The Demon Princes

V1.0

Fifteen centuries have passed since mankind first left the Sol system, the Jarnell Intersplit drive turning interstellar travel from a distant daydream into an easy reality. It is the year 1524 of the new calendar, and the galaxy is a strange and, at times, exciting place. Although one race of intelligent aliens is known to exist and others are theorized, few such entities are ever encountered. Indeed, the greatest differences found in the galaxy today are human culture. From the bustling metropoles of Alphanor, Krokinole and Old Earth to countless tiny settlements on the wild frontiers, an endless spectrum of sights and experiences await those who seek their fortune amongst the stars.

The majority of human planets form a loosely organized society known as ‘the Oikumene’, where each planet has their own laws and customs but every government accepts the need for a common system of values. Crime exists, but the long arm of the law can still reach almost anyone - even those that flee offworld - through the Interworld Police Coordination Company, or IPCC.

But humanity does not always wish for conformity under law.

Past the edges of the Oikumene lies what is called ‘Beyond’, the areas of space where the Oikumene holds no power and the only organized ‘law’ enforcement is the Deweaseling Corps - tasked with the sole purpose of catching and eliminating any IPCC enforcement that might make their way Beyond. Extremist cults, pirates, slavers, fortune seekers and colorful characters of all shades make their home in the lawless wastes past the edge of the Oikumene, and here the only authority is the one that those with the power, skill, or influence can *claim* for themselves. But for all the criminals and madmen the Beyond has seen, five individuals stand above all others.

These five are known as *The Demon Princes*.

Criminals and masterminds with a ruthlessness and ambition far beyond that of lesser men, the Princes are the most powerful and influential leaders of the interstellar underworld. Even in the Oikumene few would knowingly antagonize one, and fewer still do not regret it in the end.

You arrive here on the day that Kirth Gersen learns the first clue that will lead him on his path of vengeance against the Princes. Whether you help him, seek your own fortune, or enforce your will upon the galaxy, this will be your home for the next ten years.

You have **1000CP**.

Background

It matters little who you are or where you come from - creating a new life for yourself could be as easy as taking the next passenger liner to a different world and starting over. What matters is where you go… and by what means. Whether you seek to make your fortune amongst the stars, be a shining beacon for humanity to look up to, or a monster that would leave the Princes green with envy, every individual has their own path and their own story to tell. Do not choose who you are, traveler, for even the most infamous of monsters can have humble beginnings.

Choose who you *will be*.

- Guile

Let other men have their vanity and desire for attention. You rarely act openly, preferring to work from the shadows, anonymity your most powerful defence and subtlety your mightiest weapon. Whatever your goals are, it is likely that most will not even realize your success - though the consequences may be far reaching regardless.
Your counterpart is Malagate The Woe, the renegade Star King.

- Glory

Yours is the path that all who seek power know. To enforce your will upon the world, in fame or infamy, that none who hear your words dare stand against them. Your drives may be fickle or focused, but once you set your sights upon a goal no force in the galaxy will stop you for long.
Your counterpart is Kokor Hekkus, the hidden tyrant of Thamber.

- Passion

You are a poet, an artist, a creator of works beyond the ken of mortal men. But just as canvas might come to life under your touch, so too are *people* a medium to be used. Yours is an existence that above all demands adoration, and through your skills the galaxy will look up to you even if none ever truly understand your artistic genius.
Your counterpart is Viole Falushe, master of the Palace Of Love.

- Pride

You hold your head up high, for you rise above your station to stand above all. You endure, you overcome, and you allow no slight against you to stand unchallenged… though revenge is at times a dish best served cold. Through actions both overt and hidden, you make your mark upon the world - perhaps even literally.
Your counterpart is Lens Larque, the trickster outcast of Dar Sai.

- Ambition

Wealth and power and influence all have their advantages, but they are meaningless without the one thing that marks you as truly great: a *purpose*. The dreams of even the mightiest men and women pale in comparison to yours; your goals and plots are above all far-reaching. Lesser men might seek vast wealth, while you would control entire economies. Tricksters and plotters might conspire to move a nation, while you direct the conspiracies themselves. Those who might call themselves your 'peers' might wish to rule a country, a world, or a hundred… but you would rule *all*.
Your counterpart is Howard Alan Treesong, the mad dreamer.

Whatever life you choose to live, you may choose your gender and any age suitable for a young adult for free. All backgrounds may be treated as a Drop-In or the more standard reincarnation-style background, whichever you prefer. Your starting location (and home, where applicable) may be freely chosen from any planet in the books that has a commercially active spaceport. Examples include, but are not limited to: Old Earth, the planets of the Rigel Concourse, Aloysius, Methel, Sasani, Sarkovy, Binktown, and Smade's Planet. Places not known or accessible to the general public, such as Thamber or Teehalt's hidden world, may not be chosen.

Perks

Guile

Completely distinctive is Attel Malagate, the Woe, in style and mannerism. Rather than enlarging himself, projecting a macroscopic delineation of his person and deeds, to mesmerize his victims and intimidate his enemies, Malagate prefers the possibly equally chilling device of silence, invisibility, dispassionate impersonality. There is no reliable description of Malagate. Certainly Malagate is a cognomen, derived from a folk epic of old Quantique. He acts with implacable viciousness, although his cruelties are never wanton, and, if he maintains a pleasure palace after the style of Viole Falushe or Howard Alan Treesong, it is a well-guarded secret.

> *'The Demon Princes', by Caril Carphen, published by Elucidarian Press, New Wexford, Aloysius, Vega.*

- Perceptiveness (100CP, free for Guile)

It is said some men can determine which planet they are on with little more than a sniff and a few jumps on solid ground. Rather than any psychic powers or unique abilities, their gifts are due to the fact our senses are highly attuned to the environment around us. The human brain collects and analyzes far more information than is known by the conscious mind, and much like such individuals your own senses are honed to perfection. Though you will notice little difference, your hunches and gut feeling will be just that much more accurate, drawing on every scrap of understanding you could gleam from your surroundings.

- Ghnarumen's Guise (200CP, discount for Guile)

While some men are content to have their face shown on every screen across the Oikumene, true experts feel a more subtle approach is necessary. You are gifted at the trade of disguises, able to use face teints, masks, and mannerisms to a level that you could easily hold a civilian identity despite being one of the most infamous criminal masterminds known to man. So long as you remain careful, even one who has seen your face could not pick you out of a line-up without substantial evidence to back them up.

- A Sarkoy's Secrets (400CP, discount for Guile)

Poison is in your blood... possibly even literally. Whether you have studied under the Master Poisoners of Sarkovy or came to your knowledge elsewhere, you are truly a master of the craft. From harmless sleeping gasses to meratis and the terrifyingly lethal Cluthe, you have the skill and experience to use countless different types of poisons, toxins, venoms and other compounds of ill health, and can easily refine them from seemingly harmless natural compounds. You kill with a touch, with your breath, or even develop specialized poison crystals that can be launched to seal a man's doom from across a street, without anyone being the wiser... not even your target. You have also honed your senses to detect similar compounds, and a foe would need to be an exceedingly crafty assassin indeed to have even a chance of poisoning you.

- Star King's Radiance (600CP, discount for Guile)

The greatest difference between humans and the enigmatic Star Kings is that the latter have drives and motivations that can seem utterly inhuman. Uncaring for such things as money, love, or social slights, a Star King is, above all else, primarily driven by the need to surpass. Much like these beings, you find that your efforts at improving yourself are vastly more effective. Your willpower is unshakeable, your patience infinite, and your studies and plans will progress ever faster so long as you stay on your course. The one downside is that you don't merely need a goal to reach – you need someone or something to surpass. Competition brings life and purpose, but if you lose the target of your ambitions, be it by eclipsing their power or skill, by killing them, or by leaving them behind for worlds beyond, you will have to make do with a more... 'human' drive.

Glory

"At Interchange I read books—of Earth and the Concourse and Aloysius. I know how you live. And at first I wondered why Kokor Hekkus stayed so long at Aglabat, why he fought with swords when he could fit out the Brown Bersaglers with energy weapons. But there is no mystery. He needs emotion as other men need food. He craves excitement and horror and hate and lust."

Alusz Iphigenia, on her view of Kokor Hekkus.

- A Hetman's Might (100CP, free for Glory)

To pursue the path of power, one needs to understand that however much one might use the talents of others, you must first realize your personal abilities. The first step is to master the self: your physique is markedly improved, and you possess the strength, speed, and resilience to be a gifted fighter. Furthermore, you are especially adept at close-quarters combat, whether it involves fists, swords, or any other such weaponry.

- Monsters Of Metal (200CP, discount for Glory)

Every warrior needs something; a spark, a purpose… an *enemy*. Even if sometimes that means cheating and creating your own. You have a knack for robotics, and have specialized in making lifelike simulacra of all manner of beasts and horrors, robotic duplicates that appear and act just as their real counterparts. You're also adept at adding various safety mechanisms, backup systems, and other modifications that will allow these creations to convincingly lose at the opportune moment. How better to solidify your reputation than by being the only one to best a true monster in combat?

- Authority (400CP, discount for Glory)

You will see the world change as you wish it - whether others agree with it or not. You are a master at forcing others to submit to your demands, be it through mutual self-interest, economic pressures or coercion through kidnappings and blackmail. Your name, your actions, your very presence always seem to make it so that obeying your instructions would be the wisest choice - at least for a time. Remember: every man has a breaking point, and no amount of fear will cow those whose drive for vengeance burns bright enough.

- Thamber's Teachings (600CP, discount for Glory)

To live forever like the mythical Hormagaunts is to face all the wonders of the universe… and eventually, to possibly run out. You might have seen all there is to see, done all that is worth doing, but never will you lack for goals to accomplish or desires to fulfill. Perhaps you'll flit from curio to challenge, never spending more than a day or an hour on each piece of interest. Or you could spend two hundred years perfecting a worldwide stage like Thamber's medieval battles, a lifetime's worth of effort for something lesser men might disregard as nothing more than a bizarre hobby. You have the patience, willpower and discipline to ensure you will always find something to drive you forward with a smile on your face, and you will easily move past any regret caused by past mistakes so long as they have filled your life with even the slightest joy.

Passion

"I am tormented by this thrust; I strive, I build; yet, paradoxically, I suffer from the conviction that should I ever achieve my peculiar goals, I might find the results dissatisfying. In this case, the contest is worth more than the victory. I will not describe my own struggle, my griefs, my dark midnights, my heartbreaks. You might find them incomprehensible, or worse, ludicrous.
I am often described as an evil man, and while I do not dispute the label, I have not taken

the stricture to heart. Evil is a vector quality, operative only in the direction of the vector, and often the acts which incur the most censure do singularly small harm, and often benefit, to the people concerned."

Viole Falushe, addressing the Cervantes University by recording.

- Know Thy Muse (100CP, free for Passion)

To live is to experience, but how can one hoard such things without sharing? Within you burns the heart of an artist, and such inspirations deserve to be *expressed*. Be it poetry, painting, music or some other form of creative expression, you have the talent and skills to bring your ideas forth into a medium. You are decidedly above average, though to be considered a master might require additional practice.

- Mysteries And Masks (200CP, discount for Passion)

Greatness is often misunderstood. Your incomparable love could be seen as little more than a crush, your intense enjoyment of experienced events as madness, your enthusiasm for obsession. The solution, then, is to maintain appearances despite your inner glories or turmoils. You have mastered the art of keeping your emotions hidden, showing to the world the expression you think would be most appropriate or advantageous.

- Legacy Of Eridu (400CP, discount for Passion)

There's something about you that… *moves* people. Your expression, the way you hold yourself, somehow, somewhere there's something that leaves others unable to look away. Whether through extensive training or natural talent, you are a master at drawing the attention of others. Furthermore, your talent at inciting emotion in others has a darker side - you have a sixth sense for how to utterly insult or debase whatever it is you are involved with, evoking the exact opposite of charm and sophistication. You could be a bright star to inspire, or someone who makes the controversies surrounding the mad poet Navarth's look tame in comparison.

- Margrave's Magnificence (600CP, discount for Passion)

One might call you 'larger than life', except your life very well *could* be as fantastical and exotic as described. Nonetheless, your reputation truly is a thing of legends. Whether your actions are righteous or vile, all that you do somehow makes you more famous, more intriguing, more mysterious... and much as any positive aspects of your reputation grow far swifter, so too are any negative consequences reduced in impact. You could be one of the most wanted criminals in the galaxy - and yet the rest of the galaxy would romanticize even your most heinous deeds to the point of inspiring plays, books, and endless discussion.

Pride

In basic fact the five individuals have but a single aspect in common: their total disregard for human pain.Thus, as we hold Lens Larque up for comparison to his peers, we find no correspondence save in this single quality. Even that anonymity and secrecy which one might suppose to be a basic element of the craft is, in the case of Lens Larque, distorted into

something rude and brash, so that it seems almost a craving for public attention. Lens Larque at times appears almost eager to exhibit himself.

> *'The Demon Princes', by Caril Carphen, published by Elucidarian Press, New Wexford, Aloysius, Vega.*

- Darshe Delicacies (100CP, free for Pride)

Even an infamous crime lord known galaxy-wide has humble beginnings, and much like Lens Larque himself, you have not lost sight of your past… in particular, one part of it that is quite enjoyable both in the Oikumene and elsewhere: cuisine. You are not only capable of enduring food as vile as Dar Sai's traditional recipes, but you can even find enjoyment in anything you eat. This will not save you from the venefices of Sarkovy or similar threats but never again will you need to fear an unenjoyable meal. So long as it's not acutely poisonous, you can probably eat it with little issue.

- Plambosh (200CP, discount for Pride)

Your will is strong, your confidence mighty. Though you might face adversity and loss, you will always be able to show yourself with a calm certainty born from the knowledge you will endure - and in time, surpass. You draw succor and support from even the smallest experiences, your memories of minor exploits such as brigandry on Dar Sai as invigorating as the grandest gestures of your long career. You are proud, and while your pride my be temporarily tarnished, it will *never* be broken so long as you live.

- Yellow Hadaul (400CP, discount for Pride)

Anyone can scheme, plot or conspire against their enemies, especially when your targets are unawares. For you, however, 'conspiracy' is taken a step farther. Much like in the Darshe game of Hadaul, you excel at outmaneuvering your opponents' plots *especially* when they are actively scheming against you or they know you're plotting against them in turn. Your ploys and tricks go several levels deeper, their intricate workings often using your enemies' very own plans… and when they lose it all, they'll know you were the better schemer.

- The Face Of Retribution (600CP, discount for Pride)

To raise yourself up above others is to face everything from jealousy to ridicule to sheer spite as you pursue your goals. A lesser man might simply move on, ignoring such fools. A lesser man might forgive and forget. But you are not such a man, and your grudges can burn as bright as the greatest stars.

When you are wronged, your capacity for revenge is outright superhuman… and it does not end there. Not only are you keenly aware of just *how* to bring your wrath upon those who have wronged you, you are exceedingly talented at gaining further advantage while you do so.

A minor effort could see a man broken even as his wealth slips from his hands and into yours, but when you take your time, when you *dedicate* yourself to it… your retribution could change the face of entire planets, both figuratively and literally

Ambition

The accumulation of power is a self-sustaining process. The first accretion is slow, but increases according to direction. First, the requisite steps. These are an equable and careless fare, where nothing is revealed. During this phase all strictures are methodically discarded. Discipline in itself is not a corrupt concept, only discipline that is imposed rather than self-calculated.

Howard Alan Treesong, The Book Of Dreams

- Eccentric (100CP, free for Ambition)

Anyone who pursues power will likely be called 'mad' from time to time. Whether you are or not, your reputation is such that any strangeness on your part, be it personality quirks, odd methods or outright insanity, is never considered an outright detriment to your standing. People will still think you're odd if you wear violently clashing fashion, and at least 'bizarre' if you switch between eight different personalities in as many minutes, but they won't disrespect you over it.

- King Of Thieves (200CP, discount for Ambition)

One doesn't become the mastermind behind the largest crime syndicate in civilized space without the insight and skills to bring people into the fold. Your faction needs to expand, gain more influence, more resources, more *power*. You have a gift for recruiting those you need to fill the ranks, be it the ruthless to eliminate your competitors or the charismatic to spread your word and entice even greater numbers. And once you've got the first pieces in play… well, that's when the game truly starts, isn't it?

- Spycraft (400CP, discount for Ambition)

Why build with great effort when you can subvert with ease? Infiltrating hostile powers and subverting them for your own ends is a risky prospect, but potentially so very rewarding. After all, which crime lord doesn't want to outright control the entirety of interstellar police? You're a master of espionage and counter-espionage, especially directing your followers into advantageous positions in another organization's hierarchy. From there, a bit of blackmail, manipulation or the 'convenient' removal of those who would oppose your plans might be all that's needed to gain the upper hand. Furthermore, your subordinates are less likely to be tied back to you if caught and unusually loyal.

- The Colored Council (600CP, discount for Ambition)

From your mind springs forth potential untold, names and deeds from stories and myths made real within your mindscape. With a mere thought, you can bring new personalities into being, each made according to your wishes and with access to as much or as little of your skills, knowledge and memories as you deem appropriate. None of them will oppose you (or take control of your body) unless you want them to, and each stands ready to support you with the full skills at their disposal. Create a ruthless general to inform your battle strategies, a compassionate commoner to figure out how to woo the masses, a curious scientist to find new

uses for your scientific expertise, or even build mental simulacra of your enemies that are limited only by how much insight you've gained into their personality. You could build a team of a dozen different perspectives and beliefs, each giving their own suggestions and making their own plans, some of which may be far beyond what you would have thought of on your own. There is no limit to the number of personalities you can manifest, but figments who serve no further purpose may simply vanish again - either at your command or by their own choice.

Undiscounted

The evil man is a source of fascination; ordinary persons wonder what impels such extremes of conduct. A lust for wealth? A common motive, undoubtedly. A craving for power? Revenge against society? Let us grant these as well. But when wealth has been gained, power achieved and society brought down to a state of groveling submission, what then? Why does he continue?

Life, Volume I, by Unspiek, Baron Bodissey

- Locater (100CP)

You have the skills of a Locater, an interstellar prospector, though hopefully not the fortunes of one. You're a talented pilot, at home behind almost any commercially available spacecraft, and can navigate even far-off reaches of space with little difficulty. You also know how to effectively survey any celestial objects you encounter, identifying potential deposits for mining, valuable lifeforms or atmospheric conditions, and other such details of your environment.

- Tracker (100CP)

The IPCC might be the bane of the common crook, but even they need the occasional expert to deal with more complex cases. You're a skilled detective, capable of identifying leads and evidence even in chaotic circumstances, and you've got a nose for clues to identify what your targets might do to try and escape from the law. You might be slowed down if they leave the planet entirely, but a trail will need to be *very* cold before it's truly lost to you.

- Honeyed Words (100CP)

Sometimes, you need a little help. And sometimes, the people you need said help *from* aren't really in the mood to provide it. You could turn to intimidation, coercion or other such methods to convince them, but oftentimes it's easier to simply… *provide*. You're adept at bribing, at reading your conversational partners and realizing how much to offer, how much to withhold, and how much you can get away with asking before you get into trouble. Indeed, it seems that somehow anyone you meet is just a bit more open to the possibility. It's just a small thing you're asking for, after all, surely the SVU you're offering is worth it?

- Vagabond's Fortune (200CP)

Skill, cunning and power are useful tools to be certain, but sometimes you just need a little luck. Chance seems to more often turn out in your favor, coincidences and happy accidents helping you on your way with surprising frequency. This luck is most powerful when you have little else

to rely on, and is especially likely to get you the first few connections you might need to set up somewhere new, be it another planet or an entirely new reality.

- Jarnell Protege (300CP)

The Jarnell Intersplit drive was the catalyst for humanity's expansion through space, and even today it remains one of the most important technologies ever discovered. Shunting an entire ship into a sub-dimensional space, the Jarnell Intersplit allows even minor engines to transport ships across vast distances in the blink of an eye.

You've mastered the science behind this technology, and can easily design, modify, or repair the numerous technologies that depend on it. Aside from the standard FTL drives, you also know how to create communication systems that operate across the vast interstellar distances of space, the terrifying Thribolt guns capable of effectively teleporting warheads straight onto another ship's hull from across an entire star system, and have an overall improved insight into the interactions between alternate dimensions, sub-dimensions, and other layers of reality that may or may not operate outside of classical physics.

Items

Any item may be purchased multiple times, if desired. Free items become discounted for repeat purchases. Items may be imported into existing items, properties, or other such assets you possess provided you can do so in a sensible manner, such as importing an existing organization into The Neutral Party, or combining the Filament In Code with a treasure map you brought with you from a previous world. Items may likewise be combined with other items purchased in this jump: you can combine the Palace Of Jumper and the Methlen Mansion into a single location, or the Domino Mask and Trappings Of Society into a type of makeup highly effective at masking your identity, for example.
Any items that are lost or destroyed will be replaced after one week unless otherwise indicated.

Guile

- Trappings Of Society (100CP, free for Guile)

The worlds of the Oikumene and Beyond have cultures and traditions that form a dizzying array of possibilities. Choosing your appearance wisely can be challenging even for experienced travelers. With this small box of accessories you will at least have all the necessary tools; for it contains everything one would need to present themselves as, if not a local, then at least one aware of local customs. Aside from the commonly used skin pigments, it also contains ear-shells, wigs, clothing accessories and similar trinkets to complete your persona. The items available will automatically change any time you visit a different planet, country, or other such locale.

- Hidden Eyes (200CP, discount for Guile)

From listening devices and hidden tracking beacons to the persistent sticktight stalker drones, this collection of surveillance equipment contains some of the most refined designs that can be found in the Oikumene. Highly accurate, nearly undetectable and all-but impossible to waylay by mundane methods short of leaving the planet (for the mobile camera systems), these items will serve well anyone who seeks to gather information on a target. Furthermore, it's impossible to backtrace any of the connections, and the designs are somehow easily upgraded with any spy technologies you might acquire in the future. The collection will automatically replace any pieces that are lost or destroyed after one week.

- Title Of Trickery (400CP, discount for Guile)

For some plans, it's useful to have an 'in' with one organization or another - even if you are otherwise unwilling to put in the time or effort to earn such a position the normal way. At the start of any jump you may choose an organization to join, and you will find that you'll quickly gain a substantial level of authority and influence without the associated responsibilities. Perhaps someone's made a large donation in your name to a university, for example, in return for granting you an honorary professorship and access to labs and equipment? Should you surrender your newly-acquired but unearned position, or if your previous employer go under, you'll get to choose a new organization to join in a similar manner.
Comes complete with your own office, a moderate income, and few (if any) questions asked.

- A Filament In Code (600CP, discount for Guile)

This unassuming recorder device is of a type commonly seen throughout the galaxy, on ships piloted by explorers, locaters and other, less reputable individuals. The casing will only open to your touch, and even then you will find that the filament within is heavily encrypted. Though uncovering the data contained on this item will be a lengthy endeavour, there is something enticing about it nonetheless. Regardless of who or what you are, solving the challenge presented by this item will lead you to a location, item, or other treasure of great value to you. Sometimes it may be a vast pile of lost pirate loot, other times an unspoilt planet ready for colonization, or even a trinket with no real value but the fact that it appeals to your senses in a most remarkable way. Finally, you will never want for adventure with this item, for a similar object will appear anytime the old one is spent. The item, as well as the reward it might lead you to, will change as appropriate for the setting you are currently in.

If you have also purchased the *Eleven Prime Numbers* item, this item is further improved. You not only acquire the filament itself, but you also gain the services of a team of dedicated treasure hunters with the skills and talents necessary for effectively solving the filament challenges. Archeologists, explorers, detectives, hackers… the team's composition and skills will change any time they encounter any new difficulties, ensuring steady progress. Without any effort on your part, this team will guarantee completion of at least one filament each year, though they may be significantly faster depending on the power and value of the reward.

Glory

- Combat Gear (100CP, free for Glory)

To stand tall is to make yourself a target, and to be a target means you need ways to protect yourself or bow to those who call themselves your betters. This collection of gear contains blades, low-profile body armor, projaks of various types, and other such personal equipment of exceptional (though mundane) quality. The armory will automatically update for any setting you might find yourself in, a medieval fantasy setting might replace composite mesh armor with plate mail and provide high-quality crossbows as an alternative for a projak's laser blast.

- Science And Engineering Solutions (200CP, discount for Glory)

Sometimes a simple solution is the best one, even if it's not one you might think of on your lonesome. On the other hand, an unsolved engineering problem is as likely to end in flames and shrapnel as it is tears and bankruptcy. Fortunately it pays to outsource such troubles at times, and you've got just the thing. This semi-automated database contains a large volume of unpatented technological designs, engineering specs, and other such information - all available on demand. You can simply provide the system with a particular problem you need to overcome, and it will provide a list of (potential) solutions from publicly available sources if any such are available.

- The Neutral Party (400CP, discount for Glory)

'Interchange' is perhaps one of the most bizarre organizations to come out of the interplay between the Oikumene and Beyond: a highly respected institution dedicated to the safety and wellbeing of kidnapping victims. Anyone kept at Interchange is guaranteed release upon payment of the kidnapper's demand - likewise the kidnapper is guaranteed to receive the payment once it is made (minus operating fees). You are now the owner, or otherwise in charge of, a similar organization or company operating at the very edge of legality and crime. The exact details are yours to decide and may be changed at the start of any new jump, but this organization's reputation and integrity ensure that so long as they are a (potential) net benefit to the overall safety of society, they will not be targeted by any law enforcement even if they are breaking the law.

- Hormagaunt Theorems (600CP, discount for Glory)

Kokor Hekkus has lived for centuries, kept alive through a horrifying process that has turned him into a Hormagaunt: a creature capable of restoring its vitality using tissues collected from the young and healthy. This heavy stack of books, papers and other documents details the process used to become a Hormagaunt, as well as the means to prepare the rejuvenating samples necessary to maintain eternal life. Though this will initially require harvesting organs from children and leave the Hormagaunt with an inhuman, ghoulish appearance, given time and study it will be possible to remove these limitations and perfect the process, potentially even allowing you to integrate other serums or medical treatments into it. Even if for whatever reason

you no longer need the Hormagaunt treatment yourself... even a flawed immortality can be enough to tempt the most disciplined souls, and you'll have something *better.*

If you have also purchased the *Eleven Prime Numbers*, this item is further improved. A dedicated team of the finest biomedicine specialists will work around the clock to uncover the best uses of the procedure, either as a small R&D lab under your name, or integrated into a similar company or organization you possess. The potential limits of the process are further relaxed: eventually, all negative effects of aging, from physical weakening to Alzheimer's, may be negated. Furthermore, the team will automatically adapt the Hormagaunt process for any other beings you encounter - from unknown strains of humanity to alien races to magical creatures and even plants and fungi.

Passion

- Wines (100CP, free for Passion)

This collection of wines has been brought together from countless worlds in the Oikumene and Beyond, and contains some of the finest examples of human brewmanship. Aside from being quite valuable, there is guaranteed to be a wine to suit any meal or other partaking of food… and should you wish it, these wines are *exceptionally* good at inducing just the right state of expanded consciousness in your guest.

- Domino mask (200CP, discount for Passion)

This ornate and stylish mask marks you as a person of great mystery… further aided by the fact that it becomes unreasonably more difficult to determine the wearer's identity while they wear it. Though this will not fully prevent someone from recognizing you by your voice, mannerisms or clothes, it will still introduce a substantial amount of doubt. Furthermore, even computer-aided facial recognition is effectively impossible. You could be one of the most wanted men in the galaxy, and still attend a masked ball on Old Earth itself without anyone realizing who you are.

- Palace Of Jumper (400CP, discount for Passion)

Much like Viole Falushe, you have a sanctum to call your own. This massive reserve stretches across hundreds of square miles, and not only includes a very high quality personal mansion and resort, but everything from hills to coastline to well-tended gardens. Any time you move to a new setting it will be inserted somewhere appropriate, and it will be a famous (or infamous) location of great interest to the people. You could easily gain substantial numbers of visitors were you to invite guests, or use its fame and reputation for PR events, diplomatic meetings, and similar activities you might pursue. Furthermore, the environment automatically shifts to be the true expression of your inner self, yet it never scares visitors off.

- Servants (600CP, discount for Passion)

Viole Falushe was infamous for his use of slaves, be they purchased from the slave traders or 'acquired' personally. Indeed, the first act of a long and storied criminal career was the kidnapping and sale of an entire class of children. Much like him, you have access to a *vast* pool

of potential employees, available to any organization, company, army, or other assets you might possess. They need not be slaves, if you would rather have your recruitment strategies remain legal, but they will otherwise be fairly similar: poor and untrained, but also lacking in any kind of support structure and therefore unlikely to rebel against you or your orders provided you are not outright killing them through harsh work conditions (or if you simply use sufficient guards). Any organization needs hands to do the work, and you'll never lack for raw, if unskilled, manpower.

If you have also purchased the *Eleven Prime Numbers* item, your workforce is further improved. Be it by greater support for pirates and slavers that find their way onto your payroll or merely access to greater incentives for voluntary employment, your workforce is substantially more skilled. Where before you had access to a largely unskilled pool of workers, you'll now also find physicians, engineers, scientists, artists, managers and all sorts of other candidates with full education and years of experience. And yet, their vastly greater skills and 'market value' doesn't actually make them more likely to leave your organization (or escape). Perhaps they're simply loyal to you because you hired them when they were going through hard times?

Pride

- PANAK (100CP, free for Pride)

You possess an item, or collection of items if they are used together, that is irrevocably tied to your image. Any action you do while using or even merely carrying this item will become substantially more memorable - be it for good or evil - and will reinforce your growing reputation. Furthermore, the *manner* in which you use said item(s) will also become well-known… merely unholstering a blade can become an act of supreme intimidation if others know you only ever draw it at the blazing edge of wrathful rage.
You may choose a different item or set to apply this to at the start of any new jump.

- Black Sand (200CP, discount for Pride)

This heavy, lead-lined metal suitcase is filled with prime quality 'black sand' from Dar Sai. This mixture of duodecimates is formed of stable transuranic elements with atomic numbers in the 120s to low 130s, bound in the form of various oxides, sulphides, and similar compounds. Exceedingly rare and highly valuable for all manner of high-tech processes, this supply of materials is worth a small fortune. The suitcase refills itself monthly.

- Methlen Mansion (400CP, discount for Pride)

This large, exquisitely crafted manor house is all but impossible to acquire without *substantial* social connections - even men wealthy and powerful enough to be on first-name terms with CEOs of interstellar corporations and owners of entire moons would find their status of little help when attempting to purchase one. Consequently, your ownership marks you as a part of the very uppermost reaches of society. For those in the know (and most who *should* be, are) you will always be considered an upstanding member of high society, and admission into even the most exclusive social gatherings is as simple as mentioning your name or that of the mansion itself.

- Stocks (600CP, discount for Pride)

What you hold in your hands are a stack of papers that show you are the legal owner of a large amount of stocks in a particular publicly traded company. Except… it seems the actual name of the company has been left blank. By filling in the name of any specific company, you will almost immediately (limited only by the speed of the local banking system, stock market, or other such infrastructure) acquire all identified stocks. You will be able to acquire a 51% stock majority in a company comparable to a small- to medium-sized interstellar mining company (or equivalent, in other settings), though you may also purchase a smaller company for a greater portion of stocks, or a larger company for fewer stocks and the willingness to forego possession of an absolute majority. The Stocks only work once per jump, and do not provide any benefits beyond being the (partial) owner of your selected company.

If you have also purchased the *Eleven Prime Numbers* item, the Stocks are further improved, and are capable of providing a 51% majority of one single publicly traded company, regardless of size.

Ambition

- Marmel (100CP, free for Ambition)

Most commonly used to create memorials and graves on the planet Moudervelt, 'Marmel' is the substance used to convert living or recently dead tissues into a solid, marble-white material. Owing to the use of the 'original', Marmel statues are naturally lifelike, and once completed are hardy and resilient enough to stand the test of time for decades or even centuries. It is also possible to (partially) Marmelize living persons, which may be exploited by less reverent individuals for some *particularly* unusual forms of torture. You gain a sizable supply, as well as the knowledge needed to use it or to make more.

- The Mark (200CP, discount for Ambition)

Even the most elegant plans can be disrupted by a single mistake, one crack that spreads to shatter a wall, a broken thread slowly unraveling the entire weave. Now, you have this first weak point to exploit. This item somehow provides that first scrap of information you need to set up your plans, whatever form it may take. An intercepted letter that gives some clue to follow up on a target you want to blackmail, a signature or name that doesn't *quite* fit the remainder of the list, a discarded photograph that could eventually lead to the most notorious master criminal of the galaxy… you will still need to put in the time and effort to follow up on what it might mean and how to best use the opportunity, but quite often that first step is the most critical.

- The Book (400CP, discount for Ambition)

This unassuming journal is far more than it would appear at first. On the red cover, faded block letters spell out '*The Book Of Dreams*', and those in the know would realize they hold a book of great and terrible importance. Initially, it takes the form of Treesong's most valued - and lost - treasure. Within, the young madman wrote down his stories, his hopes and imaginations, and the adventures of the seven colored paladins - each a personality born within his broken mind.

But just as the mad ramblings within eventually shaped Treesong into the ruthlessly successful man he would become, so too does this book hold power… for when the last page is turned, the book takes a new name and color, appropriate to the one reading it. Within, the reader will find their *own* stories, and an understanding that madness is sometimes not something to be healed, but that can offer power if embraced. Split personalities might grant better multitasking or the insights a team effort provides, violent sociopaths might harness their urges into combat talent, and paranoia teaches caution and superior planning skills. Any psychological issues (be they temporary or permanent) will grant their own boons, regardless of cause or consequence. To one who takes the Book's teachings to heart, they'll find that the difference between greatness and madness truly ceases to exist.

- Conspiracy (600CP, discount for Ambition)

One cannot pursue power on their own; by necessity a leader must rely on others to fulfill their orders and extend their reach across existence. However, a cunning man would realize that awareness and understanding aren't necessary for others to be useful pawns. Ruling from the shadows is still ruling, after all. You stand at the head of a powerful conspiracy not unlike the enigmatic Institute or the various crime syndicates ruled by the *Demon Princes.* Although its power is not as great and members are not so fanatical that they will readily sacrifice their lives (or livelihood) for your schemes, with patience and cunning you can leverage their influence and the secrets you'll learn for some very potent advantages.
The exact nature and purpose of the Conspiracy may be chosen freely at the start of any new jump.

If you have also purchased the *Eleven Prime Numbers* item, the Conspiracy is further improved. With the financial assets available to them they will have expanded their reach and numbers greatly, bribes, investments and sabotage ensuring they have connections in almost every facet of industry, politics and media.

Undiscounted

- The Collected Works (Free)

This heavy case contains signed first editions of all the written works of Jack Vance, from his short stories to the longer, multi-book series such as that following the *Demon Princes*.

- Classic Cuisine (50CP)

The many worlds in the Oikumene have their own cultures, their own traditions and, often, their own food. It can take a lifetime to taste everything, and with this menu you've got a pretty good chance to do just that. Initially containing the so-called 'classic cuisine', popular on over a third of the Oikumene's worlds such as Alphanor and the Western parts of Old Earth, this supply of meals will automatically update with anything you encounter in the various restaurants, inns and eateries you'll no doubt visit during your travels.

- Ship (100CP or 200CP)

Congratulations! You are now the owner of your very own Model 9B spacefaring vessel! This ship, shaped roughly like a 30 feet long cylinder, comes equipped with the standard Jarnell Intersplit FTL drive, planetary and atmospheric analysis equipment including a macroscope, auto-pilot and navigation systems, as well as the user's manual in case you need a refresher. It's not very spacious, but it's reliable, robust enough to survive most common stellar environments, and low on maintenance requirements. Furthermore, it automatically updates any necessary communications or landing protocols so it is always compatible with spaceports you might encounter in the future.
For an additional 100CP, you may upgrade the ship to a luxury craft comparable to the lavish Distis Pharaon or Imperatrix, with enough space to house half a dozen individuals in easy comfort, as well as a starmap with an automatically updating register of all commonly known stars and planets, and their identified properties such as mass, orbit, and so on.

- Identity Pass (100CP or 200CP)

This sturdy polymer card serves as identity card, passport, driver's licence and probably just about any other form of identification you might need. It automatically adapts to your identity in any jump and the pass will automatically update any relevant system it's used (such as border control by the IPCC or Deweaseling Corps) in case you've lost your original documentation… or if you're a Drop-In and never had any to begin with.

For an additional 100CP, the pass can automatically integrate any other ID you might possess, including any… 'unusual' access rights, software, tools, and other such tricks those may possess. It will also be improved to allow multiple identities, switching seamlessly between your true name and any fakes, alter-egos, or other identities you need to show with nothing more than a thought.

- Economic Advisory Team (200CP)

Near unlimited wealth and infrastructure does have its problems… namely: how to actually *use* all those resources. That's what this team is for. Much like Jehan Addels' helped Kirth Gersen, this team of unfailingly loyal managers, economists, planners and support staff stands ready to manage any of the Jumper's properties, making the most of what you have. They're competent at any job necessary to manage your assets, but are especially adept at determining how to use your funds and companies without causing unwanted disruption of the local economy… such by buying a bank to ensure the safe investment of untold amounts of wealth without drawing undue attention.

- Eleven Prime Numbers (600CP)

Throughout the galaxy, people work and trade and spend their lives away - and like any other economy, so too does this one have *money*. The Standard Value Unit, or SVU, denotes the minimum wage for a single hour of unschooled work, forming the most common currency in use throughout the Oikumene and beyond. Authenticity of any cash is easily verified, using so-called 'fake-meters', which scan a note and indicate its legitimacy (or lack thereof). And yet, despite

the fact these items have been in use on countless worlds for years on end, no-one has ever succeeded in determining just *how* the money is identified. Any attempt to open a fake-meter without catastrophic damage is doomed to disaster, and the banks of Sol, Rigel and Vega will resort to any measures to keep the secret - up to sanctioned assassinations in the more extreme cases.

Yet they have failed.

Much like Kirth would eventually discover, the method for creating money *can* be replicated - and easily so. In your possession are the instructions necessary to convincingly falsify any SVU note, from the most common single-digit notes to the gleaming hundred-thousand SVU notes seen only in the richest parts of society. Should you follow the instructions successfully, your money will be able to fool any and all inspections, effectively making it true, legal tender. An enterprising person could become the wealthiest individual in the galaxy overnight, confident in the certainty that no method can identify their fraud. The only way your newly minted money can be seen as fake is if you introduce intentional flaws or differences (such as printing the notes with fading ink), if you fail to reproduce the process as described, or if the authorities literally catch you printing the money. Now, this doesn't mean banks and other such institutions won't be distrustful if you simply show up with a backpack filled with billions in cash… but they won't be able to *prove* any of it is fake, either, and the options this information provides a clever con-man are vast indeed.

The schematics will automatically update themselves for any currency you encounter, but they do not guarantee you will be able to meet the necessary requirements. Even SVU notes need equipment such as ink, printers, and other machinery to create, they do not spontaneously appear out of thin air. Especially exotic currencies (such as magical gems, captured souls, etc.) may be beyond your reach entirely - at least until you acquire the skills to actually create such things. That said, sometimes a fake that's merely 'good enough'... is actually good enough, and in all cases the schematics will continually refine themselves to provide the best result you can manage with your abilities and resources at any given time.

Finally, the *Eleven Prime Numbers* will improve certain items you can purchase here, which is noted in their description.

- A Prince's Prize (1200CP)

Attel Malagate had his coveted paradise. Kokor Hekkus had Thamber. Lens Larque had the moon that would eventually direct his gaze upon his old enemies more literally than anyone imagined. Even Smade and 'Beauty' Dasce had their own worlds. Indeed, for those with the will and ingenuity to do so, acquiring a planet of their own is a definite possibility – even if worlds ideal for colonization are rare enough to be worth a Demon Prince's fortune. And now, you have one such world.

With this purchase, you gain the ownership of a single star system, complete with up to a dozen planets, be they rocky or gaseous, asteroid clouds, small moons and any other unremarkable

stellar features you desire. While most of the planets will not be suitable for habitation without extensive support, much like the other planets in the Sol system, one inner planet is a true 'paradise world' with breathable atmosphere, flora and fauna, and everything else one would associate with the concept. During your stay here the system can be found somewhere along the edge of the Oikumene and Beyond, but it will follow you from jump to jump and can be reached from the Warehouse.

While this system does not start with any intelligent life, this may be changed if you wish. You can found your own settlements similar to the numerous companies, cults and societies of the Oikumene, raid established worlds for slaves to lord over in your new estate, or create your own society from scratch by following in the footsteps of Malagate or Hekkus. Changes to the system will stay from jump to jump, including anyone or anything living within. However, anyone living here will not count as a Companion, and these people may not be granted CP or recruited as Companions using other jumps' Companion options.
Likewise, the star system itself does not carry any guaranteed protections apart from the space within following you; both positive and negative changes will carry over. You could build a magnificent post-scarcity utopia that never decays no matter how long you jump, but likewise if your star is blown up by an alien superweapon it will not be restored unless you do such through other methods, if your world is infected by a divinely empowered super-virus it will remain within until you find a cure, and so on.

Finally, the system may operate in one of two ways, which may be decided anew at the start of any new jump you find yourself in. First, it may be closed off from whatever setting you may find yourself in after leaving The Demon Princes, which will prevent anyone from entering or leaving except for those who may pass through the Warehouse. Alternatively, the world may also be placed within the setting somewhere, with the details of said inclusion adjusted depending on the setting. Any setting with faster-than-light travel might find it as just another, hitherto-undiscovered star system in the galaxy, a magical setting might recognize it as an alternate dimension or plane of existence, a modern-day setting might only add the main planet but include it as another part of the solar system, and so on. This allows anyone to enter or leave your system using FTL spaceships, teleportation, dimensional travel or similar methods, as appropriate for the specific style of insertion. Note that this access goes *both ways*, and does not come with any method to prevent access by potentially hostile parties (though you are free to implement such protections yourself with whatever methods you deem appropriate).

Companions

- New and old friends (varying cost)

You may import an existing Companion, or create a new one with a personality of your desire for 50CP each. Alternatively, import or create 8 Companions at once for 200CP. Each has 300CP to spend on Perks and Items, and they may take a further 300CP worth of Drawbacks.

- Canon Companion (200CP each)

With each purchase, you may bring one existing person from the Demon Princes with you on your travels.

Scenarios

Scenarios grant an extra +300CP at the end of the jump if completed. You may attempt any number of Scenarios, but you must choose which Scenarios you will tackle at the start of your jump (i.e. you may not start a Scenario 'mid-jump'). Failing a Scenario will cause you to fail this jump as if you died, but once completed a Scenario will never be failed. Being the most famous person in the galaxy will count as successfully completing The Second Conclave, for example, even if your fame is short-lived and you end your stay as a mere footnote in the history books.

Scenario One: Fall Of The Five

Without your presence, the five Demon Princes would eventually face their fate - dying to the vengeance of one of their old victims. Kirth Gersen, one of only two survivors of the Princes' raid on Mount Pleasant would have hunted them down, one by one… but now, he too died in the raid. In his place, you must find and kill all five Princes.

Your existing knowledge on the Princes is eliminated, other than what common people in this realm would know about them, and each of the Five is immune to any supernatural abilities you might have that let you directly locate or identify them.

Taking down the Five will be hard work, and with how different each is no single strategy is likely to work well against all of them. Cunning, power, wealth, influence, insight, skill… you will need many things, either by having what it takes or learning quick. The one advantage you have is that for each Prince you are guaranteed to receive one clue to lead you on their path, and none of the Princes know you're coming for them unless you make a mistake.

Scenario Two: The Second Conclave

The Demon Princes codified their power, influence and holdings at the Conclave of 1500, marking each as equals to the other - if grudgingly so. They are lords, rulers over vast areas of space with immense organizations at their backs. Their schemes and machinations change the very foundations of human society, unseen but felt across every corner of the Oikumene and Beyond. The five criminals that met each other as peers that day have not seen another equal since… until now.

Your challenge is to gain a level of fame, power and influence equal to any of the Demon Princes. Be it through fame and glory, political acumen or criminal notoriety, yours must become a name known in every household from Vega to Dar Sai.

Scenario Three: Tipping The Scales

The galaxy stands on an uneven balance. On one side the Oikumene slowly expands, the ordered structure of civilization slowly marching across the galaxy. On the other side, lawlessness and chaos reigns Beyond, burning with a fiery passion that could send humanity into a downward spiral. Now, you will decide which way the balance tips. By the end of your stay, at least 90% of Beyond must adhere to a single system of criminal laws comparable to the Oikumene… or the Oikumene must have split apart, its former unity giving way to at least four distinct governments and territories.

Drawbacks

You may gain up to +600CP worth of Drawbacks. Any further Drawbacks do not provide more points, but may still be taken… if you wish. Scenario rewards do not count towards this limit.

- The Patient Plan (+0CP)

Ten years is a short time to really bring your ambitions to the fore… indeed, many of the Princes have been operating for decades and, in one case, even centuries. If you want to reach their heights, you'll need the time to properly get going. By taking this Drawback, your time in this setting is extended to up to a full century.

- Wanderlust (+100CP)

It is said that humanity always remembers their origins, that no other planet truly feels like 'home' no matter how much someone might get used to it. Even those who have lived their entire lives on other planets sometimes note a sense of belonging when they visit Old Earth. Much like these people, you never truly feel at home in any of the worlds you set foot upon. You might stay for a while, but the longer you remain the stronger that sense of unease, of restlessness will grow. You'll never set down roots, and if you stay for more than a year in one place it's going to be a highly unusual exception.

- Fussy (+100CP)

You're rather particular when it comes to your food… which is a bit of a problem in a setting where culinary traditions vary from world to world and restaurant to restaurant. Sticking to bland, tasteless food will be fine, but the more exotic foods you try, the more likely you are to end up with indigestion, nausea or the runs.

- Loner (+100CP)

Much like Kirth, you find that you're all but unable to make lasting emotional connections. One day you might have a dozen friends or even lovers, the next they've all moved on, leaving you to fill the holes in your life. Others will come, no doubt, but there will always be that edge of loneliness, of futility. Your Companions (if any) are not affected by this.

- Obsession (+100CP or +200CP)

You've got a goal, a purpose, a reason for your entire life that eclipses everything else you might consider. You're obsessed with a dedication as great as that of any of the five Demon Princes… and one way or another, you *will* accomplish your goal. You may choose your obsession yourself, but it may only be something that will be a challenge for at least a substantial part of your time here. Your obsession typically grants +200CP, though any goal that will complete a Scenario you've elected to do will grant only +100CP.

- Culture Shock (+200CP)

Human culture has spread across the stars, mutating into countless new forms and variants… and many of them seem positively awful to you. From the near-rapist Darshe 'wooing' to cults that fanatically limit themselves to a pre-defined language of 800 words, to the bizarre xenophobia of Moudervelt, you will never manage to fit in. Your grasp of local customs is ham-fisted at best, and actively antagonistic at worst. Even on Old Earth you'll risk insulting others or causing incidents, your best attempts at geniality falling flat or making things worse no matter how long you've stayed at your current residence.

- Careless (+200CP)

It's not that you're clumsy, or unobservant, or that you just have bad luck. Yet somehow, you keep making mistakes you know you shouldn't. Accidentally knocking something off a table when you're trying to stay hidden, forgetting you left your blade in the *other* set of boots, and so on. It won't outright kill you on its own, but expect plans to fall apart much more easily. You had better be *very* careful who you personally go after.

- Temper (+200CP)

You don't take adversity lying down. Or obstruction. Or disrespect. Or… anything else, really. You're easy to anger, fury always boiling just below the surface. You won't immediately murder a waiter because the restaurant takes longer to prepare your dinner than you like, but expect shouting matches and brooding on a daily basis. Stray thoughts of revenge like defacing an entire moon to get back at that snobbish neighbor of yours will not be rare occurrences either.

- Institutionalized (+300CP)

The Institute, a vast, immensely powerful conspiracy that crisscrosses through humanity's interstellar civilization, believes you are a danger to the safety and advancement of mankind. They won't act openly against you, at least not right away, but expect a never-ending series of seemingly coincidental misfortunes. Faulty spaceship systems, bank fraud, even outright sabotage of your property will all occur here. Should you endure despite their hostilities, the Institute might escalate to more dangerous and blatant opposition. It may be possible to change their opinion of you, but this will almost certainly be a lengthy, uphill battle.

- 'Beauty' (+300CP)

Much like Hildemar Dasce, you are recognizable, unique, a man who truly stands out in a crowd. That is, you are absolutely hideous. Be it through grievous scars, in-born deformities, or

some other form of atrocity inflicted upon yourself, your face is marred in a way that even the most battle-hardened thugs would consider revolting. Not only will you find this severely hindering in any kind of social interactions, it also makes you exceedingly easy to find and track - there's no one quite like you, after all. No amount of make-up, medical interventions, or other methods you might possess can remedy it.

- Guest (+300CP)

Rather than starting in whatever location you normally would have, you begin this jump in a small but somewhat comfortable guest room. Specifically, a guest room at Interchange, the respectable mediator for kidnappers and kidnappees. Your 'rescission' fee is not especially large, but until you are freed you cannot access your powers, money or any other assets you may possess. Your Companions (if any) cannot rescind your fees or force your escape. There is, however a guaranteed way for you to be released: convince someone to rescind your fees. The longer you wait, the lower your price will drop and the more likely you are to be released… but you will only regain your full abilities the moment you meet your sponsor's requirements. Unfortunately, the most likely people to visit Interchange are slave traders or those seeking particularly advantageous favors - be they economic, political or of a more personal nature. How much are you worth?

Ending

You have finished your time here, explored the Oikumene and Beyond or merely lived a quiet life, sought the heights of grandeur or the depths of depravity, or other things besides. Now is the time to make a choice.

This galaxy has many things to offer, and you can't see them all in a hundred lifetimes. Why not stay, and remain here to pursue whatever goals you desire?

Or perhaps you're done traveling, and between the myriad worlds you've seen you now only long for home. Then end your jumping days, and return to the world you once began in, keeping anything you've acquired during your travels.

And finally, if your time here as only strengthened your lust for adventure, then continue on. Humanity's story is not yet at an end, and there are countless other worlds to see in the multiverse. Good luck, and safe travels.

Notes

Regardless of what the fluff of backgrounds, Perks or other options may say, nothing you acquire here will directly make you evil or insane. Some abilities are obviously better suited to criminal masterminds than heroes of virtue, but you will not be made into one or the other unless you *choose* to be.

Technology found in this setting, such as the Jarnell Intersplit FTL drive, will continue to work in any future jumps you visit. That said, no guarantee is made for any cross-setting interactions or incompatible physics mucking things up. I don't know what will happen when you activate a Jarnell Intersplit while you're stuck in the Warp in Warhammer 40K, and I probably don't *want* to know either. Same thing for applying the Hormagaunt theorems to deities or ghosts, creating stable time loops in the Prince's Prize, or any other shenanigans you get up to, just… fanwank, keep it reasonable, and have fun.

Companions recruited in The Demon Princes do not have any Perks or Items, though they may have certain skills or abilities the Perks or Items are based on. Likewise, acquiring items in the setting itself (such as the process Kokor Hekkus used to become a Hormagaunt or the Eleven Prime Numbers instructions) does not provide them with the fiat-backing that the Item section has.

Yes, you can recruit Kirth and the Five Princes as Companions, even at the same time. No, bringing all of them along together is not necessarily a good idea. Consider yourself warned.

Science And Engineering Solutions will not provide patented or secret information, merely information a dedicated layman would acquire if they had far too much time on their hands. Likewise, the Stocks will not let you purchase a company that's *secretly* traded.