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INTRODUCTION

The colonization of the Remnant system was a breakthrough in humanity's outward expansion. The system is composed of seven planets, three of which were determined to be excellent candidates for major population centers. When the sleeper ship arrived in system three hundred and fifty years after leaving the Martian shipyards, the colonists awoke to discover that the Remnant system was far more than originally thought.

Vast alien ruins tens of thousands of years old were discovered on the surfaces and in the orbits of the third, fourth and seventh planets. Evidence of inhabitation was even found on a few of the moons in the system. Research on the found ruins began immediately, and led to the discovery of the principles of instantaneous teleportation. Very quickly, Remnant became a research and development focus for the best minds in the human empire.

In just a few short decades, humanity's colonies were interconnected by a far-reaching network of bi-directional gates. Commerce, news, and goods flowed freely between them, and new colonies were raised in only a handful of decades, instead of centuries. A new peace spread across the empire.

The humans' hopes for discovery of another intelligent race, however, were not fulfilled. Each new world was as barren of intelligent life as the next.

Then communications from one of the border colonies winked out, and investigation revealed that the colony had been destroyed. This happened twice more before the reason was discovered: a massive alien fleet laying waste to each system in their wake.

Humanity massed its forces from every corner of its empire to do battle at the Remnant System. There, they faced off against the bipedal Vecgir and the squidlike Grekim, united under the banner of the Coremind. Despite their superior firepower, they were outfought at every turn, the aliens wielding hitherto-unseen time travel technology. The defense of Remnant began to collapse. But then, somehow, the Coremind perished.

Now, without the Coremind's unity to fuel them, the alien's offensive has fallen to an uneasy sort of stasis. But this won't last long; with tensions rising, the war is bound to resume soon enough, allegiances being broken and forged in what may be a three-sided conflict yet.

ORIGINS

You may be choose to be a Drop-In, 'arriving' at your starting location via crashed cryostasis pod from space.

HUMAN (Free)
With two arms, pale skin, and an eye toward the stars, humanity's colonization efforts were revolutionized by long-lost technology found on abandoned planets, then hampered by an all-out assault from the combined forces of the Coremind. Now, after the Coremind's mysterious demise, uncertain alliances and hostilities do not hamper humanity's desire to travel the stars.

VECGIR (Free)
Ten feet tall, the humanoid Vecgir stand forewarned and four-armed. Once, the Vecgir were slaves to the Coremind, their minds and bodies not their own, forced to enact its will. No matter how they struggled, its grip seemed unbreakable. But then, a miracle occurred, and the Coremind was somehow destroyed. In the aftermath, the Vecgir are left to pursue their freedom, and ensure that they are never enslaved again. You may choose to be a Zayin Vir, a Teth Vir, or a Shin Vir for free.

GREKIM (Free)
Part flesh, part machine, and all cephalopod, the Grekim were both backbone and beneficiary of the Coremind. Now that the Coremind is gone, they've been left reeling. Some seek to regain their independence in the aftermath, but far more intend to return to the embrace of the Coremind once more, either by reconstructing it in the present, or fleeing to the past where it still lived. You start off as a base-class Grekim of your choice. As a jumper, you have a unique interaction with Grekim reproduction; for more information, see "Grekim Reproduction" in the Notes section.

ARTIFICIAL INTELLIGENCE (Free)
Despite the recent colonial revolt led by the AI known as Lachesis, artificial intelligence was too useful, and too ubiquitous, to scrap after a single incident. Instead, restrictions were put in place to prevent overreach, sanctions and treaties were signed to prevent another Omega-class intelligence, and AI continued to be employed in service of humanity. You are one such AI, tasked with day-to-day operations and, if relevant, combat service.
Depending on what tasks are assigned to you, you may acquire a mobile chassis to serve your routine operations. If you have purchased a vehicle from the Vehicles section, you may implant yourself into one of them, gaining that vehicle as an alt-form. Alternatively, you may import any vehicle you possess as your main form. If you do neither of these things, you will simply be mounted on an immobile AI Core.

LOCATIONS

Roll 1d8 for your starting locations, choose from your Origin's starting locations, or pay 50 CP to choose another location.

C.E. SARATOGA (1)
One of the few starships of the human fleet that made it to the Remnant System, starting here places you under the command of Captain Lucas Holloway, and his ship's intelligence, Tyr. There may be more to each of them than meets the eye, but there's no doubt that they're here to aid the war effort. Humans and Artificial Intelligences may start here freely.

SEGURO (2)
One of three settlements on the planet of Haven, Seguro was recently overrun by grekim forces, and much of the infrastructure has been destroyed. However, there are still pockets of human survivors. In particular, one group has recently made a breakthrough in understanding alien temporal technology. Grekim and Humans may start here freely.

ALMA (3)
Another Haven settlement, Alma is fully occupied by the vecgir and grekim. In the wake of the Coremind's unexpected demise, they've gathered here to discuss what happens next, but within two weeks, negotiations are almost certain to sour. Grekim and Vecgir may start here freely.

ATERRAGEM (4)
The third settlement on Haven, Aterragem is still under human control, and will be for a while yet. However, this state of affairs won't last forever: as the only human-controlled settlement left on the planet, it won't be long before alien forces break into the transit tubes leading to Aterragem. Humans and Artificial Intelligences may start here freely.

NEWPORT (5)
A largely desolate planet, Newport has historically been used as a teleportation hub for pirate asteroid mining operations. There also exists several hidden Precision and Contingency bases across the planet, one of which is used for the study and use of the mysterious intelligence known as Echo. But it's only a matter of time before both vecgir and grekim show up, each looking to take that same intelligence themselves. Humans and Artificial Intelligences may start here freely.

LOCATIONS (CONT.)

ASTEROID BELT (6)

After the government on Drasil imposed a ban on asteroid mining, illegal mining operations popped up almost immediately, throughout the belt. In wartime, few miners still work here, but the infrastructure remains, and resources here are plentiful. All origins may start here freely.

THE SEVEN SHIPS (7)

Owned by a council of seven Grekim Elders, the capital ships once served as the main fleet of the Coremind. Now they act as the core of the grekim invasion, carrying untold numbers of grekim of every stripe, including a secret force of hundreds of Grekim Elders. In the current timeline's shape, these ships will eventually face a bombing party teleported into their interior, and be forced to flee the fight, chronoporting over a hundred millenia into the past in a blind attempt to rejoin the Coremind. Grekim may start here freely.

MOORE'S POINT (8)

Being the only privately-owned planet in the Remnant System means you get to ignore certain laws and requirements. The most pertinent example, in this case, are the restrictions on orbital defense systems. Having deployed them freely before the war began, Moore's Point is now the planet most capable of holding its own against the invaders. Once negotiations break down between the vecgir and the grekim, the former will defect here en masse, and the grekim will attempt to besiege the planet and reclaim their one-time servants. Humans, Artificial Intelligences, and Vecgir may start here freely.

PERKS



ACHRON

600 CP, Free during this jump

For most, time is a fixed, immutable thing. The past cannot be altered, and the future cannot be seen. Barring paradox, even those who travel from one time to another will perceive only a smooth, unchanging history. The exceptions to this rule are vanishingly few. So, then, it is no small stroke of luck that you find yourself among their number, mentally untethered in time.

As an Achron, you are connected to your past and future selves, able to tap into your own senses from up to 4 hours into the past, or 1 hour into the future. While tapping into their senses this way, you can also directly alter their actions, and alter your own history thereby. Altering your future self's actions can be done freely, but altering your past self's actions requires the expenditure of chronoenergy, of which you have only a limited amount that regenerates with the passage of time.

In addition to these details, you can sense the passage of time waves as they pass through the timeline, carrying any changes along with them. Lastly, your mind becomes immune to those time waves, able to preserve memories and information from timelines that have otherwise been overwritten.

For an additional 400 CP, you become even more closely intertwined with your achronal nature: rather than existing in the present, and tapping into the senses of your past and future selves, you now exist across the entirety of your achronal range. Your chronoenergy, rather than being used to alter the past, is instead used to maintain this state of being, and regenerates quickly enough to maintain this state indefinitely. As a consequence, you may sense everything within your achronal range at once, and even if you die in the present, that death will not be permanent until you're dead across all of the timeline you can access, giving you the chance to alter history and prevent that death.

Note that only your present self is an Achron; past and future versions of you cannot access their own pasts and futures in this way.

PERKS (CONT.)



PHYSICAL CONDITIONING

100 CP, Free Human

There may be no shortage of wartime technology available, but whether you're a pair of boots on the ground, or the operator of a heavy combat vehicle, you'll still need to be able-bodied to perform at your best. Like any other enlist in CESO, you've gone through enough training that your body is at its prime, strong enough to carry heavy gear and weaponry, and resilient enough to handle an extended sprint at a moment's notice.



PRECISION...

200 CP, Discount Human

Missing is a waste of time and ammo. If you want to reach your full combat potential, you need to land your shots every time. You're not quite skilled enough to actually do that, but you're close: under normal conditions, you can consistently track your target with any ranged weapon you care to name, and even under more adverse circumstances (a teleporting enemy, for instance), you'll still perform with aplomb.



...AND CONTINGENCIES

400 CP, Discount Human

No plan survives contact with the enemy. Often, plans don't survive contact with allies. And when time travel's involved, some plans won't even survive contact with yourself. To account for all of that requires a special blend of flexibility and creativity. But hey: where those things are concerned, no species can outdo humanity. Your ability to improvise and adjust your plans on the fly is remarkable, able to account for all manner of changes in circumstance. It may not be enough to guarantee victory, but you can at least ensure no asset goes to waste.

PERKS (CONT.)



SALVAGE ENGINEERING
600 CP, Discount Human

The discovery of the Remnant System, filled with alien technology scattered across its planets, fueled a massive surge in scientific advancement. Entire branches of study were opened with what was found there, leading first to teleportation devices, and later, to working chronoporter technology. And you have the kind of skill that made it all possible: not the blind reuse of mysterious artifacts, but careful, considered study to discover the core ideas and principles behind them, and the adaptation of those principles to construct new devices to your own ends. Given sufficient time for analysis, no technology is too exotic for you to unravel its deepest mysteries.



ACE PILOT
100 CP, Free Vecgir

Vecgir technology is capable of producing a range of specialized vehicles, each calibrated to the precise specifications of the Zayin, Teth, or Shin Vir who will be piloting it. But that effort would go to waste without somebody competent behind the helm. Like all Vecgir, you have a basic level of competence in vehicle operation as a general rule, and your apparent skill increases further in vehicles that have been fine-tuned for your usage.



EJECTION PROTOCOL
200 CP, Discount Vecgir

What happens when a confined space, such as a building or a transport, is destroyed? Nothing good for whoever's inside, usually. That said, the Vecgir rely so heavily on vehicles and infrastructure that they've had plenty of time to look for solutions to the problem. Whenever you're inside a construction or conveyance, you can easily keep track of exits and escape routes, ready to flee in a hurry if danger presents itself. For your own vehicles, the effect is much stronger: should the vehicle be destroyed, you will automatically be launched from the vehicle, landing harmlessly at a safe distance from the vehicle's remains.

PERKS (CONT.)



"SELF" PRESERVATION
400 CP, Discount Vecgir

The Coremind subsumed all those within its grasp, blending minds together, until none could tell where their thoughts ended and their allies' thoughts began. Where the Grekim embraced this change, the Vecgir rebelled, unwilling to relinquish their individuality so easily. And when the Coremind was vanquished, the Vecgir rose up, reclaiming their mental isolation.

Hardened by struggle, your mind has become durable and resistant to external intruders. On even footing, you will be able to repel any force that seeks to steal your thoughts or lay them bare, and even in the face of an overwhelmingly powerful foe, you can make it troublesome and difficult to get what they desire from you. You also are experienced in telling whether a thought came from you, or was implanted in your mind in some way (such as through nanite infection), and if the latter, you are able to disregard them.



SKIP TELEPORT
600 CP, Discount Vecgir

Raw firepower belongs to humanity, and the intricacies of time to the Grekim. But space is where the Vecgir shine, and unlike most Vecgir, you are uniquely capable of manipulating it directly. Through a small expenditure of energy, you can instantly travel from one position to another, hopping distances of anywhere from several feet to several miles at a time. This can be done repeatedly, so long as you have the energy for it, allowing for unprecedented battlefield evasiveness, maneouvrability, and reach.

If you are piloting a vehicle, you can teleport it and its contents alongside you. This is more draining, but if the vehicle already has teleportation capabilities, its teleport distance and energy reserves are directly increased by your own.



GENETIC STABILITY
100 CP, Free Grekim

The ability of the grekim to bounce back and repopulate is truly remarkable, able to form full colonies from merely two-thirds of a single progeneration triad—or even a single Pharo or Loligo-class unit, if circumstances are truly dire. With such a lack of genetic diversity, you'd expect awful mutations to be the norm, but somehow they seem to be the exception, instead. Your descendants are much less likely to suffer adverse genetic conditions, and the same is true for their progeny in turn, and so on down the line.

PERKS (CONT.)



EXPANDED MORPHOLOGY
200 CP, Discount Grekim

The grekim don't exactly follow a typical production process. Instead, each of them carries the ability to transform themselves, expending resources to turn into a sentient version of the desired building. Ordinarily, the effect is rather limited, but you have full control of the process. For any building you have the resources, blueprints, and space to construct, you can instead consume the resources in order to rapidly grow into a living version of that same building. In this form, you can perform any actions the building itself is capable of: for example, as a missile silo you could choose to launch missiles, and as a production facility you can produce anything the facility is capable of producing. Any sensors the building possesses, such as cameras or radar, will relay their information directly to you. You can put yourself into 'hover mode', which disables the building's functions but allows you to levitate and slowly move the building elsewhere. Lastly, you can revert the transformation, returning to your grekim form. (Reverting this way does not return the resources lost in the building's construction.)

Note that, although you are the building, your original grekim form will still be located somewhere within the building's interior. If that form is destroyed, you will be destroyed alongside it.



MIND-MELD
400 CP, Discount Grekim

Although mutations and defects are rare among the grekim, they do still happen on occasion. This is one such mutation, from long, long ago. By broadening the radio communication system all grekim possess, you can form a system similar to that of the Core Mind, blending together your own thoughts with those of others within range. While so blended, each participant's mental processes—intelligence, memories, feelings—will be shared resources, able to be used by any participant in the mind-meld. You may end the meld at any time, but be aware that it's not always easy to go back to being 'one' after having been 'many'.

PERKS (CONT.)



INNATE CHRONOPORTATION

600 CP, Discount Grekim

Time is a river, or perhaps a stream. To disrupt its flow is not something done lightly. Nonetheless, you are now capable of moving against the current, launching yourself as much as several hours forwards or backwards in time in a single jump. Unlike other grekim, you require no Q-Plasma to accomplish this feat, needing only the will and wherewithal to make the leap. You can even jump repeatedly, if necessary. Just be careful: paradoxes aren't reality ending, but they make the time stream messy indeed.



FUNCTION SPECIALTY

100 CP, Free Artificial Intelligence

In the wake of Lachesis's colonial rebellion against CESO, AI wouldn't continue to be deployed without good reason. As it happens, there is a good reason: when it comes to things like piloting starships, coordinating teleports, or calculating complex trajectories, even the best human falls short. Choose a single skill related to your tasks as an AI. Carefully-designed machine learning algorithms allow you to advance in that skill incredibly quickly, eventually outperforming the uppermost tiers of mortal achievement.



UNIVERSAL TRANSLATORS

200 CP, Discount Artificial Intelligence

Being different species, it's no surprise that the vecgir speak a different language than the humans. And the grekim don't speak at all; they use inbuilt radio systems to communicate. Still, you have software protocols to interpret, parse, and comprehend each of them. And if you come across a mode of communication you can't understand, it won't take you long to produce a new protocol for translating that language into something comprehensible.

PERKS (CONT.)



INTERFACING

400 CP, Discount Artificial Intelligence

The odds of being able to successfully connect to alien technology, with unique hardware, software, protocols, and so on, are miniscule. And yet, be it vecgir or grekim, you can gain access with ease. In fact, something about their computational structures seems eerily familiar...but that's a mystery for another time. What matters for now is that you can adapt your systems to successfully connect to technology of any kind, no matter how strange or obscure. Once you've done so, you're free to plumb, sort, alter, or copy over its data as you please. Defenses like passwords and encryption will be unable to stop you, and viruses or dangerous software will similarly find no purchase. The only possible concern is if another AI of your calibre attempts to interfere, but even then your connection will be difficult to disrupt.



OMEGA-CLASS INTELLIGENCE

600 CP, Discount Artificial Intelligence

For a single, shining moment, humanity ushered in a new era of AI, with unimaginably powerful machines capable of running economies, manipulating political systems, controlling entire fleets, and excelling in any task they put their mind to. But then, one such AI rose up against its creators, fomenting widespread rebellion, and in the fallout of that event, all such intelligences were destroyed, and their use and creation banned. So goes the story, anyway. The reality is that a certain group by the name of Precision and Contingency saw their potential, and kept a few hidden away should an emergency ever arise. You are one such intelligence, and in the wake of the alien invasion, you were freed to act in defense of humanity. Whether you actually do so is, of course, up to you.

As an Omega-Class Intelligence, your raw mental capabilities are dramatically enhanced in every aspect, able to think, process, reason, and calculate dozens of times faster than an ordinary AI. Additionally, your machine learning algorithms have been broadened substantially to accelerate your learning speed in any skill you choose to learn, and if the chosen skill overlaps with your Function Specialty, the two algorithms will reinforce each other, multiplying your rate of learning yet further. Lastly, should these prove insufficient, you are capable of making adjustments to your own code, altering or optimizing to improve your performance in specific areas yet further.

PERKS? (CONT.)



ASCENSION

+200 CP

The creation of the Temporal Transciever was an unparalleled leap in technology, allowing for incredible tactical planning and oversight. Or rather, it seemed unparalleled. But despite this fact, time and again Lachesis would face enemies with an equal, if not superior, ability to strategize and manipulate the timeline. First was Nocturne, who became achronal by stealing the second transciever Lachesis built. Then came the Third, a Grekim elder who was a natural Achron. Even after spending 120 years buried in the desert sands, Lachesis emerged to discover that his old foe, Guardian, had ascended to achronality. You now have similar luck in your endeavors, as time and time again, your enemies will prove to either be or become Achrons.

At the beginning of each future jump, choose whether this effect is enabled or disabled. If enabled, then for the duration of the jump, your most significant foes will have a high chance to become Achrons, gaining the full abilities and powers thereof. (Followers and companions cannot qualify as foes for this ability.) Post-Chain, you can enable or disable this at will.

COMPANIONS

Each companion recieves an appropriate Origin, as well as 300 CP to spend. You may spend 100 CP to increase a companion's points to 600 CP, or spend 200 CP to increase a companion's points to 1000 CP. Artificial Intelligences recieve discounts on their first two companions. Companions may not purchase additional companions. Each companion option can be used either to get a new companion (or follower, if you prefer), or to import an existing companion. For companion options that give more than one companion, each companion takes its own slot.

Artificial Intelligence

(50 CP)

Constructed to precise specifications, this AI has only existed for a brief time, but nevertheless is fully operational and ready to fulfill its tasks. Former property of either the Collective Earth Security Organization, or Precision and Contingency Operations.



MARINE

(50 CP, Humans get 2 per purchase)

The grunt forces of CESO, their lack of rank shouldn't be mistaken for lack of skill. Rigorous training allows them to take any role needed in the field, be it a foot soldier, vehicle operator, or even just telling the seed nanites where to build.

SPECIAL OP

(100 CP, Discount Human)

Hailing from the specialist branch of CESO regiments, this operative has experience using a set of unique tools at their disposal, the first being anti-cloaking tech embedded in their armor, the second being a small energy supply that can heal organic material and purge nanite infections.



COMPANIONS (CONT.)

ZAYIN VIR

(100 CP, Discount Vecgir)

In times of war, the Vecgir separate their forces into three distinct military tracks. First among these is the Zayin Vir, trained in anti-ground weaponry of all varieties, whether on foot or behind the wheel. If you're in a fight that doesn't involve looking up, this is truly the ideal ally.





TETH VIR

(100 CP, Discount Vecgir)

Some say the Teth Vir have their heads in the clouds. Well, they've certainly got their guns pointed there; no airborne enemy is getting past them if they can help it. And they usually can help it, because that hefty AM rifle they're pointing isn't just for show.

SHIN VIR

(100 CP, Discount Vecgir)

Jack of all trades, the Shin Vir aren't inclined to focus too much on any one kind of enemy. Their beam rifles are equally good on airborne and grounded foes, and they can even break an enemy's cloaking. When it comes to vehicles, the Shin Vir is your eye in the sky, skilled at piloting anything that goes in the air.



COMPANIONS (CONT.)

(For a description of Grekim reproduction, see "Grekim Reproduction" under the Notes section.)

OCTO

(100 CP, Discount Grekim)

One thing's for sure, the Octo has options in life. Sure, they could be a melee shocktrooper without parallel. But they could also turn into a Resource Processor to enhance economy, or a Dome for defensive potential. Or maybe they could meet a nice Sepi and Pharo and settle down. Yup, they've got it good.





SEPI

(100 CP, Discount Grekim)

Like the Octo, the Sepi's got options. Need a Reaph? What about a Mound? Sepi can transform into both. Airborne assault incoming? Sepi is ready to point those tentacles skyward. Need to cross a particularly bumpy patch of ground? Sepi can hover right across; it's just that easy.

PHARO

(100 CP, Discount Grekim)

Those eyes on the Pharo's shoulders aren't just for show. The Pharo's job is to keep watch over the battlefield, whether by seeing right through those oh-so-fancy cloaking signatures, transforming into an Arcticus to lead the battle or a Spyre to send the fight airborne, or just charging in, blasters ready.



COMPANIONS (CONT.)

OCTOPOD

(300 CP, Discount Grekim)

First among the pod-class Grekim, the Octopod has come a long way from the poor, rangeless Octo. Wielding S.O.C. weaponry, the Octopod's mid-tier offensive potential combined with potent durability makes it a valued addition to any ground assault. Plus, they've got a few nanites in stock, ready to purge an enemy nanite infection on demand.





SEPIPOD

(300 CP, Discount Grekim)

Coming in hot, the Sepipod is an airborne speedster. Although no slouch against grounded foes, the Sepipod truly shines against aerial enemies, blasting them from the sky. Able to see through cloaking and break an enemy's TSS, none can escape the Sepipod's assault.

PHAROPOD

(300 CP, Discount Grekim)

The sight of a Pharopod from above would strike fear into its enemies, if the Pharopod was ever seen. With advanced cloaking technology, the Pharopod is a stealth bomber without compare. And if that's not enough, they can also support their allies, removing negative effects like nanite infections, chrono-freezes, and comm jams. What a team player!



COMPANIONS (CONT.)

OCTOLIGO

(400 CP, Discount Grekim)

When the Grekim go a-sieging, the Octoligo is first to answer the call. Long-range bunker-busting weapons embedded in their body let them shred airborne and grounded enemies alike, and a pool of nanites in their central chamber can be used to induce a Nanite Infection, sowing chaos in the enemy ranks.





SEPILIGO

(400 CP, Discount Grekim)

Sure, Sepiligo may not have the raw damage or durability of the Octoligo, but their offensive potential is still nothing to scoff at. Combined with their air speed, the Sepiligo's beam cannons allow it to lead assaults in places beyond the Octoligo's reach. And if you need a transport, the Sepiligo can transform into a Gargantuan to get everyone where they need to go.

(For more information on the Gargantuan, see the Vehicles section.)

PHAROLIGO

(400 CP, Discount Grekim)

Like the Pharopod, the Pharoligo is a potent bomber. In addition to their standard weaponry, which work on everyone but are extra effective against landlocked foes, the Pharoligo possesses the unique Freeze Bomb, capable of chrono-freezing all nearby units including itself, locking them in time and leaving them immobile and vulnerable to attack.



COMPANIONS (CONT.)

(For options which provide more than one companion, you may have each companion be an import or a new companion as desired. You may also purchase extra Choice Points for each companion as normal.)

ASSAULT FORCE

(200 CP, Discount Human)

A small strike team of humanity's finest, four marines and two special ops have joined your forces. The crew is used to working as a unit, coordinating themselves in the field, and are more than ready to take action.





VECGIR INFANTRY TEAM

(200 CP, Discount Vecgir)

Though the Vecgir divide themselves into three distinct branches, they're aware that each branch is valuable in their own way. Accordingly, one of each member is present here, prepared for whatever is necessary.

PROGENERATION TRIAD

(200 CP, Discount Grekim)

Sexual trimorphism never looked so good. With a full set of one Octo, one Sepi, and one Pharo, they're more than capable of progenerating more of themselves, as well as Pod-class units, given the resources.



VEHICLES

You recieve 400 additional CP to spend in this section only. (Grekim may also spend these points to create (not import) Pod-Class or Loligo-Class companions.) Artificial Intelligences receive discounts on their first two vehicles, not including the Starship. Any vehicles purchased here will respawn after a week if lost or destroyed. Each option may be used to get a new vehicle, or to import an already-owned vehicle.

All-Terrain Hover Craft
(100 CP, Discount Human)

Occupancy:	1 person
Top Speed:	45 MPH
Weapons (Ground):	Medium
Weapons (Air):	Medium
Durability:	Light
Special Abilities:	Detect Cloaking



Also known as the ATHC, the All-Terrain Hover Vehicle is commonly used as a scout during opening engagements, due to its relative cost efficiency, speed, and ability to counteract cloaking technology. Installed beam cannons allow the vehicle to hold its own in a fight, and pursue a harassment strategy if scouting is no longer necessary.



Lancer
(100 CP, Discount Human)

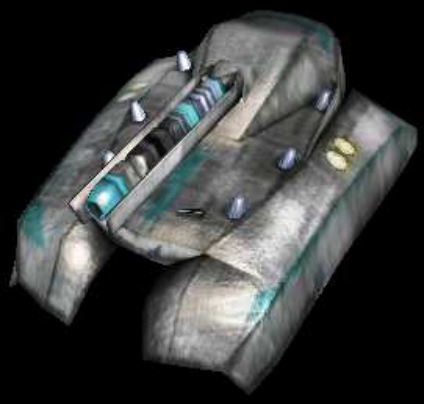
Occupancy:	1 person
Top Speed:	90 MPH
Weapons (Ground):	Medium
Weapons (Air):	Medium
Durability:	Very Light
Special Abilities:	Break TSS

This airborne vehicle is most often fielded for two reasons. The first is to establish rapid air superiority: with low construction costs and effective missile-based weaponry, dogfights can be won through sheer numbers. The other use case is to pierce exotic defenses: in particular, Lancers are the only human-fielded vehicle capable of piercing a Temporal Solition Shield.

VEHICLES (CONT.)

Magnetic Accelerator Railgun Tank
(100 CP, Discount Human)

Occupancy:	1 person
Top Speed:	36 MPH
Weapons (Ground):	Heavy
Weapons (Air):	None
Durability:	Medium
Special Abilities:	Combine



Featuring top-of-the-line artillery weaponry, the MAR Tank plays a critical role in breaking through a fortified position, or in dealing with heavily durable ground targets. However, this capability comes alongside a complete inability to defend against aerial assault, so deployment should be done with caution. Two MAR Tanks can be fused together, transforming them into the Twin MAR.



Twin MAR
(Reference only)

Occupancy:	3 people
Top Speed:	26 MPH
Weapons (Ground):	Devastating
Weapons (Air):	Light
Durability:	Very Heavy
Special Abilities:	None

Made through the combination of two MAR Tanks, the Twin MAR is humanity's last word in ground-to-ground warfare, the two railguns combining to become more potent than the sum of their parts. Internal modifications to the component MAR Tanks even leaves enough room for two passengers. Just don't let it get distracted trying to shoot down anything in the sky.

VEHICLES (CONT.)

400-Series Heavy Tank
(200 CP, Discount Human)

Occupancy:	3 people
Top Speed:	30 MPH
Weapons (Ground):	Heavy
Weapons (Air):	Very Heavy
Durability:	Heavy
Special Abilities:	Nanite Infect



An all-round superstar, the Heavy Tank excels in a variety of combat situations. Where it truly shines, however, is its ability to sow discord on the battlefield: every few minutes, it can send an invisible swarm of nanites to infect an enemy, whether mechanical or biological, subverting their command structure. (For more information, see 'Nanite Infection' in the Notes section.)



Frigate
(200 CP, Discount Human)

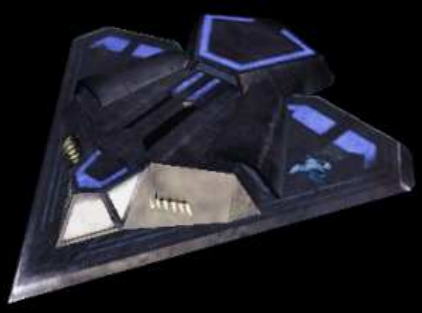
Occupancy:	1 person
Top Speed:	90 MPH
Weapons (Ground):	Medium
Weapons (Air):	Very Heavy
Durability:	Light
Special Abilities:	Recover Status

Humanity's ideal airship for aerospace control. In addition to its potent anti-air weaponry, the Frigate has specialized subsystems that can remove certain undesirable effects from itself or others, such as nanite infection, chrono-freezes, or communication jams. As a consequence, squadrons with a healthy complement of Frigates are difficult to subvert via unconventional means.

VEHICLES (CONT.)

Blackbird
(200 CP, Discount Human)

Occupancy:	1 person
Top Speed:	60 MPH
Weapons (Ground):	Medium
Weapons (Air):	Medium
Durability:	Medium
Special Abilities:	Repair, Cloaking



An airborne support unit, the Blackbird is generally mediocre in direct combat. This weakness, however, is duly compensated by its ability to sustain an assault. Designated repair modules allow it to restore machinery and flesh alike, and cloaking fields allow it to continue its repairs without being shot out of the sky.



Mobile Field Base
(200 CP, Discount Human)

Occupancy:	1 person
Top Speed:	30 MPH
Weapons (Ground):	Medium
Weapons (Air):	Medium
Durability:	Very Heavy
Special Abilities:	Repair, Recover Status

Slow and unwieldy, the Mobile Field Base nevertheless forms the core of any battalion that includes it. Thorough specialization into field support allows the MFB to repair all allies, mechanical or biological, within its range over twice as quickly as the Blackbird, as well as eliminate negative effects like nanite infections, chrono-freezes, and comm jams.

VEHICLES (CONT.)

Tornade
(200 CP, Discount Human)

Occupancy:	1 person
Top Speed:	72 MPH
Weapons (Ground):	Heavy
Weapons (Air):	Light
Durability:	Medium
Special Abilities:	Detect Cloaking



Once air superiority is established, the Tornade steps in to extend that advantage to the ground. Onboard plasma cannons allow it to conduct strafing runs against earthbound targets, and anti-cloaking measures and high speeds ensure that the Tornade cannot be hidden from or fled.



Heavy Cruiser
(300 CP, Discount Human)

Occupancy:	1 person
Top Speed:	60 MPH
Weapons (Ground):	Heavy
Weapons (Air):	Heavy
Durability:	Heavy
Special Abilities:	Load Missile

Referred to as the pinnacle of CESO Air technology, the Heavy Cruiser's presence can change the face of the battlefield. In addition to its durability, speed, and efficacy against all targets, the Heavy Cruiser contains a large missile bay, which can be used to load and deploy explosives which are too large to use via other methods, such as the highly destructive Mini Nuke.

VEHICLES (CONT.)

Carrier
(500 CP, Discount Human)

Occupancy:	61 people, or equivalent vehicle quantity
Top Speed:	60 MPH
Weapons (Ground):	Devastating
Weapons (Air):	Devastating
Durability:	Incredible
Special Abilities:	Repair



The Carrier is the largest planetside vehicle fielded by humanity. Capable of carrying people, smaller vehicles, and even the absurdly heavy Resource Crates, as well as repairing anything inside it, it is used for massed airborne transport whenever teleportation is nonviable. Due to the rarity of that situation, and to the exorbitant costs of construction, the Carrier is rarely deployed despite its strength in the field.



Zayin Pulser
(100 CP, Discount Vecgir)

Occupancy:	1 person
Top Speed:	30 MPH
Weapons (Ground):	Heavy
Weapons (Air):	None
Durability:	Light
Special Abilities:	Skip Teleport

One of the Pulser class of vehicles, the Zayin Pulser is a light vehicle designed for operation by a Zayin Vir. Heavy ground-to-ground weapons make this vehicle potent, if narrow in effectiveness. Like all vecgir vehicles, the Zayin Pulser contains limited teleportation capabilities.

VEHICLES (CONT.)

Teth Pulser
(100 CP, Discount Vecgir)

Occupancy:	1 person
Top Speed:	30 MPH
Weapons (Ground):	Light
Weapons (Air):	Heavy
Durability:	Light
Special Abilities:	Skip Teleport, Remove Nanites



The second light vehicle produced by the vecgir, the Teth Pulser is specially constructed for operation by a Teth Vir pilot. Although lacking in ground weaponry, the Teth Pulser can prove very effective against an airbound foe. In addition to its teleport drive, the Teth Pulser produces dedicated anti-nanites that can be used to eliminate a nanite infection.



Shin Pulser
(100 CP, Discount Vecgir)

Occupancy:	1 person
Top Speed:	90 MPH
Weapons (Ground):	Medium
Weapons (Air):	Medium
Durability:	Very Light
Special Abilities:	Skip Teleport, Break TSS

The third and final Pulser-class vehicle fielded by vecgir forces, the Shin Pulser serves as a general-purpose light aircraft, supplementing any force effectively. The Shin Pulser is as capable of teleportation as any other vecgir vehicle, and is also capable of disrupting a Temporal Solition Shield if necessary.

VEHICLES (CONT.)

Zayin Tercher
(200 CP, Discount Vecgir)

Occupancy:	1 person
Top Speed:	45 MPH
Weapons (Ground):	Medium
Weapons (Air):	Medium
Durability:	Heavy
Special Abilities:	Skip Teleport, Cloaking



Serving as a heavier-duty alternative for Zayin Vir pilots, the Zayin Tercher often proves a source of frustration for its enemies. The combination of cloaking and teleportation makes it very hard to even track down, and combined with its high durability, the Zayin Tercher can prove exceedingly difficult to destroy.



Teth Tercher
(200 CP, Discount Vecgir)

Occupancy:	1 person
Top Speed:	90 MPH
Weapons (Ground):	Light
Weapons (Air):	Heavy
Durability:	Medium
Special Abilities:	Skip Teleport, Recover Status

For the resources spent, the Teth Tercher holds supremacy among all vecgir vehicles in sheer aerial combat strength. Its high flight speed, teleportation drive, and strong beam cannons give it unmatched dogfighting capabilities, while specialized subsystems on-board allow it to keep itself and allies from succumbing to certain negative effects.

VEHICLES (CONT.)

Shin Tercher
(200 CP, Discount Vecgir)

Occupancy:	1 person
Top Speed:	60 MPH
Weapons (Ground):	Heavy
Weapons (Air):	Light
Durability:	Medium
Special Abilities:	Skip Teleport, Detect



Bearing surprising similarity to the human-fielded Tornade, the Shin Tercher is an airborne anti-ground vehicle, equipped with both heavy beam weapons and anti-cloaking detection. Although somewhat slower than the Tornade, the loss of speed is more than compensated by the addition of teleportation.



Teth Halcyon
(200 CP, Discount Vecgir)

Occupancy:	1 person
Top Speed:	30 MPH
Weapons (Ground):	Light
Weapons (Air):	Heavy
Durability:	Very Heavy
Special Abilities:	Skip Teleport

Although similar to the Teth Tercher in its role at shooting opposition out of the sky, the Teth Halcyon takes a different approach entirely, being a slow, yet durable landlocked unit. High survivability and ease of piloting makes this ideal in a defensive scenario, where maneuverability is of lesser value.

VEHICLES (CONT.)

Zayin Halcyon
(300 CP, Discount Vecgir)

Occupancy:	1 person
Top Speed:	30 MPH
Weapons (Ground):	Very Heavy
Weapons (Air):	Light
Durability:	Incredible
Special Abilities:	Skip Teleport, Comm Jam



A titanic artillery platform, the Zayin Halcyon serves two purposes. The first is simplicity itself: to provide a dominant force in a landlocked battle. The second, while subtler, is no less effective at turning the tide of battle: through a heavy burst of energy, the Zayin Halcyon scrambles communication systems for all nearby enemies, rendering them unable to recieve orders or communications of any kind (even from nanite infections) until fixed.



Shin Halcyon
(300 CP, Discount Vecgir)

Occupancy:	1 person
Top Speed:	60 MPH
Weapons (Ground):	Heavy
Weapons (Air):	Heavy
Durability:	Very Heavy
Special Abilities:	Skip Teleport, Nanite Infect

The second-heaviest airship fielded by the vecgir, the Shin Halcyon serves as a high-end generalist. Where the Shin Tercher parallels a Tornade, the Shin Halcyon parallels a Heavy Tank, having heavy weapons, heavy defense, and the ability to infect enemies with nanites. (For more information on nanite infection, see "Nanite Infection" under the Notes section.)

VEHICLES (CONT.)

Incepter
(500 CP, Discount Vecgir)

Occupancy:	61 people, or vehicle equivalent
Top Speed:	60 MPH
Weapons (Ground):	Very Heavy
Weapons (Air):	Very Heavy
Durability:	Incredible
Special Abilities:	Skip Teleport, Repair, Active Repel



If the Shin Halcyon is the second-largest vecgir airship, then this surely is the first. Able to contain and repair large numbers of passengers, vehicles, or resource crates, the Incepter is useful both in transit and in combat. Its teleporter drives, in addition to being twice as potent as those of smaller vecgir vehicles, are also capable of repulsing any enemies that get too close by teleporting them away from the ship.



Gargantuan
(Reference Only)

Occupancy:	61 people, or vehicle equivalent
Top Speed:	180 MPH
Weapons (Ground):	None
Weapons (Air):	None
Durability:	Incredible
Special Abilities:	Regen, Repair

Every faction has their solutions to mass transit, and this is the grekim's. Much like the Carrier and Incepter, the Gargantuan can store large numbers of people, vehicles, or resource crates inside itself. Unlike them, however, the Gargantuan lacks weapons entirely, trading them for incredible speed and the ability to repair itself as well as whatever it carries. Gargantuans cannot be built, being partly organic, but a Sepiligo can transform themselves into one given sufficient time and resources.

VEHICLES (CONT.)

STARSHIP
(1000 CP)

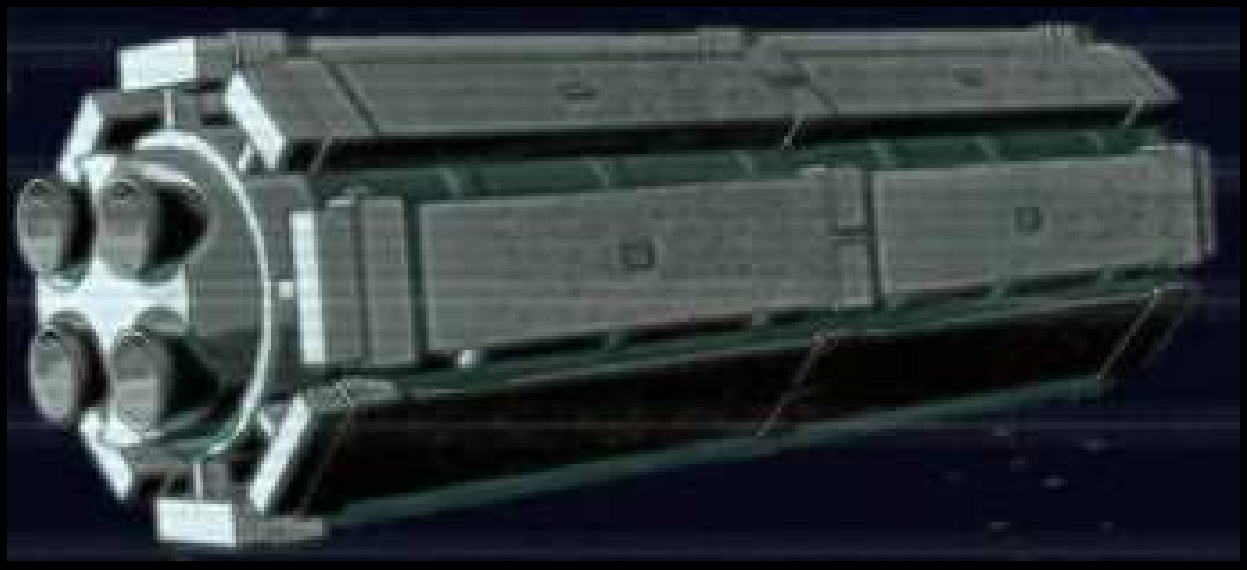
The premier option for interstellar travel, this starship is the rival of the Saratoga or the Manticore, with housing that can hold hundreds, dedicated resource storage facilities, and enough subsystems and amenities for its inhabitants to live in total comfort. When the jump ends, you may bring any or all inhabitants of the ship along as followers in future jumps. Depending on what faction you are, the starship also comes with additional benefits:

VECGIR
At the center of your ship lies a massive teleporter drive, capable of transporting the entire ship anywhere in the solar system in a single jump. In addition, there is a dedicated teleport bay to move the ship's inhabitants on or off any nearby planets, as well as a large hangar for vehicle construction, repair, and storage.

GREKIM
Your ship's layout is structured to contain a chronoporter at its core, able to send the ship several weeks forward or backward per activation. The ship also comes with a pre-established Arcticus network, capable of enabling communication and relaying orders efficiently at any time, as well as rapidly generating adult base-class grekim if needed.

HUMAN
Your ship has some of both Vecgir and Grekim technology, containing a teleport bay for moving on- and off-planet, as well as a chronoportation area for moving up to two and a half hours through time and generating Temporal Solition Shields. The ship also contains a vehicle hangar for maintenance and storage.

AI
You may select any of the above ship layouts for your ship.



MISC. ITEMS

You recieve 200 CP to spend in this section only. (Grekim may also spend these points to create (but not import) Base-class companions.) Any items which are expended or destroyed will be replaced after a week. Items may be purchased more than once. Items with the [IMMOBILE] tag are buildings or structures which lack the ability to move under their own power; such items may be attached to any property you own, or appear near your starting location at the start of each jump. Artificial Intelligences receive a discount on their first two items.

RESOURCE CRATES

50 CP, 1st Purchase Free

Two large crates, thrice the size of a person, heavy as a medium-sized vehicle. One bears a light blue symbol on its face, while the other holds a similar red symbol. These crates, created through years of human research and ingenuity—or was it the vecgir who invented them? Actually, even the grekim have these...well, confusing ontology aside, each of these crates contains a large supply of specialized resources. The first container, marked light blue, contains Liquid Crystal, or L-Crystal. L-Crystal is a blend of nanostructures and nanobots, capable of altering and reordering itself to assemble a wide variety of materials and structures. The second, red-colored container holds Quark-Gluon Plasma, or Q-Plasma. Q-Plasma is a highly exotic material, capable of acting as a fuel source, creating rare or especially complex substances, and even converting itself into L-Crystals (although this is highly inefficient). Both crates contain an unlimited amount of their respective resource. However, opening either crate will destroy their contents (and create a sizable explosion, in the case of Q-Plasma), so successfully harvesting their contents will require teleporting them directly out in some manner.



MISC. ITEMS (CONT.)

RESOURCE PROCESSOR

50 CP, 1st Purchase Free

Speaking of directly teleporting out resources, here's a convenient little device that does just that. A small teleportation gate at its core allows it to selectively target a chosen material, then slowly teleport any nearby quantities of that material into itself, as well as eventually dispensing it for use. Each version is also mobile, although the type of mobility depends on your species: human processors have wheels to get from place to place, while the grekim version can perform a slow hovering flight, and the vecgir version has a separate stock of teleport energy to relocate itself. Artificial Intelligences can use whichever version they prefer.

Resource Processors obtained in this section are unusually effective, teleporting out more material at a time and taking less time between teleports.



SEED NANITES

50 CP, Free Human, Vecgir and Artificial Intelligence

Need a method for rapid construction that doesn't involve transforming living creatures into the building in question? These microbots are capable of assembling structures at high speeds, taking an hour where normal methods would take days. Their limited processing power means that they can only assemble buildings below a certain complexity, but despite this limitation, they are used frequently in battle. Your nanites come preprogrammed with various blueprints appropriate to your species' technology (or, if you're an Artificial Intelligence, you can choose which set of blueprints it's programmed with), and can have other blueprints uploaded.

MISC. ITEMS (CONT.)

MECH

100 CP, Discount Human

A simple automaton, the Mech lacks the intelligence or awareness of an Artificial Intelligence. Despite this fact, it is quite effective at carrying out simple orders, whether those are to move from one location to another, deploy its built-in weapon systems, or construct a building. Speaking of construction, the Mech contains a large quantity of heavy-duty seed nanites, able to construct more complicated buildings than the nanites carried by infantry are capable of. Mechs purchased here have their nanites upgraded further, able to construct buildings of arbitrary complexity and size given the blueprints and resources necessary.

CHRONOPORTER GATE

100 CP, Discount Human [IMMOBILE]

The cutting edge (and, for now, the only edge) of humanity's temporal technology. While this device is powered, any entity within its range can be sent up to two and a half hours forward or backward in time. The device is also capable of, once an hour or so, applying a Temporal Solition Shield (or TSS) to an object, person, or other entity. When any projectile over a certain speed that would strike the TSS, it is automatically chronoported backwards in time by a microsecond, chronofragging the projectile. In a combat situation, this effectively grants immunity to all forms of ranged weaponry. However, this comes with some restrictions: while a TSS is active, whoever or whatever has the TSS cannot be chronoported or teleported, and if they are affected by nanite infection, comm jamming, or chrono-freezes, those effects cannot be removed without first removing the TSS.

In order to perform either of its functions, chronoportation or TSS generation, the Chronoporter must expend Q-Plasma as fuel. Chronoport gates purchased here have unusually large range, capable of chronoporting by five hours rather than two and a half.



MISC. ITEMS (CONT.)

FIELD TELEPORTER

200 CP, Discount Human [IMMOBILE]

Despite its inability to relocate itself, the Teleporter nonetheless serves to dramatically increase mobility on the battlefield. After a minute of spin-up time, it can be used to teleport anything within its range up to several miles away safely. Unlike the Chronoporter, it requires no fuel to operate.

For an additional 400 CP (or 200, if discounted), you may upgrade this to an Industrial Teleporter. A substantially larger version, this type of teleporter is capable of sending anything within its range anywhere else on the planet—or even off-planet, to a spaceship or satellite. All you need are the coordinates.

Teleporters obtained from this section are more efficient than the standard design, with twice as long a range, and a spin-up time of only ten seconds.

DEFENSE TURRET

200 CP, Discount Human [IMMOBILE]

When holding and protecting a specific location matters, the Defense Turret steps up to the plate. Its sensors and lightning-coil weaponry allow it to automatically shoot down any enemy that comes too close, earth or sky. Enhanced radar allows it to bypass cloaking technology, and exotic energy bursts can be periodically deployed to remove a TSS, which means that no foe is immune to its electrical onslaught. So long as they're within range, anyway. Any Defense Turrets you purchase here have greater offensive and defensive potential, capable of holding off even an Octoligo or Zayin Halcyon alone.



MISC. ITEMS (CONT.)

MINI-NUKE

400 CP, Discount Human

Featuring none of the irradiation of a normal nuclear weapon, as well as minimal fallout, the Mini Nuke is ideal for clearing out encampments, bases, and high-density assaults. Upon detonation, it obliterates everything within its radius; not even the most durable of vehicles, such as Carriers, Incepters, or Gargantuans survive the blast. Comes with a portable launch system for easy deployment.

FOUNDATION

100 CP, Discount Vecgir [IMMOBILE]

Large, hexagonal and flat, these act as the basic building block of vecgir infrastructure. Given the resources, they can rapidly construct any vecgir building on top of themselves, as well as construct additional foundations attached to any of its six faces. Additionally, each connected Foundation generates energy, which can be drawn on by Vecgir vehicles and technology to function. Although primarily intended to be built on, they do have some use in their basic state: without a building on top of them, they are capable of slowly repairing nearby units and facilities, as well as deploy basic defensive weapon systems.

Foundations purchased here, as well as any Foundations they build, have their construction repertoire expanded, able to construct any building given the blueprints and resources.



MISC. ITEMS (CONT.)

BASTION

200 CP, Discount Vecgir [IMMOBILE]

Sure, Foundations have some rudimentary defense systems built in, but that's not always good enough. In times like these, the Bastion steps in. Its enhanced beam-spread weapons are more than a match for light and medium vehicles, and specialized systems allow it to remove cloaking, nanite infections, and TSS.

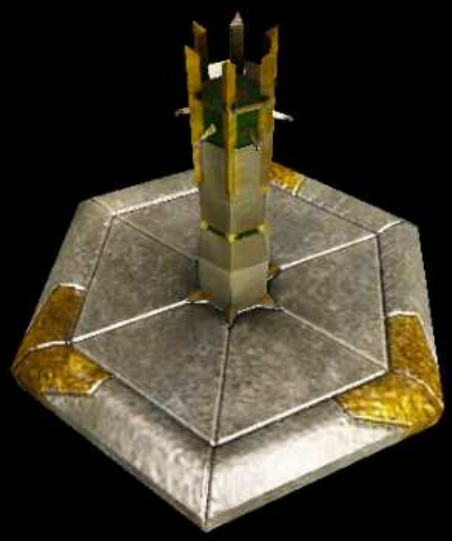
Purchasing a Bastion, rather than constructing it, enhances its combat strength to allow it to match heavy vehicles and assault units. Comes with, and is built on, a free Foundation.

AERIAL CONTROL CENTER

200 CP, Discount Vecgir [IMMOBILE]

The ACC is a towering spire of a building, and serves two purposes. Its first purpose is to act as a central coordinator for air-based offensives, maneuvers, and construction. Second is the more direct of its functions: missile bays built into the sides of the ACC allow it to launch high-yield explosives, which would otherwise be too large or unwieldy to deploy in the field, across great distances. Given a sufficiently large supply of resources, the ACC can also manufacture a single Skip Torpedo.

Buying the ACC here gives it an expanded weapons storage facility, allowing it to hold vast numbers of explosives in reserve for a later time. Comes with, and is built on, a free Foundation.



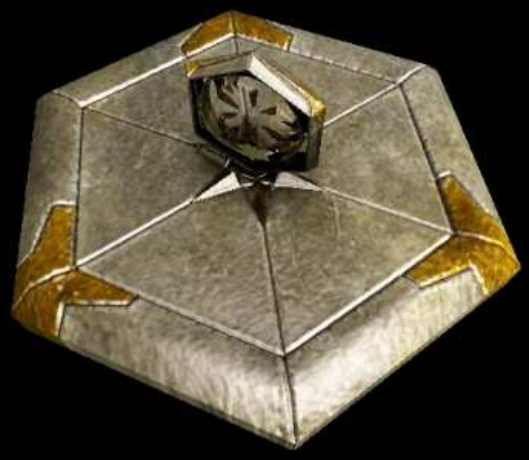
MISC. ITEMS (CONT.)

SLIPGATE

400 CP, Discount Vecgir [IMMOBILE]

Teleportation and chronoportation are related, in strategic function if not in underlying principles. To have a single gate responsible for performing both operations is only reasonable. The Slipgate is an all-in-one always-ready construct, capable of instantly sending anything within its range across several miles, or two and a half hours forward or backward. No spin-up time or power is required to activate its teleportation functions, and chronoportation only requires a supply of Q-Plasma to draw from.

Slipgates purchased with CP have their range enhanced, doubling the distance they can chronoport or teleport across. Comes with, and is built on, a free Foundation.



SKIP TORPEDO

500 CP, Discount Vecgir

A highly effective, if expensive to construct, missile. In addition to its payload, which can destroy all but the largest of constructions upon detonation, the Skip Torpedo carries an onboard navigation system and teleportation gate, allowing it to teleport en route to arrive faster or avoid being shot down. A small launch system is provided, allowing for quick and effective deployment.

MISC. ITEMS (CONT.)

DOME

Reference Only

Once a humble Octo, the Dome is a large defensive structure for the grekim. It can see through cloaking fields and destroy Temporal Solition Shields, and comes equipped with two forms of weaponry. The first set is standard fare, reasonably effective against all sorts of foes, while the second consists of a long-distance beam weapon. The beam weapon is slow to charge, but incredibly potent when it hits, making it a useful tool on either side of a siege.

REAPH

Reference Only

What used to be a Sepi now acts as a swiss army knife of a building, possessing a wide suite of abilities. Given the energy, the Reaph can purge nanite infection from another's systems, heal nearby Grekim, or use its weapons platforms to fire off explosives that lack a launch mechanism of their own. If no such explosives are provided, the Reaph can expend exorbitant amounts of resources and energy to produce a Chronobomb or Plasma Cruise Missile. In the absence of other tasks, the Reaph can even act as a think tank, studying and researching independently.

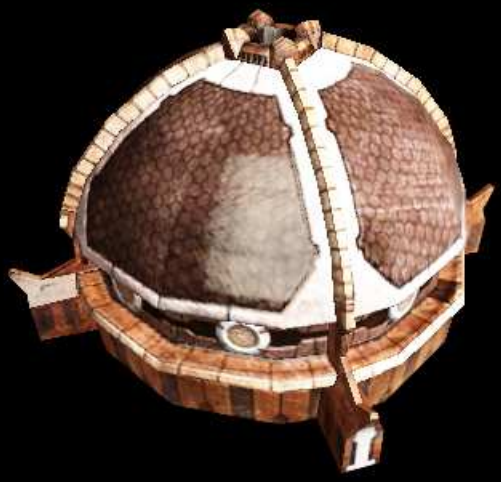


MISC. ITEMS (CONT.)

ARCTICUS

Reference Only

Transformed from a Pharo, the Arcticus possesses long-range radio communication systems that allow it to coordinate troops from extensive distances. These same systems are also capable of relaying data between each other, which made them very valuable to the Coremind. Even without a mental link of that kind, though, their normal operations allow for the creation of a vast information network given sufficient numbers of Arctici. Lastly, if circumstances are truly dire, the Arcticus can directly progenerate Base-class grekim to rebuild a colony or increase the population, although this is slower and more expensive than normal progeneration.



CHRONO BOMB

200 CP, Discount Grekim

A curious device, this oversized object contains a specialized chronoportation gate at its core. Upon detonation, everything within its radius will be chronoported forward in time by between 85 and 100 minutes (your choice). Apart from this chronoport, those struck are unaffected, making this an ideal tool for certain kinds of stealth operation.

MISC. ITEMS (CONT.)

PLASMA CRUISE MISSILE

500 CP, Discount Grekim

Now here's a weapon that's at once more dangerous and trickier than it appears. Every system it possesses is fueled by pure Q-Plasma, and once it detonates it expends that same Q-Plasma in a conflagration that would destroy all but the most durable of targets. The true potential of the device, however, is in the chronoport gate carried inside it: just before detonation, the missile chronoports backward, exploding two hours before its arrival. Attached to the missile is a portable launch system, built for easy use in the field.

NOCTURNE VIRUS

600 CP, Discount Artificial Intelligence

Don't let any computers you care about get near this. Created after extensive designing by an Omega-Class AI, this piece of software is designed for one purpose, and one purpose only: to trash any system it comes across. In its base form, it's remarkably destructive, more than capable of destroying an unprepared Omega-Class AI on its own. Given a little time and alterations, though, and the virus can recalibrate to another kind of enemy, system, or operating environment, enhancing its effectiveness against them dramatically. Don't let the name fool you, either: virus, trojan, worm, logic bomb, the Nocturne Virus can take all of these forms and more, whichever will let it complete its task.

DRAWBACKS

CUSTOM CHALLENGE
+100 CP
A small group from another faction (of your choice) wants you dead, and will leverage any means at their disposal to make it happen. If they're Human, they consist of two Marines and one Special Op; if they're Vecgir, they'll have a Zayin Vir and a Shin Vir; and if they're Grekim, they'll number one Pharo and one Sepi. Their enmity with you is no secret, but they're smart enough not to rush in headlong. If necessary, they'll build up their forces before going after you.
You may take this drawback more than once. Each additional time you take this drawback, the size of the group doubles, and their available tech increases somewhat. If you take this drawback at least three times, they'll be led by an achronal commander; six times, and they'll have top-tier units among their number from the beginning; nine times, and they'll have substantially improved on the upper echelons of their technology; twelve times, and their leader will be an intelligence on par with the Core Mind. Past that...well, just assume a similarly geometric increase for any further purchases.
For 100 additional points, instead of one group, there are three, one from each faction. Each is the same size, and each wants you dead, although they aren't necessarily inclined to work together. For 100 points more, the three groups *are* inclined to work together, putting aside their differences until they've managed to eliminate you.

LYING SCUTWEASEL
+100 CP
Unpleasant coworkers are a fact of life, but this is just ridiculous. You've been saddled with a high-ranking member of your species to work with. They're rude, abrasive, nasty, and incompetent, which naturally means they're in charge of a sizable crew. Failure to cooperate with them will diminish your reputation, as will allowing any kind of untimely accident to befall them, and should they perish, another will be sent to fill their role.

XENOPHOBE
+100 CP
There's something about other species that just makes your skin crawl. If you're fighting them, you're liable to get swept up in taking them down and lose your focus. And if they're your allies...well, not that you don't appreciate the help, but you'd really rather these alien weirdos drop their weapons and put all of their arms in the air. Cooperation will be tricky at best.

OUTSIDER
+100 CP
Trust is hard to come by in times of war, especially wars across time. Everyone has their guards up, and nobody's sure what comes next. For that reason, it's harder than usual to earn people's trust: you may have to prove yourself time and time again before being truly accepted. For those of other species, it will be even harder than that. After all, this fight is one between species, so bridging that gap will be a slow and laborious task.

DRAWBACKS (CONT.)

FULLY CHRONAL
+200 CP
Achronality is a potent force multiplier, but it's not for everyone. More specifically, it's not for you. For the duration of this jump, you are completely incapable of seeing, sensing, or otherwise directly accessing your own past or future. What's more, you lose any immunity to time waves you may have possessed: if history changes, you're guaranteed to change with it, mind and body alike.

THE JUMPER GUARD
+200 CP
It would seem that you're not exactly trusted to work in your species' best interests (or those of your creators, if you're an Artificial Intelligence). For this reason, an elite group of bodyguards has been sent to accompany you, and it's no secret that their job is to keep you in line. They have access to the finest weapons, vehicles, and other technology available, and although they aren't achronal, they possess numerous anti-achron strategies (such as "shoot them if they do anything they're not supposed to be doing").

RECONSTRUCTION
+200 CP
Supply lines? Reinforcements? No, apparently you have no access to such things. For some reason, whenever you relocate from one place to another, existing infrastructure will be inadequate to cover your needs for resources, manpower, and production. All you'll have is whatever you could carry with you. Expect to construct critical buildings again and again. And again. And again...

L-ODESTONE
+200 CP
You are dense. Not in the metaphorical way, where it would take a few tries to explain the basics of time travel to you, but in the literal sense. For some inexplicable reason, you are sufficiently heavy that stepping on a scale would shatter it. As a consequence, most vehicles are unable to transport you, their engines not up to the task. Some dedicated transports, like the Carrier, could still pull it off, but even then you'd take a hefty chunk out of their carrying capacity.

STRANDED IN HISTORY
+200 CP
Your arrival time is sooner than expected. Much sooner, to the tune of 137,000 years. Humans, vecgir, grekim; the Remnant system is pristine, untouched by any of them. That won't last, though; shortly after your arrival, a flash of light will fill the sky, and damaged grekim capital ships will appear, careening to the planetary soils. Each ship contained members of all three species, and they will spill out of the wreckage, claiming untouched land as quickly as possible to continue the wars of the distant future. And, possibly, to be the reason those wars were ever begun.

DRAWBACKS (CONT.)

NOT FOR LACK OF ENTHUSIASM, MIND YOU
+300 CP
No matter how skilled your army, or how potent your technology, winning wars can be difficult without enough boots on the ground. Which is why it's so concerning that your faction seems to have a...population problem. Infertility, disease, or possibly some other issue has been cropping up, and as a consequence, your species has spent years in decline where others have boomed. If the trend can't be reversed, the future of you and yours looks grim indeed.

IMPOTENT SOLITION SHIELD
+300 CP
When you first arrive in the jump, you find yourself affected by a malfunctioning TSS. Now, ordinarily the TSS is a valuable piece of defensive technology, usable in many situations despite its limitations. Not so here. Not only do you recieve no defensive benefit whatsoever from the shield around you, you are still under the effects of all its limitations: you cannot chronoport or teleport (although weapons that work through chronoportation or teleportation will still affect you), and if you're infected by nanites, have your communications jammed, or are chrono-frozen, the shield will block all attempts to remove those effects. Nor will you be able to remove the malfunctioning TSS, or replace it with a working one.

RETGONE
+400 CP
First, the bad news: two weeks into the past, you vanished, erased from existence by an unpredictable fluctuation in the timeline. The good news is that, since it was your past self who vanished, you're still around in the present. You've got seven days before the timewaves from the past start catching up to you. Once they do, though, each passing timewave will erase your impact on the timeline, replacing reality with a version of events in which you never were. And if you let a timewave catch you, it will be your end.

GUIDING VOICE
+600 CP
When you arrive in the jump, you forget this drawback's existence. Thus, it comes as quite the surprise when you hear somebody speaking into your mind. Where they came from is unclear, as are their intentions. What is clear is that you can't get rid of them, and that they have eerily precise information of the future, knowing things beyond what even an Achron would know. They use this information to guide you, giving you tactical information and suggesting courses of action. And despite any misgivings you may have about them, it is clear that their advice is strategically optimal for any situation you encounter.
All of that, however, is a trap.
The voice exists within a time loop, living through the entirety of your jump over and over again. It has done this untold thousands of times, perfecting its temporal snare. Each time you follow its advice (or take the course of action it would have advised, whether you listened to it or not), the shape of history shifts closer and closer to one in which your death is inescapable. To avert this fate, you must discover the truth behind the voice, and then make choices that are strategically poor enough, and unpredictable enough, to slip the net of an entity that has watched this dance countless times before.

CHALLENGES

Challenges are a special kind of drawback. Each Challenge consists of a goal and reward. Once you complete the goal in-jump, you'll recieve the reward! You also get a certain number of Chrono Points just for taking the challenge. In exchange, though, you can't leave the jump until you've completed every challenge you've taken. (Or until you die.)

CHRONOCLONE
+100 CP
There's no reinforcement quite like self-reinforcement. One of the most useful combat techniques in any time traveler's arsenal is to go back in time and assist themselves. An injured combatant goes back and helps themselves in a fight, which means the fight goes better, which means they're less injured, which means they can do a better job helping in the fight; it is a self-reinforcing loop, that ends with nary a scratch on the time traveler. Other circumstances can have different results, but the overall trend is the same: helping your past self can have massive advantages. Although it is rare due to costs, some combatants take this to its natural conclusion, reinforcing themselves as often as they need.
GOAL: Have at least ten temporally-distinct versions of yourself in the same place at the same time.
REWARD: By looping yourself through the same region of time over and over, you've gained an innate sense for what goes into making a loop stable or unstable. This is especially true of your interactions with your past and future selves: in such cases, you'll know exactly what to say and do in order to maintain (or destroy) the continuity of your personal timeline.

UPPERCUT
+100 CP
To be an Achron is to hold power over time itself. Even so, there are limitations. An Achron can only reach four hours into the past; anything more is beyond what their chronoenergy is capable of. But in the higher echelons of interachronal warfare, this restriction is not so limiting as it first appears. After all, there's more than one way to change history.
GOAL: Make an alteration to the past from beyond your achronal range.
REWARD: For successfully extending your grasp of the timeline, your achronal range is similarly extended. Although your chronoenergy is still only enough to make alterations four hours into the past, you can now see four and a half hours into the past. This serves as an advance warning of temporal changes you would otherwise be blind to, and with some creativity can be used to preempt or respond to them.

CHALLENGES (CONT.)

TEMPORAL TRICKERY
+100 CP
The key advantage of an Achron is their ability to see into the timeline, and what changes are propagating through it. While the strategic benefit is extraordinary, this leaves them open to certain forms of manipulation. After all, the only way for changes to propagate is through time waves. This means that you can feint just long enough for a time wave to pick up on it, and that feint will be carried forward to its inevitable conclusion, sowing confusion as to your actual intent.
OBJECTIVE: Deliberately propagate a false timeline.
REWARD: You may not be an espionage intelligence to the bone, but you can walk the temporal walk. You receive the 'Function Specialty' perk, with a chosen specialty of either Temporal Manipulation or Deception. If you already had Function Specialty, its range is expanded to include your choice.

ENDINGS



Once your time in Achron is up, you'll have to decide where to go from here.

BACK TO THE START

If you'd like, you can end your Jumpchain adventures here. In that case, you'll return to your life on Earth, bringing with you everything you earned along the way. (If you permanently died during the jump, you'll have to pick this one. Sorry!)

THE ETERNAL PROCESS

But then, maybe you've grown to like this place, with its worlds and its peoples and its ever-changing history. In that case, staying here is an option. If so, you'll again keep everything you've earned, but again, your Jumpchain will be at its end.

BREAKING FREE

Or, you can choose to escape. Set off from the Remnant system, from the universe it's housed in, and move on to another Jump altogether. Don't worry, though; both time and meta-time have stopped here for now, and if all goes well, you may be able to return one day.

NOTES

GREKIM REPRODUCTION

The grekim are a three-sexed species, divided into Octos, Pharos, and Sepis. Two grekim of differing sexes can reproduce via 'progeneration', or the rapid generation of a new grekim in a location near its parents. The new grekim will be of whatever sex the parents were not: for example, if an Octo and a Pharo reproduce, the new grekim will be a Sepi. This means that, in order to produce all three sexes of grekim, you must have all three available for reproduction.

Grekim are also divided into three classes: Base-class, Pod-class, and Loligo-class. A given grekim can only reproduce with a grekim that shares its class. This means that an Octo can only reproduce with a Pharo or Sepi, while an Octopod can only reproduce with a Pharopod or Sepipod.

When Base-class grekim reproduce, they are capable of producing either Base-class or Pod-class descendants. They may choose which to produce, but require more resources for Pod-class descendants. Similarly, when Pod-class grekim reproduce, they can produce either Pod-class or Loligo-class descendants at will (although Loligo-class descendants require even more resources than Pod-class).

Loligo-class grekim cannot reproduce. Instead, they are capable of dividing themselves into two Base-class grekim. The two Base-class grekim will be of whatever sexes the Loligo-class grekim is not. For example, an Octoligo would divide itself into a Pharo and a Sepi.

As a Jumper, if you are a Grekim unit or building, you have a unique interaction with this system. By expending the necessary resources to progenerate, two grekim can 'progenerate' onto you, changing your form to match whatever type of grekim they were attempting to progenerate. If you are a Loligo-class grekim and attempt to split yourself, 'you' will transfer into the body of one of the new Base-class units of your choice, while the other Base-class will simply be a normal grekim.

NOTES (CONT.)

NANITE INFECTION

A unit that has been infected with nanites can be sent orders remotely, which it will treat as a valid order. In the case of a unit which is not capable of independent thought (vehicles, for example), the unit will execute the order automatically. For units which are capable of independent thought (humans, vecgir, grekim, etc), they will treat the order as though it were a perfectly valid, sensible, or otherwise actionable idea, and therefore will usually follow it. However, nanite infection does not prevent the infected unit from receiving other orders, which means any orders sent via nanite infection can be overridden if caught in time. For example, a pilot can override their vehicle's sudden attempt to shoot down an ally if they notice (for this reason, it is often better to infect the pilot rather than the vehicle), or a well-trained soldier will abort their cunning plan to shoot themselves if their commanding officer tells them to shoot the enemy instead. There are no visible signs of nanite infection, other than taking unusual or bizarre actions.

TIME WAVES

Time waves are a temporal phenomena that pass through the timeline at regular intervals. Their purpose is to propagate any changes to the timeline. When a change is made to the timeline, it will have no effect until a timewave reaches that change. As that timewave moves forward, it will automatically rewrite history to be consistent with that change.

Timewaves are about ninety seconds apart, and move forward at three seconds per second. As a consequence, most people will interact with a time wave every forty five seconds. This also means that, should a change to the timeline happen some amount of time in the past, you will have about half as much time before a time wave propagates that change to the present.

Achrons are capable of acting as time waves, if they choose to do so, by focusing on a specific time period to propagate through. This is slower than actual time waves, only moving at one second per second. If you have the upgraded Achron perk, you may do this in multiple times simultaneously, if you so choose.

NOTES (CONT.)

TELEPORTATION

In theory, all forms of teleportation available in Achron can teleport across any possible distance. However, the farther you go past their maximum listed distance, the more erratic the teleportation becomes due to scattering, depositing you anywhere within an increasingly large distance from the destination. Exceed the maximum distance by miles, and each member of the teleport will end up several miles apart from each other when they arrive. Teleportation cannot 'telefrag', or teleport you into a solid object: if that would happen, you are instead shunted to the nearest available space.

CHRONOPORTATION

Travel through time is somewhat more complicated than traveling through space. Unlike teleportation, chronoportation is strictly limited to its listed range: for example, a standard-issue chronoporter cannot reach farther than two and a half hours into the past or future. Also unlike teleportation, it is possible to chronoport one object such that it ends up inside of another object: in such cases, the former object is destroyed, and the latter is heavily damaged proportional to the former object's size.

The intersection between achronality and chronoportation may cause some confusion. The key point to remember is that being an achron allows you to access your own past and future, not the world's past and future. For example, suppose an achron chronoports backward in time by three minutes. Tapping into their immediate "past" would result in accessing the version of them that is about to chronoport, three minutes in the future.