the lottery to be allowed to have another child. What this means is you've been genetically selected for luck and you have developed quite a good deal of quasi-psychic luck. Bad things don't happen to you and when they do they're actually good things. Or at least for the most part. As noted you're not on the level of Teela Brown or those of her generation – you couldn't avoid a well-financed hunt by a species of aliens who had bribed their way into being supported by anyone and everyone they need to do so for days and days on end while remaining blissfully unaware as increasingly improbable events keep them from finding you even if it was for your own good – and even Teela came to a sorry end, but maybe this is for the best. After all, Teela had never known sorrow or heartbreak and had been so coddled and kept from danger she didn't recognize that a red hot crater shouldn't be stepped into barefoot and walked oddly due to never having learned to watch her feet to avoid tripping or bumping into objects. This means that you are lucky enough that 1 million to 1 odds happen in your favor 9 out of 10 times and it doesn't seem like the only way for you to lose is if you actively try, and you have certainly been put into some stress situations and experienced some pain.

Nessus would definitely normally dismiss you as insufficiently lucky. Yet, it's just as certain however it's a lot less of those stress situations than average, and you're still lucky enough that it does feel like the narrative is bending around you and helping you, such that 1 million to 1 odds might seem like odds worth shooting for, and you always seem to have the advantage as things quite improbably fall into place for you and you get lucky. This is still the level of luck you'd expect to see in a protagonist, the sort of luck that grants you favor and lets you win when it feels insurmountable, and even outside of those sorts of narrative stories, you tend to have good luck – you won't always win when gambling, or never lose enough to matter, but you could win reliably enough to live off of it, and unless you gambled often and recklessly wouldn't be likely to feel the pinch. Good news, as this is genetic luck it is hereditary and can be passed on to your children. Bad news, this luck is completely hereditary and what's good for your children isn't necessarily good for you and as it's not you that's lucky so much as your genes it can prioritize maximizing your biological fitness over your wellbeing.

For an **additional (undiscountable) 900 CP** you truly do have luck on the level of Teela Brown. This is truly insane 'the world revolves around me' levels of luck. You could faint and face plant into the controls of your sky-bike in such a way as to activate the emergency booster just in time to save your life even though this would require you to – unwittingly and while unconscious – hit a series of buttons in a precise order including one actively recessed to make hitting it by accident harder. If you'd be happier on an alien world full of danger and adventure than wasting away of ennui on Earth, you would be selected for the expedition, it would crash land, and you would find your place on that world. Being swallowed by a giant bird in your car would see it crash to death in a mountain before rotting away, giving you time to have a vacation playing solitaire and enjoying what media you have in your aircar, before getting a sizable payoff from the car manufacturer for it being unable to escape a giant bird. Your luck is sufficient that putting multiple times the diameter of the Earth between you and someone is still probably not a safe distance to escape being passively drawn into dancing to the tune of your luck. This is luck of a level to turn you into its puppet, guiding and manipulating every step of your life, and protecting you all along the way. It is not necessarily completely fool proof; Teela came to a sorry end. However that statement should come with some clarification.

First Teela pushed her luck hard. On the Ringworld expedition she was able to grow as a person something she seemed to desire and her luck had both prevented and now enabled. It gave her a fantastic world to explore where she could have a storybook hero as her dashing prince, and even obtain her desire of becoming smarter and better than herself by transforming into a protector. All of these weren't one in a million odds. They were far

far less than one in a million. If you continuously rely on this luck to make massive gambles eventually even luck of this magnitude might fail you, and when Teela's luck 'failed' by getting her killed it still managed to outperform her plans. She died trying to save the Ring without getting own hands stained with the blood of 3 trillion. Not only did she manage to, through more luck than anything, get her desired agents in place, and guide them to do the task so someone else made the final decision to push the button, but it was someone who could implement her plan while reducing the 3 trillion deaths to mere millions.

Second, the good news and the bad news from above still apply; the luck is genetic and it will prioritize your genes over yourself. By guiding Teela to the Ring and providing her with reasons to stay it ensured she had a child on the Ring. At that point Teela was no longer important to the spread of her genes except in her ability to ensure the survival and well-being of her offspring. By becoming a protector she ensured the survival. By dying she ensured that she would not stifle the well-being of her descendants. Teela's sorry end ensured that her son would survive, that more *Homo sapiens* would arrive on the Ring, and with his inherited luck it is implied that they will spread as an invasive species to dominate the Ring even from a small starting population. Had she survived as a protector that might have been beneficial to them, or seen them controlled and overly sheltered by an immortal god. It's entirely possible that even her death was lucky for Teela's genes. Given the nature of a chain, it will probably not be for your genes.

To help you avoid this being a trap, we'll let you toggle this luck off or down to the previous level when desired, though be careful as it can set up things well in advance at times. This luck also will not be able to reach between Jumps. It will not have awareness of your future jumps to prepare you specifically for them, or ensure you find things in one to help you in a jump 6 jumps later. Still this level is enough to make entire worlds, possibly hundreds of lightyears away, possibly entire settings, all puppets on its strings. And remember, as Larry Niven himself wrote: "There were other Teelas on Earth, and their effect was catastrophic, at least for a writer. Stories about infinitely lucky people tend to be dull." Take time to consider if this is more curse than blessing.

Protector (600 CP; Special): You may not purchase this perk unless your species in this jump is a form of hominid (unless you purchase the upgrade below).

You are no longer an ordinary member of your species. Or more, you are now a truly fully matured member of your species. By consuming the Tree-of-Life when you were beyond prime reproductive age, but not too old that Tree-of-Life would become poisonous, you have undergone a metamorphosis from the breeder stage of the hominid

life cycle to the protector stage. This fully matured phase of the life cycle is nearly unknown on Earth, or the Ringworld, due to the symbiotic virus which gives Tree-of-Life, better known as yams, the capability of inducing this metamorphosis not being able to take root on Earth and being intentionally restricted on the Ring. Despite it, neither Homo sapiens or the known hominid species living upon the Ring have lost this trait from their shared pak ancestors (Homo habilis).

When a hominid undergoes transformation into a Protector, they lose their primary sexual characteristics and find their secondary ones muted, and they seem to completely lose their sexual drive. Their heart weakens, but becomes supported with a second heart in the groin. During this transformation the Protector's joints expand to give their muscles a greater momentum, their teeth fall out as their mouth fuses into a beak, their skin wrinkles and hardens into a tough leathery armor, and their nails turn into retractile claws. A Protector's body is a biological war machine, capable of outperforming and overpowering a kzin, with weapons every bit as dangerous, and armor that a kzin wouldn't be able to chew through even once they were dead. Oh, and a protector sense of smell is much greater than a breeder's, able to track individuals by scent, and recognize one's descendants generations removed, or even smell that a woman is pregnant with one of your descendants when she is not herself one. But that is all of little import. After all, that is just physical superiority. The way their braincase expands provides mental superiority as it allows them to become exponentially more intelligent.

A Protector with a proper library of technical information could master the science of an advanced species quickly enough that within months they've not only had time to automate it at scale, but improve upon it. Even without such instruction, they could take minimal information and a telescope and deduce black holes, planets, and much of astrophysics from on a giant, artificial Ringworld. A Protector actively trying not to use their brain to the best of its capabilities in a fight, but acting purely on instinct could outfit a skilled kzin warrior, even if they didn't physically outmatch them. Even a stupid Protector born from a non-sapient species, with no higher consciousness before becoming a Protector would be a rival for a human genius in their specialty, able to figure out how to work and reprogram alien technology, or replicate alien language with a flute. Protectors are known for engineering on the fly, creating marvelous inventions and doing so in one go, almost entirely skipping tests and quality checks because their minds are capable of getting it right on the first go. To be a Protector, at least from a sapient species, is to be intelligent beyond human comprehension; you are smarter than they could hope to be.

However this comes with a major downside. A Protector exists to protect, and their instincts are boosted in power and influence even more than their intelligence. They are completely and wholly driven to the protection of their descendants. If they are denied the scent of their breeder, or child, stage descendants a Protector will usually go into extreme depression, refuse to eat, and die. The only known way to survive this is to generalize their protective instinct to their species as a whole. Unfortunately the scent of one's own gene line even generations removed can immediately override this generalization and cause the protector to prioritize their true descendant over their potential competitors of the race as a whole. Any significant mutation as well is horrifying to the Pak Protector causing them to kill the mutant. This has caused the Pak Protectors to be a fear genocidal species, held back first and foremost by their constant state of war constantly destroying each other, and forcing each Protector clan to build most of their techbase anew alone. And the Pak Protectors are smart enough to do that feat, though some designs are commonly spread throughout the species. Protectors are also unable to directly act to harm or kill their breeder (or child) descendants; a Protector's breeder descendant (or even just a woman pregnant with their descendant) could attack them with murderous intent and lethal weaponry and a Protector would be completely unable to use potentially lethal force in return.

Thankfully these instincts are somewhat less restrictive in other hominids than the original Pak. Humans, for example, find it much easier to generalize to all humanity, or even all hominids. Ghoul protectors find it easy to generalize to all ghouls and due to ghouls' nature as scavengers feeding on the dead of other hominids the well-being of the Ring as a whole. In general, this act of generalization seems to be much easier for non-Pak, they are much more accepting of mutations, and the genocidal instinct is reduced. However, this urge to protect is still enough that Teela Brown could not make herself kill 3 trillion to save 30 trillion because she could empathize with them and see them as individuals, and all her luck could not conquer that without her death, though Tunesmith a, less empathetic, Protector was able to move the Ring through hyperspace knowing it'd likely kill the majority of the inhabitants though his specific species was highly unlikely to be affected. Protectors often come to believe that they have no free will in the way a breeder does; their intelligence cannot completely overcome their instincts, and while double think, self-deception, and wilfully staying away from the scent of one's descendants while knowing they are out there, can help a Protector avoid the worst of this, but they are still completely driven by the need to protect, and their intelligence makes it hard not to see and act upon the correct answer regardless of personal feelings.

You thankfully have some advantages here over an ordinary Protector. First, it's possible somewhere in your journeys through worlds you will have already found a way to overcome these instincts; the **Sophisticate** perk here could do so. Second, you will find it much easier to generalize to hominids in general, making it easier for you to deal with entering new worlds where you have no descendants. Third, for you this Protector state will only be an alt-form, meaning you can – like Louis Wu – escape these instincts and give up this expanded intellect by leaving this state. Fourth, these instincts will lift at the end of each jump before making your decision whether to stay, leave, or continue, and these instincts will never drive you to perform actions for the purpose of forcing a version of that choice; they won't make you stay in a jump to defend your descendants in it. Finally, you do not need to continuously consume the Tree-of-Life with its virus to replenish your DNA, or at least will not need to to avoid dying from aging any earlier than a breeder would.

There are two additional options with this perk.

You can buy it as a 400 CP perk (and could use a 400 CP discount on it) if your species in the jump is a non-sentient hominid. This will reduce your intelligence to merely a universal polymath able to match the greatest geniuses of humanity in their fields, but not smart enough to be likened to trying to outwit a god. You'll still be very dangerously powerful, and terribly intelligent, but an extraordinary human might outwit you, and you are far more likely to find your intellect coming up lacking. Vampire protectors did not seem to possess their pheromones, never using them and likely losing them with their transformation; if you take this option you may take a species of vampire without pheromones for 0 CP instead of the normal 200 CP (as at that point you're just a non-sentient hominid slightly inferior to a human), or you can still possess your pheromones by paying the normal 200 CP cost.

Alternatively for an **additional** 400 CP (discounted with **Sophisticate**) you no longer need to have purchased a hominid or human species in this jump. You also no longer feel the instincts of a Protector. Instead, for each biological species you possess an alt-form for, you will gain a Protector version of it, undergoing similar improvements over the normal 'breeder' version of the species physically, and seeing a similar increase to intelligence as a Pak or human Protector does over their breeder counterparts. The more intelligent the species prior to this change, the greater the intelligence afterwards. You cannot directly discount this upgrade though you can purchase the base form of the perk at a discount and purchase this upgrade. You cannot purchase this upgrade alongside the 400 CP reduced price version of the Protector perk; however if you did buy a non-sentient base hominid species this upgraded perk still will be giving you a human

protector alt-form assuming you have a human alt-form so you'll not be truly losing anything.

Items:

You may purchase multiple copies of items. You may select 2 items which are each 50 CP or less (before any discounts) to get a single copy for free, and 1 item each of the 100 CP, 200 CP, and 300 CP price tiers to purchase at a discount (50%); these discounts look at the total price of the item after additional costs (i.e. it would be a 200 CP discount to discount the base Autodoc and a 300 CP discount to discount the experimental nanotech one). Purchases of an item after the first are discounted, as are purchases of any item (other than Map of Jump, or Ringworld) based on a Tech Database you have purchased. Multiple discounts do not stack. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

If an item comes with blueprints for creating more it will guarantee that it can be replicated in future settings without anything unique to this world. However these blueprints will be of the normal, non-CP backed version, and not include any fiat abilities instead only functioning as the normal in universe version (for example the blueprints of flight belts will work off of magnetic repulsion and need something magnetic to repulse off of and be potentially limited by that, as opposed to the one you purchase directly which will work anywhere there's ground to repulse off of). Items which provide blueprints will try and include this as a reminder, but if it is missed unless they specify otherwise blueprints only are the normal, in-universe versions. It is also blueprints for the item's creation and not the tools to make the item (or the tools to make the tools to make the tools). For some items this shouldn't be an issue, but a GP Hull, for example, requires precise gravity and temperature conditions which makes constructing it difficult even with the knowledge of how and requires specialized tools. **Items purchased by companions do not come with these blueprints.**

All items will be replaced if destroyed or lost. If an item due to pure fiat has an infinite power source, this is less actually an infinite power source and more that its power use for its intended function is negated. If you remove its battery/power source and use it for something else, the power source won't provide more power than a non-CP backed version would, and the item will stop functioning until you put it back in. If you want to learn if they'll still function with their power source/battery completely drained you'll have to test for yourself, but probably not.

Exploration Kit (25 CP): This is a set of food and water testers, air sensors, air filters, and phials of dietary additives. They can be used to test if food would be poisonous to you, the same with water, or with air. The air filters can filter air similar to a gas mask,

screening for certain hazardous airborne chemicals, and the dietary additives can work to supplement a diet with essential minerals and vitamins though aren't enough to survive on. Because you're paying CP for this all of these tools will resupply themselves over time, quickly enough that under normal use you'd never run out. They will also automatically adjust their settings, and dietary composition, to fit your particular physiology; you won't be getting false positives just because you can eat more than a human could, or being told something you're allergic to is ok just because it wasn't set up to know some curse prevents your undead self from eating garlic.

You get instructions on how to make more of the mundane versions available in universe.

Handmeals (25 CP): You seem to have been provided with a resupplying stockpile of food from a badly out of date autokitchen. They consist of separate stratas of meat, cheese, and bread along with some kind of leaf. You get several of these handmeals and they resupply daily, appearing in your local area when you need them. Comes with an extensive list of sandwich recipes.

Sensuals Collection (25 CP): While sensuals are not described in depth, they are a form of movie-like entertainment which engages more than 2 senses; implying it is a full sensory immersion form of entertainment. You have a collection of many of the greatest sensuals ever made, as well as sensual adaptations of any books, audio dramas, comics, movies, or similar forms of media you obtained directly from a jump document or obtain from one in the future.

First Aid Kit (50 CP): This is a small, automated first aid kit. It is capable of performing automated diagnoses, and dispensing drugs as needed, and seems to include the best mixture of human, kzinti, and puppeteer medicines, such as kzinti war-medicines which seem miraculous by human standards and can treat a 3rd degree burn that should leave a hand permanently ruined in a matter of days. That said it is still only a small first aid kit, lacking the full capabilities of an autodoc by a large margin, and many wounds may be too much for it; it won't be cloning limbs or even reattaching them. Since you're paying CP for this it will, however, resupply itself over time, and instead of having to be designed for a specific species, will always seem to be designed for your current species.

You will gain blueprints to make more of these first-aid kits, though they will only function as the normal, in universe version. This means you'll have instructions for human, kzin, and puppeteers versions, though not all of the normal, in universe medicines (like the kzinti war medicine) actually come designed for all three species.

Flashlight (50 CP): This is a heavy duty flashlight of Puppeteer design. Or as the puppeteer, Nessus, described it: “These are flashlight-lasers with variable beams. At night one can see great distances with these, for one can narrow the beam indefinitely by turning this ring. Indeed, one must be careful not to burn holes in nearby objects or persons, for the beam can be made perfectly parallel and extremely intense.” A non-puppeteer might describe it as a highly effective combat laser. The rules of using such a light-sword are simple: the slower the swing the deeper the cut. Wide and quick cuts are good for holding people back and inflicting pain, a slow and focused beam will burn through a man. However, never point a laser at a mirror. It is also heavy and hard enough to make a good, one handed club or bludgeon if you find yourself in hand to hand. Since you’re paying CP for this it will repair and maintain itself over time. It would recharge itself over time, but instead it just seems to not actually drain its charge when being used as intended.

You will gain blueprints to make more of these ‘flashlights,’ though they will only function as the normal, in universe version.

Flightbelt (50 CP): This is a personal flight device. It is designed to be worn by an individual, and will work to carry them aloft at decent speeds and to a decent altitude. The ones worn by the 2nd Ringworld expedition worked by repelling magnetically from the superconductor filled scrith of the Ring, which given the expanse of superconducting material makes magnetic levitation easy even at great heights or speed all across the Ring. Since you’re paying CP for this, your flightbelt will be able to repel off of any ‘ground’ as if it was the superconducting scrith. It will also recharge, repair, and maintain itself over time when not in use.

You will gain blueprints to make more of these flightbelts, though they will only function as the normal, in universe version.

Pressure Suit (50 CP): This is a suit intended for extra-vehicular activity in space, though it also works as a pretty good hostile environment suit as it provides a completely enclosed environment within it. It’s not the best armor, but it is tough, and it’s a little reflective, not enough to reflect a laser but it might slow it a little. Since you’re paying CP for this its temperature regulation is improved making it more comfortable to wear (and able to be worn in greater ranges of temperature in atmosphere), and it will repair, and maintain itself over time while also refilling its stored air and doing so for whatever type of atmosphere suits you best.

You will gain blueprints to make more of these suits, though they will only function as the normal, in universe version.

Spool of Sinclair Molecule Chain (50 CP): Spool of an extremely thin thread made of a single, macroscopic molecule. While extremely thin, as a single molecule it is also extremely strong and durable and used to tow objects with spaceships. Normally a spool would hold a limited amount, but because you're paying CP yours seems to be able to produce more, by pure fiat, over time. It's not super fast, but you could cut it off and use it for something and the spool would regenerate. Yours also seems to simply hold more than it should given its mass and volume; though given the intent of these spools is for space towing they already hold miles and miles of thread.

It also comes with instructions on how to make Sinclair Molecule Chain in a more mundane fashion.

Translator (50 CP): This is a translation device. An internal computer inside of it is quickly capable of learning a language it is exposed to, truly taking surprisingly few words, and translating it in real time, or translating your language into it. The device consists of a shirt clip, microphone grid, and pair of earplugs, and is somewhat bulky. The device can also double as a long distance communicator receiving and sending radio transmissions. Since you're paying CP for this, it will work more quickly, and whatever limits on memory storage of languages will be relaxed, the unspecified controls over what language it translates yours into can be completely controlled by your mind, and it can automatically link into any other radio transmissions networks (cell phones for example) you have acquired with CP. It will also recharge, repair, and maintain itself over time when not in use.

You will gain blueprints to make more of these translators, though they will only function as the normal, in universe version.

Variable Sword (50 CP): This weapon looks something like an oversized jumprope handle. A wire, too thin to be visible, extends out from it to a small glowing red ball that marks the end of the wire, and the length of this wire can be adjusted through the handle. The wire is protected and made rigid by a Slaver stasis field, which together with its narrow length makes it capable of cutting through most metals. Because you are paying CP for this, you will find it particularly easy to change the length, allowing you to through will alone without actually manipulating the controls. It will also recharge, repair, and maintain itself over time when not in use.

You will gain blueprints to make more of these swords, though they will only function as the normal, in universe version. These blueprints will not be able to be reverse engineered to make a more generalized Stasis Field; for that purchase one of the Tech Databases (other than the Protector one).

Autokitchen (100 CP): This is an autokitchen. It is a device which, as long as it is supplied with proper materials and power, synthesize it into almost any type of food. It has to be programmed for specific dishes and meals, and can be programmed for medicinal drugs as well. You get a portable version of this device. You will also get a similar device built into any vehicle or property you have purchased here or directly purchase(d) from another jump document now or in the future. Because you're paying CP these autokitchens will not require external power sources to function for their intended function, as well as automatically repair and maintain themselves over time, though you'll still need to fill them up. They will also adapt to the dietary requirements of your species; they won't automatically introduce new drugs and medicines, but will always be able to make appropriate food for you. Your autokitchen will not be able to create boosterspice in future jumps unless you purchase Universal Boosterspice or the appropriate Tech Database.

You will gain blueprints to make more of these autokitchens, though they will only function as the normal, in universe version. They will not be able to produce boosterspice in future jumps unless you purchase Tree-of-Life, Universal Boosterspice, or an appropriate Tech Database. Yams just don't work that way in real life.

Bussard Ramjet (100 CP): This is a Bussard ramjet first proposed by Robert W. Bussard. It is a vehicle using stellar sails, and a magnetic collection scoop to gather interstellar hydrogen for fusion propulsion so as to fuel itself as it flies. It lacks artificial gravity, relying on the ability to provide continuous acceleration to simulate gravity, and lacks hyperdrive capability though as it will continuously gather fuel it will be able to accelerate indefinitely into relativistic speeds. It also requires a minimum speed at launch to begin its self-perpetuating refueling, though the Ring's spin is enough to make it easy to launch one just by allowing it to be shoved over the edge of one of the rimwalls. It is rather antiquated tech by human standards, having been in use 600 years earlier, but some are still used despite the widespread use of the outsider hyperdrive shunt. You will gain a Bussard ramjet of human, Ringworld, or protector design. Since you're paying CP for this, yours will continually fuel itself while flying through (near) vacuum even if it lacks interstellar hydrogen, and will otherwise repair and maintain itself when not in use.

You will gain blueprints to make more ramjets, though they will only function as the normal, in universe version.

“Digging Tool” (100 CP): This is a Slaver disintegrator. It fires off a narrow beam which temporarily suppresses the charge on the electron. And as Louis Wu put it: “Solid matter, rendered suddenly and violently positive, tended to tear itself into a fog of monatomic dust.” Unfortunately this is too slow to be an effective weapon making this only suitable as a highly effective digging tool.

This one has been further modified and enhanced by the puppeteers adding a second, parallel beam, which temporarily suppresses the charge on the proton. The two should be used separately. If they were used simultaneously the current flow would cause everything in their path to quickly tear itself apart in a destructive implosion accompanied with a blinding flash of light and deafening crash of thunder.

The tool itself resembles a shotgun, and could be used as a two handed club, or a powerful one handed one by a kzin. Since you’re paying CP for this it will recharge, repair, and maintain itself over time.

You will gain blueprints to make more of these digging tools, though they will only function as the normal, in universe version. These blueprints include both the Slaver version since reverse engineered by humans, and kzinti, as well as the upgraded puppeteer version (though humanity has built a starship sized version of it before).

Impact Armor (100 CP): This is armor designed to resist violent impacts. It is reliably immune to man-portable chemical propelled weapons to the point that it could be assumed if a species was using chemical propelled weapons anything that a human, or even a kzin, could personally carry would be unable to penetrate it. It’s somewhat bulky, not enough to make movement impossible or overly difficult, but wearing it along with a pressure suit isn’t really a viable option, for example, unless one is designed for a larger creature and even then you would be barely able to move within it. Since you’re paying CP for it, it’ll always remain significantly better at resisting impact force than your body, and if it wouldn’t pierce through your entire body multiple times over it won’t pierce through it. Unfortunately it’s impact armor so it won’t do much against directed energy weapons.

You will gain blueprints to make more impact armor, though they will only function as the normal, in universe version.

Kzin Invasion Ship (100 CP): This is a massive, mile long ocean vessel, that is a copy of one built by the Ringworld Kzinti for the invasion of other Maps upon the Ringworld's great ocean. As such it is decidedly less advanced than much of the tech available here, the Ringworld Kzinti seem to use fighter jets with chemical propelled rockets and missiles as opposed to directed energy weapons and fusion thrusters, but it is still a massive, mile long ocean vessel equipped as a warship, and possibly as a carrier vessel as well. One which Teela Brown and a primitive were able to sail on their own (though Teela may have been a protector at that point) and later Louis Wu was able to sail on his own (though there may have been modifications made by the Hindmost, Chmeee, Teela, and Louis himself). Thankfully even if it did require modifications, since you're paying CP your version has the modifications made to the Hidden Patriarch already installed. The only confirmed modification was installing a stepping disc set up behind a filter made to scoop up deuteronium from the ocean and transport it to a fusion reaction used to power the ship. Also due to paying CP the ship will repair, maintain, and refuel itself when not in use.

Probe (100 CP): This is a small, flying drone-ship, built in the shape of a lumpy cylinder about 20-ft long, equipped with a seemingly fusion drive, and a large variety of sensors. They also have a refueling scoop, designed with a filter to extract deuteronium from water (or the air) for hydrogen fusion, and to filter out anything else. This can be used to refuel the probe's own power supply, and there is a stepping disc behind the filter which will be able to transport the fuel source to any space vehicle you purchased here, or a Kzin Invasion Ship. These probes can be controlled remotely from any spaceship or building you purchase here, or a Kzin Invasion Ship, and even if you do not purchase any such ship or building you will get a control system to remotely control the probe and observe its sensors (though you'll need a relay of some sort for them to transmit through something like the Ring), and it can be programmed with simple behaviors to be taken if communications are lost or while outside of communications range. The probe also has some level of manipulator tools, and weapons, enough to blast a hole in a building's outer wall and to place objects such as stepping discs or spraying webeyes; it won't come with any stepping discs or webeyes, but it can use such tools.

As you purchased this item with CP it will automatically repair, maintain, and refuel itself when not in use, so you won't have to worry about losing them like the Hindmost did. If you also bought stepping discs it will automatically generate some from time to time so that it can place them. If you bought a webeye sprayer it will have one built into itself to spray webeyes where you desire. Any spaceship you purchase here will have a hold included for carrying this probe.

You will gain blueprints to recreate such a probe, but they will not include those needed to recreate its stepping disc (for that buy stepping discs) and only the capabilities of the in universe version.

Flycycle (100 CP/200 CP): To quote the text: “A flycycle is a dumbbell-shaped thruster-powered vehicle with an armchair seat in the constriction.” And further described: “The flycycles were miracles of compact design. Aside from their highly individualistic saddles, they were built all alike: a pair of four foot spheres joined by the constriction that held the saddle. Half the rear section was luggage space, and there was harness for stringing additional gear. Four flat feet, extended now for landing, would recess against the two spheres during flight.” They have a water tank and a cooler-extractor to condense water from the air. They have an intake which can be fed edible materials and water to convert them into flavored bricks; though they don’t seem to have the full functionality of an autokitchen to create full meals or ability to be made to dispense drugs.

They are capable of traveling at Mach 2, or going as fast as Mach 4 with emergency thrusters though those will eventually burn it out, and autopilot systems will work to avoid a crash even if the rider is distracted, unconscious, or otherwise incapacitated. They protect the rider when in use by means of a sonic fold, a network of force vectors intended to guide air currents around the flycycle and its occupant. It is a force field but not one that behaves like a glass wall, but like a bubble of moving wind, allowing some permeation of gas, while protecting the rider from the full force of hitting the air at the supersonic speeds the flycycle can reach. This sonic fold can even catch a falling rider and hold them in it to prevent them from falling out and to their death. Particles in a sonic fold will still drift down. The sonic fold is designed to protect you from the effects of riding the flycycle, it’s not designed to protect you from all dangers outside of that. It is all of puppeteer design so safety features are well built, though still don’t try flying directly into the powerful winds of a superstorm.

Multiple flycycles may also be slaved to each other so that the slaved cycles will fly in formation behind the master cycle, allowing groups to stay in sync with ease.

As you purchased this with CP it will automatically refuel/recharge, repair, and maintain itself when not in use. It will also shift its seat to accommodate you for whatever species and body type you happen to be within a reasonable size range (a bandersnatch is too big to fit regardless of the seat configuration, and if you’re an inch tall the control systems will not be able to shrink down for your hands).

You will get blueprints to replicate one of these flycycles, though it will only have its in-universe counterparts' capabilities.

For an additional 100 CP you can get additional flycycles equal to the number of companions you import and/or recruit in this jump. These will function as above, but shift to accommodate whatever companion you have riding them at the moment, or yourself. Your flycycle will also be able to override and set any other flycycles in this set to slave to it from a range. Companions cannot purchase this upgrade.

Vampire Perfume (100-200 CP): This is an aphrodisiac perfume derived from the pheromones of a vampire. While it's not to the level of total loss of self-control like being in the presence of a vampire, it is highly effective enough to make partners for rishathra palatable and even attractive who would, like the scavenging cannibalistic ghouls, be repulsive and disgusting. Though this is more in the moment, as memories are retained. Still it is highly effective for inducing feelings of arousal and sexual need. Normally this would only apply to hominids, but because you're paying CP for this yours will affect any near human species including fantasy demihumans, vulcans, and anything reproductively compatible with humans. You get a full, heavy dose, enough to fill a room so that those inside begin to lose their self-control and can find things like rishing with a ghoul acceptable in the moment and it will refill over the course of a week, though a smaller dose could be used for a smaller arousing effect.

For an additional 100 CP this no longer is limited to hominids and those near/demihuman species that can reproduce with humans, but can affect any sentient species.

Skycastle (100-300 CP): This is a skycastle such as the City Builders built. That is to say it's a large, floating castle which could house a small clan. While most of these castles succumbed to the superconductor plague and failed, this one did not, and those that did not were able to survive for approximately a thousand years while still floating, still functioning, power systems, and lights, even if some components – such as full high tech kitchens – were likely to be damaged, lost, or wear out over that period. Yours is in good condition, at least the core systems. It can float, it will still fly, and it will still have lights and power. The pipes still work, but the water condensors do not so you'll have to collect and filter rain water or otherwise acquire water. Because you're paying CP for this it will maintain itself, and repair itself slowly over time, it will also recharge its power source (though that might just be standard). The most important benefit of having paid CP for this is that, the electromagnetic system which causes it to float above the scrith normally uses the fact that it is floating over scrith laced with superconductive mesh. Your

skycastle will not require this and will be able to float over other surfaces in a similar manner at similar speeds with similar (low) energy requirements.

You will gain blueprints to make more of these skycastles, though they will only function as the normal, in universe version. You will also gain the blueprints to make the human equivalent which is typically not used for the dangers associated with them.

For an additional 100 CP this castle is equipped with the niceties of life. This includes an autokitchen, water condensers, and even a basic autodoc – it could clone a limb but it will take time and will not be able to reconstruct an individual in a way that undoes aging on a genetic level. There will be furniture, threedee screens, and it will be generally fully furnished for life and comfort. It will not come with blueprints for these things, and they will only be programmed to a specific species of choice (though it can be one from another jump).

For an additional 100 CP this castle is equipped with a map room. It contains full maps of the local solar system as if taken by satellites. These maps are up to date as of the start of each jump, for the solar system you arrived in. They also allow for real time observation, though are limited by light speed delay, though only for a 1 way trip of light, as if by satellites. The exact system used on the Ring is not elaborated, and this version does not come with blueprints and functions via fiat as opposed to communication from some form of observation device.

For an additional 100 CP your castle is equipped with an electromagnetic weapon similar to that used by Prill's police station. It is capable of using EMP to fry electronics, and then use electromagnetic systems to pull vehicles into the castle and hold them suspended against a high ceiling in a room used as a hangar or trap for captured vehicles (and thus high enough that a fall would be most likely lethal) or gently lower them to the ground. Unlike Prill's, this room contains the theorized damaged third system to release another EMP to fry electronics in weapons that may have been missed. This system can be manually controlled, or automated to target any target moving beyond a certain speed in a certain area. Because you're paying CP for this this system will automatically repair and maintain itself, but unlike other upgrades it does come with blueprints for replicating it.

If you purchase 2 of these upgrades the 3rd is free.

Glue (200 CP): This wouldn't exist yet. But the ghoul protector Tunesmith would eventually make a bronze colored 'glue' which could fuse together pieces of two General Products Hulls. A General Products Hull is a single molecule with its interatomic bonding artificially enhanced and normally requiring very controlled gravity and

temperature to create. This allows you to simply rub it on two pieces, and merge them together to reshape them. You are getting a large vat of this substance.

Because you're paying CP for this, yours will actually work to put together any two objects of materials which are sufficiently similar on a chemical level, and cause them to fuse as if they were a single, complete whole – used on two rocks of similar composition and it would be like they had always been one rock, save for the left over bronze substance around the joint which could be chipped away or removed without affecting the fact that the two would remain bonded together. This will, simply put, re-write the covalent, ionic, or other bonds that a solid object naturally could have to merge it with another solid object of the same type in the bond they'd normally have if they were originally one object. So whatever you are using to apply this, make sure it's not the same material as what you're applying it to unless you want them stuck together as if they'd always been one object. Your vat will also refill regularly over time.

You do get instructions on how to make Tunesmith's glue, even though it doesn't exist yet, but as it seems to only affect GP hulls, it may be of minimal use to you in the future unless you purchased the Puppeteer Tech Database.

Magic Transmutation Machines (200 CP): These are 3 massive machines designed to hold tens or hundreds of thousands of tons, or perhaps even millions of tons, of material. They are designed to transmute this material. Each machine works to convert one element into another element at the atomic level. That is one specific element into another 1 specific element. It takes at least a ton or so of material for this machine to work, and tens of tons to be more energy efficient than fusion, but the more material you are transmuting at a time the more efficient compared to fusion of the same amount of material it is. Since you're paying CP for this these machines maintain and repair themselves over time, and may exist as a warehouse add-on.

You gain the blueprints to make the in-universe version of these transmutation machines. These machines are fictional in-universe, however, so you just get some sketches and wild ravings and incorrect theories on the subject.

Superconductor Fabric (200 CP): This is several bolts of superconducting fabric, along with many miles of superconductor wire. This superconductor is immune to the superconductor plague that the puppeteers introduced into the Ringworld. It is also capable of working as a room temperature superconductor for both electricity and heat; it could be attached to a target to redirect the heat from a laser that strikes it into a sea, for example. Since you're paying CP this superconductor will work as a superconductor for

esoteric forms of energy that can be conducted, and if it is truly lost to you will be replaced; superconducting material you're merely using in one device will not be.

This comes with instructions on how to produce more of the in-universe variety (no guarantee that will superconduct esoteric energies).

Tree-of-Life (200 CP; requires Protector): The need for tree-of-life may have been reduced for you, but it is still a potentially valuable substance. Consuming it can keep a protector alive for over a million years, as Proserpina demonstrated, and it can also be used to make other breeders into Protectors. Normally that might only apply to hominids from this setting, but it would seem with the tree-of-life from this garden it will, able to affect any hominid breeder in the right period of life as it would those of this world, this can even apply to near human or demihuman species that can interbreed with humans such as elves or vulcans. You now possess a small greenhouse with an artificial sun-emulating light and a growing crop of tree-of-life including the symbiotic virus which gives it the qualities that separate it from common yams. This greenhouse is fully automated, though it won't harvest the tree-of-life it will ensure you have a growing stockpile.

This will include samples of the virus so that you can, with thallium oxide additives for the soil, grow it in other yams.

Despite not strictly being 'technology' this item is discounted with the Protector Tech Database. If purchased by a companion, this tree-of-life will not be able to affect other companions or their jumper; you aren't getting to be a protector cheap that way.

Universal Boosterspice (200 CP; discounted with Tree-of-Life): Boosterspice is the amazing drug that extends human lifespans, reverting them to youth and reversing the effects of age. Each dose lasts 20 years. The Ringworld's version lasts 50 years but the two could have an adverse reaction with each other, the puppeteers developed a kzin variant, and as close as the Ringworld's City-Builders were too human they were too far separate for Boosterspice to work on them. Yours won't react adversely with taking either boosterspice or the Ringworld's longevity drug, an unconfirmed possibility. In addition yours works on any species and not merely humans. Finally, unlike the Ringworld's drug (and potentially Boosterspice) yours won't see age catching up with you at an accelerated rate if you stop taking it. For those that age significantly faster than humans you might need to repeat the dosage more often. As a warning they do remove scars. You possess a stockpile that resupplies at a rate to easily enough to dose 20 people every year, or keep 400 people perpetually young.

You also gain instructions on how to create (normal) boosterspice for humans, ring hominids, kzinti, and even puppeteers (though it's unclear if they have such or have other means to maintain their lifespans measured in millennia).

This item is discounted with any tech database other than Kzin. If bought along with Tree-of-Life and the Protector Tech Database this item is instead free.

Webeye Spinner (200 CP): This is a handheld device that is capable of spraying out coppery 'webs.' These webs serve as 2 way communication devices capable of projecting 3d images from them, and providing olfactory, auditory, and visual images back to a series of viewing screens. They are able to relay from one web to another to get back to the screen if it would be blocked by distance or materials, allowing for long distance communication – though it is only speed of light – and providing a nearly full sensory experience. You will also get a central control system with the viewing screens to observe what the webs observe, or to send messages to any of them. You may put this system in any sufficiently large vehicle or property you possess; given the number of screens it's probably bigger than your car. Since you're paying CP this spinner will automatically generate more webs over time, though it's possible nanomachines allowed such already, but yours will not require outside power or materials to do so. You will also find that automatically regenerating webs can appear in any property you purchased in this jump or obtain(ed) directly from another jump previously or in the future, as well as in your warehouse. These webs will be able to transmit their images interdimensionally directly to the main control.

You also get the blueprints for designing the in-universe version of this equipment.

Autodoc (200 CP-300 CP): This is a top of the line autodoc. A roomsized machine meant to receive a patient, automatically diagnose them, and automatically treat. They're capable of cloning organs/limbs and transplanting them, and bringing those placed inside of them back from the very brink of death. They can automatically synthesize drugs, perform surgery, and in general make you well again. They can't truly treat old age, though; and unless you purchased an appropriate Tech Database or Universal Boosterspice yours won't be able to replicate boosterspice on its own post jump. Since you're paying CP for this you'll get an autodoc plus an additional one for each suitably sized vehicle or property you purchased from this document or directly purchase(d) from another jump document now or in the future. These autodocs will automatically be programmed for humans, kzinti, puppeteers, and any species that you are or count among your alt-forms. They will also automatically resupply themselves over time when not in use and provide their own power.

This includes blueprints to replicate an autodoc without these CP backed benefits.

For an additional 100 CP yours has experimental nanotechnology similar to that created by Carlos Wu for ARM. This was, until now, a one of a kind creation. This autodoc uses nanotech which is capable of restoring someone to the prime of life, reversing aging on a genetic level, and all in only about half a year of work… and a sizable portion of that time involved reprogramming them on a cellular level to react to Tree-of-Life as if they were in their forties, while otherwise being in their late teens early 20s, and truly being closer to 250 with their life prolonged by Boosterspice which would normally react badly with Tree-of-Life. The full limits of this nanotechnology is not shown, but cellular reconstruction is certainly possible, and can be performed automatically by the autodoc.

This upgrade will only apply to all of the autodocs provided from the above, and include the blueprints to replicate its nanotechnology.

General Product Ship (200 CP-300 CP): This is a ship built from a General Products Hull, either of the #2 or #3 design. It comes fully equipped, similar to either the *Lying Bastard* or *Hot Needle of Inquiry*, with high end civilian technology, including stasis fields, quantum I hyperdrive, both fusion and reactionless drives, artificial gravity, some level of basic armaments, communications and sensors equipment, etc; it will not come with an Autodoc or Autokitchen unless you purchase them separately. Made from a General Products Hull it is almost indestructible, as it is a single molecule whose structure is constantly reinforced from the ship's power plant. It is permeable to gravity and light in the visible range (and only the visible range) and seemingly invulnerable to energy outside of this range. A solar flare focused into an X-Ray laser wouldn't even singe the ship, and neither would crashing at meteoric speeds into a material with tensile strength similar to the Strong Nuclear Force, creating dents and bulges in that material, while remaining completely unharmed. The only known ways to damage a General Products Hull are antimatter which will cause it to unravel, a high energy visible laser used to overload and destroy its power plant so it can no longer strength the hull (though they have a diffusion system specifically designed to redirect heat away from the power plant to counter this specific contingency), and a well kept secret of a specific point blank sequence of laser transmissions used to shut down a GP Hull for production and repair. Thankfully none of these threats are common. Outside of these a ship with a GP Hull could fly near the surface of a sun and be completely unharmed, though without activating a stasis field to protect the contents inside they would likely be burned completely. And yours does come with a stasis field generator, though it's up to you if it's set as paranoidly as the *Lying Bastard*'s. You may also have yours designed like the *Lying Bastard* with as few openings in the hull as possible to ensure maximum protection of the

individuals inside by placing most systems outside of the ship, or like most ships with the majority of systems inside even though that means there are more, small openings that have portions that need to be outside (like thrusters and weapons and non-visible light sensors) not made of GP Hull and which could allow directed energy to feasibly pass through if they were blasted apart and a stasis field did not activate. As you're paying CP for this the ship will refuel, maintain, and repair itself when not in use. This includes resupplying weaponry when not in use.

For an additional 100 CP your ship is equipped similarly to the ARM ships used in the Fringe War. This means that it now possesses an anti-matter drive capable of greater acceleration and more power than a normal ship (assuming induced gravity is used to counter some of that from acceleration), and anti-matter bullet weapons capable of casually blowing holes in scrith including ones that stretch tens of miles in a single shot and are capable of letting the air out of the Ringworld.

At either level you will gain blueprints for the replication of all included in-universe tech except the GP Hull.

You may buy either level at a discount with the Human or Kzin Tech Database but must forgo a GP Hull and simply be a ship of human construction. The 200 CP level is discounted by the Puppeteer Tech Database; the weapons involved in the ARM ships were implied to be new tech the puppeteers were unaware of so the 300 CP level is not discounted for it.

Longshot (300 CP): Well not necessarily the original Longshot, but this is a ship built out of a General Products #4 Hull and equipped with a quantum II hyperdrive shunt. Built in a General Products #4 Hull it is nearly indestructible being vulnerable to anti-matter which can disrupt the singular molecule which makes up the entire hull unmaking it rather quickly, and as it is permeable to gravity and visible light these can be used to attack those inside or even shut down the power plant which reinforces the hull; there are also means to shut said power plant down with a laser temporarily for maintenance, repair, or emergency access, and it is possible to damage it through the careful use of hyperdrives' real space bubbles. Otherwise it can fly through the upper atmosphere of a star unharmed. As a #4 hull, it is the largest form of general products hull, a sphere more than a mile in diameter usually seeing use to ship entire prefabricated colonies. Unfortunately most of that space is occupied by its massive hyperdrive. The quantum II hyperdrive can cross 1 light year in approximately 75 seconds, as opposed to the 3 days of a quantum 1 hyperdrive. Uses stasis fields to protect the passengers inside the nigh-indestructible hull, freezing them in temporal stasis such that even if the ship itself

is destroyed they will be unaffected – even antimatter won't destroy them – though stasis fields can be shut down externally with the proper means. Normally it'd only have room for 1 pilot and 3 passengers, but yours will manage to fit a full 8 passengers. Of course there is some superfluous space intentionally built into the hyperdrive as misdirection, and that's not counting data collecting devices, so installing artificial gravity, or some additional systems is not out of the question.

You will gain blueprints for the replication of all included in-universe tech including the GP Hull.

Scrith (300 CP): The ring material. That is the material which the Ringworld is made from. It is superb at insulating against particles. As in, a few feet will block 40% of neutrinos. For context a neutrino can pass through a light year of lead without interacting with another object. It also could shield completely against the radiation of a chain of supernovae within the galactic core and completely blocks electromagnetic waves as well; it can even block teleportation technology such as Transport Booths and Stepping Discs. Its tensile strength is close to that of the strong nuclear force, though meteor impacts have managed to deform or puncture it. There's a means of making something permeable to it, through the use of a cziltang brone, a device we're never quite shown.

You'll directly receive a small but steady supply, nothing like the amount needed to build a Ringworld or even an orbital ring, but a supply for personal use sufficient to build some mountains, or patch large portions of the Ring perhaps enough to replace the 20-ft thick scrith beneath a large continent on the Map of Earth each decade. Because you're paying CP for this, this personal supply will block any esoteric energies or transmissions from out of jump and all forms of teleportation; it may require a certain minimum thickness, but 50-ft should block any and everything.

You'll get a cziltang brone as well, and blueprints for the cizltang brone, as well as full instructions in the creation and shaping of scrith though this won't have its fiat guarantee to block esoteric energy; you'll have to figure out with each such energy yourself.

Starseed Lure (300 CP): This is a device which if launched into a star will make it release electromagnetic pulses that attract a starseed which in turn attracts Outsiders. Outsiders are a mysterious race who possess technology and knowledge advanced even by puppeteer standards. They were the race that introduced the hyperdrive, and possess something better despite preferring to travel STL. They are fragile, and spaceborn, unable to survive high gravities, such as those of the moon, for more than a matter of an hour or so. But what's important is that they are information brokers, and while it might take time

to attract them – months, even potentially years – even in future jumps where there shouldn't be starseeds or outsiders. These outsiders will also be strangely wide-ranging in their information – including engineering specs – they possess able to deal with you in information from not only other locations in the setting but other jumps you have previously traveled to. They do not haggle, though, their prices fixed and unchanging no matter how charming you are. Their ethics do require them to give information that is more than worth the price, but information about themselves is priced at excessive amounts.

You gain the blueprints to make these starseed lures. The technology to induce magnetic pulses from stars involved may be useful to you. You will also find that these will actually simulate the starseeds summoning effect, at least for as long as you are in the jump; however if you set off too many in too many different stars you may find that they don't all attract starseeds as there are only so many to summon in any given region.

Stepping Discs (300 CP): The stepping discs are puppeteer teleportation technology. Lightweight and compact enough one could be hidden in the construction of a floor, and to be easily carried and placed in substantial numbers by small drone crafts, these discs have controls that can be accessed to manually set them and program them from their sides, but can also be voice directed. They are also puppeteer made so needless to say have an immense number of safety features we were never shown. They can even be set up to safely transport people the moment one of their feet alights on the disc. Even to humans who have a worldwide system of cheap transfer booths which serve the same function as teleporters – and are almost certainly based on the same principles – they are advanced enough to seem almost like magic.

They do have limits. Their built in fusion power source can only safely compensate for 200 ft per second in velocity, and since momentum is maintained in regards to movement through space and not as it'd be mapped on the surface of the Ring or the globe this means that teleporting from two points on the Ring you'd be limited to a few thousand miles spinward or antispinward (though could go much further from rim to rim), and on Earth your range would be lower. Of course this problem seems to be surmountable by making them act in concert so that it bleeds this velocity between many different discs along the path without seemingly ever materializing in between, meaning this is only a limit to the distance between discs, or the speed of vehicles they are used from. The disc also need a receiver at the end; they can't just beam you down to a never before visited planet, though thankfully if the receiver is missing or destroyed it will reflect back to return you to the transmitter. And while they are 'teleportation' that is because they beam you as a signal, possibly of neutrinos, and as such is subject to light speed delay if you're

moving long distances (i.e. using one to reach the moon would take over a second, and hopping around from one end of the Ring to the other would take almost half an hour through a network set up along the Ring's surface).

You receive several dozen of these discs. Since you're paying CP for them they will refuel, repair, and maintain themselves over time, though if one is completely destroyed or permanently lost while you'll get a replacement you'll have to go and put it in place again yourself. A central control system can be built into any large vehicle or property you purchased here or already possess, or simply be free standing for you to install and place where you wish. It's not impossible to hack such a thing; a protector almost certainly could, but it does provide you with extra control so that you could lock out certain discs from interacting with others or make them one way, or temporarily remove one from the network. Any large vehicle you purchase here will also have a stepping disc installed for emergency access and escape; a flycycle is a bit too small for that though. And you will also possess a stepping disc network already installed into any property you purchase from this document, or obtain(ed) directly from any jump document previously or in the future. This means that if you purchase a house from a jump document it will have a stepping disc installed. If you purchase a city it would have a system of them installed for transport across it. If you purchase a Ringworld it would be covered in stepping discs at least every 4000 miles and probably a lot more frequently than that. You may choose not to have them installed in certain properties, and may choose to have certain properties be in a different network, with a different main control system, than others; useful if you have personal dimensions that would stop you transmitting from one to another. These automatically installed networks will only maintain, repair, or recharge themselves at the start or end of jumps; you'll have to keep them in working order during jumps, but they're at least built to last.

If you'd prefer human transfer booths you can receive them instead, or even choose to have a mix of stepping discs and transfer booths. You can purchase this at a discount with the Human Tech Database, but only if you only receive transfer booths. They are bulkier, less automated, and generally considered inferior, but they are an option if you prefer the aesthetic, or just having teleportation technology easier to set up to charge people for their use or which requires a full encapsulation.

You gain blueprints to make both stepping discs and transfer booths, but only with their canon capabilities. If bought with a discount for the Human Tech Database you will only get blueprints for transfer booths (which are already in the database) not stepping discs.

Universal Tasp (300 CP): A tasp is a weapon that produces an invisible beam which jolts the pleasure centers of the brain from a distance. It is potentially highly addictive on the target and highly illegal. Usually they're just small enough to aim with one hand, but the puppeteers have made them small enough to surgically implant without it being obvious. Human made tasps give just about a second of pleasure, like a puppeteer's yours gives a full 10. Normally you would need a separate tasp for different species, unless they were rather closely related, due to differences in brain structure, but the puppeteers made one that could work on both humans, and closely related hominids, and kzinti. Since you're paying CP for this it won't need any external power source, will repair and maintain itself over time, can be implanted in you subdermally, and yours will work on any sentient organic being able to feel pleasure no matter how much their brain differs from that of a human or kzin.

You gain the blueprints needed to make a tasp, with sets for both the human and puppeteer designs, including how to adapt them for the minds of kzinti and humans (and closely similar hominids). If you want to affect other species with these replicas, you'll need to figure out how to modify them yourself.

Expedition Supply (400 CP): This is a copy of the *Lying Bastard* and the entire set of gear brought with it on the expedition. This includes an internal autodoc, an internal autokitchen, 4 flycycles, a "digging tool," 4 flashlight lasers, 4 first aid kits, 4 expedition supplies, 4 pressure suits, 4 translators of a version built into a handheld disc which require a radio link with the *Lying Bastard*, 4 flying backpacks (lift belts with catalytic ramjets, never used), and some other assorted gear. It does not include personal gear not directly part of the expedition's supply such as Nessus's tasp. All of these items will automatically repair, refuel, resupply, and maintain themselves when not in use, and where appropriate will act like the CP backed versions available from this jump, except that in the case of the autodoc and autokitchen they will not install in other items, the flycycles will adapt your companions like the upgraded purchase but will not include the override command ability, and as noted the translators are of a different design which requires the on-ship computer to actually translate for them.

You also gain blueprints to replicate everything here in their in-universe versions, except for the GP hull used to build the *Lying Bastard*.

Tech Database (400 CP/800 CP/1200 CP): This is a full database of the technology of one species from Known Space or the Ringworld. It includes all information necessary to build it and replicate it in future jumps. For 400 CP you can select Kzin, human, or another race roughly on their technological level. This will not include top secret

technology or one-off prototypes such as Carlos Wu's autodoc. For 800 CP you can select Puppeteer or Pak technology the latter includes all the technology involved in creating the Ringworld as well as developed by protectors or hominids of the Ringworld before the arrival of the first Ringworld Expedition (it won't have Tunesmith's inventions building off of Puppeteer technology). This level will however include top secret technology and one-off prototypes, it'd feel wrong to give you a Protector one that did not, and the Puppeteer database can be assumed to include any human or kzin technology that is commonly available (such as boosterspice including boosterspice that works on kzinti). The Protector tech database is something of a mystery; while all of them certainly include tech not directly seen, or only barely hinted at, as would be expected by an interstellar civilization, Protectors as a whole are brilliant engineers and inventors who are constantly rebuilding their tech base from civil wars and each make significantly unique designs so it can be expected to contain many one off designs and creations of note that never made the page of stories. For 1200 CP you get all tech ever shown in Larry Niven's Known Space or Ringworld stories; this won't include technology from stories not written by Larry Niven but anything that is firmly showcased anywhere in the setting is available, even Slaver tech and the bioengineering that created stage plants and bandersnatchi, or technology not yet invented such as that which Tunesmith will create if events continue on the canon path. It will also include technology from the Pak Protectors which never directly made the page but are implied to exist.

You also gain a discount on any 50 or higher CP item based on technology of the selected species other than the Map of Jump, and Ring. General Product Hulls are Puppeteer technology and require the Puppeteer tech, and most items are based on Puppeteer versions over Human ones so also require it. The Kzin Tech Database also discounts weapons and the Impact Armor (as it might have been of kzin design). The 1200 CP level discounts all 50 or higher CP items except Starseed Lure, Map of Jump, Ring, and Magic Transmutation Machine. See Notes for full lists.

If you purchase the Ringworld item you may purchase the Protector tech database at a discount. If you took the Ringworld's Throne scenario, you may subtract the cost you paid for the scenario up to a maximum of 400 CP from the cost of the Protector tech database.

Map of Jump (500 CP): This is a replica of a world you have visited in your chain, in a state similar to 1 million years ago. It may insert into the Ringworld in this jump, or become part of a Ringworld should you purchase one or take the scenario, alternatively will exist as a warehouse attachment under Ringworld conditions. That is to say it will not have minable metals or the like below a depth of a few tens of feet where it hits scrith

and will follow the Ringworld's day-night cycle. It will contain populations of the species which existed 1 million years ago on the planet, and they will have all powers and abilities such a population would be expected to possess.

Inactive companions may roam the map freely. The Map will not automatically repair or maintain itself, however, in future jumps you may decide, on a jump by jump basis, whether to allow this ring to retain modifications good and bad, or reset it to factory default.

Ringworld (1200 CP/1400 CP): This is your own, fully functional Ringworld. It's not got animal life brought onto it yet, you'll have to do that, but this is one seriously big, dumb, space object. To quote the text: "The ring was more than ninety million miles in radius -- about six hundred million miles long, he estimated -- but less than a million miles across, edge to edge. It massed a little more than the planet Jupiter." For an idea of the scale, that's more than 8 light minutes in radius, somewhat less than a light hour in circumference, and 3 million times the surface area of the Earth. The ring is made of a material with an impossible tensile strength, close to that of the bonds within atomic nuclei covered in a layer of dirt, rock, soil, and water to create an artificial planet the size not of Earth but of Earth's entire orbit. It spins at a rate of 770 miles per second, carrying its atmosphere and everything else with it, so as to maintain an apparent gravity similar to that of Earth. A star at the center serves as a sun, and 20 structures rotate between the ring and the star providing a day-night cycle as well as serving as massive solar collectors. They aren't equal to a Dyson Swarm's total utilization of a star's power or a Type II civilization, but they are a million miles by 2.5 million miles each and each a giant solar collector that the Earth could be easily lost on and even if they were less than 1% efficient each of those solar collectors could power a Type I civilization many times over. Given it all is only part of 1 solar system it may not sound like much, but remember it holds around 30 trillion individuals with room to expand significantly, regions many times larger than Earth rendered inhospitable by damage or infestations of killer sunflowers, and predominantly pre-industrial and even pre-agricultural civilizations. With a population density like Earth's you'd be looking at a population in the quadrillions.

Superconductors in this Ring are capable of influencing its sun. It could move the sun if need be, though it'd be extremely slow for practical purposes such as escaping hostile spaceborn forces, and would devastate the Ring with tidal forces and acceleration long before that. But with care it might be possible to move through interstellar or intergalactic space with the sun as well; though you'd need a rather brilliant engineer to figure out how fast you could go without devastating effects upon the world and it'd probably be slow. Of course a Shakov Thruster is not the purpose of these superconductors. They instead

exist to induce solar flares from the sun and focus them into terrible, lancing, meteor destroying lasers of immense power and destructive capability. And your Ring is fully equipped to do this, though it doesn't shoot through itself very well giving a rather large blindspot things could hide within.

The Ring is not truly in orbit, being a solid structure that is spinning around the sun, and is thus unstable. To fix this there are a series of stabilizing thrusters set up around the rim. They take in hydrogen and fuse it to create thrust when needed to stabilize the Ring and are capable of working fully autonomously for vast stretches of time. The amount is also generally superfluous, and stability could be maintained with perhaps as few as 5%, but such a small percent would be unable to regain it should it be lost without drastic measures and making certain they could handle the strain of a massive influx of solar material – such as blasting them with a controlled solar flare.

Purchasing this item will discount the Protector Tech Database, and any items that would be discounted with it (even if you do not purchase it).

In future jumps you may decide, on a jump by jump basis, whether to import this ringworld (and the sun it rings) into an unoccupied region of space or have it exist as a pocket dimension accessible via your warehouse. In either case inactive companions may exist here freely. The Ring will not automatically repair or maintain itself, however, in future jumps you may decide, on a jump by jump basis, whether to allow this ring to retain modifications good and bad, or reset it to factory default.

For an additional 200 CP the nanomachine constructive hyperdrive shunt that Tunesmith would eventually install into the canon Ringworld is directly built into yours. Besides meaning your Ringworld now has a nanotech system that can repair its scrith over time assuming it's properly supplied, this allows for travel with a quantum II hyperdrive.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain the same discounts as you do, but items that would come with blueprints do not when purchased by companions and they cannot purchase any item which costs 400 or more CP before discounts. For 100 CP you can import or create 3 companions with the same rules. For 200 CP you can import or create up to 8 companions with the same rules; if you purchased the Ringworld, or took the Ringworld Throne scenario you may increase this to importing all companions you possess. If you want more than 8 companions you can pay an additional 50 CP per companion to import them with the same rules (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

If you took the upgraded version of Lottery Winner you may pay the price to import a companion a second time to give them the unupgraded version of the perk for free. This follows the same pricing for groups as importing them initially, but is separate from the initial importing (if you want to import 2 companions with 1 getting the free Lottery Winner, you have to pay 100 CP to import 2 companions and then 50 CP to import 1 a second time, not 100 CP to import 3 companions 2 of which are the same companion twice).

If you took Protector you may pay the price to import a companion a second time to give them the (unupgraded version of the) perk for free. This follows the same rules as giving them Lottery Winner above, and you can import a companion 3 times to give them both should you have both.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Toggles:

Continuity Toggle: Known Space is a large playground covering a great many stories and a great deal of time. If you have been here before at a point earlier than your start date, you may choose to have this jump serve as a continuation of that same version of Known Space as opposed to being completely separate from it.

Extended Stay: Given more time passed between books than between publication of the books, and the 4 books in the Ringworld series (ignoring the prequel-sequel Fleet of Worlds series) were published over the course of more than 3 decades that means a decade won't be long enough to experience the whole story. You can extend your stay to any length you want freely. After the first decade drawbacks will begin to lessen and fade; though you can expect it to take a significant amount of time afterwards to fade to the point of insignificance.

Start Date: By default you will arrive at the start of the 1st Ringworld Expedition in 2851 A.D. If you'd prefer you could arrive at the start of the 2nd Ringworld Expedition in 2878 A.D., or at any point during it up to when Louis Wu enters the modified auto-doc during The Ringworld Throne (late 2892 A.D.).

Man-Kzin Wars and the Fleet of Worlds: Larry Niven has often shared his mental playground, going so far as to allow a variety of other science-fiction authors to write stories set in the Man-Kzin Wars. These stories are of questionable canonicity to the rest of Known Space, and as such you can decide which, if any, to include. Similarly the Ringworld series has a prequel/sequel series co-written with Edward M. Lerner. It is not included in this jump, and whether you want to include its changes and revelations or find your own answers to the mysteries left behind are both equally viable options. You can even choose to treat the MS-DOS Adventure Game Ringworld: Revenge of the Patriarch as canon. In other words you can use this toggle to remove those books from the continuity you are entering, or enforce them as fact (well at least other than future events which would simply be how things would go without your presence).

Scenario - The Ringworld Throne

One could not send you here without at least the chance to lay claim to the Ringworld for yourself and take it with you in your journeys. To seize this chance will require you to accept certain limitations and to pay **800 CP** as your stake in this bet; you won't be refunded it if you succeed or fail, but should you succeed it will be payment for your Reward. Even so you will need to prove yourself its master and protector.

You will lose your metaknowledge of the setting. You will retain in universe memories of the setting should you have them, but you will not remember any of the events, or secrets, of the Ringworld. You'll still be on the Ringworld or an expedition headed there, so you might know a little, but you'll be as clueless about its true nature as Chmeee or Louis Wu were on their first journey there, or as the inhabitants of it. This will also ensure your in jump background is not one which would be privy to any truly deep knowledge about it – that is to say you don't have the Hindmost's knowledge, a Pak Protector who built it a million years ago, a Protector who had accessed the Map of Mars, or even a City Builder from before the Fall of the Cities. You very specifically will not know about the Repair Center under the Map of Mars, at least in its specifics. This will be enforced with the force of a drawback.

You will however, know your mission and as such you will know the Ringworld has a central control center of some sort. You will also know that your mission is to take control of the Ringworld and protect it from all threats. You must obtain control over the Ringworld no later than 2892 A.D., and you will be staying here till at least 3051 A.D. During this time you must ensure that the Ringworld has no greater mass loss of life than would happen with Tunesmith's handling of the Fringe War, and that it continues to survive and function, and you must maintain your control. Oh someone could possibly usurp it for a period, but this must not be an extended period. You must prove the Ringworld is yours. You do not need its people to recognize you as their ruler, or even know you exist, as long as they do not oppose you, and their civilization is centered on the Ringworld without a greater governing body from outside of it. ARM survivors going native is fine, but ARM colonizing a portion of the Ring for the U.N. and Earth is not. The population of the Ringworld could even establish outer colonies, and a space faring civilization of its own, and that would not disqualify as long as the Ringworld portion remained ruled from on the Ringworld. Regardless of the *de jure* status or rulership of the Ringworld, you must remain its *de facto* ruler in the way Cronus, Bram, and Tunesmith all were for their times, and the Ringworld must govern itself and not be governed by an

outside force other than yourself. If you bring in an interstellar empire that conquers the Ringworld, that's fine and will not fail this scenario for you.

You will not, however, remember the details of the threats to the Ringworld, whether that's the instability, or the Fringe War, or any threats that would show up in *Fate of Worlds* should you have chosen for it to be canon. You will remember there will be threats and dangers in this time, but not the details of them.

You will be starting your job immediately after its return to Known Space, as opposed to arriving at the start of it. You will be starting on the Ring, though you may be part of an expedition consisting of you and any companions you have brought with you, which either has lost its spaceship and any other members of the crew, or if you bought a spaceship using your purchased spaceship which managed to successfully avoid the meteor defense system.

Teela Brown's luck no longer exists for her, having simply been a statistical anomaly. She has died. She will not play the role of Protector to end the instability of the Ring, nor will Bram succeed at such a task. Though he may complicate your own attempts to do so, or watch from afar. He is unlikely to accept your usurpation of his position as the current holder of the Ringworld's Throne. Not that you'll remember him.

And for good or ill, Proserpina has passed. That source of wisdom, advice, and ancient knowledge will be lost to you. Just like the fortuitous return of Louis Wu and Chmeee on the Second Ringworld Expedition will not happen without some influence from you. Perhaps your luck could replace Teela and Wembeth's in drawing them back, but without something to cause it you can expect the Hindmost to accept defeat and not take the half-crazy risk of the 2nd Expedition. Not that you'd be aware of the possibility of it.

The Fringe War, though, you can expect to still happen unless you take action to pre-empt it. You won't know to do it, necessarily, but you may be able to figure out the reasoning that makes it inevitable due to human, and kzin, nature. Just like it is possible to figure out where the Repair Center is located, though this will be easiest if you have a means of observing the underside of the Ring. Teela did without even that, though.

Should you succeed at preserving the Ringworld, ruling it, and protecting its population for the 200 years you'll be here, you will receive the following reward. And if it needs to be stated, your payment for the scenario counts as payment for this reward; anything that would be installed in all properties you purchased here will be installed in

the Ringworld at the end of the jump (so if you bought Transport Discs a network will be installed in the Ringworld at the end of the jump).

The Ringworld (Reward): This is no pristine and freshly built Ringworld. This is the Ringworld in its entirety with all of its damage and its population. You will take the Ringworld as it was at the end of your time here with you in its entirety. This includes any modifications you made to it. This includes whatever star it encircles, as well as anywhere in that solar system where your authority holds sway. This need not be the original star and system it was in; Tunesmith's plan involved moving the Ring to another star and should you have followed a similar path, or otherwise moved it yourself this could be a different system. And any planets that share its solar system if they are uninhabited, or firmly under your control or that of the Ringworld will follow with you, anything and everything in the solar system will unless it has a population that is not aligned with you and is not part of the Ringworld's sphere of influence; a planet(oid) that is disputed and split in its control will be excluded.

This will function like the purchasable Ringworld item. However, its 'factory default' state that it can be reset to at the start of a jump, is the state that it was in at the end of this jump. This includes its population and civilization, and everything else in the solar system that came with it. This will be no empty world. Should you have done your job well this will be a great teeming mass of trillions upon trillions in many civilizations or one. And it is yours to guide, to shepherd, and to protect, now and forevermore.

But perhaps you feel that the initial buy in for your bet is too high. That **800 CP** is too much to afford. In that case there is an option to reduce it in cost.

The Fringe War would normally consist primarily of ARM and Kzin Patriarch ships along with observers from various lesser factions or – in the case of the Puppeteers and Outsiders – greater factions. You can, however, open up the Ringworld and yourself to interference from outside forces that will seek the Ringworld for themselves and should they deem that too difficult to destroy it. While they are not inclined to cooperate with each other – seeing themselves as rivals – they will be more willing to cooperate with each other than they are with you; it's not impossible to get them to fight each other, but the Ringworld and its protectors are their primary enemies and they would rather their rivals get them than you keep them. These will be forces from other settings that fall into the grand sweeping scope of a space opera. The amount that this will reduce the ante to will vary by the scope and power of these forces. These are, however, merely fleets.

Choosing a level that includes the Federation from Star Trek will not have you face the entire combined might of the Federation but a military fleet it would send. It will be a significant fleet, not a single ship sent as a hail mary play across galaxies, but facing the Imperium of Man it would be a fleet such as they might send to prosecute a war and not something like the entire Indomitus Crusade.

These fleets and forces can be taken at 4 levels. You will find multiple fleets of the level you select against you, as well as additional ones of each of the weaker levels. The cost of each level is the cost you must pay instead of **800 CP** for this scenario. If you take the **200 CP** level, you will face multiple fleets at the 200 CP level, as well as some of the 400 and 600 CP levels. These fleets may arrive before the canon Fringe War would take place… or may find the Ringworld (much) later. But they will find it eventually no matter what you do, and prosecute their campaign against it. Still, unless they use time travel, they will not find it immediately and you will have at least some time to secure the Ringworld before they find you.

Technology and abilities from these fleets which would not normally work by the laws of physics that govern Ringspace will continue to function for them, but will not function for you or others unless they already would. There is no Warp and there is no Force by defaul in Known Space, 40K warp tech or Jedi force powers would not normally function. They will function for these fleets if they would have them in their native setting, you will be unable to copy them and make them function for you unless you could do so already without the Warp or the Force existing or somehow already brought those things with you. Similarly Star Wars hyperdrive, for example, uses a hyperspace with very different rules than Known Space's, and they would still function thus for Star Wars ships used by a Star Wars fleet, but if you captured them you would be unable to access that hyperspace as it would not normally exist in Known Space. This won't stop you from using your own hyperdrive from a Star Wars jump however, or the Force should you have brought it with you.

Anything from these fleets, even if they are allowed to colonize the Ringworld, will **not** be taken with you as part of your Reward, but will be left behind.

600 CP: At this level these additional fleets do not necessarily possess a threat greater than ARM or the Kzin Patriarchy. They will, however, possess certain technology that gives them significant advantages, or various capabilities that differ from those of the native forces in ways that can be troublesome. This would include TOS era Federation or Klingon fleets from Star Trek (with their shields, warp drives, and transporters that don't need dedicated receivers, but lack of weapons on the scale of antimatter bullets capable

of blowing 60 mile holes in scrith, autodocs, and generally shorter engagement ranges), a Clone Wars era Separatist Fleet from Star Wars without force using support (again shields, hyperdrives that blow quantum I hyperdrive shunts out of the water, but generally shorter engagement ranges, slower ships in real space, etc), Goa'uld ships from Stargate, or even Cylon or human ships from Battlestar Gallactica.

400 CP: At this level the fleets will represent a noticeably greater threat than ARM or the Patriarchy. They will represent a clear step up from the 600 CP level, though they are not necessarily outside of the range of Known Space's technology and resources. In fact at this level the Slavers with the support of their Tnuctipun slaves and their ancient technology which modern humanity still hopes to replicate would be an option for a fleet, though the Tnuctipun will not be in the mood to rebel against their Slaver overlords. This could also include the Borg from Star Trek with their generally superior weaponry – though anti-matter weapons are shown to be difficult even for them – the Asgard from Stargate, Marvel's Kree in most of their appearances (excluding named super individuals), or possibly Old Who Daleks before their massive power spike in the extended universe and New Who.

200 CP: At this level the fleets not only represent some out of context threats and dangers, but significant expansions of scale or massive values of personal power that change the nature of the conflict. This could include a Star Wars fleet from one of the more powerful eras complete with superweapons and force users, a Tyranid splinter fleet from 40K, a viltrumite force such as that which attempted to take Earth in Invincible, the Shi'ar Empire from Marvel comics in a force including the Imperial Guard as well as planet destroying weapons, or the forces of the Plenipotent Dominion from Schlock Mercenary with full access to technology from the end of the war against the Pa'anuri.

0 CP: At this level the fleets represent a threat of immense scale and power, one where the casual destruction of the entire Ringworld and its sun is easily within their power, and where they seem to have little need to fear another holding it, or for its resources and technology, and where if you can defeat them the Ringworld should be easily within your capabilities to replicate should you desire. Examples would include a full C'tan with Necron forces from the height of the War in Heaven from Warhammer 40K, ori with their human servants from Stargate (with no native Ascended to hold them back), Time Lords or Time War era Daleks from Doctor Who, or the Green Lantern Corps from DC comics.

SPECIAL: Normally failing the scenario has no special penalty other than missing the reward. It would not cause you to fail the jump, or end your chain, or anything negative other than the CP spent as ante is wasted. If you are taking the **0 CP** level of this scenario and would like to up the ante, you may do so. If the Ringworld is destroyed or rendered inhospitable, or suffers a mass extinction of sentient hominids worse than Tunesmith's trip through hyperspace will cause, then you will fail the jump and your chain. You will find your time as guardian increased to 500 years. The number of different fleets at all levels will also increase, and you will find that even having defeated a fleet previously they will return with new reinforcements, new technology, and new capabilities. They will over time assimilate tools and abilities you use, and from other worlds that you visited or are merely similar to the ones you visited. The varied fleets will also begin to ally and work together with each other.

However, the reward is also increased. Succeed and you will get the 1200 CP version of the Tech Database, and it will be expanded to include the technology used and possessed by any fleet you faced in this challenge. You will also unlock your **Spark** turning this into an Endjump Scenario.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Extended Stay (Special): The extended stay toggle may be taken as a drawback instead. In that case it provides CP based on a minimum amount of time from your point of view – not including time in hibernation or some form of stasis – you are staying, and enforces drawbacks at full intensity for that duration. Only after that time will drawbacks even begin to fade and you can expect them to fade proportionately slower based on the increase to minimum time.

For +100 CP you will be stuck here for at least 200 years, from your (relativistic) point of view, that is the time it takes light to go from the Ring to Known Space.

For +200 CP you will be stuck here until the radiation from the core explosion hit the Ring. That's only about 20,000 years from the start of the jump. Hopefully you've got a good supply of longevity drugs.

For +300 CP you will be stuck here for at least as long as the Ringworld has existed before Louis Wu and the *Lying Bastard* expedition reached it. This has been long enough for *Homo Habilis* to evolve to fill niches such as that of a jackal, and effectively fill the entire ecosystem, so we're talking somewhere in the range of 1 to 1.5 million years.

No Immortal Part (+100 CP): This is a sci-fi universe and that means there's no magical powers. Oh, telepathy and psychic powers exist, but the puppeteers have proven they don't have immortal souls. You'll find any power in the least bit magical, mystical, occult, spiritual, etc is denied you. Psychic powers are allowed but if they're connected to souls (like 40k Psykers), or mystical forces (like the Force from Star Wars) they'll be denied you as well. This will apply to items as well. If they're magical, mystical, spiritual, occult, etc they will no longer function. And this applies to your companions and followers and pets too.

Shared Universe (+100 CP, requires No Immortal Part): Adding to the previous drawback not only will anything in the least bit magical, mystical, or spiritual be denied you, so too will anything from outside of jump not from a jump to a dedicated space opera setting. Even things like comic books will not be considered for this unless the jump was specifically for comics heavily grounded in space opera themes (a Green Lantern jump would count, a general DC one would not). As before this applies to your companions as well, and your followers, pets, and the like won't be able to even come if

not from an appropriate jump. Imported companions can enter even if recruited in a non-space opera jump, but you won't so much as interact with a non-imported companion who is not from a space opera jump.

The Fall of the Jumps (+100 CP, requires Shared Universe): You no longer have access to anything from out of jump. You retain your bodymod, and will be able to put objects into your Warehouse once a decade, but you will be otherwise unable to access it. Imported companions are likewise limited, and will even lose special powers from their native world. Non-imported companions will not be present at all.

Handicapped (+100-+300 CP): To take this drawback you must have selected as your species Bandersnatch, Martian, a female Kzin, or a race of hominid with a significant disadvantage compared to humans. This drawback works a little differently depending upon your chosen species. Regardless, you will be formlocked in your chosen species, unable to alter your form from that of your chosen species, or significantly alter your shape or nature. Maybe you could shapeshift into another member of the species, but you won't be able to sprout new limbs, or turn into water.

This drawback gives you +100 CP for sentient hominids. However it will also enforce by drawback fiat their disadvantage over humans. If they need to eat large amounts of grass and eat several times more frequently than humans, it won't matter what perks you have you'll be eating large amounts of grass and several times more frequently than humans. If they're an aquatic race unable to live on land, you're now an aquatic race unable to live on land, and so forth.

This drawback gives you +200 CP for a bandersnatch. You will find that attempts to graft limbs onto you will fail, and growing them yourself is definitely impossible. Even cybernetics you manage to possess will be less than perfect (even those used by bandersnatchi on Jinx). You can still potentially be telekinetic, but you won't be having hands any time soon.

It also gives you +200 CP for a martian. You will need to be buoyed by fluid-like sands to support your body weight, no matter what super strength you may bring with you, and you will find that water is harmful to you, a humid day poisonous, in sufficient quantity will give you chemical burns, and no matter how powerful you are sufficient exposure will kill you.

This drawback gives you +300 CP for a non-sentient hominid or a female kzin from modern kzin dominated space. This will, however, make your non-sapience be fully

drawback enforced. Nothing you have will make you more intelligent than non-sentient, not even becoming a protector by in-jump means, you'll not be as smart as a chimp.

If you took the Protector perk you can still be a Protector version but you will retain whatever disadvantages this drawback is rewarding you for – a vampire protector will still be non-sentient, a grass giant protector will still find themselves requiring a steady, heavy diet of grass which will consume hours of their day to eat, and a sea people protector will still be restricted to living in the water.

Automated Defense Systems (+100 CP): You seem to run into automated defense systems with frustrating regularity. You go to investigate a superstructure left behind by a precursor race and it has some sort of automated meteor defense that fires upon your ship. Rely on a translator linked to your ship and you find out that there's an automated system for frying unauthorized devices communicating on the radio band. Travel through a ruined city and you find automated traffic systems shutting down your vehicle for breaking traffic laws. Even if you go out into the wilderness you run the risk of finding long abandoned automated defense systems, or slaver sunflowers that might as well be their own automated defenses.

Herd Mentality (+100 CP): You seem to think like a herd animal. The majority is always sane, and always right. If your society or culture, or that of your species, disagrees with you, you're wrong and they're right. Even just in other groups you are overly likely to cede your agency to the majority and the group as a whole. If everyone else was jumping off of a bridge, you would too on the faith that it was the correct decision.

Honest Dealing (+100 CP): When you make an agreement with another you will uphold it as long as they uphold their end of the bargain. Compounding this, while you can include clauses and subclauses in a contract, and that sort of 'fine print,' you must give them time to read a contract thoroughly, can't actually make it illegible or even intentionally tiny just long and thorough, and cannot engage in playing with unclear words or intentional double meanings. And a verbal agreement is just as binding on you as a contract, and you will stick to both the letter and the spirit of the agreement as long as the other party sticks to either the letter or the spirit. Only in a clear and total breech of contract will you be free from any deals you make. And no matter how supernaturally, or perfect you normally are as a deal maker, you'll find that people have a way of seeing traps in deals you present, and an unfairly good understanding of their bargaining positions and the leverage inherent to them.

Loneliness of a God (+100 CP): Even if you're a drop-in you possess memories of this world. Specifically you possess memories of centuries, perhaps much longer Proserpina was 'imprisoned' for almost as long as the Ring existed meaning perhaps a million years, of isolation with only barbaric primitives who worshiped you as a god and who – for your own safety – you were forced to live apart from, all while in the ruins of your civilization. While these will fade, possibly entirely post-jump even more so than most background memories, during your time here this has affected you and you will have to deal with psychological malformation your time as a god has given you.

Mysteries of the Ring (+100 CP): It'd be boring to enter this world knowing everything already. All of your metaknowledge about Ringworld, and even Known Space, has been stripped of you. You'll still be on the Ringworld or an expedition headed there, so you might know a little, but you'll be as clueless about its true nature as Chmeee or Louis Wu were on their first journey there, or as the inhabitants of it. This will also ensure your in jump background is not one which would be privy to any truly deep knowledge about it – that is to say you don't have the Hindmost's knowledge, a Pak Protector who built it a million years ago, a Protector who had accessed the Map of Mars, or even a City Builder from before the Fall of the Cities.

If taken with the Ringworld Throne scenario you will forget you took the scenario and what your mission is. Hopefully you possess the personality that will lead you to seize the Ringworld and hold it… or are taking the Protective Instincts drawback which is a pretty good way of ending up with it.

Placeholder Love Interest (+100 CP): Good news! You're going to fall in love. No matter how jaded, cynical, world weary, or asexual you are, you're going to fall in love with someone in a very romantic way. And they'll even return the feeling. There's bad news too, though. You're going to lose them. They might die, but expect it to be more often and more likely at the height of your relationship with them they just meet someone new and immediately drop you, losing all interest in you, and even actively choosing to avoid you. And then the cycle will repeat. If you stay here long enough you might find out one of your ex-loves had your son, and he's stolen your newest girl right out from under you.

Schitz (+100 CP): You're insane. Maybe you're a paranoid-schizophrenic like the leaders of ARM who rule the Earth, or a manic-depressive cycling through manic and depressive phases like the puppeteers brave enough to willingly leave the safety of their home world. This insanity is resistant to chemical cures, they might help manage or regulate it, but even if you're on your meds it'll still have a clear effect on your life, and

you'll have to deal with its impact. Thankfully it won't be much worse than Nessus's own manic-depressive mood swings. Just remember he's a consummate coward who in his manic phase walked up to 3 kzinti, a species for whom the proper response to an insult is to scream and pounce, and insulted them to their faces.

Seeker-of-Spark (+100 CP): Whether you're a kzin or not you seem to have a need to properly earn yourself a name. Not only do you feel an extreme drive to prove yourself to the other members of your species, and find glory, until you do so you will be known only by your profession and even once you've earned the right to an actual name you will still feel the need to keep the respect of your peers and prove yourself again and again.

The Gods Do Not Protect Fools (+100 CP): Fools are protected by more capable fools. And you will find yourself being drawn to vulnerable fools with little in the way of common sense or self-preservation and find yourself for some reason or another highly attached to their well-being and willing to put yourself in serious danger for their sake. And if anything does happen to them you'll blame yourself, be emotionally crushed, and soon find someone new. Though they won't always die before you find another fool to take care of.

Another Good Deed That Won't Matter in 15 Falans (+200 CP): Maybe you did something bad in the past which you feel guilty over, or maybe you're just a good person, but you find yourself giving help far too freely for your own good, and are reluctant to cause harm to others, almost completely if they haven't harmed you first or at least tried to; even obviously planning to will see you trying to find any way around it. Unfortunately these good deeds can distract you from more serious goals – you could be trying to save a world holding trillions and find yourself getting distracted to help save a small group in the hundreds you meet along the way even as time runs out. Expect to find yourself playing good samaritan wherever you go.

Doesn't Speak to Animals (+200 CP): You seem to be an atavistic throwback to the way the Kzinti were before the Puppeteers puppeteered them into culling their population 6 times by disastrously lost wars weeding out all but the most reasonable and level headed specimens who were able to control their tempers. As these kzinti selectively bred for docility are still tanj ornery and self-limit their population with the frequency of honor based duels and killing which would look barbaric to the Achaean soldiers of the Iliad, this means you're rather hot-headed. Expect to pick fights with anyone who seems to vaguely insult you no matter how badly such a fight would blow up in your face.

No Other Species Makes Love As Much As Yours Does (+200 CP): Well this isn't necessarily true, but you definitely seem to indulge in it, and think about it, rather frequently. This isn't necessarily too bad if you're a human, just find some hominid willing to engage in rishathra with you. If you're a kzin hopefully you've got access to a female and the right to breed, and puppeteers can't engage in non-reproductive sex and it involves some form of parasitoid behavior with a 3rd party of a specific species, and insane ones need to manage to go to great lengths to get the chance to reproduce and you're most likely not sane by their standards. You just won't be operating at your best if you're not getting some regularly, and you'll find yourself led around by sexual attraction rather easily even when you are or have a committed relationship. The tasp between a woman's legs is exceedingly effective on you.

Protective Instincts (+200 CP): You may not be a protector, but you possess their instincts in full force. And this means full force. The good news is that there are a group of ringworld hominids that, even if they are not your children you will recognize as your descendants so you can protect them, the bad news is that you are among those protectors incapable of generalization as well as those who cannot survive without smelling their descendants. That's why it's good news that there is a group on the Ring which counts as your descendants – and children you had before this jump and their descendants won't. And even if you're a ghoul in jump, no, these won't be ghouls. They won't necessarily by like the Spill Mountain People or groups of Hanging People who are unable to leave a small geographic range due to requiring very specific conditions, and exist as islands of convergent evolution unable to reproduce with each other, but they won't have been tailor made by an ancient protector to make a protector of the species particularly well suited to protecting the Ring as a whole.

Also even if you're not as smart as one you've got the instincts of a Protector. Your every action will be shaped by keeping your descendants and their geneline safe into the distant future. You will be genocidally murderous to those things that might possibly threaten or challenge their survival. And you definitely won't make one step towards overcoming them for your decade here.

Charmed Life (+300 CP): You have no survival skills. You don't even know not to touch a hot stove, and would walk into a red hot crater without realizing your feet would burn. You seem to have forgotten anything and everything bad that has ever happened to you, and the very concept of something bad happening to you seems to have been removed utterly from your mind. It's possible for you to learn what these 'pain' and 'sorrow' and 'suffering' things are, but expect to be a very slow learner, even slower the

longer your extended stay if you took the drawback version; you could still not have learned them well after nearly a million years.

Sane (+300 CP; Incompatible with Charmed Life or Doesn't Speak With Animals): You are 100% perfectly and completely sane by the standards of a puppeteer. Nessus, a puppeteer of insane levels of bravery, is, by human standards, an abject and total coward. But he's willing to take the risk of traveling through hyperspace. A puppeteer might consider you sane, and any risk of death is far too much for you, and should you be forced to face it you may just have a total breakdown. As a note, something like driving or riding in a car is as dangerous than hyperspace travel, and even being on a planet like Earth is too dangerous by the standards of puppeteers as it's far too close to the asteroid belt and you're too likely to be hit by a meteor. Taking this with Protective Instincts will apply this level of paranoia and then some to the well-being of your descendants as well.

Tanj (+300 CP): The one size fits all expletive of Interworld. Short for There Ain't No Justice. And when it comes to your life there isn't. Finagle's law is in full effect, and the universe's hatred for you goes beyond its passive level of hatred for those too old to reproduce, that is to say: Anything that can go wrong will, and usually at the worst possible moment for you. You can say goodbye to any hope of good luck and expect to encounter a whole lot of bad. It's not the full inverse of Teela's luck, but it's pretty bad.

Wirehead (+300 CP): You are a wirehead, that is someone who has had a device installed into their head that runs a wire through the pleasure center of their brain and by passing current through it obtains a direct stimulation of the pleasure center and absolute happiness and bliss. You possess a droud, the device needed to complete this circuit, with a timer that allows you to preset and control the duration of its activation. You are also a complete addict. Humanity has bred enough self-control into themselves by this time that you can escape this addiction long enough to have perhaps half a day without it daily, though that includes sleep and you will be depressed during this period. The rest of the time if you have any means of having it active you will have it active, and if others prevent you you will grow increasingly depressed and obsessed with getting your fix. Somehow other individuals keep obtaining control of your droud and through it the source of your fix. Unlike Louis Wu you will never overcome your addiction.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Flatland: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

The Fate of Worlds: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Beyond Known Space: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I learned sentient as a being capable of feeling sensation and perceiving and having some form of mind. As in, dogs are scientifically classified as sentient, and there were tests done to prove that crabs are in sentient (they can learn to permanently associate things with pain). Larry Niven uses sentient specifically for higher human-like cognition I would normally associate with sapient, but because the books used sentient I am using the word sentient, just understand it does not include animal level intelligence, but means a full, thinking mind that if not human level is near to it. Sapient does get used a few times in *The Ringworld Throne* both as sentient is used elsewhere, and as something where not being able to answer a riddle is proof of non-sapience.

No backgrounds because Items really were mostly shared, and I couldn't think of a 600 CP perk for Chmeee. That is until 10 days after deciding to wait and let things percolate and still not thinking of one Speaker Conqueror King came into being near the tail end, and by then while I do like the idea of backgrounds based on the 4 members of the original expedition - and it'd make Protector less awkward by just letting me make it undiscountable 600 CP with a 200 CP upgrade for racial universality, and a 100 CP refund if you bought Sophisticate - I was actually feeling and preferring the floating discounts.

Human alt-forms not from Known Space won't be able to undergo the change into a protector, or be affected by the desire to consume the Tree-of-Life; it may or may not be poisonous to them even.

Pak is a species option just in case you want to be a Protector or pak not from the Ringworld but from Pak itself, as well as to ensure that it is clear you can choose to be a pak that is *mostly* unmodified by evolution over the million plus years on the Ring. Proserpina implies that she has descendants on the Map of Pak that are still what would be recognized as pak and not some other type of hominid. Meaning they are a type of Ringworld Hominid and the option is technically redundant. But I figured putting it as its own option made it clear you could choose to be a pak and the redundancy didn't hurt anything.

Lord of the Dance and Orchestrated both make you good enough to go pro and make a name for yourself among the puppeteers. You won't be the best ever, or best alive, but you'd be good enough to be professional and popular in a species that by biology and society both have pushed these artforms higher than humanity ever has and then had

thousands of years to develop them to their pinnacles. What that means by human standards is hard to say precisely.

Pilot gives the ability to look at the Blind Spot with relative ease as a guarantee. It is not saying you will automatically go insane without it, or just from a single glance. But it is a rare trait in setting so it is guaranteeing you have it and don't need some other willpower/insanity protection/etc perk. Most ships in the setting have shutters to prevent you from seeing it directly which is enough to protect the mind. Kzinti and puppeteers seem less affected than humans even when they can't see hyperspace directly. I am honestly uncertain if only some or all puppeteers can do the latter.

Sophisticate combines Chmeee, Acolyte (who is very well behaved and capable of controlling his instincts for a teenage human much less the equivalent of a Kzinti who is only half docile), and Louis Wu's top will power feats, and possibly exaggerates a touch given Louis was unable to overcome his protector instincts (or at least he was confident he couldn't). I could argue that Chmeee and Acolyte show a greater general ability to maintain self-control and overcome their own instincts and hormones – note how Louis Wu found his ability to think straight influenced by having the hormones of a young adult again – and it's just that we don't see them hit by things like that to judge off of, but really it's to make it worth the points and because Protector is available **without** protection from their instincts. Though Cronus's manipulation of his own species to intentionally mutate it actually serves as a pretty good justification, it's given some explanation other than willpower for why as a proto-ghoul he'd have been particularly well-suited for the task, but still shows some impressive overcoming of protector instincts.

Speaker Conqueror King is based on things implied by Chmeee's final position. We know it was a mix of diplomacy, conquest, and administration, and we know that while he might have had the personal panoply of gear to make himself a god among men, he didn't have any industrial base, so he wasn't relying on it primarily for his conquests so… apparently he was just better at the 3 than other kzinti; which given he's more docile and can think past 'roar and leap' as a combat tactic isn't surprising. Still while we don't know how large his domain was, it was implied to be the largest on the Map of Earth and to cover a significant portion of it, so he's still pulling an Alexander or Genghis Khan, except apparently managing to introduce diplomacy and stable kingdom building to a species that never had it and is genetically predisposed against it. I felt bad about making it boost A Good Commander because Chmeee never really showed great squad command or tactics when leading the group or even when starting his conquest of the Map of Kzin,

but given he apparently pulled it off, maybe he learned something in the decade and a half he was off screen.

Lottery Winner at its base level is pretty much just Protagonist level luck/plot armor. Expect all the lucky breaks that Louis Wu got, maybe even more, and unlike his (which honestly might just be Teela's pulling his strings) to have it generally take care of you in life. You'll not win without trying, but it **will** give you an advantage in pretty much any circumstance.

The upgraded level of Lottery Winner is something to take with care. Teela's story shows that. Still whether it failed Teela in the end, or simply prioritized her geneline over herself, it's powerful enough I couldn't make it 600 CP even after discounts. Nor could I even consider taking it without the ability to turn it off. And so I compromised and gave it a toggle.

Protector has the instincts which, honestly I'd never touch without a way to negate, because instinct protection perks do pop up from time to time in Jumpchain, I had an excuse to make one here, and it let me fit it into the discount system in something relatively resembling being balanced (it duplicates effects from too many other perks in the jump otherwise, and being a god-like intelligence is just in general insanely useful), and offer an upgrade without them if you didn't want to purchase Sophisticate or already have another means around it. It doesn't however force you to fall to these instincts. It just offers you no protections from them, while giving you them at their full, normal strength. Hanuman was able to recognize Tunesmith was smarter than him and even when it was dangerous to his descendants follow Tunesmith's plan because it was less dangerous to them. Louis Wu and Tunesmith were each able to work around these instincts to an extent, Louis more than Tunesmith and Louis was abnormally good at working around instincts as a human, and Tunesmith as a ghoul was noted to be somewhat less affected. Proserpina, a pak, was able to eventually conquer swathes of them, though she still did more poorly and had 1,000,000 years to get good at it. Still with perks, even ones not directly about instinct protection, it should be doable. And to stop it from being a total trap option without them it's an alt-form and the instincts stop affecting you when you're making your decision to leave or stay.

Protector gives you the sort of brain to brute force Ad Hoc Engineering, Long Term Planning, Super Scale Engineer, and even to a lesser extent Puppeteer, and With Intelligence and the Tools at Hand. It falls beneath them in aspects – Ad Hoc Engineering makes things easier to modify than they should be, there were some serious problems in the protectors who made the Ring's long term planning, it took a whole slew of protectors

working together to make the Ring, and while Louis doesn't outplay Tunesmith and Proserpina until he becomes a protector himself he manages to actually do a pretty good job of keeping up despite them holding better cards throughout most of the events, while human protectors were able to in secret take over ARM and guide humanity it still took puppeteer manipulation to see them through the Man-Kzin Wars and they were still being manipulated by the puppeteers – but even as a dumb protector (which will quite frankly fall behind them more) you're a superhuman polymath, and as a top shelf one you can do everything well, just not necessarily the best and not at the same time. A protector with those perks will of course be better at those aspects by a clear margin. Planning 20,000 year plans is a lot harder for a protector than a 5 year one, even if they can do both, Long Term Planning will make the difference very little. Building a Ringworld is a lot harder than building an Arcology (and the Ring took many protectors) but with Super Scale Engineer it's a lot closer in difficulty. Puppeteer… well ok there the perk is just a fair bit better than protectors have managed. With Intelligence and the Tools at Hand boosts you in a clutch situation, becoming multiplicatively smarter and better with poor resources and need is just better when you're smarter to begin with.

I wanted to encourage the purchase of items, and plentiful ones, so I priced things that'd be 600 CP or less as if giving a universal discount (and shifted more expensive things down somewhat though I never figured out exactly where things beyond it like the Tech Database would normally have set). I decided to give a floating discount on top of this… hopefully I didn't overshoot.

Hyperdrive systems in setting cannot be used within singularities which extend out in hyperspace in correspondence with large enough gravity wells in real space. The Sol system's singularity extends about 8 light hours. Hyperspace is also called the Blind Spot and while it is not particularly described many people find looking out of a ship in hyperspace to put a significant toll on their mental health and be potentially maddening. It's also possible for ships to get lost in hyperspace without any explanation, but this seems to be rare enough that humans think fearing it is rather crazy (that doesn't stop the puppeteers but they consider 'acceptable risk' to be an oxymoron). The quantum II hyperdrive did prove capable of such travel without disappearing – with a Protector theorizing it was because of some hyperspatial predator that the quantum II hyperdrive could outrun – but was slowed due to the dark matter thickness near such gravity wells, moving in them at STL speeds – albeit in another dimension that couldn't directly interact with or be interacted with by objects in normal space. In future jumps quantum I hyperdrives will remain dangerous to use near gravity wells, and quantum II hyperdrives will remain massively slowed.

Human ship systems, such as those on the *Hot Needle of Inquiry*, can only decelerate at 20gs, at least in a fashion safe for their crew. Puppeteers seem to consider this rather slow. Though we later saw higher so this might just be by a puppeteers' definition of safe and not a human one, or have more to do with power requirements. Given the antimatter drive was a significant deal even if immediately overshadowed by antimatter weapons it can probably accelerate or decelerate more quickly.

In *Ringworld* the Long Shot is once described as more than a mile in diameter, and once as more than 1000 ft in diameter. As the GP #4 hull (which it uses) is also described as more than 1000 ft in diameter I went with the 2 out of 3 consensus over the minority report.

I made the assumption that Stepping Discs could be networked for longer distances because in The Discworld Engineers Hindmost repeatedly stated there was a maximum range, and they could only compensate for up to 200 ft/s of velocity change (such as from differing angular momentums due to moving along the ring), however later on this was not a problem, but in the interim Hindmost had created a network of Stepping Discs.

Expedition Supply is a little under the cost of 1 of each item and then discounted. Which if you want everything makes it a good deal cheaper than them, and like a 50% discount to 800 CP worth of items,

Humans and Kzinti show the ability to create anti-matter in quantity by the Fringe War and as such such technology is included in the Tech Databases. That said, the Kzin ships were not using it primarily because of limitations to production, and the ARM ships were surmised to have found a naturally occurring anti-matter star system as the only way to have had the sheer amount they were using, so while the Human Tech Database could build the ships in the Fringe War, keeping them armed and supplied would be a serious problem.

Tech Database Discount listing:

Human: Pressure Suit, Spool of Sinclair Molecule Chain, Variable Sword, Autokitchen, Bussard Ramjet, Impact Armor (actually not sure this is not Puppeteer but Hindmost was using human gear where possible), Universal Boosterspice, Transport Booths, Autodoc, & non-GP Hulled versions of General Products Hull.

Kzin: First Aid Kit, Flashlight, Pressure Suit, Variable Sword, Autokitchen, Bussard Ramjet, "Digging Tool", Impact Armor, Kzin Invasion Ship, Autodoc (without upgrade) & non-GP Hulled versions of General Products Hull.

Puppeteer: First Aid Kit, Flashlight, Flightbelt, Pressure Suit, Spool of Sinclair Molecule Chain, Translator, Autokitchen, Bussard Ramjet, “Digging Tool”, Flycycle, Impact Armor, Probe, Superconductor Fabric, Universal Boosterspice, Webeye Spinner, Autodoc’s 200 CP level, General Product Ship’s 200 CP level, Longshot, Starseed Lure, Stepping Disc, Universal Tasp, & Expedition Supply.

Protector: Pressure Suit, Bussard Ramjet, Vampire Perfume, Skycastle, Tree-of-Life, Universal Boosterspice (technically least based on the Ringworld drug of anything but it is in part) & Scrith. Protector comes with a bunch of implied tech for a reason.

For the scenario use your best judgment for what level a certain fleet would be. It’s possible for things that don’t traditionally count as a fleet to be involved. It won’t be singular entities or a single ship – so Unicron alone wouldn’t count – but something such as Chaos Cults or a daemonic incursion from 40K might count, or the Green Lantern Corps is an example used which as people with totally-not-magic rings wouldn’t normally count as a fleet. Unicron with support from Transformers could count.

The Endjump option on the Scenario was quite literally a last minute addition, added right before writing up the into description and the very last last minute change of the many many many ones done for this jump.

Sabbatical will not protect you from Loneliness of the Gods nor will other sanity protection perks. The memories are just window dressing to provide the full experience to a drawback giving you the sort of insanity that comes with being treated as a god for centuries without any real interactions with other people.

Expect funky stuff to happen if you formlock yourself into being a Bandersnatch or a Protector and you take No Other Species Makes Love As Much As Yours Does. It won’t just be that you’re really into asexually budding. It will involve some behavior that is like rishing performed with another being and which they can in theory use to control you.

Changelog:

Version 1.0.0: Released.