Galactic Civilizations II

V1.0 jumpchain by Songless

Long ago, the galaxy was home only to the Precursors, known as the ‘Arnor’. For countless millennia, the void between the stars harbored these near-divine beings, and little else mattered. Then, a schism between the immortals led to a devastating conflict, and in the end…

They vanished.

New races emerged, though they were largely bound to their home systems without a means to travel at Faster-Than-Light speeds. Even the development of the Hyperspace Gates did little to change this fact - reaching another species’ homeworld could take dozens of millennia.

Then, humanity arrived on the scene, breaking the old paradigm with the invention of the first *Hyperdrive*. The technology for this new space engine was broadcast to the other races, though without the permission of Earth’s governments.

As it turned out, this was *not* a particularly wise course of action.

Now, the galaxy is embroiled in a bitter war. The Terran Federation stands together with the Altarian Republic and the Arcean Empire, facing an enemy both wicked and ruthless. The Drengin, a ruthless race of slavers and cannibals, believe it is their right to subjugate all ‘lesser’ races into eternal slavedom, and with a devastating surprise attack against the Arceans they have suddenly gained the upper hand. The battered alliance is quickly losing ground, and it seems like the Drengin’s victory is all but inevitable...

You arrive in this galaxy, so prone to wars and conflicts, as the leader of one of the factions. Will you have what it takes to keep your people safe, to lead them to victory and emerge as the greatest galactic civilization in history?

Just remember… that same history has a nasty tendency to not stay in the past - and even the Precursors themselves may not remain gone forever.

You have **1000CP** to get started. Good luck.

The State Of The Galaxy

The galaxy is an exciting and dangerous place, but there are different stories that might be told… not to mention different perspectives from which they are seen. Depending on when you arrive in this galaxy and who you choose to align yourself with, the threats and opportunities you'll encounter might differ considerably. Each option has its own possibilities, but in all cases your stay here will last until your victory… or your demise.

You may choose to arrive in this setting on one of the following four paths:

Your first option is to take part in the storyline focusing on the **Dread Lords**. The Terran Federation has remained locked in a state of semi-cold war with the ruthless Drengin Empire for some time now, backed by their allies in the Alterian Republic and the Arcean Empire. Now, the Drengin have launched a surprise attack and decimated the Arcean Empire's fleets - leaving humanity and her allies outgunned and in severe peril. You will join humanity in its struggle, taking the place of the Terran task force ordered to investigate a potential method to turn the tide using previously-unknown Precursor artifacts. Your victory condition is one of two options - either you must ensure Earth's safety from the Drengin and the (inevitably) awakening Dread Lords by activating the Arnorian Planetary Barrier *and* guarantee humanity can gain the technological advantage to eventually strike back… or, if you think you have what it takes, you could reject the original course of history. If you manage to both eliminate the Dread Lords *and* fight back the Drengin Empire until their unconditional surrender, you will likewise achieve victory.

Completing this storyline successfully will grant you a single copy of the *Arnorian Planet Barrier* device.

Your second option is to experience the events of the **Dark Avatar** campaign. The Drengin Empire reigns supreme, having killed or subjugated all of humanity's colonies and allies, with only Earth remaining untouchable behind an indestructible Precursor force field. But not all is right… the Korath Clan, mightiest of the Drengin warriors, have turned away from the right course of action. Now, they commit genocide, slaughtering their victims to the last man, woman and child instead of subjugating them into slavedom as is their proper place. You take the place of the Drengin warlord tasked with investigating the Korath Clan and their practices, and will emerge victorious only when the Drengin Empire has the evidence of the Korath Clan's genocidal plans, including the details on their corruption. The Drengin homeworld must remain unconquered, and the remaining Drengin must unite against their corrupted brethren so they may once again enslave the weak and feeble... as is their right.

Victory in this campaign comes after leading the mightiest fleets and military forces seen in the galaxy, and grants you an additional 600CP. You may spend this CP on the Super Abilities of

the Drengin or the Korax Clan, any non-Companion Follower purchases and any number of purchases of *Stellar Bounty* to represent your conquered loot.

The third story you might decide to follow is the **Twilight Of The Arnor**. A Terran exploration fleet returns home to find the galaxy subjugated by the Drengin and in the midst of the conflict between them and their even darker cousins, the Korath Clan… and all the while, a far darker threat looms in the shadows. You will take charge of this Terran fleet, and avoiding extermination by the enemies that seek your demise is only the first of your challenges. You must also figure out what to do with the offered assistance of a *very* unexpected advisor you're bound to encounter - one of the last living Arnor, the benevolent Precursors of the galaxy that once opposed the Dread Lords. You will know victory once you have claimed the needed shards of the Telenanth and destroyed them in the fires of a supernova - thereby eliminating the terrible threat of the Dread Lords for good.

For completing this daunting task, you receive the mightiest weapon ever built in this galaxy… the Terror Star and its derivative technologies, as described in the *Starkiller* purchase below.

And finally… there is the option to take a different path altogether. A **New Galaxy** awaits, and the future is neither set in stone nor expected to follow the events of stories told elsewhere. There are no overarching plotlines, nor pre-dictated events that will shape your empire… and unlike the other options, this option represents true freedom.
You will start in this galaxy the moment the twelve main civilizations gain access to the Terran's newly-invented Hyperdrive, and from there… well, that's up to you. Perhaps you'll conquer the galaxy by military power like the Drengin sought to do? Or you'll forge a diplomatic union grander than any seen before - forming permanent alliances with all (remaining) civilizations? You could even seek a subtler path, slowly assimilating all alien races into your empire through the power of your culture… and there are whispers of more esoteric means to achieve victory, available only to those with a scientific might greater than any other. Whatever the case may be, you will remain in this galaxy until you achieve victory through one of these methods - or until your civilization is annihilated in turn.
You may elect to become the leader of any of the twelve existing empires, such as the Torian Confederacy or the Iconian Refuge, or instead create a new race of your own. See the 'Notes' section for details.

A Civilization is a strange and changing thing, with many ways to show your superiority. For leading your people to supremacy over all others, you may choose one of three options. You may gain an additional *Super Ability*, one Galactic Achievement as with the *Stellar Wonder* option below, or two Trade Goods as described in *The Bargain*.

The History Of An Empire

You start this jump as the leader of (part of) an empire, with the exact details depending on the choices you've made above. You may choose your age and gender freely - just keep in mind that some races are not as tolerant as others. For the Korx, selling one's mother into slavery is a kind of 'right of passage' into adulthood, for example. You may choose to be a 'Drop-In' or the more standard reincarnation style background as you wish. With so many people living together, one more won't be noticed. As for how a random stranger becomes the leader of an entire society - well, the Altarians probably found you through prophecy/precognition, the aforementioned Korx probably have a receipt for 'immortal emperorship, bought and paid for by Jumper', and the Thalans might just assume you're part of a second time-travel loop and put you in charge because of that. In any case, it'll sort itself out fine.

Beyond your rule, each society typically ends up focusing on one field over all others. This doesn't mean civilizations don't dabble, even a highly academic society still needs a military, if only for protection, for example. Nonetheless, you may choose the Focus of your particular (part of) galactic society here, which will determine discounts much like a Background would in many other jumps.

A **Military** society, as the name implies, favors a strong battlefield presence - be it for offense and conquest or protection of their own territories. They tend to have the largest fleets, the most powerful ships, and the best ground-side combat forces, but often lag in other areas due to the high costs of maintaining such a fighting force.

A civilization focused on **Science** favors technological solutions to its problems, and it shows. They have the fastest advancement of technology and the sciences (which in this setting also encompasses such things as setting up interstellar governments), and while there's a difference between *developing* a new planetary improvement, ship design, or other such breakthrough and actually *using* it, a scientific civilization can end up outmatching all others simply through their technological edge.

Some races are naturally gifted at **Diplomacy**, and those who culture this gift can become quite influential among the stars. Negotiating, trading, signing treaties and alliances until your side is far mightier than any of its founding members - words might not be an obvious path to power, but their effectiveness is undisputed.

And finally, some civilizations rely on their **Culture**, swaying the hearts and minds of other people through sheer force of personality. These civilizations tend to be the richest, bringing in tourism from across the galaxy and relying on 'soft' power rather than overt military might or other such methods to exert their influence.

Perks

Military

- Hardened (100CP, free for Military)

Interstellar combat, like so many other forms of conflict, tends to be a lot of waiting followed by a few moments of chaos and destruction. Fortunately, you and your people possess a great amount of discipline, allowing your forces to remain focused even during the most hectic combat situations. As such, you'll find that your fleet gets a slight edge to both weapon skills and defensive capability, and the courage and discipline of your groundside forces mean that planetary invasions (and defense) are noticeably easier as well.

- Self Sufficiency (200CP, discounted for Military)

Don't make the mistake of assuming that just because the galaxy is quiet *now*, that it's going to stay that way. War is all but inevitable, and once two factions go to war… it's equally inevitable that many other civilizations might find themselves presented with the lure of an easy conquest from a neighbor weakened by a conflict on the other side of their territory. To be ready for war means not only being capable of fighting - it means being able to stand against any that might seek to take advantage of you, and that means standing *on your own*. Your followers are experts at not only providing logistical support to the military, but also at reducing the costs of operating military ships and infrastructure as well as repairs. This means that you'll be able to maintain a large fighting force even when the galaxy descends into anarchy and canceled trade deals, economic pressure and conscription might otherwise drive your entire civilization to (near) bankruptcy.

- Arsenal Of Destruction (400CP, discounted for Military)

To build a fleet capable of defending your empire (or conquering a rival's) is not a trivial task. Parts and resources need to be brought in from dozens of industrial sectors, crews and soldiers need to be trained, and there's always the dilemma of what exactly you'll go for - larger numbers of small combat craft, or a few, powerful warships to dominate one sector at a time. Or at least… it used to be. Streamlining your industrial capacity is not easy, but when it comes to military-industrial power your people are nothing short of savants. You'll be able to build more ships, faster and cheaper than before… and most amazingly, this effect becomes more pronounced the greater your production target's overall size, complexity, and cost are. Heavy Fighters' small size means they don't have that many ways to optimize production, but Frigates are already substantially easier, and Dreadnaughts? Well, by the time you're building those behemoths you shouldn't be surprised if you start getting almost twice as much bang for your buck. Possibly literally, if you like using missile weapons.

- Flexible Doctrine (600CP, discounted for Military)

From Anti-Matter Torpedoes to Kanvium Armor technologies, it's a fact that space-borne warfare is highly reliant on the equipment you provide your forces with. The release of the Hyperdrive design has led to a new arms race of unprecedented might… but that also means you can end up caught completely off-guard. Over-extending your technological R&D into missiles might end up with your forces utterly outmatched if an enemy starts equipping their ships with masses of point defenses, ECM, and other anti-missile systems, and the same is true if you're built to defend against mass drivers and suddenly face ships with energy beams instead.

If only you had a decent energy weapon or some Mass Drivers instead… and now, you likely will. You and your people will find that any kind of military technology, be it weaponry, defenses, or any other such systems you need for your forces, is now merely the *first* option of *many*. The time and effort needed to develop alternative military options (based on existing but 'lesser' methods you might possess) to match what you can already do is *vastly* reduced. So if your most powerful weapon is a Mass Driver of some sort (say a Quantum Driver), you could get your hands on Beam Weapons or Missile tech that are equally effective - except your opponent might *not* have suitable defenses for them. Likewise, if all you have is armor and your foes start using beam weapons, your desk will probably see a report or two on breakthroughs in shield technologies before the week is over.

Furthermore, you'll find that adjusting any existing systems you have deployed is far easier than it otherwise was - modular components and interchangeable system parts ensuring that equipping your fleets with what they need to turn the tide is *not* going to stay a mere idea.

Science

- Spark Of Genius (100CP, free for Science)

With the sheer amount and complexity of information involved in next-generation research, most scientific advances slowly progress in vast, city-sized research facilities. But every so often, there's a giant leap forward - a sudden flash of insight that ignores all perceived barriers to scientific advancement and leads to more progress in a few days than you might have otherwise seen in months. Now, you and your people are gifted with just this kind of creativity, experiencing the same kind of sudden technological breakthroughs on rare occasions. This *might* just make scientific progress a bit more difficult to predict in advance, but you'll always be pleasantly surprised when it happens.

- Insightful (200CP, discounted for Science)

Science is, ultimately, the process by which the underlying rules of reality are determined, clarified, and understood. It should not be a surprise, then, that your people's talents at logic, analysis and experimentation provide a noticeable boon to the speed of your R&D efforts? Even better, your followers are highly adept at recognizing dead ends and false results - be they positive or negative. Consequently, your faction won't waste as much time and resources on scientific endeavors that eventually turn out to be 'duds', reducing overall costs of your research as well.

- Into The Future (400CP, discounted for Science)

Know where you're going - or you'll just get lost. Science has a vast spectrum of possibilities open to a society, from advanced construction methods and ecological engineering to weapons technologies and faster FTL drives. It's enough to make one's head spin - but your people know how to stay grounded, possessing a nearly prescient ability to determine how useful any particular scientific effort is going to be, how long it might take before it starts to offer tangible results, and even what further options it might lead to. This doesn't eliminate the need to figure out what the options are to begin with, and you might still have to choose between developing a better Hyperwarp or pursuing Discovery Spheres instead - but you'll at least be able to make an informed decision on which path to pursue.

- Ascension (600CP, discounted for Science)

Iterative improvement is quite straight-forward. Developing a better variant of existing technologies (such as a more productive factory or a more efficient laser cannon) is, if not necessarily *easy*, at least *obvious*. But breaking ground into a completely new field of science, one where you have nothing to fall back on and no indication of whether something is at all possible, let alone practical? That's *hard*. Yet your people are up to the task. Now, developing entirely new fields of science is no more difficult than refining existing theories and practices, to the point that other civilizations might rightly scratch their heads in wonder and ask: 'how *did* you know it's possible to detonate torpedoes early using psychic powers?'.
In addition, your faction's innate ability to grasp otherwise *highly* unconventional theories and knowledge means that this advantage is strongest when investigating esoteric and otherwise… ah, 'counter-intuitive' sciences, like psychic phenomena, temporal loops, and the direct manipulation of quantum probabilities.

Diplomacy

- Xeno Communications (100CP, free for Diplomacy)

Interacting with other cultures is often tricky - doubly so when those cultures consist of entirely different races! You'll be hard pressed to read facial expressions on a Yor, after all, and the aloof Iconians are only slightly easier to understand. Your people are particularly talented at overcoming such obstacles, however. Everyone in your empire learns empathy and communication from an early age, ensuring that you're effectively immune to accidental faux-pas, misunderstandings, and other such issues due to 'translation problems'. So when a Drengin boasts about his destructive, drunken brawls, you'll know to boast of your own accomplishments rather than recoiling in horror. Furthermore, your people seem to have the slightly bizarre property that they never enter the 'uncanny valley' for any race they speak with - they're always considered at least somewhat attractive, cute, or just plain boring, rather than setting off those unconscious cues that leave people distrusting you out of instinct.

- Splendor (200CP, discounted for Diplomacy)

Diplomacy is a delicate balance of being approachable enough others will treat you with respect, but not so approachable they think you're their lesser - the key to maintaining a

diplomatic edge is to always be *appropriately* superior. Your empire exemplifies this approach, being highly adept at presenting themselves in the best possible light without going overboard. Consequently, you'll always be considered a more worthwhile trading partner, prospective ally, or whatever else you're trying to convince others of, than your peers in rival empires. Of course, if you'd rather present yourself as *weaker* instead, perhaps in an attempt to avoid being seen as a priority target, you've got that down pat as well.

- Aberrant Equivalence (400CP, discounted for Diplomacy)

Sitting at the negotiating table means knowing what you want, what it's worth, and what you can get away with paying for it. But just because something is worth a lot to *you* doesn't necessarily mean it's valuable to someone *else*. Through cunning insight and a sixth sense for how worthwhile foreign goods or technologies would be to your civilization, your people can push this advantage to the very limit - potentially *doubling* the rewards you get from any agreements such as technological trades or economic treaties. This isn't swindling your partners out of more than they're willing to pay, either - rather, it means acquiring *just* the thing that'll give an unreasonably large advantage to your own side. For example, you might buy for the Laser II design because you *know* it contains some of the last design principles that you're missing… to develop not just Laser II, but Laser III as well, and perhaps even the next breakthrough into Plasma Weapons to boot.

- Absolute Majesty (600CP, discounted for Diplomacy)

It's difficult to bring multiple entire civilizations together. Many such societies have long memories when it comes to slights experienced in times long past, while gifts and beneficial interaction are 'forgotten' much more swiftly. For most civilizations, establishing long-term, friendly relations with other societies is the result of countless months and years of diplomacy, trade, enormously valuable gifts and more besides. And throughout it all, even a mere handful of missteps can spell disaster for the entire process, and that's before including the frequently complicated network of interstellar treaties that comes into play once you start involving all the *other* civilizations watching your activities. But for you… well, it's still a lot of hard work, of course. Yet it seems that so long as you're not pissing people off, such as by sending armadas through their territory, your followers are guaranteed to slowly improve their standing with any faction not committed to outright war against you - even without any major action on your part. Perhaps you're simply so likeable people keep coming back for more when it comes to your intergalactic councils?
Even better, your friends and allies will benefit from this effect as well - it might just be the edge you need to serve as a peace broker between two warring sides, since it's far easier to be trusted and respected as a neutral party than it is to negotiate a cease-fire on your own.

Culture

- Vibrant (100CP, free for Culture)

To live is to find a purpose in life, a way to carry yourself and make the most of it. From philosophy to commerce and holonet series to exotic spices, culture defines a society, and

yours is particularly *intense* in some form or another. Perhaps your people are gifted artisans or entertainers, bringing their works to the masses to inspire new generations? Or perhaps your empire holds the largest, most powerful corporations, always pushing the boundaries of interstellar consumerism to become the next, most popular provider? Whatever the case may be, your people are both more popular and more memorable than they otherwise would be. It's a perfect way to bring in tourism… and when other societies start feeling more at home in *your* empire than another's, it might bring in far more than mere money.

- Unswayed (200CP, discounted for Culture)

A society proud of its own culture should celebrate who they are - but likewise, they should *know* who they are. And who others want them to be. Your followers are highly talented at spotting false information, ulterior motives, and any other such type of 'propaganda' - even those relying on truth rather than misdirection or outright lies. Consequently, it becomes far more difficult for other civilizations to get their hooks into your people, no matter how many corporations might try to convince your people their products are *the* new fad to follow. And the greater *your* influence over others becomes, the more those others likewise begin to see the manipulation they previously took for granted.

- Corporate Command (400CP, discounted for Culture)

An interstellar civilization's so-called 'Influence' depends on many things - how many people extoll your social mores, how well you're capable of getting others to experience your culture, and if you have other means of expanding the reach of your society. One of the most potent ways to improve this last part are to actively fund cultural outreach initiatives and set up 'cultural domination' efforts through starbases. But where such efforts normally are time-consuming, expensive efforts, your society has become masters of combining cultural exploits with financial success. After all, the more people enjoy your food, the more money you stand to make by *selling* that food, no? You'll find that when you and your followers spend time and money to expand your 'soft' control over other territories, nations, and so on, such efforts are much more effective. Furthermore, any such effort becomes *much* more profitable, easily making back the investment through increased tourism, record sales, and other such beneficial effects.
Go forth… and *inspire*.

- Cultural Domination (600CP, discounted for Culture)

Culture is not some unified monolith one can 'order' from on high, no matter what other civilizations might foolishly believe. No, a culture that doesn't change is one that's grown stagnant… and your people are determined that this should *never* happen to your society. Though its core values and tenets stand proud year after year, your society otherwise shifts and adapts at a rapid pace, never growing stale or outdated but likewise never becoming unrecognizable. Though already quite creative on its own, your society epitomizes the idea that competition breeds improvement, and rivalries with other cultures are no different. The more your people encounter other societies, the faster they'll grow and improve their own sense of culture, first by strengthening their own identity, and eventually by assimilating cultural trends

from others until the ideas they might have used to change *your* minds become the very thing *they* recognize in your society instead.

General Perks

- Superior Construction (100CP)

Space is a pretty harsh place even before you take into account the ‘locals’. Harsh radiation from nearby stars, micro-meteorites puncturing ships without adequate protection, and the less said about Precursor artifacts and relics the better. If your people are to thrive among the stars, they need to be versatile and resilient enough to face all these challenges and more, and your society internalized this principle long before the first interstellar wars began. Through inspired designs, more effective material sciences, and various other effects, your people are supremely gifted at constructing spaceships (and other vehicles) that are noticeably tougher than similar designs of lesser rivals. You’ll still want to include some defenses like armor or shields, of course, but even without those your ships will be able to take a beating.

- Explorer's Thrill (200CP)

The vast unknown has been opened to you with the new Hyperdrive engine, and if any civilization exemplifies the thrill of exploration and discovery, it’s yours. New stars and planets to encounter, new stellar phenomena to incite wonder and curiosity, new races and cultures to meet and befriend (or conquer)... is it any wonder your people are in a hurry to get out there? Your civilization is highly adept at swift, long-distance travel, and you’ll find that all of your ships are not only a good bit faster than those from other civilizations, but your vessels can also travel noticeably farther from friendly colonies and starbases before fuel and supplies become an issue. Beyond that, you shouldn’t be surprised if your followers come up with some better sensor and survey systems too - why bother visiting new and unknown places if you can’t see what’s going on?

- Utopia (200CP)

The future is a magnificent place to live, and your society knows it through and through. Overall happiness and morale among your people and society are higher than they've ever been, and people anxiously look towards whatever greatness tomorrow may bring. Even when doom seems inevitable or emergencies force you to instate cripplingly high taxes, the consequences seem milder than they otherwise would be.

- Fortune's Favored (200CP)

You can be no more intelligent, no more economically gifted, no better than another, and still come out ahead. Sometimes, all you need is a little luck. Now, it seems you and your people are somehow 'naturally' lucky, though the exact cause or method is somewhat unclear. Perhaps it's a side effect of latent psychic powers? In this setting, one could theoretically research methods to (slightly) influence probability without the need for technological devices, so the principle is not unheard of.

The effect isn't particularly strong, but since it's likely to be less random chance and more subconscious alteration of probabilities, the advantages are remarkably consistent and reliable.

- Situational Advantage (200CP)

Even the best-laid plans can be disrupted by random chance, and nowhere is this seen more closely than the somewhat poorly understood effects of galactic phenomena - events that can cause widespread changes to interstellar societies with zero warning. Wormholes that cause galaxy-wide population booms, sudden long-term increases or decreases in the standing of races among other civilizations (with appropriate consequences for influence and tourism), and sudden all-out war between two factions after a mysterious assassination are all situations that might pop up during your time here. But where these events *seem* to be mostly random, with this Perk your people are guaranteed to pretty much always get an advantage from such things, instead of a disadvantage. Social upheaval strikes your foes while leaving your people mostly untouched, you and your allies are more likely to find intact Precursor ships rather than hyper-lethal plagues (which are found by your enemies instead), and so on. Likewise, in future jumps you and your followers will be blessed with a similar protection from the vagaries of chance, always seeming to thrive whenever powerful, large-scale events cause sudden changes to the world.

- Financial Acceleration (400CP)

A common practice for wealthy empires is to spend extraordinary amounts of money to speed up construction on time-critical projects, such as planetary improvements or urgently needed missile destroyers for the frontlines. No doubt you'll do similar things during your tenure as leader of your civilization, but this Perk makes these efforts substantially more effective. Not only will you find that any attempt to use money as a substitute for rigorous planning is nearly twice as effective, but you can also find ways to use your financial might in ways you couldn't before. Your fleet not traveling fast enough to intercept an incoming planetary invasion force? Have some ultra-advanced engine cores delivered for a brief surge of speed in your fleet. Need that scientific breakthrough next week instead of next month? Emergency funds can get your scientists extra support, more advanced prototyping from a hired company, or just an unhealthy amount of stimulants so they can keep working until they find a solution.
Of course, no matter how many billions of credits you throw at a problem, there will always be *some* limitations. The total expenses for accelerating a project can *easily* increase to three or four times their original cost, and you'll find that reducing the necessary time for any such efforts below roughly a week is going to be very difficult - if not outright impossible.

- Shaper Of Worlds (400CP)

To colonize a planet is not a trivial task, requiring solutions for everything from atmospheric toxicity, incompatible native life, hazardously high gravity and countless other factors great and small. Is it any wonder that the basic colonization process does… well, leave some room for later improvements? Planets can often be improved substantially with various kinds of terraformer procedures, and your people are absolute masters of altering worlds to suit their needs. Even before you dedicate any research efforts into soil enhancements or other such

technologies, your people are guaranteed to have a noticeably better planet quality regardless of what kind of planet they're living on. And as you further improve your technological options, you'll find that this skill will remain just as relevant. If a barely habitable rock like Mars is rated at a quality of four, while a normal life-bearing world such as Earth is a standard ten, then your people will pretty much always be able to improve your worlds to three or four points higher than anyone else could with a similar level of terraformer technology.
As a side effect, this also makes you and your followers *really* good at gardening and similar terrain-related skills.

- Singular Grandeur (400CP)

Some feats of engineering, some scientific breakthroughs, some wondrous achievements are so great that they simply cannot be matched by any other society once one has been completed. So-called 'Galactic Achievements' are strictly limited to one per galaxy, and now... now it seems this same kind of unique excellence permeates all your achievements as well. Any technology you and your society explicitly only ever use in one place at a time (such as is the case for Galactic Achievements in this setting) can never be replicated by others, even if they might otherwise have the capacity to do so. Anything employed on a more wide-spread scale is also given a measure of protection, if perhaps on a less absolute level. Those who gain samples of your technologies will not be able to gain any insight into their functioning beyond the absolute basics. If they capture a laser cannon they might be able to understand *what* it does, but not *how*, for example.
This effect is primarily useful for maintaining a technological edge over your foes, but it applies to any other abilities you might possess. Master wizards would not be able to recreate your spells if they use telepathy to peer into your mind, and a bio-science division wouldn't reverse engineer a gene-based super serum from your blood no matter how much genetic material they manage to acquire from you.
Of course, this ability only functions on advantages you actually want to 'black box' – you can still share such advantages without issue if you desire to do so.

Super Abilities

Each faction or race in Galactic Civilizations II typically has a certain talent or innate advantage that gives them an edge in a specific aspect of empire building, combat, or some other facet of interstellar society. You receive one such ability for free, and can purchase additional options at a cost of **400CP** each.
Whichever ability (or abilities) you choose will replace those normally held by your designated faction, assuming their default is different from the option(s) you've chosen. For example, humanity would normally be gifted diplomats thanks to *Golden Voice*, but you might find that (if you decide to be part of that faction as your background), the Terran Federation is instead more cunning and subtle if you took *Puppeteer*, or more defensively capable if you took *Total Solitude*.

In addition to their stated effects, your empire will gain innate access to the appropriate race's tech tree (or trees, if you purchase multiple options here).
For example, you would gain access to the culture and espionage-based technologies of the Krynn Consulate by taking *Assimilator*. This does not mean the technologies of other races are unavailable to you without a specific Super Ability, merely that acquiring such options will require jumping through some hoops (such as acquiring them through trade or stealing them).

- Golden Voice

Negotiation, diplomacy, getting people to put aside their differences and actually talk things out… to your people, it's practically old hat. Your followers are gifted diplomats and shrewd negotiators, being especially talented at estimating just what various parties want or need, and how to quickly arrive at something near to (or even exactly at) what might work as a 'final' deal. As such, you not only have a substantial edge in diplomacy, but you'll easily achieve twice as may deals in the same amount of time as a less talented faction would. Convince enough leaders to sit at a table together, and you'll go far indeed.
This is normally the unique advantage held by the Terran Alliance.

- Scourge

The weak are made to serve the strong, and you are determined to be the strongest. Your people are masters of subjugating others, be it through warfare or intimidation. Your people's readiness for warfare and conquest is such that you can expect a sizable number of volunteers to show up anytime you declare war, complete with ships or vehicles as needed to take the fight to your enemy… and without you having to put even the slightest effort or money towards acquiring such forces. After all, the glory of combat and the chance to kill or enslave your lessers is a call that few could hope to ignore. Furthermore, your rivals understand your capacity for domination, be it consciously or subconsciously, and will be far more likely to give up lesser things (such as money or technologies) just to avoid open war with your mighty legions.
The most (in)famous Scourge in the modern galaxy is, without a doubt, the massive slavers' empire of the Drengin.

- Adaptable

Versatility is the name of the game, and while more haughty races could ignore less immediately suitable planets for colonization, your people know better than to discard promising territory out of mere inconvenience. Your people are extremely competent in the fields of atmospheric protection and hazardous environment construction, vastly expanding your options in terms of suitable planets. Constructing colonies deep underwater or on planets where the atmosphere is lethally toxic is a trivial matter to your people, and you'll find that you can easily develop suitable methods to deal with any other such extreme environments.
This talent is normally found with the Iconian Refuge.

- No Mercy

Other races might still cling to naive ideals in war, seeking to preserve their honor instead of slaughtering their foes to the last man, woman and child as they should. You know better. Your

people have become highly talented at the use of biological weaponry, and where others might need to launch planetary invasions with hundreds of millions of warriors, you can simply drop genetically engineered, highly virulent spores into the atmosphere and turn an entire planet into a lifeless, toxic hellhole. And once the original inhabitants are all dead and gone, you can simply move in, taking the intact infrastructure and resources for yourself. Even better, the insights necessary to thrive on planets you've annihilated this way are equally applicable to more 'natural' instances of diseases and toxic environments, giving you access to a greater range of planets you can colonize right from the start. Few would think that artificial plagues are the swiftest road to power... and why bother trying to change their mind? The dead won't oppose you.
This ability is traditionally held by the genocidal Korath Clan of the Drengin.

- Home And Family

Perhaps it's a quirk of your people's genetic make-up, breakthroughs in cloning systems, or merely an… ah, *enthusiastic* approach to love and procreation, but your empire is staggeringly good at expanding its population. This doesn't make your people naïve or reckless though - they know better than to thoughtlessly keep popping out babies. Indeed, your followers are highly talented at the necessary support infrastructure required to handle the large number of children your people might end up having, including child-related healthcare, extensive education systems, housing, and so on - all without resulting in significantly higher expenses than you would see in other, more sedate, civilizations.
Provided your colony worlds can sustain a larger population (and you're not oppressing them into planet-wide misery, such as with extortionary tax rates), your people could easily see their numbers grow four times as fast as any rival empire would in the same situation. Though they are otherwise no greater (or lesser) because of it, each additional subject means more tax income, more productivity, more… well, everything.
Ordinarily, the Torian Confederation has this kind of dedication to their future generations.

- Warrior Code

The field of battle is a chaotic, unpredictable place - and this is doubly true in the era of space combat. However, your people have a proud tradition of battlefield competence, and while this was originally merely ground-bound, many of the same principles are applicable amongst the stars. Your people are highly disciplined, exceptionally well-trained and capable of handling even the most hectic of environments without any confusion. Consequently, while most space battles start with two fleets desperately orienting themselves and trying to make sense of sensor readings, combat vectors, and deployment strategies, your forces are already set and coming in guns blazing - potentially wiping out opponents entirely before they even have the chance to fire their first shot.
Sadly, this kind of professionalism and 'first strike' capability requires at least *some* amount of preparation, meaning that this talent is most useful on offense - it provides little advantage while defending.
By default, the Arcean Empire are the faction honoring the Warrior Code.

- Assembler

Industrial power is one of the most critical aspects of an empire, but there are different ways to *achieve* it. Most societies end up adopting a 'brute force' approach, building larger, more powerful, and more expensive factories and technologies to overcome their industrial limitations. Your people know better - the important part is the result, not how much effort you put in. Your industry is extremely efficient, streamlined to a level other societies can only dream of. Manufacturing centers, product pipelines and even long-range support for your spaceships can all be established with a mere fraction of the time, effort, and expense that other empires might need while simultaneously providing increased productivity. Consequently, your empire may not be any larger or imposing directly - but it can outbuild its rivals by a noticeable margin while simultaneously reserving critical funds for other emergencies.
The enigmatic Thalan Empire normally holds this kind of efficient productivity, owing to their pseudo-hive-mind society.

- Total Solitude

Xenophobia isn't paranoia - it's a way to protect your people, your society, your very *essence* from the countless civilizations out there that will subjugate you with weapons or words. Your people know this well, and they've learned how to avoid contact with other societies to a level other, lesser beings might call an outright obsession. From hiding on the most desolate, barren planets that other races would rarely *think* to colonize to restricting foreign broadcasts and influence, your people rarely deal with others when they don't want to. But perhaps the greatest effect is seen during war: through sabotaging supply sources, deploying vast minefields, or creating hazardous Hyperspace eddies to slow fleets down, your people are unsurpassed when it comes to limiting the ability of foreign fleets to move through your territory. Without your permission, even the most blazingly fast ships wouldn't be able to travel more than at a snail's pace without risking annihilation.
Ordinarily, it is the robotic, life-hating Yor who possess this trait.

- Puppeteer

Open warfare is sometimes necessary… but that doesn't make it *desirable*. Conflict is dangerous, not to mention expensive, and overall any interstellar society that spends most of its time at war is going to be either crippled by expenses, overtaken by peaceful rivals focusing on expansion and research, or stabbed in the back by other civilizations taking advantage of their momentary weaknesses, like their entire military being stuck on the other side of their territory fighting someone *else*. Your people understand this difficulty well, but they also know few other societies shy away from war. Why not help them along then? Your people are masters of espionage and manipulation - not for direct control or information gathering among other civilizations, but for subtly guiding them into war. War with *others*, to be specific. You'll find that with patience and dedication, your talents could see the entire galaxy plunged into conflicts, border skirmishes flaring up into all-out war and incited riots spiraling out of control to fuel the flames of conflict. And through it all, you'll sit and watch from the sidelines, slowly marshalling your own strength while your rivals are too busy with other threats, and your society's talents at

not only creating, but *profiting* from conflicts between third parties ensures that by the time you're ready to join the conflicts *openly*, few will be able to stand against you.
The Drath Legion operates with these skills - though few are aware they do so.

- Beacon

Your society is a shining example, the ray of light that stands against all who would seek to subjugate the galaxy. Among those who share part of your ideals, few would consider attacking you, and those who *do* decide to bring about your ruin…
Well, is it any surprise that they will find themselves earning the wrath of far more than just your own people? Those who are your friends and allies will readily come to your aid, engaging your foes with a zealous fervor far greater than you might otherwise see. Even neutral factions without any stake in the conflict might decide to withhold support to your attackers, providing more subtle aid to you in the form of trade, espionage or other such opportunities.
The brightest Beacon in the galaxy is the Altarian Republic.

- Assimilator

Your people are united, not by race or homeworld, nor by fear of their ruthless overlords… no, your people are united by a common *philosophy*. Perhaps your empire was founded by multiple species working in harmony, but whatever the case may be the overarching feeling of belonging that defines your people is easily spread among other races. After all, your society welcomes all who share your values, regardless of their background, history or walk of life. An Arcean or even a Drengin could be one of your people - and the only thing that marks them as different from those in their own Empires are their inner beliefs and loyalties.
As a consequence, it is not only easier for your empire's influence to spread throughout the galaxy, but through subtle influence and covert operations, you have mastered the art of information warfare. Your spies can be drawn from all races and backgrounds, meaning they are not only more numerous but also far more effective at their duties, such as disabling planetary improvements, stealing technology, or simply laying the groundwork for your faction to syphon off information on your rival's government, economy, and other factors of interest.
The Krynn Consulate is traditionally focused on this type of subtlety and influence

- Stellar Bazaar

Money made the world go round, and the galaxy is no different. The side with the money is the side with the power, and your empire is the most experienced and gifted mercantile power in this new paradigm. If it's for sale, there's a good chance your people trade in it - or at least know where to introduce you to someone who does… for a modest fee, of course. Having mastered the art of bartering, cargo transport, finances and so many more aspects of (interstellar) commerce, your faction can trade more than anyone else, and make substantially more money on a per-tonne basis than even your most gifted rivals. In addition, you're quite talented at profiting during wars, not only by making money from the conflicts of others, but also by safeguarding your own trade fleets in… less-than-safe territories.
To find people with this kind of trading talents in this setting, look no further than the Dominion Of Korx.

Treasures Of The Galaxy

All options from this section may be bought multiple times, if you like.

- GNN (Free)

Galaxy News Network, the news of tomorrow, today! Plus or minus twenty four hours, but who's counting? This somewhat wacky news station, crewed by an appropriately designed robotic newsreader, will serve to keep you up to date of events both in your empire and further afield in the rest of the galaxy. Usually with a rather silly sense of humor and a lack of anything approaching proper decorum, but at least it's entertaining. And useful too, because even if details are scarce you can get a surprising amount of information simply by skimming the 'headlines'. In future worlds, the network will mainly focus on your own exploits, though it'll also cover other goings-on in the world if you can be bothered to switch to a different channel.

- Plentiful (100CP)

Not all planets are made equal - even those with comparable 'quality' in terms of colony size and expansion potential can differ greatly, most noticeably due to the presence of exceptional locations on such planets. Local advantages such as rich mineral deposits for industrial sectors, fertile soil for farmland, or even the remnants of a Precursor Library to keep your scientists going for decades on end - each can result in a marked improvement to a planet's effectiveness.

Now, you are guaranteed to find a significantly larger amount of such advantages on any planet your followers colonize, giving you a substantial boost to the productiveness of your colonies. In future jumps, you will find yourself the owner of a vast amount of similar resources - perhaps a profitable mine, or a uniquely attractive nature reserve that makes for an immensely popular tourist locale, or some other such site of exceptional productivity and interest.

- Stellar Bounty (100CP)

Where Colonies have materials or locations that are uniquely suited for *local* improvements, space holds resources far more valuable than any other if you're lucky enough to find some. Establishing mining operations around Black Platinum deposits or Synthetic Alcohol is not as straightforward as it is to build a factory or resort planet-side, but their impact can be far greater. Indeed, although the absolute effect on a case-by-case basis is fairly small, these advantages are empire-wide rather than being restricted to only one planet; even a few percent increase in economic output becomes a frighteningly large sum of credits when it's applied to a hundred colony worlds.

You begin with one fully-upgraded mining starbase, mining an infinite supply of one of the five resources (your choice of which) to boost your economy, influence, morale, research abilities, or military prowess. In future jumps, you'll find yourself the owner of a similar supply of resources, adjusted for the nature of your setting so they have a comparable overall impact. If it is ever destroyed, it will be replaced after one year - at least, provided someone else hasn't claimed the

resource and started their own mining operation. That said, all you need to do to put your own people ‘back in charge’ is demolish the new squatters.

- The Bargain (200CP)

Even in the realm of interstellar competition, copyright protection and trade exclusivity are still immensely powerful forces. Nowhere is this seen more than in the galaxy’s most valuable ‘Trade Goods’. Providing noticeable, civilization-wide benefits such as improved morale or an edge in R&D effectiveness, these goods are highly valuable - either for your own faction or as something to bring to the negotiating table when dealing with other civilizations. Now, you gain exclusive access to one such Trade Good, such as the ship-based Gravity Accelerators or Diplomatic Translators to boost your negotiating power even further. Alternatively, you may instead gain a new Trade Good of your own design with an overall power and impact comparable to any of the existing options in Galactic Civilizations II.

- Stellar Wonder (400CP)

The greatest, most magnificent wonders built in the space age are known as so-called ‘Galactic Achievements’ - feats of science and engineering grand enough they can shift the entire balance of galactic power in their owner’s favor, and unique to the point no more than one can ever be built in the galaxy. And now… you possess one of these mighty facilities as well. You may choose to gain one of the existing Galactic Achievements, such as the Restaurant Of Eternity or the Tir-Quan Training military school. Alternatively, you may instead gain a new Galactic Achievement of your own design, with an effect of comparable power power or impact as the existing options.

You may also choose a copy (or an alternative variant) of a ‘super project’ that each civilization may only build once but that is not, itself, limited to one in the entire galaxy, such a Precursor Library or a Shrine Of The Mithrilar.

- Arnorian Planet Barrier (600CP)

This immensely powerful Precursor technology would normally be a ‘one of a kind’ device, used by the desperate Terran Federation to protect Earth before the Drengin overran the planet. This powerful machine requires a massive amount of power to be ‘charged’ before use, a process which takes at least a week to complete - assuming an entire colony world pours its total energy production into it. However, once activated, it is capable of projecting an immensely powerful beam, crossing hundreds of light years to its target in an instant and manifesting a nearly impenetrable shield around a targeted planet. And by ‘nearly’, we mean that the entirety of the Drengin Empire at the time it was the largely-undisputed master of the entire galaxy, couldn’t so much as *scratch* it despite the high end of weapons brought to bear against it including weaponry firing micro-scale black holes and hyperspace energy beams that convert parts of a target into antimatter.

Once created, the barrier itself is effectively self-sustaining with no time limit, and aside from a similarly lengthy and power-intensive deactivation sequence, there are no known methods to disable it. So don’t lose the device itself or you might be stuck with the shield for quite some time (although you’ll receive a replacement device after one year if the original is somehow

destroyed). It is the ultimate defensive weapon… but the barrier blocks travel *out* of the field as much as it prevents anyone going *in*, and the device itself can only generate a barrier from the *outside*.
You gain a single barrier projector, as well as some *hideously* complicated schematics you could analyze for insights into how to build more. You know, in case you'd like to put the R&D prowess of an entire interstellar empire to work for a few years.

- Starkiller (600CP)

Mighty armies invading planets by the millions, starships bristling with weapons that make the very laws of physics cry in a corner… none of them compare to this monstrosity. The ultimate weapon of mass destruction, the so-called 'Terror Star' was an Arniorian WMD capable of creating artificial supernovas, annihilating anything in whatever star system it was unleashed in. Spaceships, whether friendly or hostile, planets, anything. The only thing capable of surviving the inferno were Terror Stars themselves.
Now, you gain one of these terrifying battle-moons, larger than even the heaviest ships and ready to move at your command. Though intensely slow and unarmed (aside from its dreadful main beam), this particular variant is unique in that it can be further upgraded with weapons, defenses, and other systems you might find on smaller spaceships.
Requiring a massive amount of resources to construct, building any further copies will have to wait until your civilization has had the chance to analyze the schematics for these ultimate weapons of war… but once you do, it seems like you might be able to down-scale the main weapon as well. Even indescribably lesser versions you could mount on a battleship would be potent enough to turn entire planets into little more than asteroid fields, and those you mount on *tanks*… well, let those who face your fury tremble in fear.

- Pocket Reality Generator (600CP)

Ages ago, the fight between the Dread Lords and the Arnor ended - with both sides vanishing without a trace. Of course, the galaxy would eventually see their return, learning that the surviving Dread Lords were banished to a pocket dimension of sorts, waiting for their release tens of thousands of years later.
Now, you gain a similar pocket dimension as an attachment to your Warehouse, as well as a system capable of accessing this pocket dimension (and the hellishly compex schematics needed to build other such dimensional hideouts).
By default, this extradimensional volume contains an entire star system with room to spare - including a single planet eminently suited for organic life. It's a good way to hide from overwhelming enemies, although the gateway device requires a massive amount of energy before it can be activated and the created portal only lasts a short amount of time. That said, it is possible for a gate to be opened from both the outside *and* the inside of the pocket reality, though doing so from the inside only allows one to 're-open' the previously closed gate… meaning that a patient foe could wait for your reappearance in the same location you vanished. Aside from that, the system within is quite suitable for colonization, mining, or performing dangerous experiments that might threaten all of space and time, although much like your Warehouse it can not be used to transport intelligent life 'between jumps'.

Companions And Followers

All options from this section may be purchased multiple times, if you like. Followers (i.e. all crews and other individuals not gained from *Imperial Advisors* or *United Civilizations*, do not count as Companions. They neither take up any Companion slots nor respawn in person; any replacements are new individuals. However, you may make individual followers into Companions if you wish.

- Imperial Advisors (Free)

Even the most hands-on leader can't be expected to rule a hundred planets without help. So here, have a few people to help you out! You may freely create up to eight new Companions, or import up to eight existing ones, to help you out with your duties or just laze about in whatever palaces and manors you decide to build in your capital. They don't receive any Perks or other purchases though - you're building an empire, not a personal team of badasses. This option also allows you to recruit existing characters from the setting at no cost. Yes, even Lord Kona, in case you'd like to be 'friends' with a cannibalistic gorilla slaver-king.

- United Civilizations (400CP)

The galaxy is a big place, and though your civilization will need to face many challenges over the coming years, that doesn't mean you need to do so alone. With each purchase, you may grant one of your Companions leadership over a small, newly founded or discovered civilization of their own with comparable size to the faction under your command. Perhaps you found a splinter faction that left with the discovery of Hyperdrive and which has now returned? Or they might even be an entirely different race altogether, but whatever the case may be, they now stand by your side as an ally, ready to take on all that the galaxy might throw at you. They (and their society) gain a free Super Ability of their choice, they may choose a Focus of their own, and they may buy any other purchases from this document if they gain additional CP through Drawbacks.

- Imperial Navy (50CP)

Building an empire among the stars requires lots of hard work, dozens or even hundreds of colonies that each need to be governed… and ships. Lots and lots of ships. Now, each purchase grants you your very own space-capable vessel of undetermined design.
This ship may take the form of any vessel you can build with your achieved level of technology in Galactic Civilizations 2. At the start this will be largely limited to an additional Colony Ship, a scout, and a handful of other non-combat designs… but as you advance and develop, you'll gain access to a variety of military vessels and a host of other utility craft as well. With complete technological mastery, you could end up with a ship measuring over a mile from tip to tail, bristling weapons that fire black holes or disrupt the fabric of space on impact, armor that is effectively a black hole wrapped around your hull, and enough engines, sensors and utility modules to make it a remarkably effective vessel during peace-time to boot.

This ship may be freely upgraded to a different design of your choice over the course of a single week. It never requires ‘upkeep’, comes with a crew of followers by default (but not Colonists or Invasion Forces), and if the ship is ever destroyed it will be replaced for free after three months.

- Star Marines (50CP)

What do you call half a million stone-cold badasses trained for orbital drops and planetary sieges, equipped with top-of-the-line gear and fearing nothing except maybe Lord Kona’s after-dinner breath? A decent start, that’s what. This invasion force comes complete with a transport that automatically adjusts based on any Galactic Civilizations II technologies you develop, and both the ship and any losses the troops take are replaced after three months. Use these warriors well, and you could conquer entire planets with ease.

- Interstellar Infrastructure (50CP)

Space Bases form a critical support strategy for a wide variety of empires. From the economic boost provided by orbital foundries and mining facilities to the cultural influence of a corporate headquarters, almost any goal can be achieved faster with the support of one of these behemoths. Now, you gain one Space Base… and it’s quite a bit more useful than the normal variants to boot. An upgrade over the more standard designs, this particular space base is built using a series of highly modular components. As a consequence, not only is it possible to easily disassemble the Space Base (to move it to a different location), but it also enables the base to be upgraded with components from each of the three standard types. Perhaps installing some heavy-duty energy weapons on an Influence Space Base will inspire awe and respect in the nearby system to further boost your cultural push?
Of course, you can build more of these ‘enhanced’ bases as well - the schematics aren’t particularly more complicated than the originals are.
The space base comes with a crew of followers, and if it is ever destroyed you will receive a replacement after three months. In future worlds, you may either place this station in orbit near your starting location, or you may convert it to a form of equivalent usefulness but more suitable to the local setting (such as a fortified trading post).

- Toil And Craft (50CP)

Every industry has its builders, and interstellar resourcing and fabrication is no different. You’ll probably see a wide variety of mining and construction ships during your time here, and you might even develop your own versions beyond just the standard ‘Space Miner’ and ‘Constructor’. Regardless, this particular squadron should get you started a bit more easily. Comprised of three ships, these advanced harvesting and fabrication ships are optimized for flexible deployment, and are capable of building just about any space-based infrastructure you might need. Asteroid mines, space bases, even the terrible might of a Terror Star. Even better, their flexibility allows them to upgrade space bases and Terror Stars without being forced to sacrifice the ship as normal ‘Constructor’ class ships are. They’ll need a little bit of time to gather more resources from existing asteroid mines (nearby or otherwise), but removing the need to build replacement ships frees up a vast amount of spaceship production materials for other things.

If any of these ships are destroyed, they are replaced after one year. In future jumps, you'll likewise gain the services of a dedicated group of no-nonsense, burly construction and engineering types.

- Trade Fleet (50CP)

Ahhhh, the sweet, sweet sound of coins, the rustling of bills as they exchange hands… commerce is the lifeblood of interstellar society, and those who disagree are obviously the poor and the foolish! With each purchase, you receive three massive Freighters, each of which comes complete with all the necessary paperwork as well as a loyal crew. Thanks to some obscure loophole in interstellar law, they are not counted against a civilization's normal 'limit' on inter-empire trade, and beyond that the captains in charge of these haulers are *very* good at avoiding notice. So long as they don't do anything other than trading (i.e. no smuggling troops, you cunning bastard), they'll never be attacked, even by forces which are currently hostile to you. No guarantee you can keep trading with someone who's actively trying to conquer you though - you'd better stick with at least *somewhat* 'neutral' factions.
Finding ways to make use of the vast wealth these trade ships will generate probably won't be a problem for you - even though the longer trade routes can earn dozens or even over a hundred billion credits per week, there's *always* something to spend money on.
In future worlds, you'll find yourself the owner of a similar mercantile fleet, suited for whatever setting you find yourself in.

Drawbacks

Any Drawbacks that affect the setting as a whole, rather than merely your *own* civilization, also apply to the civilizations of any Companions who are imported using 'United Civilizations'. These Companions may not take these Drawbacks, but will instead receive bonus CP equal to half the Drawback's normal value. All Drawbacks that affect only your own Civilization may be taken or rejected by you and/or any of such Companions as you desire.

- The Future Of A Civilization (+0CP)

Ah… perhaps you'd rather not leave your people behind, right when you've lead them to victory and can finally relax? Indeed, the time after the galaxy has finally calmed down under one rule may be the most enjoyable for a ruler such as yourself… so why not stay a little longer? By taking this toggle, your time in this setting does not end when it normally would, and you may instead extend your stay by up to an additional ten millennia. You are granted no specific protections from old age, but given that the Arnor and Dread Lords show that eternal life is at least *possible*, not to mention the possibilities of a Scientific Victory, there's a good chance you'll be able to find a solution to that little problem if you don't already have some other way to ignore the ravages of time.

- Knowledge Is Power (+0CP)

Scientific progress is one of the more important aspects of Empire-building in this setting - but there is one end result that is slightly… unclear. A so-called 'Technological Victory' is exceedingly difficult to achieve, requiring more efforts at scientific discovery than most space-faring societies have performed during their *entire history* - put together. But the option still exists - and depending on the 'game' in question, the results can be vastly different. With this toggle, you may decide which result is 'canon': either a Technological Victory grants the Civilization that has successfully researched it the means to allow their entire society to ascend to a higher plane of existence, or it unlocks an understanding of the underlying mechanics of the universe sufficient to *vastly* improve the power of a society, from industrial production to economy to the military might of a civilization's soldiers.

- Catch-up (+100CP per level)

The galaxy is a big place, but until humanity developed the Hyperdrive, the major civilizations were limited to their own star system - meaning everyone started at roughly the same power when the expansion rush (and their related conflicts) first started. Consequently, the resulting interstellar empires had their own struggles and triumphs, but in most cases they grew to (roughly) the same size in the same span of time.
Now though, things seem to have gotten quite a bit worse for you. With each level of this Drawback, all your enemies will have twice as many planets under their control as they otherwise would have had, with all the advantages that includes. You could claw your way back to the top, of course, but it's going to be a lot more difficult against opponents who have this kind of edge. You and your allies are, obviously, unaffected by this change, as are those who would otherwise be neutral - but everyone has at least *some* enemies, no matter who or what they are. You may gain a maximum of +400CP from this Drawback.

- Outmatched (+100CP per level)

The sharing of the Hyperdrive led to a new 'tech rush', helped by the vastly increased colonization space and room for vast, city-sized scientific facilities. But it seems you've fallen behind right at the starting line. Where 'Catch-Up' gave your enemies the advantage in terms of planetary control and raw potential, this Drawback instead gives them a major *technological* edge. With each level, all your enemies unlock an extra 25% of their 'tech tree', allowing them to immediately start using more advanced planetary facilities, stronger military spaceships, and all the other wondrous advantages that come with the technological breakthroughs they'll have unlocked.
You may gain a maximum of +300CP from this Drawback.

- Demanding (+100CP)

The principle of 'bread and circuses' is as true today as it has been in ages past, and doubly so for your people. It takes much more effort to keep morale high, with morale-boosting projects such as entertainment networks or the Harmony Crystals trade good being only half as effective as before. You'll have to *work* to keep your people happy… or at the very least accept a much lower tax rate if you want to avoid revolts among your people.

- Pacifism (+100CP)

War is a terrible thing, and no sensible person would willingly start such a horrible slight against the life and security of your people, would they? Well, you won't, that's for sure. You are completely incapable of declaring war on any other civilization, no matter how big the power difference or how many disagreements there are between your enlightened ethos and their barbaric ways. Likewise, you'll find it extremely difficult to build more than some token patrol vessels during peacetime - keeping a battleship in service when that money could be spent on financing orphanages (or chucking those same orphans into death battles at the local Arena Of Agony) is a sin beyond considering.
Nothing's stopping you from mobilizing whatever fleets and military forces you want *after* someone attacks you, of course, but until that happens you'll just have to wait. Serene. Enlightened. *Vulnerable*.

- Delicate (+100CP)

War is a terrible thing, and it seems your people are especially ill-suited for it. You'll find that all your ships, soldiers, and other military forces are noticeably weaker than they otherwise would be. Nothing is stopping you from simply taking 'acceptable losses' or finding alternate solutions to the problem, but any time you're getting into a fight you'll have to overcome this weakness somehow… or risk staying at a major disadvantage.

- Destitute (+100CP)

The vast might of an interstellar empire is kept churning only by the expenditure of countless billions of credits - and often, leaders need to decide which areas are worth spending this hard-earned money on and which need to be left unfunded. So too will you know this difficulty, as every source of income of your empire is noticeably reduced, from taxes to trade and even tourism. Staying 'in the black' will be significantly more difficult, as you'll have to make do with only about two-thirds of your normal income… *before* expenses are considered.

- Primitive (+200CP)

Though many routes are available to gain the upper had in interstellar competition, technological superiority is the backbone of most options a leader might pursue. Too bad, then, that your civilization appears to be rather problematic in this regard. All your scientific research takes twice as much time, effort and money to complete, meaning you'll be hard-pressed to keep up with your rivals even if you sink every leftover credit of your economy into your R&D facilities. Can you lead your people to victory when 'rock beats laser' is very much *not* in effect?

- Inhospitable (+200CP)

Planets that are suitable for colonization aren't as scarce as one might think - there's usually one or two low quality planets you could use nearby, and even the more standard habitable worlds aren't particularly uncommon if you don't mind doing some exploration. But many planets might have good quality for colonization… except establishing outposts there is completely impossible due to their underlying nature. Toxic atmospheres, heavy gravity, intense radiation… there are a wide variety of environmental factors that make planets unsuitable for colonization

initially but that can be ‘unlocked’ with suitable technologies, like Toxic Atmosphere Reducers. Now, you’ll find that the vast majority of planets you’ll encounter fall in this category, preventing you from easily expanding your empire until you’ve developed suitable colonization techniques. Furthermore, actually doing so will take much longer - developing colonization methods yourself is a more lengthy process, and it’s now impossible to trade or steal such methods from other leaders. Of course, your people are the only ones who can’t settle these planets - your rivals are not limited by such paltry problems.

- Overwhelming (+200CP)

War is expensive, both in coin and blood. But now, your enemies need only worry about the latter, for with this Drawback their finances receive a massive boost. Easily doubling the total tax revenue of your enemies’ civilizations, you can expect your foes to bring vastly greater forces to bear. From purchasing additional ships on the open market instead of constructing them directly, to advanced and costly planetary invasion strategies, to simply paying all other civilizations as incentives to ‘deal’ with you… well, there’s a lot of ways money can make a difference. And that difference will be hell for you.

- Hearts And Minds (+200CP)

The galaxy is a wondrous place, and your rivals do not shy away from proving it to you and your followers time and time again. Their people seem mighty, their traditions inspiring, their culture is overall simply… *more*. All your rival empires have substantially greater influence, reaching further than they otherwise would have and leaving a far greater impact on any of your colonies that fall under their sphere of influence. You’ll have to make sure your people are *very* confident in who they are (and who they serve), or you might start hearing grumbling protests and even face entire planetary revolts if you’re not careful. Get out there and inspire, or you might find that even the Drengin can convince your people they are more worthy as leaders.

- Galactic Misery (+200CP)

Do you remember the earlier mention of galaxy-wide phenomena that can have a major impact on interstellar society. Well, now they’re quite a bit more common… and they’re guaranteed to cause problems for you. Pushing your economy to the brink in all-out war against a rival? Well, it would be *awful* if the galactic economy went into a slump, no? You’ll be fighting an uphill battle every step of the way, and unlike pesky rival empires or other short-term problems, there’s nothing you can do to stop these effects. Each might only last for a few weeks or months at a time, but there’s always another one to take its predecessor’s place.

- Ruthless (+300CP)

Also known as the ‘Suicidal’ difficulty level, this Drawback supercharges pretty much every aspect of your rivals’ civilizations. Expect to see every foreign civilization operating at roughly four times higher economic, scientific and industrial power than before, with a similar improvement to their overall tactics and ability to take advantage of any weaknesses you present.

Good luck. You’ll need it.

- Hunted (+300CP)

The void between the stars is dark and filled with danger… especially now. With this Drawback, a massive Dread Lord fleet will emerge into 'real' space shortly after your arrival, seeking to eradicate your civilization no matter the cost. Their technological edge is sufficient that their Frigates pack more firepower than a Terran Dreadnaught carrying half its weight in guns firing miniature black holes, and their ground forces are easily two orders of magnitude more powerful than even the most elite Drengin marines.
They'll direct most of their focus on you, but if you try and delay them by allying with others, fighting side by side against their overwhelming power… well, they can probably spare a few ships to kill *them* too. They will not return once destroyed, but they *can* reinforce their fleets from any planet they capture.

- There Are Many Stars In The Galaxy... (300CP)

...and though you might see them all, the wonders of this realm are all you'll have. Any advantages you and your Companions bring with you from other jumps are barred from you, effectively reducing you to nothing but your Body Mod and whatever you've bought in this jump. Your Warehouse is likewise barred from you for the duration of your stay.

Ending

You have seen the stars, and the civilizations that call them home. You have led your people to greatness, be it through cunning, military might, scientific prowess or some other means… or did you fail? Whatever the case may be, you have a choice to make.

If you died, or you are simply tired of your travels, you may **go home**. Your jumping days are over, and you are returned to your universe of origin with whatever advantages you gained from your time in the jumpchain.
Did you lead your people to victory, and now find that you do not want to leave your mighty works behind? Then you may **stay here**, likewise ending your jumpchain and allowing you to spend the remainder of your existence in this galaxy.
And finally, there are always more travels to be done. **Move on**, and you will find yourself in your next jump with whatever process applies to you.

Notes

All technologies and other advantages originating from this setting will continue to work in other settings, regardless of your purchases here, unless the specific metaphysics of those settings actively interfere. So you won't have to worry about your Hyperwarp engines suddenly no longer working in a future jump, unless there's (for example) a literal deity who actively interferes with any attempts at FTL travel.

This setting contains a rather sizable ‘stable time loop’, but this is not something you’ll need to worry about while you’re here. Causing waves that result in a ‘butterfly effect’ will not suddenly cause you or the rest of the setting to be paradoxed out of existence.

Speaking of ‘time’, the in-game time scales are obviously a bit wonky, and will require some kind of fanwank to explain the discrepancies. Taking information literally would mean that your empire could have its population increase by several orders of magnitude over the course of a few years *at most*, for example. Likewise, each campaign mission resetting your technological developments obviously wouldn’t happen in reality, so… something’s up. I won’t make any declarations as jump-maker myself, as I don’t know if there is a ‘canon’ explanation of where the numbers should be changed. So: fanwank however you want to ensure the setting ‘makes sense’ again, and have fun.

Perks that work on empire-wide scales will continue to work on any followers, employees, servants, and so on that you might have. Likewise, anything that makes your empire good at something will also improve your own talents - after all, *you* are a part of your own society, no?

Feel free to adjust the exact interpretation of any purchased abilities or infrastructure in new settings as needed.

On options for ‘A New Galaxy’: this option effectively means you’re ‘Playing A Skirmish Game’, except you can decide which of the twelve races you are, or form a Custom Race instead. For a Custom Race, you may freely choose your race’s appearance, innate abilities and disposition, culture, and any other such details as you see fit - the only limitation is that your choices may not give your race noticeably greater advantages than those held by any of the other races - Kryptonians or Great Old Ones are a bit outside the suitable power level, for example. That said, you can be quite flexible with your choices - among the twelve ‘canon’ races you can find manipulative shape-shifting dinosaurs, an insectoid pseudo-hive mind that’s traveled back in time from the future, a ‘race’ of xenophobic, life-hating robots as well as the millennia-old remnants of the society that originally created them, and a near-perfect copy of the human race (except with more common psychic talents or possibly even outright magic) that was literally created by divine intervention. Oh, and sentient, cannibalistic, super-evil giant squirrels *in space!* Can’t forget those, although they’re only a minor civilization at this point in time.
As long as your desired race falls within this kind of approximate level of power, feel free to go nuts with the various details, and don’t be afraid to use your purchased Perks or perhaps other settings as inspiration.