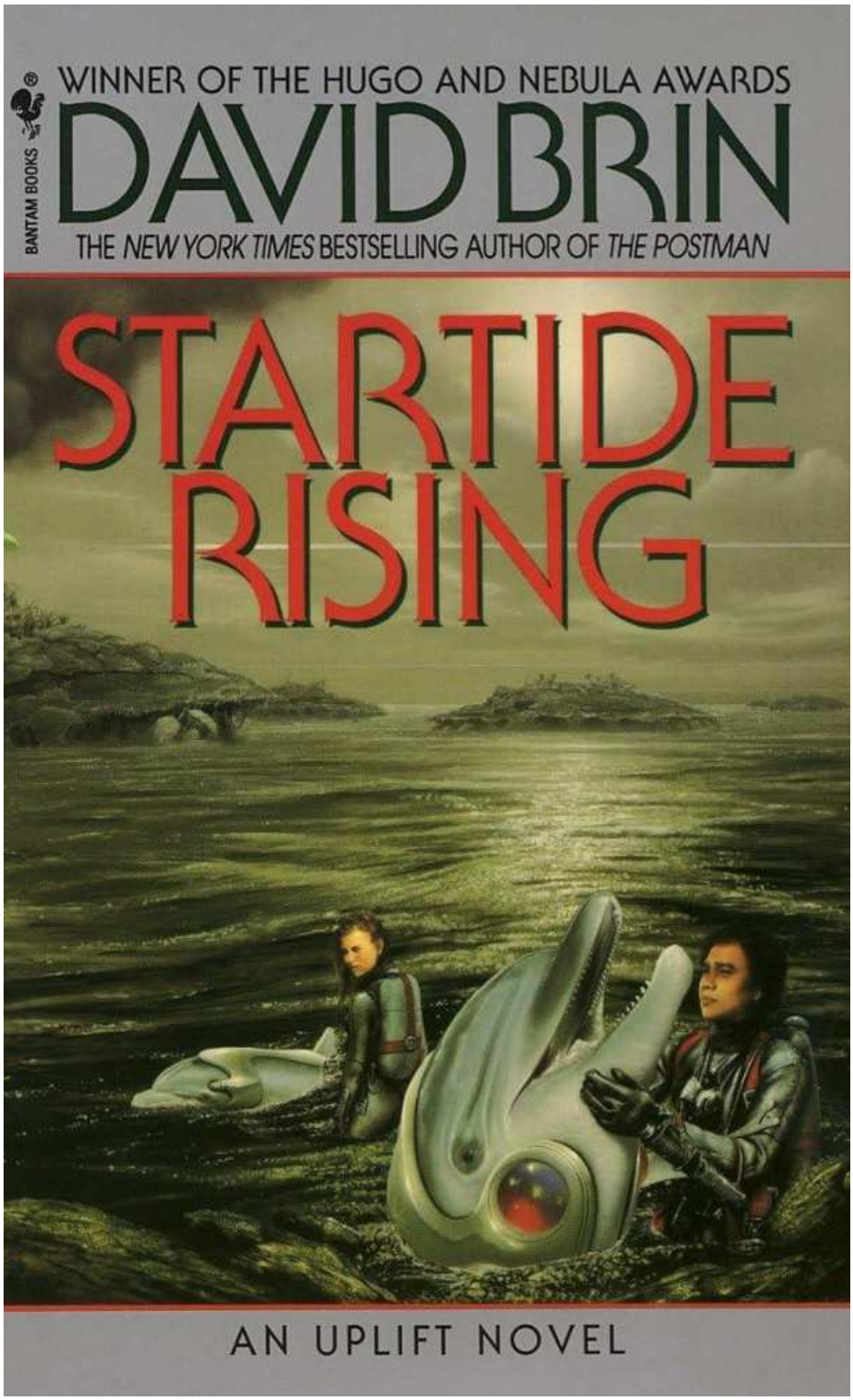
Uplift Jumpchain

Version 2.0.0



Welcome to the world of Uplift. Humanity has stumbled into a civilization that spans not one but five galaxies, and they have found themselves in the unenviable position of the primitives contacting a civilization vastly more advanced than they are.

Billions of years ago, the Progenitors arose out from under the Machine Order. They became part of a civilization that merged two galaxies, and the sole survivors of the wars that burned them both to ash. From this they began the tradition of uplift, taking animal – and sometimes plant – species and raising them to full sapience as a fully functional spacefaring civilization.

Over two billion years ago the Progenitors retired from the affairs of lesser races, leaving the many galaxies or transcending to a new level of existence. In the 300 million years that followed civilization nearly collapsed, before finally stabilizing and creating the Institute for Civilized Warfare.

At least so the legends told of in the Great Library say. Even the elder races cannot say for certain, for memetic plagues and Gronin Collapses have damaged the information as recently as about 300 million years ago. But Galactic Civilization has a legacy that has stretched backwards for hundreds of millions and even billions of years through a succession of races who have acted as patrons to uplift their clients from pre-sapience into sapience so they can become patrons to the next series of clients.

A chain that humanity as a wolfling race is not. They have made contact on the Galactic stage with no known patron, and foolish 'Darwinist' beliefs about having evolved sapience on their own as opposed to being clients that were abandoned unlawfully by their patrons sometime in their murky past. Thankfully they had mended their ecologically devastating ways, and even already begun to engage in the sacred process of uplift with two clients of their own: chimpanzees and dolphins.

Most wolfling races die within centuries of first contact. Depending upon when you arrive here, humanity may have been in Galactic civilization for nearly 300 years. They have, thus far, kept their balance and footing in Galactic civilization admirably with the help of their allies the kanten and tymbrimi, but many are simply watching and waiting for them to fall. And, unless you arrive earlier, events are about to throw the galaxy as a whole off balance. To help you with your time here take these:

+1000 Choice Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Adventurer: You have a wild and storied background. Something that puts you outside of the norm for your species. Like Jacob Demwa you've seen and done things that have somehow singled you out. Or maybe you're even more singled out from the nature of your species, having no background memories or connections at all and arrive here as a Drop-In.

Biologist: You are a student of the science of life. Perhaps you're part of the prestigious roles of uplift and ecosystem management, possibly even as part of the Institute of Uplift, maybe you're just a student hoping to enter such fields, or maybe you work on bioagents for some military or industrial use or work in medicine.

Diplomat: You are a diplomat, and deal maker, the sort of individual sent out to talk to others. You might be as low as an ambassador's aide, or simply a dealmaker or lawyer for some low end organization, or possibly could be an aspiring politician ready to become a mover and shaker within your species.

Engineer: You've got enough engineering training to get a berth on most ships of your species – assuming there's no black marks on your record – and are skilled in working with machines.

Exile: You are a sooner, that is an unlicensed colonist arriving on a fallow world too soon for it to be reinhabited. Or maybe you're something else. But one way or another you were raised in the absence of Galactic Civilization, forced to rely on wits and not Galactic technology to survive.

Military: You are a soldier. Whether you're merely part of a part-time military, doing your time as what amounts to a ceremonial guard, or something like one of the Terragens Marines who even other members of Terragen military seem to fear, and who can unarmed and naked ambush technologically advanced foes, killing them barehanded before taking and using their weapons will vary, but you are part of the military.

Poet: You possess a poet's soul. Whether you're actually a poet, just a dolphin, or something more you've got a skill with words, and a good understanding of symbols and dream logic.

Species

You may only purchase one species, and must purchase a species unless you are a Drop-In. Post-jump your species becomes an alt-form.

Earthclan

Human (Free): You are presumably familiar with what a human is like.

Neo-Chimpanzee (Free): You are an uplifted chimpanzee. Depending upon when you arrive you may need a vodor to speak though even by the time of the Sundiver Incident the newest generations typically can outgrow them – though it might be painful to speak without one.

Garthling (50 CP): You are an uplifted gorilla. Given your species is not uplifted long before the events of *Uplift War* and are uplifted on Garth, you will find your starting date and location locked to Garth shortly before the events of *Uplift War*. Even then gorillas are early in the process of uplift. Even so they do possess extremely powerful twitch muscles, and due to modifications made to them saliva enzymes that allow them to eat a vast array of things found on Garth including some buildings and corroding gubru technology.

Neo-Dolphin (200 CP; discount Poet): *Tursiops Amicus* are the youngest race in the galaxy, before the thennanin adopt the garthlings. Even so they are known for their poetry such that they can trade poems for drinks in bars across the galaxy, and they make for extraordinary pilots. While uplift has reduced their streamlined nature somewhat – and given them uncomfortable mini fingers on their flippers – they are still aquatic creatures requiring walkers to move about easily on land, used to utilizing underwater sonar, and naturally moving and thinking in 3 dimensions.

Galactic Races

Glaver (Free): Semi-reptilian in appearance, they have opalescent skin, two independently swiveling eyes for non-binocular vision (eyes don't look at the same things at the same times). They often move on all fours with their front legs having awkward grasping hands, but their prehensile tail is their main appendage for fine manipulation with their 'hands' providing more muscle and power for holding something in place. They can eat plant matter and insects but are incapable of digesting most meat.

Gubru (Free/100 CP): You are one of the bird-like gubru. They have no serious advantages over humans – they're flightless and the only mention of exceptional sensory is their relative lack of olfactory senses – except of course that they are one of the galactic races with full access to all the technology that implies. For Free you are one of the neuter majority that have not gone through the process which results in sexual maturation and determines their sex. For 100 CP you can be a queen or a prince; this makes you a very high ranking member of their society if you're not a drop-in, though it won't provide much in future jumps.

Kwackoo (Free): A client race of the gubru. Like their patrons they are flightless birds though they somewhat resemble pterodactyls. Also like their patrons they don't show any significant advantages other than simply being part of a galactic race.

Hoon (50 CP): Also called tallmen, the hoon are a tall race of bipeds. They have both shaggy fur in places and scales in others, with throat sacs that inflate like those of frogs, joints that can lock in position to help hold up objects or stand while relaxing the body and muscles, two hearts, and a spine that is replaced in adolescence like a human replaces their initial set of teeth. On Jijo they are noted for their patience, but to be somewhat slow. They're also noticeably stronger than humans.

Pila (50 CP): Clients of the soro who have become successful patrons in their own right, the pila are noted to resemble teddy bears. They are, however, from a high gravity world, and their soft cuteness belies surprising strength, claws, and fangs that make them quite dangerous. They are commonly found working in the Institute for the Great Library.

Q'Kek (50 CP): Extinct in the Five Galaxies by the time humanity first reaches the stars, they do have at least one hidden, surviving, illegal sooner colonies. They have biomagnetically driven wheels, with spokes that can regrow if damaged, and four eyestalks rising from a combined torso-braincase.

Soro (50 CP): The soro are one of the most dangerous of the great clans among the 'fanatics.' The patrons of the pila, they are matriarchal creatures resembling reptiles and smaller theropod dinosaurs. They are still fairly large, and when young quite quick, with an extendable genital claw which is used to grasp and hold onto the male during mating and can be used to grab and crush individuals with surprising range and speed.

Thennanin (50 CP): The lizard-like thennanin are known to be humorless and completely lacking in psi talent. Of course they are also hard even for the empathic tymbrimi to read with psionic powers so it's not without its upsides. Despite lacking in psionic empathy, and falling into the fanatics side of galactic politics, they also seem to be a particularly empathetic species in other ways and to be calm and level headed.

Urs (50 CP): Centauroids with hooved feet, delicate fine manipulating hands, and long flexible necks. They have extreme sexual dimorphism as while the females are about the same total size as humans, the males are smaller than a housecat and considered a good deal dumber. Males live in pouches in the females' neck until they're filled with grubs at which point they're exiled. They are a low-K species, at least by the standards of even uplifted sapients.

Brother of the Night (100 CP): Uplifted from aquatic predators, it still shows in the brothers of the night. They are adept at movement underwater, even possessing sonar similar to that of dolphins, and are deadly and dangerous warriors with natural hunters' instincts. However they are more adapted to the land than dolphins – having no need for walkers or harnesses – and this has rendered them less maneuverable and suited for aquatic life and their predatory instincts are dangerously strong leading them to some unsavory behaviors.

Kiqui (100 CP): Pre-sapients found on the planet Kithrup and not yet uplifted, they have a primitive tribal society. They are amphibians, living on a world with little in the way of land and great swathes of oceans, but a very high metal content both in the water and in the metallic islands that they are found on.

Qheuen (100 CP): Radially symmetrical thick shelled and amphibious, they have 5 clawed hands, and mouths that can be used as wood working tools. They are also able to feel the ground with their mouth with great detail, and have 360 degree vision though as their visual strip is part of their brain containing dome in the center of their back they can't see beneath them. They can, however, retract this dome down into their body. They are also stronger than humans. They come in 3 subspecies blue, which require their shells

to stay moist and live in fresh water, red which prefer salt water, and grays which are more capable of abstract thought and traditionally their ruling caste and live in caverns.

Tandu (100 CP): One of the most dangerous clans in space, the tandu are notorious for their participation in purges, and their own probably purge worthy treatment of their clients. Resembling insects, the tandu possess a somewhat decentralized nervous system and are capable of surviving the loss of their head and primary brain, and even grow a new one from a headbud. Of course this does lose most of their memories and personality.

Kanten (200 CP): One of Earthclan's allies, the kanten resemble giant broccoli. They have quite a wide vocal range and are one of the rare plant species that have been uplifted. Beyond being photosynthetic as plants, they are able to feed on levels of sunlight which would be quickly detrimental, even deadly, to humans, and are even resistant to lasers; it might not be good for them but a laser that would quickly burn a human will be slow to harm them.

Jophur (200 CP): Resembling a Christmas tree, jophur are made up of a series of torus shaped 'rings.' Some of these have organs for sensory, some have limbs for manipulation, some have motile limbs (i.e. legs), some have digestive sections or cognitive organs. There is in the modern jophur a standardized set of rings that make up their design, though this was not true in the basal species before uplift. These rings are capable of surviving independently through photosynthesis and saprophytosis (mulch-eating) and are even capable of some level of cognition independently, though a master ring provides the dominant personality and keeps them all unified into a joint purpose. Jophur are also capable of synthesizing a fair range of chemicals inside of their body for a variety of purposes, and are adept at chemistry; this is likely a far cry from what someone with access to a Library and the laboratory tools and chemicals described within could make but it is not reliant on such things providing an additional value, and they have been known to synthesize chemicals to break down toporgic – a pseudomaterial substrate made of organically folded time – within their bodies.

Alternatively for this same price you can be a traeki. That is the species after it had been uplifted to sapience but before the master ring was added. This would mean that each of your rings has to at least some extent their own mind and will, and that you are but perhaps first among equals, never alone as a communal being. If you have companions you could even import them as your rings for free, though most rings are not physiologically capable of full cognition on their own and this would mean forgoing importing these companions through other options (such as those that provide CP).

Pring (200 CP): Taller than humans with particularly large eyes. The prings are clients of the pila, which evolved as monocular beings in the forests of their homeworld. This led to their development of a natural, ocular, range finding laser, which has been retained through uplift, and has grown powerful and fine tuned enough to project holograms and lasers capable of killing humans; though this is calorically intensive.

Tytlal (200 CP): Otter-like beings, they have spines on their back which are used for telempathic purposes much like their tymbrimi patrons use their head tendrils. Like tymbrimi they are telempathic as a rule, though whether like tymbrimi they are no more likely to be telepathic than humans or not is unknown. They also have even more trickster tendencies than their patrons.

Tymbrimi (300 CP): Luckily the first species that humanity encountered. The tymbrimi are one of the more human in their appearance; they have multiple breasts, different proportions, movable eyes, and their head has small tendrils used for telempathic communication, but they are fairly close to the human shape and coupled with their trickster tendencies resemble the fairies of human legends. Of course the tymbrimi are noted for their adaptability and can through act of will reshape their body – such as making their top pair of breasts grow, their hips widen, and bit by bit reshape themselves to more closely resemble the human form – and through the gheer transformation they are capable of changing quickly in a period of emergency, and pushing themselves physically significantly beyond their normal (or human) limits, though this is very physically draining. The tymbrimi are as a whole a telempathic race with even the more trained and modified humans not reaching the baseline level of a tymbrimi, and even have a language of telempathic glyphs. True mind reading and full telepathy is just as rare among the tymbrimi as humans, however.

Acceptor (600 CP; discount Mad as an Episiarch): One of the tandu's clients, the acceptors are stilt-legged quadrupeds without tool manipulators standing about 2 meters tall. Like all known clients of the tandu, acceptors are closer to living psionic tools than fully functional independent creatures. In the case of an acceptor, they are extremely powerful psionic sensor systems able to casually ignore the best psi-shields humanity possess although those of galactic warships don't seem as easily ignored. This isn't limited to detecting thoughts and minds – though that is included – but even figuring out the material nature of objects, and stellar radiation which appears to play a role in the tandu's ftl systems. Of course, this is partially related to the madness that makes them non-functional as independent lifeforms. In the case of acceptors they are obsessed with taking in sensory input and experiencing it in detail, to the point that it is what they live

for, and a lack of such things as a recognition of danger because if something actually happens it can't really be bad.

Episiarch (600 CP; discount Mad as an Episiarch): Likened to an insane sheepdog, an episiarch is another of the tandu's clients. They are described as resembling a shaggy, white furred bear with almost featureless faces. They are also extremely potent and dangerous psi adepts. In some ways they are a mirror to the acceptor, as where the acceptor accepts reality and revels in every detail of it, the episiarch performs a solipsistic rejection of reality. They could be called reality warpers, able to perform such feats as drawing metal from (unusually metal-rich) sea water to form platforms to be walked upon, or opening wormhole like portals across space; this is part of the probability drive used by the tandu to outspeed other galactics in FTL travel (though it is noted to be very risky). Due to their need to reject reality and enforce their ego-perception on it, they are kept in "chambers of distraction" when not being put to work to keep them trapped in delusions to prevent them from accidentally destroying their tandu handlers.

Karrank% (600 CP; discount Mad as an Episiarch): The karrank% were a galactic tragedy. Originally burrowing animals that lived and fed in the roots of trees, they were modified drastically to be excavators deep beneath the ground and re-engineered to feed on radioactive materials. This drove them insane to the point that they pooled their developing psi talents and psychically blasted the majority of their patrons back to a pre-sapient state, and that the galactic races acted to give them a world to die off on. Only they didn't die, but continued to survive deep beneath the ground of their new world. Little is known about them other than they are xenophobic, and insane, and capable of turning that outwards in powerful psychic blasts. A colony of them working in tandem was able to blast fleets out of space through their psi-shields shutting down their minds and disorienting even humans who were both not in the direct line of the blast and only survived due to their brains/minds being very similar to those of dolphins who were specifically excluded. Presumably they are also natural excavators who can consume radioactive materials.

Other (Varies): There are many other species found in this universe. Many of them have limited information available. There are even 7, possibly 8, orders of life: oxygen, hydrogen, machine, retired, transcendent, memetic, ergovore, and possibly quantum. If you want to select another species, or make your own, you may do so from within the oxygen-breathing order. It will cost 0 CP if they have no substantial advantages over a human. Races with increased strength, natural weapons, or other minor advantages will cost 50 CP. Races with a more substantial advantage such as being amphibious or aquatic (even if it comes at the cost of ability to act on land) or flying are 100 CP; so are those

with unique dietary advantages such as being photosynthetic, or able to consume radioactive materials. 100 CP is also used for other general advantages such as a tandu's ability to survive decapitation (albeit with memory loss). Those with more significant advantages such as telempathy are 300 CP, and more substantial abilities or multiple substantial abilities will cost more. High end psi-talents are 600 CP, and without inherent madness expect them to be inferior to those of the episiarch or acceptor.

Other Orders

Oxygen based life is not the only form of life found in the Five Galaxies. In fact there are at least 7 recognized orders: Oxygen, Hydrogen, Machine, Retired, Transcendent, Quantum, and Memetic. All of which are known to have sapient members.

Unfortunately of these orders too little is shown of machine, quantum, or memetic life to meaningfully offer them to you. Retired life is just Oxygen life that has advanced to a point they have begun to feel the Embrace of Tides and move outside of Galactic life, still feasibly able to return to being Oxygen life if they leave their retirement though few do. Transcendent life is not on offer here. However, there is enough shown of a species seemingly of an eight order – that of Energy – to offer them, and of hydrogen life we have the Zang.

Sun Ghost (500 CP): The sun ghosts are ergovores living on the sun. Little is known of them other than that with the proper technological aid to push a human to full telepathy they can be contacted and were able to guide torus shaped ergovores – possibly their 'sheep' – to help keep a ship from crashing into the sun through magnetic forces. Still you are an energy being capable of living on the surface of a star such as a sun, and seemingly significantly more psi-active than humans or the galactic default.

Zang (400 CP/800 CP): Really a term used by Oxy-life for spacefaring hydrogen breathing life in general. Still 2 were shown. One was the hydrogen equivalent of the Retired order on the verge of stepping into the Transcendent order. This option makes you the other one. Of course even then there is vagueness to the details.

The zang appear to be massive single-celled organisms, large enough to be visible from space, that then divide themselves into various 'deputy' beings to carry out their intentions. These beings can have specific traits – such as an external coating to protect them from an oxygen-based atmosphere or being engineered to serve as life support for an oxygen breathing life form on a zang ship or as they're usually called a globule.

Though the use of globule over ship is telling, as the zang globules appear to be living entities, the other zang shown being merely autonomous deputy beings they have budded from their body mass.

For 400 CP you are a relatively small Zang, no larger than a small whale. Still you seem to have remarkable morphic capabilities with your body. For 800 CP you are instead a full-scale Zang globule, something capable of independent movement through hyperspace – possibly through the integration of technology into its being – launching parts of its mass to block the weapons of a warship or board it with living deputies made of its body, and generally acting as a dangerously powerful warship.

Regardless of your choice it should be noted that the zang are extremely alien to Oxy-life. They notably seem to think via physical simulations of things through the creation of 3-D models from their mass. They found it easier to communicate with oxy-life through a combination of this and hormonal manipulation via intravenous feeding than by using language despite knowing that humans are lingual and having shown an ability to understand auditory communication to at least some extent. They also seem to have Ship of Theseus issues as some portion of their gargantuan body can develop some new, improved organelle-like capabilities and it will slowly colonize and change their whole body which is stated to have left them with a very different viewpoint about death. These are the points which have enough common ground to be somewhat understood.

Also as natives of gas giants which breathe hydrogen, most places where humans live are extremely poisonous and deadly to them. Zang have shown the ability to survive in them long enough for boarding actions and battles, creating biological environmental suits, and seemingly can survive as living spaceships for a time, but it’s worth remembering.

Time and Location:

The Five Galaxies are, as the name would imply, a big place stretching across five galaxies, and as such have far too many places you could find yourself. Given the books' focus on the Earthclan we mostly see the places that Earthlings are – Earth, Mercury, Garth, Kithrup while the Streaker is there – but you can arrive at any place where your species would have logical reason to be; in the case of a drop-in which didn't purchase a species treat it as human.

You will arrive in the setting no earlier than your species was brought into Galactic Civilization; that is first contact for humans, neo-chimps, and neo-dolphins and uplift for Galactic species. An exception is made for garthlings who may begin up to a year before the gubru invasion of Garth. You can arrive no later than the beginning of *Uplift War*. For Earthlings this gives you a nearly 280 year time frame to choose from. For Galactics this is more likely to stretch into the hundreds of thousands to millions of years.

Age and Sex:

If you're a drop-in your age and sex are unchanged, though if you purchased a species you will be the equivalent age for them and in the case of gubru you will be their default neuter unless you pay to be a prince or queen. If you're not a drop-in your age and sex can be any appropriate for your species.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Jijo Music (50 CP): Talent for playing music, and skill with an instrument of your choice or in singing. A special talent for improvisation, and playing in a group without any pre-written music but just riffing together.

3d Instincts (100; free Neo-Dolphin): Like a dolphin, you naturally think in 3 dimensions. You have excellent spatial awareness, and a wonderful unconscious understanding of how things move in 3 dimensions. This helps you remain aware of threats and dangers from above (or below), and also helps with piloting aircraft and spaceships.

Journalist (100 CP): You've got a way with words, at least when you put in the time and effort. This won't make you good at off the cuff remarks, or quick quips, but you're good at using writing to stir emotions, and influence opinions. This is better for writing than even prepared speeches, but if you put in the time and effort you can manage the latter.

Irongrip (100 CP): You are freakishly strong. You are easily one of the physically strongest members of your species even without a training regime, and if you put in the work you likely could be a fair deal stronger than the 2nd strongest member of your species. This can come with freakish size as well, at which point you're almost certainly the strongest member of your 'species' by a fair margin, and probably have some genes from outside of it spliced into you as well.

You may choose whether to have this increased size for any given alt-form or not at the start of each jump, and select it differently for each one.

Psi-Deaf (100 CP; discounted Neo-Chimpanzees and/or Thennanin; incompatible with Acceptor, Telempathy, or any species/perk granting telepathy): You are the opposite of an empath, being psi-deaf. This means you have extremely little psi-reception. While this leaves you relatively blind to psychic energies and forces (at least barring technology), you are also relatively unaffected by psychic influence on your mind. Simply put it is much harder for empathic glyphs and psi waves to influence your mind.

In future jumps this will make it significantly harder for your mind to be altered or influenced by psychic powers or telepathy.

E Space Scout (200 CP): You possess enough imagination and susceptibility to allophoric images to be a viable E Space Scout. This won't guarantee you have the right combination of gritty skepticism, and tendency to take the slings and arrows of fate as the cosmos's personal affront to yourself to round one out, but you do have an originality streak that's especially useful when dealing with the allophoric reality of E Space. It's almost like you have a feel for the strange, mental realm where perception and metaphor influence reality. It's still an (exceedingly) deadly place, but your instincts on how to deal with allophors, or its strange, localized rules – such as regions where flight is arbitrarily impossible, but you can stilt walk over and around things – are good.

These instincts and reactions will continue to apply to other realms which are shaped into metaphor by living minds, or realms of the manifest mind, communal unconsciousness, and the like. You're far from immune to the dangers of these places, but you seem to have a natural knack for figuring out how to survive and interact with them.

Falling Out of the Sun (200 CP): Dolphins might be excellent pilots by nature, but even they would be amazed by your skill as one. You have the sort of skill necessary to crashland a damaged vessel so that it doesn't fall into the sun, but instead uses the sun's own gravity to throw your vessel back out of its gravity well. You are a wonderful pilot when it comes to spacecraft, likely one of the, if not *the*, best in your species.

Mr. Hyde (200 CP): You possess an alternate personality. You can decide the exact details of them, and they are ultimately on your side and unable to take control unless on some level you want it and allow it. This personality seems to be more charismatic and competent than you are, especially at things related to its specialized personality traits, however this increase is directly proportional to how problematic the personality is. If they're generally just like you but slightly nerdier would see very little and probably no noticeable effect, if they were you but rude and stripped of your normally quite strict morality you'd see them being significantly better than you especially at things like fighting, breaking and entering, understanding criminal minds, and bad guy stuff. Or maybe you're normally amoral, and they are restricted by a strict sense of morality that keeps them from aiding your more wicked plans. Eventually you will see diminishing returns on the boost in general skill and competence compared to the difficulties the personality presents.

One Force Emerges Supreme (200 CP): Galactic warfare, especially when groups like the fanatic factions are involved, involves a variety of shifting alliances between clans. Oftentimes these alliances last only until one force seems poised to gain too much of an upper hand at which point they are inevitably betrayed. You are highly skilled at setting up and timing these betrayals. You are especially good at timing when to betray an ally in a battle so that you can reliably take them out and still win. This also makes you excel at understanding when and how others will betray you. When betrayal is inevitable, you have to be able to betray your ally before they can betray you.

Unconditional (200 CP): Pain and pleasure are the two sensations which, traditionally, are used to condition and mold behavior. It is possible, however, for a rational being capable of reason to rise above them. You have done so, and will find that you are able to overcome pain or pleasure and their ability to control and influence your actions or to mold and shape your mind. This does require some reason, such as a higher ideal or duty you hold yourself to, but given some reason to pit your rational mind against pain, you can push through it and not have it shape or control your actions, and similarly you can push through pleasure and prevent it from twisting your actions with the addictive desire for more. This also makes you highly resistant to psychic aversion techniques, such as those meant to keep a mind from focusing on something or looking at it.

Telempathy (200 CP; free Tymbrimi or Tytlal): You are telempathic. You are capable of sensing the feelings of others, and projecting your own feelings outward. This isn't full telepathy, you aren't capable of reading minds or holding mental conversations, but you can tell if someone is sleeping or awake, pick up on their mood despite attempts to hide it, project your feelings to another to help them understand, or even influence feelings by carefully constructing a certain feeling. Those you possess a deep emotional bond with, and especially a biological connection – such as soulmates or a parent and child – are easier to sense and contact with this allowing for some sharing of feelings across the surface of a planet or even out into space and being able to sense – for example – that they're alive even from a great distance.

A tymbrimi is naturally more skilled and capable in this than a human, with even a particularly talented human merely reaching near the level of an average tymbrimi.

Long View (300; discount Galactic species or Other Orders species): The wolflings are so short-sighted and impatient. Elder races, those brought up in the society of the Five Galaxies and properly raised from pre-sapient to client to patron know how to take a longer, more patient view. Whether you're a Galactic or not, you have taken this view of patience to heart and you excel at long term planning. Oh this helps with planning things

that will take years, but where you really shine is plans that will take decades, centuries, or even longer. Of course these sorts of plans are ones that must, inevitably be entrusted to others or designed to come to fruition without your careful watch, so this includes being good at making plans that will continue without you, and figuring out how to select your successors.

This also gives you a great deal of patience if you want it.

Stargod's Serenity (300 CP; discount Galactic): Ability to present as serene, wise, and perfect. Directly scales to how much more sophisticated your culture and its level of advancement is compared to those around you; a Galactic would appear wise to wolflings who had just barely made themselves an interstellar species, but almost godlike to pre-industrial civilizations, and perhaps truly god-like to those just starting agriculture.

Trojan Seahorse (300 CP; discount Earthclan): Having developed civilization and space travel on their own without the help of a Patron or the Great Library, the wolflings excel at innovative and out of the box tactics which the elder races of the galaxy would never expect. Whether you're one of the wolflings or not you possess a talent for coming up with unusual and creative plans which go outside of traditional and accepted tactics or simply wouldn't be thought of when doing things by the book, or Library in this case. These plans even seem to work a bit better than they should, as if to reward you for your creativity and originality.

Master Artist (300 CP): Select an art form such as novel writing, painting, ballet, drumming, whalesongs, or ocular holography. You are a master of that form of arm, of a level of skill that you could gain galactic fame. You might not be known by every one in galaxy one, much less the five galaxies, but you are good enough to at least gain recognition throughout galactic civilization and to be remembered as one of the greats.

Not Surprised by Anything (300 CP): You are exceptionally good at functioning in dangerous and stressful situations, and when everything is just going to shit around you. You don't panic, if anything you seem to think clearer and faster in an emergency situation, quickly coming to a decision. You also seem to perform surprisingly close to your peak in these adverse situations, instantly gauging the situation, and moving and acting how you intend; if you had to jump between parts of a space needle miles above the ground while being shot at you'd judge the distance and stick the landing just as well as if you were in a controlled situation.

White Card (300 CP): If you're a neo-chimp you'd have a white card, full reproductive freedom and active encouragement to spread your DNA far and wide because they want

your exceptional genes in future generations. This is because you are smart. You are certifiably a genius. Intelligence can take many forms – academic brilliance, cool under pressure, ability to understand interpersonal relations and use them for your advantage, exceptional memory, adaptability, and too many more to list – and while you will certainly be above average in every regard you can choose a few to truly excel in or be higher across the board. Either way intelligence is the greatest tool any species in the five galaxies possesses, and you possess more of it than most of your kind.

Luck of the Earthclan (800 CP; discount Earthclan or Tymbrimi; cannot be purchased by Companions): At times the Earthclan seems lucky enough to make people question if it's divine will. Just their presence in Galactic civilization is a massive string of luck, and then events such as on Kithrup and Garth only add fuel to the fire. Whether you're part of the Earthclan or not, you now seem to share in this luck. Things just seem to come together *right* for you. Your allies show up when you need them to, and when your enemies are too distracted to immediately destroy them. And their plans interact with yours in ways that neither of you could predict but to work better than either would alone. Your enemies make their move at the wrong time giving you a chance to escape. Events just seem to conspire to help you as well, whether it's seemingly disconnected events happening with the timing so that they can cover your escape and create the perfect opportunity for you, or an explosion just happening at the time that it can take out the most competent of your enemy's leaders. This luck won't help you win the jackpot, but it will help you keep yourself, and those dear to you alive. It won't do everything for you, though, you, and your allies, will have to put in effort, make plans, and perform well to take advantage of the opportunities it provides, but it will give you a leg up especially when the odds would otherwise be badly stacked against you.

And this is the luck of the Earthclan. While it will focus on keeping you and your chain going, it is shared with those who travel with you, aiding your companions, followers, and even just allies. It'll be most effective for them when it helps you too, but when they're working with you people are just rather luckier.

Psi Powers (800 CP; discounted Galactic Race other than Tymbrimi and Thennanin, or Other Orders, discounted Mad as an Episiarch): You possess significant psi talent and aptitude. You won't be at the level of an acceptor or episiarch – it's doubtful that they would be at that level without their peculiar forms of madness – but you may choose whether you specialize in some talent or have a more general capability. Psi powers in this universe can take various forms from telepathy (and not mere telempathy), to psychic sensory, to outright reality manipulation and opening wormholes, and we're even told that there are those who can psionically slow time for others (and unlike the most likely

spurious and false psionic power they lyingly claimed to exist this one was not said to be restricted information and not involved so probably exists). You could have access to all of these abilities at a low level, or higher level access to a more limited set.

If you have the Mad drawback and an appropriate Galactic Race this perk is discounted twice to 1/4th price.

Adventurer Perks

Shameful Skills (100 CP): You possess an array of skills some would find shameful. You know how to pick pockets without being noticed, pick locks (and spoof electronic locks with the proper tools), and generally how to commit robberies and burglaries.

Non-Pathological Imagination (200 CP): You possess an extremely vivid and detailed imagination. You can recognize what is your imagination and not, but you can create imagined scenes that almost feel real. This of course helps you to visualize things and run mental simulations, as your unconscious mind excels at using your instinctual and learned knowledge of things like the laws of physics or how individuals behave to create realistic simulations.

Detective (400 CP): You possess the skills and talents necessary to play the role of a book detective. That is you are good at deduction, possess a keen memory for what you see, and the observational skills to pick up minor details even if they do not appear important at the time. Finally, you possess the greatest skill of the detective, the ability to set up a parlor scene. When you gather those concerned and involved and present your evidence and reasoning behind an accusation you seem to exert a force that causes the accused to confess. This does require them to be guilty, it won't have any special effect to pull out false confessions, your reasoning as to the how and why must be sound, and you do need evidence of some sort, but even if your evidence wouldn't hold up in court they are strangely ready to confess in response to your parlor scene accusation.

Auto-Hypnosis (600 CP): You are highly skilled in auto-hypnosis. You can use this to help you meditate, relax, to review memories in detail, hypnotherapy, and everything hypnosis can be used for. Notably this skill includes the ability to make forked personalities, isolating character traits in the form of a new personality and allowing them to slowly re-integrate into your personality. You can also use this skill to consciously and wilfully alter elements of your personality, repress memories, or give yourself post-hypnotic suggestions. Do be careful playing with your own psyche like this.

Of course being able to give yourself hypnotherapy means you know how to give others it too. Many of these skills do work best with a willing recipient though.

Biologist Perks

Scientific Specialty (100 CP): You are fully studied and credentialed to be a scientist in a field of your choice. This is the equivalent of a Ph D and the years of study, lab, and field work leading up to it. Alternatively this can be a medical doctorate. You can choose the field, though if taken as a Biologist free perk you must choose some field related to the biological sciences; biochemical engineering is fine as is medicine, but not astrophysics.

You may pay an additional (undiscounted) **100 or more CP** to gain the equivalent of another degree per 100 additional CP paid.

Illegal Research (200 CP): Sometimes pesky things like the law and treaties get in the way of scientific research. Thankfully you have skill in setting up hidden labs, covering your (electronic) trail, and running scientific projects where the government wouldn't know you're doing it. You could smuggle a group of gorillas to a colony world, and use an ecological research lab to uplift them to full sapience over generations, without the governor of the planet having any knowledge of this highly illegal action; you might have to grease some palms or have some collaborators, but you could get it done. This isn't some supernatural protection against being discovered, and if you give someone reason for a full thorough investigation it'll be a lot harder to keep something secret, but you know how it's done.

Of course this could be turned towards criminal enterprises other than illegal uplift projects.

Master Uplifter (400 CP): You are fully trained in the art of uplift, and you are very talented at it. You understand how to shape intelligences from pre-sapients, whether you are attempting to create a fully functional, sapient species like neo-chimpanzees or the tymbrimi, or if you're attempting to create living tools like the episiarchs and acceptors of the tandu. This is not limited purely to intelligence and species psychology, though you are a master architect of those things, but understanding and selecting for changes in general. You are especially capable of understanding when you are attempting to change a species too far or too fast, and that it could cause madness; something like the karrank% wouldn't happen under your watch.

This includes a broad understanding of a variety of biological, psychological, and sociological fields. In some it will reach, or even surpass, the level of a **Scientific Specialty** (above), but in most it will be less though still substantial.

Biosphere Management (600 CP): The management of the ecosystem and biosphere of colony worlds is one of the most important responsibilities of sapient species within galactic society. This is even more important on those worlds whose last occupants did not tend to their ecosystems or like Garth where they actively decimated it in a devastating sophont-made mass extinction event.

Any species attempting to rehabilitate such a world would be lucky to have you. You are a master of figuring out how an ecosystem – even a global one – works, and what effects changes to it will have. You understand how to actively and wilfully shape ecologies, and can, with a bit of research and study, understand how things will affect such notoriously complex systems as a world's biosphere. You especially excel at understanding how to minimize damage to it or restore one to health, but given the desire you could actively shape one towards a purpose of your choice.

Diplomat Perks

By the Code (100 CP): Various codes of conduct govern galactic civilization. There are rules for what can be done in 'civilized' warfare, rules for how you can interact with the environment of colony worlds, rules for how you uplift species. You excel at understanding rules and regulations, and gauging how far you can bend them before you break them, and how far you can break them before you'll actually get punished.

Ambassador (200 CP): You are a talented ambassador. You know how to be highly polite by the standards of galactic civilization, far higher ones than human civilizations, and to still manage to insult people by crouching it under layers of formal politeness that they can't even be publicly mad without losing more face. Of course, etiquette and verbal sparring isn't all there is to being an ambassador. Like a good ambassador you understand how to talk to people, even those outside of your species and culture, and how to use your words to persuade people, whether that's to change their opinion, do something you want, or simply to come to an agreement. This does make you good at learning how to understand other cultures (and species) and how to perform in negotiations and diplomacy.

Tymbrimi Trickster (400 CP): Tymbrimi are known for their sense of humor and their (practical) jokes, but tymbrimi jokes have more purpose to them than just a good laugh. These pranks and tricks are used for more productive things as well. And even if you're not a tymbrimi, you're at least Uthacalthing's equal in this regard. You excel at thinking up tricks and pranks, things like misleading an occupying government into wasting huge amounts of resources chasing cryptids, or building an alliance based on selling the (non-existent) cryptid. In general you are skilled at trickery and misleading people, creating elaborate deceptions that utilize multiple layers, exquisite planning, and leading your mark into 'discovering' things for themselves piece by piece to lead themselves deeper into your trap, as well as identifying how to weaponize these 'jokes' to gain an advantage for yourself and your allies.

Dance of Consensus (600 CP): How differently might events on Garth have played out if the original Suzerain of Cost and Caution had survived? You might not be a gubru, but like a successful queen you excel at diplomatic strategy and long term planning. You know how to play politics, using different political factions against each other, pick your diplomatic battles, and bring about a consensus between groups with different goals and agendas in such a way that it furthers your cause over those of your rivals. You can identify how your peers will act and react, quickly coming to an understanding of the motives and desires of others and how to use them for your own purposes. You also excel

at recognizing how much leverage you have and how good your own bargaining position is, and when you need to accept a loss now to obtain victory when it is more important. You are a master politician, not in the sense of demagoguery or rising to the top in democratic elections – though you are no slouch in those fields – but in backroom dealings and understanding the careful dance that must be performed to gain and maintain power and foremost position within a governing body.

Engineer Perks

Scottish (100 CP): All Scots are engineers, and all engineers are Scots. That might not actually be true, but regardless of your ethnic heritage or even species, you are a capable engineer and mechanic. You might not be pushing the envelope for your species, but you're capable enough to be a ship's chief engineer, even for a politically important vessel.

Eco-Friendly (200 CP): You possess a thorough understanding of the potential for ecological damage in technology and industry, and how to minimize it. Even beyond your understanding of how to avoid overly ecologically damaging processes, tech you design and/or build is a bit more ecologically friendly than it should be given what choices you make in the design and construction process. This won't make clear cutting forests for fuel environmentally friendly, but a car you design will produce less toxic exhaust than it really should.

Technological Integration (400 CP): The Earthclan distrusts overreliance on Galactic technology from the Library that they don't fully understand. As such they have slowly been integrating it with good, old fashioned Earth tech based on science they can actually understand. Even the Galactics use the Library to integrate technology from many different cultures and races. You are now highly skilled at this, being talented in getting technology from different paths of technological development to work together; whether it's the technology of multiple factions within a single setting or technology from multiple jumps which works on potentially different laws of physics. You are also good at integrating Clarketech – that is technology so advanced that you do not truly understand its principles and the science behind it – to work with technology you do understand, and to use the science you have a strong grasp of to modify the function of Clarketech.

Wolfling Engineering (600 CP): Everything that is worth knowing is inside the Great Library. It's an easy mental trap that many Galactic races fall into. The wolfling Earthclan thus far has avoided that trap. Their technological developments and inventions are typically things that the Library can do better, but these innovative creations are different from the Galactic technology and while they're slower, and less powerful, things that can shut down Galactic technology can fail against them.

You might not be a wolfling, but you are an innovator. You understand how to push the envelope of science and build upon your knowledge base, and have a mind filled with ideas for how to do so; this is harder when your knowledge base already includes almost everything, but you have a deep, intuitive understanding of how to make scientific

progress. You are also an inventor. Figuring out how to apply scientific principles and technological resources to solving a problem is your bread and butter, and you are good at figuring out how to engineer new machines to deal with novel problems. You are the sort of mind that invented the sun ships before contact, developing technologies which while not more powerful or capable than Galactic technology, used solutions that relied less on advanced technology to create something impressive even by Galactic standards.

Exile Perks

Primitive Crafts (100 CP): Moccasins, clothes from pelts and skins, bows from wood and horn, potentially even papermaking run by mills… there are a vast array of pre-industrial crafts which one must learn to live a life in rejection of modern Galactic Technology. You're skilled in many of these crafts, and quick at learning others. You might not be able to practice neolithic crafting, but you'd be able to find some craft to trade your skills with in a medieval town.

Listen to the World (200 CP): You are in touch with the natural world, able to tell when there's something off about the situation such as it being unnaturally quiet very well, and to focus your senses to pick up the least trace of what shouldn't be there in the wild – such as the sound of a rather distant human. Even when things should naturally be there, you're very good at picking up on specific things in the wild. You'd be a great hunter.

Also general boost to your senses and ability to focus them on certain aspects and screen out others – such as picking out a specific noise in a crowded room. This could even be used with unusual senses if you had them; for example psi senses.

Underestimated (400 CP): Your enemies are prone to underestimate you substantially. The more someone eclipses you in a field that they consider important the more they will systematically underestimate you even in other fields. If you had seemingly pre-industrial technology, a Galactic culture might easily treat you like you were borderline pre-sentient, at least in their analysis of the potential harm you could inflict. You can disillusion them of this, but even the 'wise' and 'great' can be expected to overlook your capabilities to their detriment at least if they seemingly are superior to you in the regard they'd consider important. So what if you have already bested others of their kind, they are great and wise and their technology is vastly superior to them.

Commons (600 CP): You possess a gift for bringing together different species, races, and cultures. Some will be harder than others – combining hydrogen and oxygen breathing life won't be easy without some other natural force pushing them together – but you excel at finding common ground between varying existences and helping them to come together in peace and a melding, blending whole.

In doing so you can pick up and assimilate useful aspects of other cultures, even as you influence them to do the same with aspects of your own, and encourage those around you to do the same. It's as if you passively promote cultural exchange anywhere you go.

Military Perks

Masters of the World (100 CP): Even before the invention of fire and tools, humanity was a thriving and successful species. They were hunters who would chase down prey and literally run them to death. You might not be a human, but you are a demonstration why your species is fit to be the master of its world.

You have excellent physical fitness for your species. You particularly excel at endurance and stamina, able to keep running, keep chasing, and keep fighting longer than others of your species. You couple this with excellent instincts for wilderness survival. As a human you could, even now, run down animals till they're too exhausted to keep fleeing and then kill them with your bare hands, and generally adapt to surviving as a hunter-gatherer. As a more herbivorous species you'll be less skilled at hunting, but certainly would know how to avoid predators and quite possibly how to wound them enough to make it not worth hunting you.

Star Command (200 CP): You have knowledge, skill, and training in commanding space battles. If you're not a drop-in you even have past experience commanding ships – possibly even multiple at once – in battle. Beyond training and skill, you seem to be naturally talented at commanding and utilizing starships in battle.

Marine (400 CP): You are one of the most elite commandos and warriors among your species. As a human you might be one of the Terragens marines, but even if you're not you have similar skills and training. You know how to kill (nearly) any sapient species you're likely to have to fight barehanded. You know how to fool telempathic senses well enough to trick a tymbrimi into believing you're sleeping. You are skilled enough to potentially sneak up on fully equipped Galactic soldiers, ambush them, and kill them while you're unarmed yourself, and then take their guns to kill more enemies. And like Tom Orley, you're tough enough to do this after being thrown about by storms and explosions and without having eaten for days.

General (600 CP): You may not have the rank, and you may not have the skills at set piece battles to earn it, but there is a sort of warfare you could definitely earn it in. That is guerilla warfare, or asymmetric warfare more generally. You excel at hit and run tactics, skirmishes, hiding, and finding ways to strike at undefended assets and bait out enemies to be overextended or underprotected.

More than just skill and talent, you seem to be unusually well-suited to fighting foes with technological superiority. Your low tech weapons and tactics seem to work better against those who hold technological superiority over you, and your opponents seem to rely on

their tech too much and grow sloppy and easily thrown off balance. This isn't enough to outright neutralize their advantage, but that advantage will be less useful than it should be. This is especially potent when you utilize the environment and natural ecosystem to help you.

Poet Perks

Trinary Poet (100 CP; Free to Neo-Dolphins): You are fully fluent in the neo-dolphin language of trinary. This has helped accustom you to its three-layered logic, and like dolphins you are skilled at making songs and poetry in it on the fly. Even if you're not a dolphin you could match songs with them in a battle of whistles. Though depending upon your vocal cords you might not be able to sing for your drinks in most spaceports like dolphins are often able to.

Linguist (200 CP): You are a highly, one might even say improbably, skilled linguist. You could figure out how to communicate in a primitive hunter-gatherer language in a day or two despite it being from an alien species that has never been contacted by other sapient species and the language is therefore completely unrelated to any other. Give yourself a few days and you could start 'translating' bird songs, or at least deciphering which sounds mean what.

You're even good at recognizing what the lexicon of a language says about the biology of the species which speaks it, and the nature of their culture.

Keneenk Logic (400 CP): Keneenk logic is a form of mental discipline nearly exclusive to neo-dolphins which works to combine the logical structures of humanity with the whale dream. It is used by neo-dolphins to combat atavistic influences, animalistic instincts, and resist irrational impulses, as well as help combine human style reasoning with the advantages of natural dolphin instincts.

You might not have the cetacean RNA needed to properly practice keneenk logic but you are good at similar mental discipline. You excel at resisting irrational impulses and animalistic instincts, retaining rational reason in even the worst situations. This also helps you resist mental weaknesses or compulsions associated with your species whether that you took here or another species you are or happen to be transformed into. You understand how to benefit from any animalistic instincts you might have without allowing them to control you, and to integrate different modes of inhuman thought and logic with human 'reason.'

Shaman (600 CP): The whale dream is something which even neo-dolphins don't fully comprehend; they are less in touch with it than their fallow relatives and even the basal bottlenose is far less in touch with it than the great cetaceans. It is a realm of non-causal, intuitive thought, where some dreamers may hear primal whisperings of elder gods of the deep; though these gods may only be primal archetypes that exist only as concepts.

You may not necessarily be in contact with the whale dream, but you are in contact with something similar. And like Captain Creideiki after his brain injury, your connection is deep and allows you to commune with the elder god(s) of the dream. This communion seems to grant you odd insights and intuitions about problems facing you, helping you to come up with solutions sometimes even seemingly ones that rely on knowledge you do not possess. It is also possible to explore racial memories in this dream. Though the details are vague, dolphins can still remember through it early pre-humans triumphantly waving tools as they built their first boats, you will have access to these racial memories based on your species in future jumps; given the seeming elements of a communal unconscious they need not necessarily come from your ancestors.

This connection also aids you in understanding and contacting minds that are truly alien to normal human logic and thought. Whether that's because of unfathomable scale, or simply following completely different thought processes. Even if you fail to completely or perfectly understand them, you need not worry about going mad from contact with such alien psyches.

Items:

You may take 1 25 or 50 CP item for Free, and gain a discount on 1 100 CP, 1 150 CP, 1 200 CP, 1 300 CP, and 1 400 CP or less item. Yes this makes the 150 CP item 75 CP leaving an awkward 25 CP.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Anything purchased here will maintain and repair itself over time. Similarly they will recharge and resupply any necessary consumables over time – a camera purchased here will resupply its film over time.

Any technological item purchased here by a Jumper and not a Companion comes with blueprints and technical data to build more of it, and a guarantee that the creations from the blueprints will work in future worlds like they did in this one (a hyperdrive will still work in future worlds even if they don't normally have B level hyperspace). These blueprints will not copy special traits that your original copy has due to being purchased for CP such as auto-repair, or a reality anchor's guarantee to work on other forms of reality warping as it does this world's. This only applies to technological items; you won't get blueprints on how to build a planet.

Blade of the Stargods (25 CP): A sword, axe, knife, machete, or the like made of Galactic produced metal. Far superior to mundane iron, retaining an edge much better and generally lighter but sturdier and more resistant to chemical harm.

Horse (25 CP): Trained, but ordinary, horse. Doesn't spook easily on alien worlds though. If lost it will be replaced relatively quickly.

Primitive Weapon (25 CP): This is some ranged weapon so primitive that Galactic Civilization might hardly recognize it as being one. Maybe it's a bow and arrows, or a simple (early 19th century) firearm; it could even be a simple rifle made of wood. It comes with resupplying ammunition.

Camera (50 CP): This is a high quality journalistic camera. It has a stunner built into it, a small, self-defense weapon capable of knocking out a man at a range though holding

only a limited charge and thus very limited number of shots. The camera also possesses sonic tools built into it for espionage work.

Harness (50 CP): Usually worn by species like neo-dolphins which do not yet have fully developed manipulators, this is an exoskeletal harness with mechanical manipulator arms which are neurally controlled via a cybernetically installed neural jack. Many of these harnesses have built in tools as well, and you may choose to have these tools built in.

Since you're paying CP for this, you will be able to control this harness when worn without cybernetics to allow you to jack in. This will create a mental link similar to the neural jack but will not require you to directly plug it into your brain. Also when you change between alt-forms this harness will change to be able to fit your current alt-form.

For an **additional 50 CP** you can upgrade this to a military harness possessing built in weaponry such as a head mounted laser.

Personal Weapon (50 CP): This is a personal scale military weapon. This could be a chemical projectile – a firearm – or a form of energy weapon such as the Galactic species use. We don't get much detail on these weapons, though they do seem to come in a wide variety from lasers to charged particle weapons to disintegrators and the like. You can choose one outside of your species if you wish.

Privacy Wasps (50 CP): This is a hive of wasps which can detect electronic spy devices and attack them, shutting them down. This hive will automatically respawn if destroyed, and repopulate at high speed if you lose members, though this does not apply to additional colonies that are produced from it.

Despite being biological creatures, privacy wasps were genetically engineered and count as technology for providing you with blueprints.

Vodor (50 CP): A vodor is an electronic voice box. We see hand operated ones used by early neo-chimpanzees, and we are given less detail about how ones used by the Galactic races function. Yours can be of any design you want, but allows the production of sounds in a wide range – you could use it to play birdsong, speak any of the Galactic languages, or any Earth language, and probably more – and even if it would normally be hand operated when you are holding it or wearing it you can control it by thought alone.

Political Home (100 CP): Well it's not necessarily political, but it is the sort of large, expansive estate you'd expect from a political power player, though maybe more as their summer home. Either way this is a large, comfortable house and surrounding estate, built

to the highest standards of your species, or of humans in this setting if you'd prefer. Either way it comes with its own built-in source of power generation and water supply.

Rations (100 CP): Not all species in Galaxy One, much less the Five Galaxies, can eat the same food. Pila dietary habits are apparently quite repulsive, plant-based species have their nutritional supplements, and the ergovorous sun ghosts feed on energy as the term implies. This is enough food for you for a week. It will suit your species here, whether it's human, pila, tandu, sun ghost, or something else.

In future jumps this can be food appropriate for any of your alt-forms or your base form for the jump.

Walker (100 CP): A harness is sufficient for underwater work, but when a neo-dolphin must go on land they need something more. That would be this. This walker works on the same principals as the harness above, being an exosuit designed to be neurally controlled and to provide the wearer with manipulator limbs, but also in this case mobility limbs; normally four legs. It can also contain a supply of air, water, or even oxywater as necessary for the wearer to operate. Like the harness above, tools are often integrated into these walkers, and yours may have certain tools integrated in as well.

Since you're paying CP for this, you will be able to control this walker when worn without cybernetics to allow you to jack in. This will create a mental link similar to the neural jack but will not require you to directly plug it into your brain. Also when you change between alt-forms this walker will change to be able to fit your current alt-form.

For an **additional 50 CP** you can upgrade this to a military walker possessing built in weaponry and serving as military-grade body armor.

Psi Shields (100 CP): This is a collection of devices designed to be installed in a spaceship or a building. There are enough to cover a moderately sized ship, or a large building. They are used to block external psychic forces from affecting, or detecting, things within the shielded structure. While this can be overcome, these shields are of Galactic quality, and are capable of withstanding use in Galactic warfare. A tandu acceptor might be able to detect things through these shields, but it would not be easy for it like Earth-made psi-shields, and while a psi-bomb can still be a dangerous weapon it is one that could be expected to be survived; it'd take an extremely powerful psi attack to simply overwhelm these shields. Since you're paying CP for this it is also guaranteed to work just as well against other forms of psionic powers you encounter in future worlds, as well as magical, spiritual, paranormal, etc telepathy and clairvoyance.

For an **additional 100 CP** you may have these psi shields installed in any/every vehicle or property you have obtained directly from a Jump document and any future ones you obtain from Jump documents. Of course only so much shielding can fit into something of a certain size, so the shields in something like a car will be significantly weaker than those of a spaceship.

"Watch" Globes (100 CP): This is a series of floating globes designed to resemble a type of robotic sentry. In truth they are simply psi-emitters which broadcast a telepathic mix of fear, and gloom. In part this plays up the appearance of a robotic sentry as it creates a paranoid feeling of being watched and in danger, but as one gets closer it grows towards panic and crushing despair. They can be overcome with a strong will, but even the finest example of a neo-chimp would find it a serious struggle and require an active attempt at humor to stay around them even knowing they are influencing their mind. You get enough to put around the perimeter of a large estate or compound, though not an entire city.

For an **additional 100 CP** you may have these "watch" globes installed in any/every property you have obtained directly from a Jump document and any future ones you obtain from Jump documents.

Diplomatic Cache (150 CP): This is a small footlocker or so sized container. It seems to have been designated a diplomatic cache, even if you're not an ambassador or a diplomat, and as such absolutely forbidden from being tampered with by the code of civilized warfare. It can be taken from you, but your enemies will not open it, scan its insides, or destroy it holding to the rules with religious devotion. If you or your allies open it – even just a crack – they can interfere with it then, and if your ally opens it this sanctity is broken until it is back in your possession, but for some reason your enemies will always respect its diplomatic sanctity unless someone on your side breaks it first.

Guard Robot (150 CP): This is a robot such as the Galactics are known to use as bodyguards (or guards for prisoners), sentries, or battle robots. In short it's a robot designed for armed conflict. Each of those would have a somewhat different design and programming, but you can choose its exact purpose. While relatively top of the line – with an internal AI and not centrally controlled like the initial gubru robots on Garth – its AI is still highly limited as is the norm within the Five Galaxies.

Reality Anchors (150 CP): This is a collection of devices intended to be installed in a warship, or possibly a large building. Most ships have some reality anchors as they are used to help a ship return to real space from hyperspace, but sufficiently powerful and

numerous ones can also serve as protection against probability weapons. Yours are of particularly high quality, powerful and well made enough to make the thennanin jealous. Because you're paying CP for this, yours also works on all forms of reality warping, quantum manipulation, or attempts to impose other dimensional influences on this one whether technological, psionic, magic, or something else.

For an **additional 150 CP** you may have these reality anchors installed in any/every vehicle or property you have obtained directly from a Jump document and any future ones you obtain from Jump documents. Of course only so much shielding can fit into something of a certain size, and while most ships have some reality anchors that's not enough to protect them from probability distorters, so the anchors on a car will likely do a lot less than those on a warship.

Mound of Uplift (200 CP): This is a large mound, even what one might call an artificial hill. It is designed to serve as a testing site for intelligence. It is filled with various checkpoints and technology meant to serve in this role, through a combination of psychic technology, and carefully calibrated tests. This does not merely test knowledge, or IQ, but things such as ability to make oneself perform a difficult task and a wide suite of other aspects of being a fully 'sapient' species.

Normally this mound would require trained technicians from the Institute of Uplift to run the tests and tailor them to the level of uplift the recipients are being tested for as well as individual test takers. Since you're paying CP for this, the technology used in the tests will do the majority of the work itself. You'll still need proctors to ask the questions and the like, but the computers will provide you with the tests in finished form.

Mulc Spiders (200 CP): This is a massive plant-like biologically engineered set of demolition equipment. Existing as a network of vines, it is designed to break apart structures, dig up artifacts and remnants, and then dissolve them in a lake of acid created by its secretions. They are capable of living hundreds of thousands of years, are telepathically active enough to allow for easy communication and control by a telempathic individual, and can move at surprising speeds when it is required of them such that they could attack a nearby crashed spaceship and destroy it before the crew was fully aware of what was happening if they were properly motivated; though an alert and defensive human could escape from within them if not too deeply inside of one. For some unclear reason they are also capable of producing toporgic – a pseudomaterial substrate formed from biologically folded time – to preserve objects in a golden amber-like substance of frozen time. Being contained in toporgic also shuts down digital cognisances, such as computers.

You will receive a carton of a dozen seeds each capable of growing a mulc spider, and a new carton at the start of each jump. As a biologically engineered living tool this does count as technology for receiving blue prints.

Niss Machine (200 CP): This is a form of Tymbrimi AI. It is a highly sophisticated computer, designed to look like a normal comm device, though able to hold full conversations and project itself as dancing and sparkling motes. It is designed to interface with and manipulate other computers as well as generally serve as an advising intellect. It is a legal AI and not a hyper-intelligence, but it is intelligent, mischievous, and quite capable of working around most computers in the Five Galaxies.

Probability Mine (200 CP): Probability distorters are among the most terrifying weapons that exist. They twist reality in their wake, disrupting quantum probability, and superimposing alternate realities over this one. A near miss of such a weapon might transmute part of a ship into a different alloy because in some other universe it was made from a different alloy. A direct hit is usually much more destructive; most complex machines or biological systems do not do well when parts of them are swapped at random even if merely with alternate universe versions of them.

This is a probability distorter in the form of a (normally space deployed) mine. This is a space-scale weapon, meant to explode and destroy warships at a range relevant to spacebased combat. It is almost certainly against the code of civilized warfare to use on the surface of a habitable planet, and likely to cause massive ecological disruption and damage if you do so. Also, ships have sensors to detect and avoid areas of disrupted probability left behind by probability weapons so it would seem that these mines have aftershocks and lingering effects for at least some time after their initial 'explosion.'

You'll receive another probability mine within half a Galactic Year (6 jaktaar, or ~210 Earth days) if you use it. If purchased along with a Warship your ship will be guaranteed to have a supply of these mines

Psi-Bombs (200 CP): This is a container with a dozen spherical objects of a size to fit in a human hand. At the top of each is a safety switch and timer. But these aren't weapons. At least not primarily. Yes, psi-bombs with an intensity meant to overwhelm psi-shields and damage or destroy minds within exist, but these are message bombs. When activated these bombs release a psychic message with a range to cover an entire solar system – possibly further. While this isn't a weapon, this is a massive telepathic explosion, enough to disorient and disturb minds hundreds of miles away, and at point blank you can expect it to be extremely disorienting; a human with the strongest hypnotic shields the Earthlings

know how to make and expecting one of these bombs was still left swimming in a sea of psychic confusion for two hours.

When you use one or more of these bombs it will be replaced over time.

Psi-Emitter (200 CP): Empathic broadcaster which can broadcast certain feelings, making those nearby feel them. Does need to record a species's feelings to broadcast them convincingly, and unless someone is in a very receptive state already they will recognize it as foreign even if it is the right species'. Yours contains various emotional recordings for most known oxygen-breathing sapients, and will update with a few common sapient species in each future jump.

A lot less powerful than a psi-bomb, but reusable and reprogrammable for more specific messages.

Rewq (200 CP): Symbiotic lifeform that can be put over the eyes to allow one to see emotions as colors through its translucent membrane. Draws nutrients from the host. It is not a magic key to the heart, but will be a bit more informative than normal intraspecies emotional cues without requiring you to be part of the same species. Most effective if they also wear a rewq which has been allowed to get to know yours. They also have a learning period – both for the wearer to learn how this rewq displays emotions and for the rewq to learn how the wearer perceives them and tailor its displays to the wearer. Normally they seem not to like hostility and nasty emotions but yours doesn't seem to get into distress when tempers run too high.

These symbiotes also help gather light in low-light conditions helping to ameliorate them. Their colors also can protect against hypnotic psi-active color patterns, and since you're paying CP for this they'll protect you against other optical hypnosis or vision-dependent mind control such as mesmeric gazes.

Companions only get a personal rewq, jumpers get a wooden box with a set. Either will get replacements when the previous set grow elderly, allowing the previous generation to teach the new one. These rewqs will fit the owner's base form, and shift with the owner if they change alt-forms, though not other wearers.

Given rewqs are unknown in Galactic Civilization, even though they are too convenient and likely to be biotechnology, blueprints are not provided.

Starfighter (200 CP): This is a small, one person, space-based combat vehicle. It lacks interstellar capabilities – at least without traveling via a transit point – but it is capable of taking off from a planet and fighting in space. These ships are small, and can be

obliterated by the weapons of full warships, but they are rugged enough to be used and function for centuries. Of course yours will maintain and repair itself so it doesn't need to be as rugged, but it still probably is.

Sundiver (200 CP): This is a replica of the sun ship used during the Sundiver Incident. Ultimately of Earthling design, but upgraded with Galactic technology, it is built to explore into the surface of stellar bodies, using a powerful refrigerator laser to maintain a survivable temperature; it's even powerful enough to freeze the insides of the ship while skimming through the sun. Be careful, though, as powerful solar flares can be too powerful for its shields.

Uplift Center (200 CP): This is a large lab complex designed for uplifting a species to full sapience. It comes with room to house specimens, perform genetic engineering, and other forms of bio-medical experimentation and engineering. It also comes equipped with areas to hide evidence specimens, and concealed labs allowing you to perform illegal experiments behind the cover of legitimate biological or ecological research. This lab comes with its own power generator, water supply, biological equipment at the level that could be expected of a well-funded lab of your species, and a micro-library with texts related to uplift; you won't find other technology but there is still more biological texts than all the writing humanity has produced.

Civilian Ship (300 CP): This is an interstellar ship meant for exploration, trade, or transit. As an Earthling this would probably be a (modified) Snark hunterclass exploration vessel, or a roughly equivalent design of a small, generally capable ship. The Streaker would be an example of a ship of this type. As a Galactic it would be an equivalent for your species. Either way this is a capable ship, sufficiently armed to deter pirates, but not to stand against a full warship. Yours will be equipped with its own FTL drive and not wholly reliant on pre-existing transit points.

Like most such ships it does come equipped with a microlibrary. This is a tiny fraction of the size, scope, or sophistication of a branch library much less a planetary library like that on Earth, but it still contains more information than every book ever written on Earth before contact.

If you also purchased the **psi-shields** or **reality anchors** item, the default psi-shields and reality anchors of this item will be upgraded to have the same guarantee of functioning against other versions of telepathy/psychic sensory or reality warping as those items give. This will not give it the quality of protection, the ship just doesn't have that level of

shields/reality anchors installed, unless you purchased the upgrade (or install the CP backed ones on it).

Hostage Gas (300 CP): A weapon that's legal under the code of civilized warfare to use against planetary populations, hostage gas is a poison gas that is carefully calibrated to only affect a specific species, and to leave them alive and able as long as they get an antidote within a few days. It can take multiple doses of this antidote to actually completely neutralize the poison, and the gas can be hard to calibrate, meaning it can cause unconsciousness that prevents the victim from reaching antidotes on their own, kill immediately, not have an antidote take, or affect other related animals (such as certain neo-chimps with one intended to work on humans).

You get several tanks of this gas, and antidotes, enough to cover a moderately sized European country or US state, and because you're paying CP for this both the gas and antidote will resupply over time if used. At the start of each jump, select a species that this gas is calibrated for. Unlike the gubru, this fiat backing will do a good job of calibrating it minimizing overdose deaths and preventing it from affecting all but the truly closest species; even the most human-like neo-chimps would be unaffected.

Telepathic Helmet (300 CP): This is a helmet built off of Library designed intended to amplify psi powers for mind to mind contact. A helmet like this was capable of allowing a human with untrained psi-aptitude to telepathically contact ergovorous sun ghosts, and will boost the wearer to the point where even with relatively normal psi-talent they could talk mind to mind with another creature. For a stronger psi it would boost the range of their tele(m)pathy, and psychic senses – though it's unlikely to directly boost reality warping – and since you're paying CP you will find that it will always function to boost your psychic senses and telepathic abilities even if they are not from this world and that it will always be a noticeable improvement no matter how powerful your own psychic abilities become.

Transport Points (300 CP; cannot be purchased by Companions): How quick FTL in this setting is is questionable. While ships have hyperdrives which do seem to be capable of crossing between star systems, and apparently they have several other methods of FTL, the loss of Transport Points which connect locations is still a terrible problem for them, and it is only through Transport Points that the civilization of the Five Galaxies remain connected.

Now you will find that new transport points will exist in any setting you travel to. These points will connect at least several galaxies (say about 5), and allow for quick travel

along ‘threads’ within them between various points within galaxies and even between connected galaxies.

You do not control exactly where these transport points are located, though you can choose to ensure one is located near your starting planet.

Lethani Relic (400 CP): This is a device that looks like a lump of iron and crystal. When manipulated it will create a flash of light and a feeling of pressure. Since you’re paying CP for this it will also act as something of a psionic emp disrupting and shutting down psi-abilities in an area around you, as well as disrupting and forcing away energy beings as well as beings that are overlapping reality from other dimensions. It will leave a lingering energy that will disrupt such extradimensional intrusion, psi-abilities, or energy beings for a time after use. You can modulate its power from merely pushing back energy beings, to higher levels which can potentially outright kill them (beings overlapping from other dimensions will still simply be pushed back to their dimension harder). It does have only so much charge, and will take time to recharge once used.

Personal Scale Probability Distorter (400 CP): Probability distorters are among the most terrifying weapons that exist. They twist reality in their wake, disrupting quantum probability, and superimposing alternate realities over this one. A near miss of such a weapon might transmute part of a ship into a different alloy because in some other universe it was made from a different alloy. A direct hit is usually much more destructive; most complex machines or biological systems do not do well when parts of them are swapped at random even if merely with alternate universe versions of them.

The only probability weapons shown are spaceship based weapons, primarily mines. You, though, have a handheld one. You can control the field of probability distortion, focusing it into a narrow beam, or allowing it to spread out like a shotgun.

Given there’s no indication such a handheld weapon actually exists in the setting, this item only works due to being purchased by CP, and does not come with blueprints.

Mobile Station (400 CP): Spaceship designed primarily for travel through and observation of E Space. Comes with memic weapons, technology designed to observe the mental realm (as much as technology can observe it which is not much without the help of a living observer), means to manipulate its own allophoric presentation, and generally the best thing Galactic civilization can build for exploring and surviving in an allophoric mental realm hostile to real matter. It is only built for a crew of 1, as it’s harder to make it through E Space with more observers creating clashing mental landscapes, though it’s fairly roomy for that.

Yours will adapt to function in other mental realms whether they're the Astral Plane, the sea of souls, the realms of dreams, or something else. These do need to exist as something that can be entered in setting – if dreams are just neurons firing you won't be magically entering them – but it will adapt to observe, move through, and fight off the natives of these realms.

Also yours is guaranteed to still be able to enter hyperspace, including E-level hyperspace (or E Space) in future jumps.

If you also purchased the **psi-shields** or **reality anchors** item, the default psi-shields and reality anchors of this item will be upgraded to have the same guarantee of functioning against other versions of telepathy/psychic sensory or reality warping as those items give. This will not give it the quality of protection, the ship just doesn't have that level of shields/reality anchors installed, unless you purchased the upgrade (or install the CP backed ones on it). Even without this upgrade its built in reality anchors will still be able to be deployed in mental and metaphoric realms as a final, emergency safety device with the same effectiveness as they have in E space; this is a final emergency safety device and not infallible so do be careful even with them.

Sneakship (400 CP): Ship large enough to transplant a small colony. Built like a civilian ship but bigger and loaded out with technology meant for stealth and avoiding detection from galactic civilization. Not impossible for them to detect, but it is designed for sneaking.

If you also purchased the **psi-shields** or **reality anchors** item, the default psi-shields and reality anchors of this item will be upgraded to have the same guarantee of functioning against other versions of telepathy/psychic sensory or reality warping as those items give. This will not give it the quality of protection, the ship just doesn't have that level of shields/reality anchors installed, unless you purchased the upgrade (or install the CP backed ones on it).

Transcendent Plating (400 CP): This is not exactly an item. This is an upgrade applied to a ship, either purchased here or elsewhere. It is an armor plating of the hull created by technology from the Transcendent order of life. It is light, barely affecting maneuverability and speed, and is nigh impervious to directed energy weapons. It is comparatively weak to kinetic impact, but it is still far beyond anything that Galactic Civilization possesses even there. Beings of the Quantum Order were able to dissolve it, but it was damaged by a mass assault of several combined warfleets and hyperspace mines before they began.

In addition to being extremely resilient, it is able to release memic creatures – that is living memes that are somehow in defiance to what Galactic Civilization considers to be known natural laws able to survive in physical reality outside of the containment of a mind – which are able to hack missile guidance systems at a range and cause them to detonate early; though sufficiently dumb missiles can resist this, even the 'smartest' missiles of Oxygen life and probably Machine life cannot.

It was shown to resist disintegration, and given probability weapons are used in the setting while it was not shown to resist it, yours can be trusted to do so.

As this is Transcendent order technology, vastly beyond the comprehension of even Galactic Civilization, you will not receive blueprints to create more, nor is it in the Library. If it is damaged or destroyed it will be repaired over time.

Warship (400 CP): This is a fully equipped warship appropriate to your species. This is similar to the Civilian Ship above, but larger, with better engines, FTL, shields, weaponry, and even a larger Library (though still tiny compared to a branch library).

If you also purchased the **psi-shields** or **reality anchors** item, the default psi-shields and reality anchors of this item will be upgraded to have the same guarantee of functioning against other versions of telepathy/psychic sensory or reality warping as those items give. This will give it a similar quality of protection as if you had purchased the upgrade for that item; it is a warship after all.

Library (600 CP; cannot be purchased by companions): This is a full branch library, as you might find on an Earthclan colony world. While it's not at the full size or capabilities of a planetary or district library, this is a large building serving as a research center with numerous stations consisting of sitting accommodations, desks, datawells and styluses for recording information, and holoprojectors and screens for accessing the database. It also of course has the data within a massive computer mainframe with some level of AI assistance for accessing, finding, and studying the information within. This is a compendium of information from a civilization that has billions of years of history (even if anything older than 300 million years must be treated as possibly only generally true or mythological due to politicized revisions and damage to the information structure). While it does not contain all Galactic technologies or information, it contains a significant portion of it, including more than enough information to build (non-CP backed) versions of every piece of technology available here. During the jump this will be similar to a library of your species – the human library and even those of their allies are incomplete compared to some of the elder races and some information such as details

on the tandu client species is restricted even for them – but post-jump these omissions will be lifted (though it will still not be a complete library).

Purchasing this item grants a discount on all 50 CP to 400 CP items except: Diplomatic Cache, Rewq, Lethani Relic, Personal Scale Probability Distorter, Transport Points, and Transcendent Plating. If they already would be discounted (such as because you're buying a 2nd copy of them) they will be reduced to 1/4th price.

For an **additional 200 CP** this is a library on the scale of that of an elder race's main library. While it will not have the full information gathering apparatus of a district library it will have as full and complete a store of information and knowledge as any planetary library in the Five Galaxies. It will also be completely free of blocks and restrictions on the information you can access. This will also expand the size of the building significantly, not only because the computers take up several times the space, but to accommodate more traffic and users. Terragens would love access to this, though other races may not be too happy with them getting it.

Purchased as a member of one of the Other Orders you may choose to have this be a similar repository of Energy based (if a Sun Ghost) or Hydrogen-breathing life (if a Zang). It's unclear if either order keeps an equivalent to the Great Library – the Sun Ghosts don't even seem to be a spacefaring civilization but there might be other spacefaring creatures of the energy order or they may possess some means of traveling directly from star to star unknown to any Oxygen life.

Colony World (800 CP; cannot be purchased by companions): This is a lease to a colony world. Normally these would be given to species not individuals, so it will be somewhat odd that you have it; perhaps during your time here it will be recognized as belonging to your species's government. You have some leeway in deciding the exact nature of this world, but unless you specifically choose otherwise it has a thriving biosphere, conditions extremely amiable to life for your species, and at least one species of pre-sapient as ready for uplift as chimpanzees were at the beginning of their uplift process. In short it is an example of prime real estate.

This planet will retain all modifications, good or bad, including to its biosphere, population, and inhabitants. However, at the start of each jump you may choose to reset it to its initial conditions; just in case you (or your enemies) genocide everything bigger than a mouse, or reduce it to ash.

Great Egg (800 CP; cannot be purchased by companions): This is a great, mass of psi-active rock pushing up through the ground in an ovoid shape similar in appearance at its top to an egg. It actually goes a fair bit deeper into the ground.

As a great chunk of psi-active rock it pulses a telepathic rhythm through the world around it. This rhythm can influence the minds and thoughts of those on the planet that the egg exists on. This could be used to massively boost psi-waves, empathy glyphs, and other telepathy based technology of this world, and with the right technique even potentially your own psi powers channeling them through the egg's telepathic rhythm. Of course one doesn't need outside psi for this egg to affect the world. This telepathic rhythm influences sapient minds all across the world.

The nature of this telepathic rhythm will depend upon a choice you make. Normally psi-active rock such as this is created by a Galactic recycling program in which they feed their non-biodegradable trash into a subduction zone which if it's the right type of trash creates psi-active rock over geological timescales. This creates a rock tied on a psychic level into the world, influenced by the nature of those who came before – sapient or not. You may choose this option, and have your Egg be shaped and influenced by the world it is inserted into at the start of each jump, letting its influence be built around the history of the world trending towards unity. It will also hold a massive store of psychic energy from these ages which can be released in a massive, FTL burst. This won't be as destructive as a psi-weapon, or even as maddening as a message sending psi-bomb at close ranges, but it will send a strong psychic pulse across light years which can influence things such as transfer points and quantum effects, as well as stirring the minds of natives in a way that awakens feelings of peace and unity. This energy will recharge when you start a new jump.

Alternatively you can choose to have it be created by the jumps you have traveled through. In this case the nature of the psychic rhythm will be influenced not by the world you have entered but the previous worlds you have visited. This will make its over all effect far less predictable, and its influence on the minds of the people of the world weaker, but far more customized towards you. It will also mean that the store of psi-energy for a great burst does not recharge with each jump, but slowly over vast periods of time, but will be attuned to the worlds you have visited. A normal psychic burst could stir a quiescent transfer point back to life. Who can say what one filled with the energies of enough worlds could spark in someone like you or some world you visit.

Streaker (800 CP; discount Human, Neo-Chimpanzee, Neo-Dolphin, Kanten, or Tymbrimi; cannot be purchased by companions): This is the Streaker, along with the opportunity to take its entire crew along with you as followers at the end of the jump whether they survive to the end of the events of the jump or not. Purchasing this item sets your start location to the Seeker, and your start date no earlier than its investigations of the Fleet of Moons.

This does come with blueprints for the Streaker, as well as the technology used on it (oxywater, walkers, harnesses, lasers).

Criswell Structure (1400 CP; cannot be purchased by companions): This is a massive structure. The inner surface is built largely of spun carbon. The outer portions of this huge structure consists primarily of field-stabilized metallic hydrogen, mixed into a ceramic-carbon polymorph. This building material was stripped from the star at the center of this structure, reducing it to a red dwarf while slowing its inevitable collapse so that it will continue to thrive for 100 billion years. This structure is roughly 12 AU in diameter, built around a harnessed star, collecting enough energy to provide ten to the thirty ergs per second of power, or provide one hundred billion beings with a megawatt of power all their own. It differs from a traditional dyson sphere in its fractal design which gives it a spiky appearance, and maximizes the surface area which receives at least some exposure to sunlight regardless of angle (and on the back maximizes surface area to radiate heat out into vacuum).

Your Criswell Structure is uninhabited, but it and the star it encompasses will follow you into future jumps inserting somewhere appropriate if possible – or staying as a warehouse add-on if too large to fit in the setting. The sun's remaining fuel and life span will be reset at the start of each jump, though barring exceptionally long stays this shouldn't matter. And yes it will repair itself or be replaced if you somehow manage to get it destroyed.

And yes it comes with blueprints and instructions if you want to build your own.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

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

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character. They do not need to survive until the end of the jump (or even until the start of your time here), and if dead will be reunited with (or introduced to) you at the end of the jump.

Rety (Free): A Jijoan sooner girl, part of a sooner tribe that makes her a sooner even among the Jijoans. She's young, with a face scarred by flames, but she has an extremely strong will and drive, the sort to face the universe and make it move. She doesn't have the psi-talent of an Episiarch to do it with pure psi-ability, but she'll find a way. Especially since Ifni seems to love her as an agent of chaos, and she is extremely lucky in surviving.

Soul Mate (100 CP): This individual is your soul mate. That is they're someone you click with on a deep level – probably romantically – and even seem to possess a psychic bond with. Even if neither of you are telempathic you seem to possess some level of such ability with each other, though not to the level that a deep bond would allow telempathic individuals, and if either of you are you can expect it to be much more effective; if both of you are telempathic your link will be stronger still. Besides that you just seem to be made for each other and complete each other all the more with your presence.

You may import a companion into this role if one is appropriate, and whether this is an imported or new companion they will gain an origin and 800 CP to spend.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. ***You may only gain CP from up to 6 drawbacks, any others are taken for fun alone.***

Arrival Time (Toggle): By default you arrive at the same time the Streaker encounters the Fleet of Moons and sets off a new period of instability in the Five Galaxies. If you'd like, you can arrive earlier such as during the *Sundiver* incident, or even as early as when the *Vesarius* made first contact. If you're a Galactic and not part of Earthclan, you can start at any point in time when your species was sapient.

Stay Length (Toggle): By default you will be staying 10 years from your temporal perspective. However, the Sundiver incident was over 200 years before that point, and first contact was nearly 280 years previous. It's possible with relativistic speeds to see it all in only a subjective decade, but while these events are long from a human perspective they're the blink of an eye for a galactic, and uplifting a species even in the rapid manner used by humanity is a long and slow process of generations. As such you may choose to extend your stay to any length of time you so choose with a minimum of 10 years. Make sure you have a way to live that long.

Embrace of the Tides (+100 CP): No you're not part of the Retired or Transcendent Order… probably. But like a member of those orders you seem to find flat spacetime uncomfortable. Artificial gravity, even that simulated by acceleration, makes you antsy and uncomfortable, making it hard to concentrate and simply difficult to feel good. You're only comfortable when you're in a gravity well. A planet is *acceptable*, if barely, but in orbit around a massive star is even better. In fact the greater the gravity well the better you'll feel. A close orbit to a neutron star, if you could find a way to survive it, would feel wonderful, or living near the event horizon of a black hole. Though it's probably best if you don't encounter any of those, you might just find yourself unable to resist the urge to dive in.

Fanatic (+100 CP): You are part of a religious alliance or organization. You are also extremely dedicated to it and its dogma and doctrine. The sort of dedication which leads to wars and conflicts being born over small differences in these elements. Whatever your religion is, you can expect it to put you into conflict with others who are not part of it… and others who share a different variation of it.

Formlocked (+100 CP): You are locked into the base form of your species for this jump. You lose all access to alt-forms, shapeshifting, or any ability to change out of your form

for this jump; this even extends to abilities that would change your form within the limits of your species. This does not apply to basic capabilities for a species to shapechange that is common to the species purchased here; that is to say a tymbrimi can still use gheer transformation and alter their body over time.

Impatient/Unhurried (+100 CP): Like a young wolfling child you seem to have never learned patience. You're always in a rush, and unable to brook hesitation, and your plans had best be short term because you won't be able to delay yourself from immediate action on them. You are, for better or worse, the sort to go off half-cocked without properly preparing yourself.

Alternatively like the moderates of the Five Galaxies, or a traeki, you are extremely slow to act and will ponder everything for far longer than necessary. A truly major decision – like whether to enter a war as a third party – might take so long for you to make it the decision becomes moot as the opportunity to follow through on it has passed. You take things at your own pace and it is a slow one.

Puckish Trickster (+100 CP): You have the sense of humor of a tymbrimi… and not one who was chosen to be an ambassador because of his staid and serious nature and behavior. If you are a tymbrimi you can expect to be enough of a prankster that even they consider it a bit too much. Alternatively you can be as staid and humorless as one of the thennanin, and if you are a thennanin extreme even by their standards. You just can't 'get' jokes.

Lost in E Space (+100 CP): You do not begin in one of the Five Galaxies. You begin in E Space. You're not too far from the Avenue – that is real space – but you're not there yet, and you'll have to make your way through an allophoric realm populated by memetic beings where the perceptions of living minds gives reality a shape, consistent and predictable rules are a lie, and it is imagination and the ability to naively and credulously believe things that come from outside and aren't true. Oh, and while most spaceships can travel through E space and return to physical reality through the Avenue doing so is extremely dangerous; you might find that the distance between your atoms are in meters instead of angstroms or that you've arrived in the depths of space away from any transit points or ability to reach anywhere in under centuries of time in A level hyperspace.

Monkey Curiosity (+100 CP): One of the traits that make the wolfling humans so capable of self-advancement and surviving the worst things that the Galaxy can throw at them, but one that also has a tendency to get them killed. You have a great, insatiable

curiosity, which will often override your sense of reason and sense of caution. You will do dangerous, stupid things to satisfy your curiosity.

Ringbearer (+100 CP): You carry a ring of power, if not physically than mentally within yourself. And just like the Jophur master ring this power is the power of sophism, egotism, a unified self, of… I. You are as egotistical and selfish as a Jophur, always focused on your self and how something will benefit you personally.

Uninnovative (+100 CP): Everything that can be known is already known inside of the Library. This is the stagnated perspective of many of the Galactic races and now it is yours as well. You will not seek to discover new information, or create new and innovative things. You will instead rely on the amassed knowledge of the Library or that you already possess. You can however forget about trying to meld technology from other worlds with that from this one.

Were It Not For These Horrible Dreams (+100 CP): You need to sleep if you didn't before, and without a good night's sleep you will be grumpy, irritable, and at less than your best performance. Unfortunately, like someone in E Space, you have disturbing dreams that make it hard to sleep and harder still to get restful sleep. These dreams won't be every night but they'll be more prevalent than anyone would like.

Xenophile/Xenophobe (+100 CP): You love alien species. You find aliens fascinating, and attempt to ape their behavior. You are prone to trust them, and rather naive in your dealings with other races; especially the wolfling Earthclan if you're a Galactic or the elder Galactic races if you're part of Earthclan.

Alternatively you're a xenophobe who would fight right into the Terragens Marines. You hate species outside of your clan, and even if they are allies who have consistently proven trustworthy and saved you, you will ignore their input and treat them as filth. Even other species within your clan will be viewed as beneath you and looked down upon, not to be trusted with anything truly important.

Your Dolphin was not Lustier! (+100 CP): You have an overactive libido and sexual drive. This libido will affect you, no matter how strong your willpower normally would be or your self-control. You are easily aroused, and will have trouble with things like 'monogamy' and your tendency to sexually harass your co-workers.

Brain Damage (+200 CP): You have suffered damage to your brain. This damage is irreparable – and will follow you if you somehow swap bodies – and while it has not affected your ability to perform as a sapient being it has ruined your language centers and

destroyed your ability to work with technology. While you can possibly talk, language is extremely difficult for you, and even simple sentences will be hard to construct or follow. Technologically even something as simple as a gun or a door will give you trouble to use, and you can say goodbye to any dreams of engineering.

Mountain Climbing (+200 CP): That is the Who Kills Mountain. You're obsessed with power, gaining the power to overwhelm those around you, always siding with the most powerful side, and only viewing others in how much they can provide you with power.

Over-Reliant (+200 CP): Computers and Galactic technology make things so easy. Just like your jumper powers. And that means losing your edge. You are terrible in a crisis, and generally rather inept even outside of one. You have a tendency to lose your head in an emergency, and default to relying on brute, overwhelming superiority to deal with problems while overlooking clever solutions or how others might be clever in response.

Path of Redemption (+200 CP): Item lockout, also locks you out of producing, or using long term anything that will not completely break down within 200 years so that you never know it was there, or any tech at an Industrial level or beyond. The printing press is about the limit of your allowed sophistication.

Permanent Probationer (+200 CP): As a human you are registered as a permanent probationer, that is someone who has a psychological make up which makes them prone to criminal, irrational, and dangerous behavior; someone who might irrationally commit murder in a fit of rage, perform petty vandalism, rob, steal, etc. As a neo-chimp or neo-dolphin you have a red card meaning you have been deemed genetically unfit to reproduce, or even be near children due primarily to similar psychological predispositions. As a galactic race you may not have to suffer through the same legal classifications but you have a criminal record among your species (even as a drop-in). Regardless of your species you've been thus classified for a good reason and have criminal and antisocial tendencies that will affect your behavior.

Stress Atavism (+200 CP): Stress atavism is a problem for many species early in the process of Uplift, where stress can cause them to revert to animalistic and pre-sapient behavior. You now suffer from this, even if you are a highly advanced patron species, and are in fact particularly prone to this. A single stressful moment might not cause you to fully revert, but you are prone to being overwhelmed by stress, falling into animalistic patterns of behavior in the face of it, and prolonged stress will see you slowly crumbling and losing your ability to talk, use tools, or perform higher rational reasoning.

They Took Too Much (+200 CP): Something has been taken from you. Like Uthacalthing when Athaclena drew on his telempathic abilities and the hyperdrive shunt hungrily sucked in even more, you seem to have lost some essential part of yourself. Like him you are drained, tired, and can feel this missing piece of your soul; he lost much of his jocular nature and sense of humor and like him you will lose part of what gives zest to life. Beyond missing what seems like a piece of your soul, you have also lost all supernatural abilities, and psi abilities. You might still be more psychically sensitive than a thennanin, but you aren't any more so than an average human of this world. You will still retain the – arguably supernatural – ability to change alt-forms but you won't possess any supernatural powers from these alt-forms.

Doctor Jekyll (+300 CP): You possess a split personality. Unlike Jacob Dewab yours is not cooperative with you nor aligned with your goals, and will act out on desires that do not further your own goals and desires. They will not actively seek your death – that'd kill them too – but they do not share your morality and desires and will act in ways contrary to how you would. Unfortunately, like Jacob you'll find your capabilities significantly reduced when they aren't in control as if they had taken the best part of your skills, confidence, and competence.

Ifni's Scorn (+300 CP): Call it Finangle's Law, call it shit happens, call it bad luck, or call it the personal hatred of the goddess of fortune, whatever you choose to call it you could call coin flips and lose a thousand times in a row, ten thousand times if your life depended upon it. Simply put, if something can go wrong for you it seems that it will go wrong.

Mad as an Episiarch (+300 CP): You are no mere probationer with criminal tendencies. Like an episiarch or acceptor, you are insane to the point of not being able to function as a sapient being unassisted and to being a danger to those around you if not properly controlled. You might not match their specific brand of crazy, but it is something of a similar level and equally debilitating to living a normal life.

Redeemed (+300 CP): You have traveled a noble path to its conclusion. You have been redeemed of your sins by the reversion to a pre-sapient state. You are no longer a being that could be counted among star faring creatures, and are not even as advanced as the hunter-gatherers of the Kiqui. Your intelligence is, at most, that of a dull child, a dumber pre-uplift chimp, or a rather slow pre-uplift dolphin. By animal standards, you're somewhat bright, but not as bright as a bright dog.

Streaking Through (+300 CP): The Streaker's discovery of the Fleet of Moons will set off events that drive the Galaxy to the brink, even great clans willing to risk ruin over the secrets of the ship. Somehow you have stirred up as much, if not more, trouble directed at yourself. Maybe the Galactics have detected your arrival and nature, maybe you are part of the Streaker's crew, or maybe you personally destroyed several fallow worlds and their pre-sapient inhabitants, but whatever the reason, you are a target that entire great clans are willing to risk all out galactic war to capture, and are more than willing to kill you (and everyone close to you) to prevent others from obtaining you. Expect even usually deadly enemies to at least be willing to consider alliances to bring their full combined might against you. You might even have hydrogen, machine order, or retired species coming after you. If you're powerful enough you might even get proof that the transcended order still has a hand to play in this world. And you can expect this interest to continue – or even grow – across your time here. Not everyone will be after you – the great, conservative majority is likely to just stay silent – but no matter how thorough your victories there will always be some fanatic faction chasing you.

Outro:

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

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

Retired: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain. Perhaps with time you can live long enough to join the retired or even transcendent order of life.

Transcended: Like the progenitors, lethanin, and other races over the billions of years that make up the past are said to have done, you will leave this world behind. Unlike them, you'll be continuing on your chain to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

The Sun Ghost and Zang species both should come with a 'fanwank responsibly' warning.

Psi-Deaf is incompatible with a custom species that grants telepathy or the psi-powers perk being used for telepathy or telepathic senses. You might have telepathy from other jumps and still take it, though whether they'll interfere with each other… ask your benefactor.

Ambassador vs Dance of Consensus: Ambassador is about being good at talking to people. You're persuasive as a conversationalist. Dance of Consensus is more about playing the political game and knowing how to manipulate the entire field. It does help you talk to people and persuade them, but it is less skill in persuasive words and flattery and more in identifying the levers to control them and figuring out how far you can push them.

Commons plus Shaman should make you substantially better at dealing with something like the Zang.

I decided to just lower item prices across the board instead of have item discounts; while some items could be tied to backgrounds easily enough, I'd have been stretching things for it. Oh I could maybe have made some item out of the tymbrimi legacy thread by massively stretching the effects, and some thing from Tom's glider, and taken little things and really stretched them. I decided to stop at 'I love the concept of a probability weapon so I'll give an option for a hand held one' and 'what if that one thing that was a hoax was real.' I thought about adding something based on the Fleet of Moons but didn't feel there was enough known concretely. Maybe in the update.

If you purchase a spaceship, or the Library, you will be able to access A, B, C, and D level hyperspace in future jumps even if you do not purchase Transport Points, even though the existence of Transport Points seem to be connected to connecting these levels of reality to that of real matter.

The Lethani Relic blueprints are pretty useless given the actual effects of the real "relic."

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Added (the forgotten to include) Hostage Gas and somewhat strengthened the wording of Non-Pathological Imagination. Added a floating 50 CP freebie and discount on a 400 or less CP item.

Version 2.0.0: Updated for Uplift Storm Trilogy.

Origins: Added Exile origin.

Species: Added the Traeki option for Jophyr, increased Jophur to 200 CP due to their impressive chemical synthesis (and added the note of them possessing that), added glavers, hoons, q'kek, qheuen, urs, tymbrimi, and zang species, moved Sun Ghosts to Other Orders separate from zang.

Perks: Added Jijo Music, Psi-Deaf, Unconditional, and E Space Scout, made One Force Emerges Supreme 200 CP but removed its discount (blame Rety), added Stargod's Serenity, added Primitive Crafts, added Listen to the World, added Commons, added Underestimated, updated Shaman with the explicit ability to tap into racial memories as it became an explicit thing dolphins do (or at least believe they do).

Items: Made the freebie be able to apply to 25 CP items as well as 50 CP ones. Added discounts to 100, 150, 200, and 300 CP items. Added that items bought by companions do not come with blueprints. Added several items: Blade of the Star Gods, Horse, Primitive Weapon, Privacy Wasp, Mulc Spider, Psi-Emitter, Rewq, Transport Points, Mobile Station, Sneak Ship, Transcendent Plating, Holy Egg, and Criswell Structure.

Companions: Added Rety as a Free Companion option. She seems like a double edged sword to recruit.

Drawbacks: Added a cap of 6 drawbacks for CP since the number of options ballooned making the number of drawbacks that can be casually taken balloon as well. Added Embrace of Tides, Fanatic, Impatient/Unhurried, Lost in E Space, Monkey Curiosity, Ringbearer, Were It Not For These Horrible Dreams, Mountain Climbing, Over-Reliant, Path of Redemption, Ifni's Scorn, & Redeemed. Tweaked Streaking Through a bit.