For the Tyrants Fear Your Might
Version 1.1 by dex10awesome

Introduction

Environmental collapse.

By the end of the twenty-first century these two words held the doom of the Human race as increasing catastrophe and decreasing resources dealt body blow after body blow to the increasingly fragile governments of Humanity. Even the increasing growth of orbital technologies couldn't save a rapidly collapsing human economy from its own appetites.

Then a miracle: The Korolov-Chandrasekhar gate, a revolutionary technology for creating artificial wormholes that gave humanity access to the stars. Within a decade dozens of extra-solar colonies were funneling raw materials back to Sol which sat at the heart of the new Solarian Compact.

Earth's new lifeblood was conducted to Sol via the auspices of a dozen newly created corporations, the first of the Stellar Charters; privately owned entities of vast scope and nearly unlimited remit in their territories.

Under these dynamic new entities, Earth was rejuvenated nearly overnight into the beating heart of a vital and thriving interstellar civilization, the words environmental collapse all but forgotten.

That was two centuries ago, since then, the Stellar Charters have only grown more powerful, and while the Compact is strong enough to bring any single Charter into line it cannot hope to corral all of them.

Each Stellar Charter hypercorporation is a nation unto itself, possessing worlds, fleets, armies, and populations in pursuit of ever growing profits.

It is now 2251 and until this past week the might of the Charters had never been seriously tested.

A colony in the Far Spinward Frontier region, Radiant, has made itself free, and in time, will send a Broadcast that will free the galaxy.

You have **1000cp** to spend and will spend ten years here.

Gender and Age

You may choose anything, we'd hardly want you to not be the truest you that you can be. You may optionally choose to be an Augment, but will not suffer from any of the drawbacks unless it is a legitimate biological necessity. That is unless you choose a certain drawback.

Location

You may choose freely from all of settled space.

Origins

You may Drop-In to any of these, gaining the discounts, without the memories or background.

Anarchy
You may or may not be an actual anarchist, but that is what they will call you regardless. Still, you are aiming to be a dagger at the heart of the Compact and Charters, all corrupt organizations that must be disbanded and the people free.

You may choose one of the **Colonies** or **Sol** for the purpose of discounts.

Tyranny
You may or may not be a dictator in the making, but regardless, you do not agree that the people need to be free. Maybe it's out of selfishness, perhaps it's out of the sincere belief that if given freedom that man will destroy itself, or something else.

You may choose one of the **Charters**, the **Solarian Compact** or the **Solarian Navy** for the purpose of discounts.

Perks

100cp perks are free to the selected Origin, the rest are discounted by 50%.

General

Living the Future (Free)
This world is a techno-optimist's dream and nightmare, showcasing how even if everything goes right, that without the structures that create societal scarcity being replaced, they will inevitably corrupt any and all innovations.

You are adept at living in any future, however, being a quick study of any gadget and general lifestyle. If your insurance tracked everything you did in order to calculate payments (to get as much out of you as possible), you'd know its strengths, flaws and exploits within minutes, but only on the level of someone who had lived with it their whole life rather than someone who studied it.

Moreover, the worst depredations of capitalism have no effect on your spirit. You may still hate working 16 hour days, with extra 'necessary' work done on your own time, but you'd still be capable of doing it and surviving, though not necessarily enjoying life. Capitalists and idiot manager failsons may still give you impossible work and deadlines that you can't actually do, but you'd be capable of spinning the work that you do into something that won't get you fired.

You should still probably deal with this somehow. Perhaps a revolution.

The People's Home (200cp, Discounted to **Sol**)
Sol is the birthplace of humanity and has a special place in its heart, but it is also the birthplace of the original revolutions that struggled against those who still oppress the people even now. But not for much longer, as you share in Sol's radiance, with you reigniting the fire of hope and change in those that thought it was lost forever. You are also adept at adapting the old and incompatible into something new and interconnected, while also making designs for decentralization.

This acts as a general booster for adaptation and change.

The People's Bounty (200cp, Discounted to **Cornucopia**)
Life is a gift, one that should be given to all. You have a gift for life in all of its forms with knowledge, skill and an aura which makes every bit of it flourish. Whether making the farm's harvests be easier and more plentiful than ever before while fitting them inside an ecological framework that can long outlast any machine, finding a way to make medication accessible to all with remedies that can be made at home, and making new life that can fit in with the old life.

This acts as a general booster towards ecological and biological stability.

The People's Work (200cp, Discounted to **Crucible**)
There is much to be done, and the people are the ones who actually do it. You are adept at working in extraction and industry, but more than that, you have a talent for making it easier for the people. Whether it be your instincts in regards to union strategy and tactics as well as your aura of trustworthiness with workers, the way you can see how anything can be automated without putting the burden on another, and much more.

This acts as a general booster to industrial and extraction efforts from the bottom up.

The People's War (200cp, Discounted to **Alexander**)
You do not live for war, but war lives for you to slay it. You are an excellent resolver of conflict, whether it be negotiating a peace treaty or making sure that the war does not hurt the people as much as it would. But you are brilliant at battle and war, with a particular genius for minimizing the pains of it. Whether it be making sure that your supply lines are not cut off and that your soldiers are self-sufficient enough to not starve, teaching an angry mob how to effectively channel its anger and attack from below the belt in order to avoid getting killed, designing weapons that are far more precise with their targets, and more.

This acts as a general booster to conflict resolution and harm minimization.

The People's Knowledge (200cp, Discounted to **Ascension**)
The truth will set the people free. Your skill at finding exploits and backdoors is incredible even beyond computers, with finding breakthroughs and hidden clues being your bread and butter. You are an excellent investigator, finding witnesses to the crimes of corporations which only need a little prodding to break their NDAs, noticing immediately when a scene has been cleaned,

and overall finding out the truth. Creating ways to exploit flaws and find the truth is a particular talent of yours whether it be creating analytical programs or tools for infiltration.

This acts as a general booster to truth-seeking and flaw-exploitation.

The People's Hope (200cp, Discounted to **Radiant**)
The revolution will be livestreamed. You are an exemplary artist, capable of capturing the human spirit within any art form, ranging from creating video games to make learning fun for all or documenting the war crimes in a manner to revolt even the perpetrator. You also find that getting your art and propaganda out there is far easier than it should be, hijacking galactic broadcast systems, handing out pamphlets which get copied to everywhere, and even just word of mouth.

This acts as a general booster to artistic and propaganda endeavors.

The Lord's Blood (200cp, Discounted to **Ares Conflict Solutions**)
You love war, for all its profit and uses. You are excellent at all aspects of war, particularly making it worse than it should be (for mostly your enemy), but still you are an excellent soldier (with a talent at warcrimes), tactician (using brutally devastating tactics that may or may not sacrifice your soldiers), and strategist (figuring out how to sacrifice your soldiers in order to achieve objectives). You are great at figuring out how to make bigger and more devastating weapons, with words like collateral damage meaning nothing to you. You are excellent at causing a jingoistic fervor and convincing politicians to go along with it in order to profit, but also at drafting people into this, with a particular talent for the poverty draft, and while they may not be loyal, they shall be absolutely terrified of disobedience.

This acts as a general booster to conflict exacerbation and brutal methods.

The Lord's Forge (200cp, Discounted to **Rhodes Mining**)
You love work, other people's work that is. You're excellent at managing industrial efforts for the purposes of development, which will mostly go to the pockets of you and your shareholders. More than that, you find that strike-breaking is far easier and while they may not increase productivity in the long-run, in the short-term, putting your workers through hellish conditions makes for lots of short-term profits. Finding scabs and more workers to throw at a problem is easy for you, regardless of how bad-mouthed you are.

This acts as a general booster to industrial and extraction efforts from the top down.

The Lord's Garden (200cp, Discounted to **Cernunnos Botanicals**)
Your garden shall be kept exactly as you wish, culling the weak and ugly. You are a dab hand at ecological exploitation, capable of pushing them as hard as you can for immense short-term profits and gain, at the cost of long-term loss. Moreover, you are adept at making biological monstrosities that are in line with your perfected vision, with the question of if you could do it being easily answered. Moreover, you are a genius at pharmaceuticals which make life so much better, otherwise known as *drugs*, with addiction being a rather nice customer retention strategy.

This acts as a general booster towards ecological and biological exploitation.

The Lord's Sight (200cp, Discounted to **Omoikane Innovations Group**)
You seek knowledge, rather than something as dirty as truth. You are a researcher beyond comparison with your mental library being stocked with the cutting edge of science and engineering, though this doesn't necessarily give you any talent at innovating on them beyond a few additions and planned obsolescence.. But you find that by using the talents of others in order to innovate is one of your actual talents, capable of stealing ideas and claiming them as your own, with just enough tweaks and 'upgrades' to differentiate it.

This acts as a general booster to research and plagiarism.

The Lord's Patronage (200cp, Discounted to **Hermes-Ishtar Corpoation**)
You are a refined patron of the arts, unlike the rabble. You aren't per-se skilled in the arts yourself, but you are excellent at finding those who are and making them into the next big thing. You are also adept at killing their dreams and forcing them to make what you want to make, with the power of money, realism and control over studios. Moreover, regardless of how distrusted your name is, your news networks still influence people into doing what you want, whether it be in regards to product placement or political sabotage. You are great at communications though, capable of setting up social networks, designing great equipment for broadcasting, and more.

This acts as a general booster to communication and memetic endeavors.

The Lord's Supply (200cp, Discounted to **Mississippi Shipping Interstellar**)
You got what they need, they just have to hand over their cash and souls. You are an excellent criminal (not the capitalist kind, though you are great at that too), being adept at thievery, smuggling, murder, mob wars, and more. But on your more conventional endeavors you are great at getting things wherever they need to go. This is enough that you could create a robust, efficient galactic supply chain.

This acts as a general booster to criminal and logistical endeavors.

The Republic's Open Hand (200cp, Discounted to **Solarian Compact**)
You are excellent at governance. You're excellent at bureaucracy, in regards to making sure that it develops a culture of apolitical theater, such that when it comes to pushing any actual change to help people, they wouldn't. Moreover, you are a blackhole for corruption, with every bit of it running through you, with even the most nominal backroom deals cutting you in at least a little bit, in a true display of bipartisanship. Finally, benefitting from politics is incredibly easy for you, with graft and grifts coming to you naturally on their own, as if they recognize their master.

This acts as a general booster to corruption and maintaining the status quo.

The Republic's Closed Fist (200cp, Discounted to **Solarian Navy**)
You put down the hopes of those who would like to be free, like you do every Black Summer. Whether it be finding their bases of operation online and in real life, infiltrating them to the fullest in order to arrest them all or turn their movement into a joke, and far more. But when you operate in the open, you tear the mask of civility off to great effectiveness. Whether it be

corralling the strikers into slavery, shooting protesters with live ammunition and claiming it was an accident, and far more.

This acts as a general booster to defanging and destroying movements of any kind.

Anarchy

Theorist (100cp, Free for **Anarchy**)
You are well-versed in theory, a slang term that has come to mean more than political economic theory, but rather a host of ideas about society, culture, history and more. You have knowledge of all sorts of political theories, with an intimate knowledge of how they work out. You are skilled in the historical dialectic, but moreover, you have an understanding of why a movement succeeds or fails, whether in revolution or through reformation. This is a powerful tool, but without the proper information, you will fail to see when the time comes, even if you can judge its chances lost after.

No longer shall you linger on could-have-beens.

Propagandist (100cp, Free for **Anarchy**)
Change requires consciousness of what needs to change, for some this is true consciousness of their place in society and what is in their interest, and for others this is a false consciousness that leads them down dark paths. You have knowledge of how to appeal to both, and how to foment it anywhere, even if the systems would normally never allow it. Whether knowing how to set up an impromptu printing press and making pamphlets that speak to the soul but slip by the censors, setting up an anonymous online board and directing people to vent their frustrations at capitalism to reinforce their beliefs, and far more.

The word will get out.

Revolutionary (200cp, Discounted for **Anarchy**)
You are blessed with a mind gifted in strategy and tactics, particularly gifted in asymmetrical and guerilla warfare. More than that, you are the perfect revolutionary, blessed with always knowing when time for revolution has come or when it has passed, as well as how to fan its flames into a wildfire. You have a particular charisma as well, with your words and actions speaking to a deep revolutionary spirit within humanity that yearns to be free.

You will free humanity from the yoke.

Reformist (200cp, Discounted for **Anarchy**)
You know how to make the sting of capitalism hurt less, while still working towards destroying it. You know when reform is needed more than revolution, as well as when revolution would hurt the chances of its successor state. You will also never be blinded by the successes that you may achieve when capitalism needs to preserve itself by giving temporary ground to you, in order to recover and let you forget. You will always know when you have as much reform as you can get, as well as when the time of reform is over, though not necessarily when revolution needs to come.

You will make sure that freedom is not destroyed by haste.

Unification (400cp, Discounted for **Anarchy**)
The sad fact is that mass movements need time to reach that critical mass that allows them to overwhelm those above them. Fortunately, you are adept at making sure a movement stays true to its ideals and principles while also being pragmatic about its material conditions. Moreover, the people will never give up, even after being beaten over and over. They will not forget these transgressions either, and will use them as the fuel to light the flame of revolution.

The masses carry the flame of hope, after all.

Mother Anarchy Loves Her Sons (600cp, Discounted for **Anarchy**)
The revolution has been delayed, over and over. Some might have even thought that it was canceled, but the truth is that history never ended, but merely slowly turning as the blood that greased it ran out. Fortunately for you, you no longer need that blood, for the revolution comes sooner rather than later. Wherever you go, it seems like people begin to push for better conditions and regain hope, even when they had that drive killed long ago.

A society that declares the end of history with you around, while injustice is afoot, is foolish indeed.

Tyranny

Economist (100cp, Free for **Tyranny**)
You are a genius when it comes to managing resources, particularly when it comes to making sure that the glut of consumption and waste profits all the right people, even if you have to 'develop' things on occasion. You are adept at spinning the numbers into something which massages the egos and bank accounts of failsons and visionaries alike, though whether they have any basis in material reality is up to you. You're particularly skilled in running all sorts of economic cons, with even post-scarcity not being a threat to your control.

They will starve even in a field of food, because you demand it.

Politician (100cp, Free for **Tyranny**)
You are a spinster beyond comparison, with false hope and fear being your bread and butter. They work *nearly* every time, but when a crisis inevitably comes in your system, you are adept at making sure that you don't go down with the ship. Like a rat, you escape a sinking ship with ease, planning your escape as well as how to position yourself when things get too nasty. Don't worry about making any actual change, because you just need to make sure that people enjoy the puppet-show that is electoralism.

After all, if they *really* wanted change, they should have just voted *harder*.

Progressive (200cp, Discounted for **Tyranny**)

Oh dear, the poors are getting uppity. Well, it seems like your stick isn't working, so how about a little bit of honey. Whenever you face opposition, you can make token concessions that don't really solve their problems beyond making the sting hurt a little less. They might annoy you a bit, and some people are never satisfied, but you can make sure that they will fight tooth and nail against those who would do something dangerous like demanding actual reform, or Mammon forbid, *revolution*.

It's funny how progress never seems to progress, when you're around, how very Normal of you.

Reactionary (200cp, Discounted for **Tyranny**)
It seems like people never are satisfied with just honey are they, it seems like you need to give them some blood. Fortunately, you are adept at arguing against progress, denying that your prejudices are prejudices and finding scapegoats for society, no matter how ridiculous and counterfactual it may be. Once you get your hooks into them with your lies and maybe give them a chew toy, you find that rolling back any silly things like *rights* into the dark ages is child's play. After all, if they had those things, then they'd use them to do all sorts of horrible things, just look at what they did when you pointed the finger at those poor people.

They will not open the door to real change, not one inch.

Alienation (400cp, Discounted for **Tyranny**)
It's so inconvenient when people do a little thing called organizing, especially when you as a good liberal are just trying to make sure that capital is fed with all the blood it desires. Fortunately, you are incredible at making sure that the workers of the world do not unite, political parties don't form political alliances against you, or those under your heel in the corporate ladder lick the boot rather than bite, and instead fight each other. But I'm sure they won't blame you, they will just call for unity while tearing others apart for being too 'fractious'.

They will do it alone, as you demand.

Sic Semper Tyrannis (600cp, Discounted for **Tyranny**)
Your rule cannot last forever, it is said. But it can certainly last long enough for the next guy to deal with it, and so you gain the ability to make sure that the status quo never ends when you're around. Sure, crises will happen as things get exacerbated, but you shall find that the uphill battle against you is as steep as possible. Luck turns against revolutionaries and reformists, as capitalist realism takes hold, and thus while you're around history will stop in its tracks. History may be implacable, but the heat death will sooner replace you, than the people's will.

Thus always to tyrants. Do be sure to remember that.

Items

100cp items are free to the selected Origin, the rest are discounted by 50%.

Personal Fabricator (Free)
You have your own personal fabricator, located within your warehouse. It is large enough for all your personal needs, but isn't suitable for industrial use. It is loaded with consumer-grade

fabrication designs, which are everything you need in order to live a pretty good life. It can be loaded with other stuff and can even be loaded with the Box, but it will never be able to replicate future technology that isn't built on the principles of this reality.

They may never make you dependent on them now.

Anarchy

Theory (100cp, Free for **Anarchy**)
A physical and digital library of texts on political economy and sociology, expanding as new ideas and new dreams are drawn up. The physical library lays within your warehouse and has an aura of open-mindedness as well as consciousness of the way the world works. The digital library is fairly mundane, but each of its works will still convince more than a fair share of people. It is perfectly sorted and indexed, with both libraries shifting to your will in order to take on all sorts of patterns in their sorting as well as bringing specific texts out.

They shall not conceal a new way of thinking.

History (100cp, Free for **Anarchy**)
They hide the truth, their crimes, and so you must expose them for all that they have done. This is the true history of this society, expanding as new crimes and revolutions take place, along with any other society you are exposed to. It is an immense tool to understand the world, but it does not show every blade of grass that is the corruption within the Charters and Compact nor does it give you proof for any of this. Still, knowledge is a powerful thing and knowing the truth is even more so.

Information wants to be free.

Propaganda (200cp, Discounted for **Anarchy**)
Within your warehouse, you have a room that may take on any form that is necessary in order to aid your endeavors. It has a legion of printing presses that never run out of ink or paper that is capable of running at full capacity 24/7, a server room that can hold a media ecosystem far outweighing any that currently exist, an entire studio lot for any scene you might wish to film as well as the editing suite in order to make it, and far more. This will expand as new mediums open up and the more popular your propaganda is, though never scale down in future jumps.

You will make them listen with this.

Conditions (200cp, Discounted for **Anarchy**)
There is a constant call to increase the developmental forces when it comes to revolution, lest it be under-prepared and be forced to modernize painfully and devastatingly. Fortunately, you have access to an entire industrial complex, enough to facilitate an entire planet with whatever goods it needs, ranging from medicine to further industrial tools. This is functionally a fabricator ecosystem with limitless energy and resources for its purposes, which will expand as the reach of the revolution does, though never scale down in future jumps.

Never again, shall reformists use development to kill the revolution.

Box-Chan (400cp, Discounted for **Anarchy**)
This is a small thing, but dangerous in every single way. Functionally, this is a standard Box-Chan, albeit its library is stocked with every FRM-locked design, even the private ones (though nothing truly unique unless you get a sample of it or something similar). However, the allure of this device is that in each world, it will adapt to be able to produce the goods of it, and this function is included in every fabricator and additional box that it makes thereafter. Whether magical, supertechnological, esoteric or something else, it will be able to produce it, with the right materials of course. Moreover, its VI can adapt the goods by reverse-engineering the first principles of them, allowing all sorts of alterations and combinations.

They will not keep it from you, after all.

The Broadcast (600cp, Discounted for **Anarchy**)
This is the equivalent of a nuclear weapon, in this interstellar age, where resources have been enclosed and locked off in order to facilitate societal scarcity when resource scarcity has been solved. But perhaps, in future worlds, you would like to light a bomb under those who think they have all the power? For now, this is still a powerful tool that takes into consideration everything you have available in order to enhance the Broadcast.

But more than that, once per jump, you may create a Broadcast that is capable of destroying the societal foundations of injustice in that world, that cannot be blocked or stopped. Whether a cultivation technique or pill that can let anyone reach a high level of cultivation that could challenge even the highest of the high, a treatment that lets any muggle do magic, a way to extract water from the air easily in a post-apocalypse where water is precious, or perhaps something else entirely.

You cannot keep this to yourself, if you wish to use it, however. But you may still benefit from it, just the same as anybody else.

Tyranny

Economics (100cp, Free for **Tyranny**)
You have a thousand and one excuses for your power over others, because after all, fairness matters above cheating, even when you're cheating at a far deeper level. You gain a library of economic texts as well as political diatribes that justify all sorts of hierarchical shenanigans. But more than that, you have a massive bank account with immense credit, as well as a share portfolio that has to be seen in order to be believed because it is that good. All things that are guaranteed to make a profit, even if they have to squeeze the blood and sweat out of the workers.

But who cares about them, right?

Politics (100cp, Free for **Tyranny**)
Blackmail may be a dirty word, but the dirt you have on others is simply the dirtiest. This is a laundry list of all the scandals that you could reveal on the most powerful of figures, and it has

proof to back it up. This is the equivalent of 24/7 surveillance by a team of experienced spooks on them, though you have to be careful of the people who are perceptive enough to notice and capable enough as well as ruthless enough to execute an entire team, even if you don't actually have one. Still, silence is either a signal that they would do something like that or they legitimately are innocent.

But nobody is innocent in politics. Nobody.

Bread (200cp, Discounted for **Tyranny**)
The people demand bread, but perhaps you haven't had a good harvest, and the nobles aren't eager to share grain equally or the bureaucrats need to sell it for industrial equipment. Well, what are you to do, especially in a modern age where such things are more locked behind the idea of a money particle? Fortunately, this is an extremely capable charity group that will make sure that those impoverished by your policies and system of oppression can survive at least barely, even if everything says that you should be undergoing famine and pestilence. This will retain any additions or alterations you make to it, though it may be restored to its original stature if it has been harmed, after the jump in question.

Rebels, malcontents and the unemployed need not apply, for they will suffer for their crime of suffering from your rule. The good citizens will even call you a saint, for doing the bare minimum.

Circus (200cp, Discounted for **Tyranny**)
However, you may need a distraction when certain undesirables spread dirty truths about your administration. That's why you have this, a practical factory for creative works, where dreams go to die in order to make recycled content. This is a thoroughly apolitical (AKA supports the status quo of imperialism and exploitation) consortium of studios, streaming services, and more. It will make anything you want, exactly how you want. This will retain any additions or alterations you make to it, though it may be restored to its original stature if it has been harmed, after the jump in question.

Because after all your ideas must be good, because you're at the *top*.

Kit-Kun (400cp, Discounted for **Tyranny**)
The alternative to the ever-so-violent Box-Chan, which offers an organizing tool for the downtrodden and oppressed, that directs them to a media ecosystem that shares their views that something needs to change! How unfortunate it is, that you have full control over this and can monitor all of their activity, as well as how the media ecosystem's algorithms are specifically designed to castrate their militancy and focus their energy on voting harder.

In future worlds, this will take on an appropriate form, such as social clubs and political parties infiltrated with your agents at every level, designed to stop uprisings.

The Position (600cp, Discounted for **Tyranny**)
You have the tools to get you on top and keep you on top, but what about starting up on top? This is a position of all-encompassing power, even if you don't have any 'official' position in the

state, though you may obviously quickly arrange for you to take control over any position you please. This is riches beyond the Charters, political power beyond the dictator, and social standing above all others. Even if you drop-in without a background, you will find yourself in the position easily.

You are easily the most powerful person in this society, but do remember that this is societal power.

Companions

Create/Import (50cp for 1, 100cp for 8)
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600cp to spend. These Companions can only take Drawbacks that affect them, not those that alter the world as a whole. You can transfer CP from yourself to a Companion, at a 1:1 ratio. You can create or import as many Companions as you are willing to pay for. The appearance, personality and personal history of newly created Companions is fully up to you, as long as it is reasonable for the setting.

Drawbacks

You may take any number you wish.
All drawbacks disappear after the jump is over.

Time Toggle (+0cp)
Perhaps you wish to visit a time more familiar to you, or perhaps you may want to save the Democratic Federation from collapsing under the strain of the entire capitalist system resisting them through any means they deemed necessary. Perhaps you want to visit the last Great Black Summer, where the hopes of the people were crushed without prejudice. You may even visit after the Broadcast has been sent out, up to the current point of the quest.

You may start at the beginning of the Long, Hot Decades, if you wish.

Augment (+100cp)
You are an Augment, which sounds good, right? Wrong, you are a genetically-altered being, with your parents likely having been Augmented due to someone in their lineage accepting a contract for them to look like an orc or catgirl. Regardless, your diet, mentality and more have all been altered, drastically and inconveniently, with usually a vulnerability that was added there intentionally or perhaps accidentally during the early days. You might have a trick or enhancement, but usually you are just human level, along with obvious inhuman features that can be hidden with effort.

A reminder that Augments are the scapegoat for reaction, nowadays. And no matter how you try to fix it or change completely, you will never be free of it.

Humanist (+100cp)

You have a very limited definition of human, and even within that definition of human, you usually have several prejudices. Even if you are an Augment, you think that you are one of the good ones or are an Augment supremacist (only your own kind). You are a firm believer in the kyriarchy with racial hierarchy and gender conformity being a focus, where you are on top... or at least you want to hurt, enslave and kill those below you.

You may be an anarchist, still, but expect most people to be disgusted by you, except a few who share your views.

Revolution Squashed (+300cp, **Anarchy** Only)
Radiant never had its revolution, nor the planet you chose. In fact, they were squashed heavily and anybody involved murdered with extreme prejudice, while everyone dressed it up as being for the better. This has created resentment, but there is zero desire to act on it, because the fear that they might be next has been heightened. Even a Broadcast might only do so much damage, as the hierarchy is now even more reckless and ruthless with its depredations.

They will never give you a chance, because one win is all you need.

Revolution Lifted (+300cp, **Tyranny** Only)
The revolution in Radiant or the planet you chose succeeded, but has taken on a darker turn. They are now far more vicious about taking their revenge, and they have marked you and yours as a particularly high target. They aren't scaled up, but expect any interests you have to fight an uphill battle against those who want to take you down. Bombs against your businesses, killing your employees, and more. Even if you are sympathetic to their cause, there will be opportunists who corrupt the revolution towards ends that you find distasteful.

Perhaps you personally offended them by choosing power over justice.

A Boot On the Face Of Humanity Forever (+600cp, **Anarchy** Only)
The Compact has taken measures. Extreme measures. In order to ensure that the Greatest Form of Government™ that is Liberal Democracy and the greatest invention that is the Free Market, must be protected at all costs. Even if the ballots must be stuffed, the activists shot and anyone who opposes them destroyed. The bare fig leaf that the Compact has worn, in order to justify everything it has done, has been torn off, as emergency measures have been taken, which will never go away.

This may be highly unstable, but any successor states are also liable to be as authoritarian as the Compact is now.

Anarchy Reigns (+600cp, **Tyranny** Only)
Anarchy in the form that people actually fear has taken form. The Compact and Charters have been destroyed, but so has any form of organization whatsoever. It is the State of Nature, with all against all, as in contrast to all common sense and actual anarchist principles and basic political economy. Any position that you had has now been stripped of you, and any attempt to control this madness, will be rejected whole-heartedly.

It seems that the hold of hierarchy has been broken, but the reaction to it has been drastic indeed.

Warhammer is a Parody of Fascism (+800cp)
You land in a version of Warhammer (where For the Tyrants Fear Your Might occurred, but the revolution was put down by the Emperor anonymously) where instead of the Empire being the last bastion of hope against Chaos and the filthy Xeno, it is instead a pointless fascist state that perpetuates itself through pure inertia and the power of its violence. The Emperor was a fascist and Horus tried to revolt against his pointless conquering, racist fearmongering and narcissistic hierarchy.

This is a much safer Warhammer 40k than normal, with the outside threats being over-exaggerated or even false. The Emperor may be forced to sit on the Golden Throne, but his Empire still runs with misery and the power of Space Marines is not to be underestimated, nor is their influence on politics.

Ending

After surviving ten years, you have three choices.

Go Home
If the stresses of the chain have gotten to you, you may go home. Perhaps you want to make sure that the future goes right this time.

Stay Here
This world has hope, even if it has been crushed before, time and again. If you have made friends that you don't wish to leave behind, a reality that you have made your mark on or something else, you may want to stay here. As a gift, you gain all the perks and items in this document.

Continue Jumping
While you may miss home or have enjoyed your time here, you have chosen to leave in order to pursue further adventures with what you have garnered here. Forward, for anarchy or tyranny.

Notes

Based on this quest on SV. Here is the System Codex.

If I made any errors or mistakes, feel free to call them out on the thread or in a message.

Information on the Setting

The Colonies

Optionally, you may choose one of the options below to make it the birthplace of revolution.

Gaia, in the Cornucopia System

A world where every inch of land is covered in green, Gaia was discovered on the trailing edge of a volcanically-induced ice age. The prodigious amounts of ash turned this world into an instant breadbasket. There are even a few indigenous species of plant which are human-edible and have turned into Heartland delicacies.

Settled by the Cernunnos Charter, Gaia is the breadbasket for huge swaths of Compact space and home to labs on the cutting edge of medical and biological sciences, but sadly lacking in heavy industries and military might.

Pacifica, Crucible System
The cool archipelago world of Pacifica forms the center of Rhodes Mining's HR efforts, filled with family housing for workers, retirement homes for former workers, and the ever-expanding resource extraction machine.

Crucible forms part of the support infrastructure for Rhodes operations and is directly adjacent to the highly industrialized Foundry system that forms the heart of Humanity's industries outside Sol giving Crucible a dangerous location for a fledgling rebellion.

Athene, Alexander System
The source of much of Ares Conflict Systems' recent product development, the mysterious world of Athene is jealously guarded from prying eyes. Much of the system also serves as a convenient training and firing range for Ares' own military arm. It's an unusual contradiction - nearly all Ares spaceborne contractors have been through Alexander at some point in their careers, but few have set foot on the habitable jewel in the inner system.

While the mysterious system has its own industries and military facilities, it is not self-sufficient and cut off from Ares logistics may be unable to feed and supply itself off of its own resources.

Intelligence and Wisdom, Ascension System
Only recently settled, this incredibly rare dual-terrestrial system was only revealed by Omoikane Innovations Group after a spate of buying and corporate conflict had depleted much of the other Charter's liquid reserves, and was thus auctioned to them with little conflict. It's not hard to see why, between the two near-virgin planets and the total of 4 jump points.

Though the most distant habitable worlds that Humanity has ever settled, and lightly settled at that, Omoikane has made Ascension home to Charter space's most cutting edge laboratories, and built the infrastructure and light shipyards necessary to support another round of energetic exploration and survey in frontier space.

Elysium, Radiant System
The preeminent communications hub of an entire region of settled space, Radiant hosts no less than 6 jump points - the theoretical maximum according to current models. A large number of far-flung mining and agricultural worlds all meet here - and with that funneling comes trade and prosperity. All roads might not lead to Rome today, but most hyperlanes lead to Radiant.

Settled by the Hermes-Ishtar corporation, Elysium features not only high end resorts and bountiful food supplies but is home to some of the most influential studios and creators in Compact space. Though the system has little in the way of military might or industrial power it is home to a heavy concentration of high end courier manufacturing and maintenance yards, Hermes-Ishtar supplemental laboratories, and the storage servers for a quarter of Human space.

Changelog

1.0 - Created the Document
1.1 - Added the perks for the sub-origins. Clarified **Economist** to be capable of development, albeit aimed at more profits.