Out of Cruel Space

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Axiom, the omnipresent energy responsible for most advanced technology and the many supernatural abilities both innate and learnable in this universe, is the bedrock of society and an inescapably vital resource that simply can't be done without. The opposing energy to Axiom, Null, is at best a weapon that incapacitates people and disables technology dependent on it for a short period and kills within minutes if someone gets stuck in it somehow. Cruel Space, the region of the galaxy that seems to be either the source or at least natural gathering point for Null, is clearly an enormous death trap where no life could ever possibly appear. Or at least it was until humans were discovered within the area that kills anyone else who enters the especially unfriendly area of the galaxy. In recognition of a mostly unused galactic law about rescuing those who get stuck in Cruel Space efforts were made to send a probe containing information about galactic society and limited versions of vital technology (such as FTL) not dependent on Axiom so that humanity could leave this inhospitable region. Unfortunately for the humans the group they were supposed to be making contact with was essentially a galaxy wide UN; no military, barred from offering any weapons technology in their info package, and frankly kind of impotent in terms of getting much of anything done. As a result of this deficiency first contact was with a group of pirates waiting at humanity's exit point from Cruel Space to capture as many of them as possible as slaves before they could to establish themselves. Luckily for the humans (the pirates too after a fashion) they put more armor on their first starship than anyone else put on any starship, had the entire crew trained as elite soldiers as well as passable stand-ins for numerous other roles, and nobody was ready to deal with them when they first showed up. With the defeat of the pirates, the recruiting of said pirates, and their first mission of capturing the dumb bitch who sponsored their attempts to enslave them the Earth Foreign Legion was born.

Incidentally due to the large number of species and often overlapping nomenclature the properly official identifier of a species is not the name they commonly call themselves but their designation based on certain traits and the order in which they first met the rest of the galactic community. Humanity as a bipedal, mammalian, and omnivorous species with an even ratio for men to women is officially BMO 100/100 #1. Most species have a ratio of around 1/100, so those almost exclusively male soldiers could've been VERY valuable as slaves if those attempts to take them were successful, especially since they're perpetually "in season" as most call it.

You enter this jump shortly after the first pirate attack made on the Dauntless upon it's exit from Cruel Space, Humans begin on the Dauntless while Aliens may begin on any inhabited planet or station that they'd be allowed on. If you purchase a ship or property you may start there instead.

Humans may change their gender to male for free, aliens may change their gender to female for free, either may do the opposite for 50 CP. Your age may be anything within reason for free.

Here's +1000 CP to get you started on your decade here.

Origins: Choose one.

Human (Free): One of those brave and exceptional souls chosen to join the maiden voyage of the Dauntless out from Cruel Space. You've been trained for this as both an elite soldier and a decent example of several other vital roles in case you're needed to take on the duties of an engineer or diplomat should it become necessary for any reason. Many of the chemical weapons used by the rest of the galaxy make for decent spices in your meals and Null doesn't harm you as you're from the region where it gathers.

Alien (Free/200): There are a wide variety of species in the rest of the galaxy, from the Tret who humans will often be mistaken for to Deep Crag Nagasha snake people with natural Axiom totems on their tails. For free you may be a member of your choice from most species, many have some manner of Axiom based abilities such as natural weapons they instinctively enhance or invisibility they need to actively turn off to be seen. For 200 CP you could instead be a Deep Crag Nagasha, Apuk, or other species with more significant Axiom gifts. Apuk in particular are known to juggle tanks by adulthood and pick up small star ships, not to mention the fire breathing.

Perks: Origin perks are discounted for their origins and two general perks per price tier may be chosen to discount as well, discounts are 50% off except at 100CP which instead becomes free.

Human:

First Contact Soldier (100): In addition to being an expert soldier you're also decently competent as a diplomat and engineer as well. This is a basic standard for every human on the Dauntless for redundancy purposes so that anyone can fulfill these vital roles in the first contact mission. Along with these general requirements you've also got a specialty; being a full engineer/diplomat, some manner of specialist solider such as a sniper, a scientist ready to study things encountered during the first contact mission, a lawyer ready to study galactic laws, or other profession the leadership of the mission might wish to have brought with them.

Easily Adaptable (200): So, you're in an unfamiliar place where society is vastly different from all you know, your methods need to be heavily altered to fit the new circumstances, and everyone looks down on you for various reasons. This is all perfectly fine and you'll deal with it just *fine*, in most cases you're able to adjust yourself and your methods to whatever situation you get stuck with in relatively short order. Things like mental and emotional trauma also seem to slide off you similarly quickly and easily, dealt with more or less healthily with no long-term issues.

Undaunted (400): Perhaps it's slightly unreasonable to expect a single soldier to defeat an entire ship of pirates after being captured or butcher their way out of an illicit casino in which they're being wagered as a slave, even so such things are sometimes required and you're exactly the kind of person suited to such over the top goals. With a combination of luck, plot armor, grit, cunning, and just plain old determination you've got a tendency to fulfill frankly unreasonable goals often with relative ease. This is even shared with your allies to a lesser extent and those sharing your cause will quickly rise to the occasion if faced of a real challenge.

High Functioning (600): Most of the crew had a hard time with the training and studying for the mission on the Dauntless, most of the crew went stir crazy during the long months of zero gravity boredom on the way out of Cruel Space, most of the crew aren't obsessive sci fi and fantasy nerds like you are. Axiom, magic, and other supernatural powers come incredibly naturally to you with the talent needed to go from an amateur to a legend straight out of Apuk storybooks within just a few months; potentially giving humanity one more monster alongside Franklin and Vernon once your talents are brought to realization. If taken with Adept you're either well on your way to this goal or already strong enough to swat living natural disasters like flies depending on the tier, try not to go mad with power alright?

Alien:

Galactic Assets (100): There are many effects of Axiom on the living body, one of the most blatant to the humans from Cruel Space is that it appears like every woman is so heavily well-endowed that Jessica Rabbit would look modest and underdeveloped. You share this trait and even by the physics defying standards of most women in the galaxy your assets *never* get in the way or weigh you down and still won't with Null shutting down Axiom effects. For men this gives you a similarly impressive endowment that similarly won't get in your way and will greatly improve the looks of anyone who takes it to be quite impressive even by the high standards found beyond cruel space where almost everyone is gorgeous.

Underworld Ties (200): Despite their advancement in technology there are a great deal of rather unsavory parts of society still deep in galactic society. Such things aren't necessarily bad however and you're quite good at navigating them to your advantage, whether it's doing business on some pirate station, hiring illicit private contractors for a job, or participating in the black market your aptitude for successful, safe, and discrete underworld dealings is quite exceptional. Your hundred or so clingy and overprotective wives might never even notice your side business in black market trading despite how hard it could be to get time to yourself.

Taking Advantage (400): Times are changing, new players are entering the game, old structures shift before rearranging or even settling back into place, and someone has to benefit from all of it so why no you? Opportunities to advance your interests seem to find their way to you with an unusual frequency and often even your setbacks or failures lead into the chance for some rather impressive gains. A miserable failure of a pirate raid on a ship may find them offering you a new far more profitable job as a privateer instead of just dumping you out the airlock and keeping all your stuff; I wouldn't rely on it but you often stay both alive, rich, and with a great new husband when honestly you should be completely screwed.

Space Magitech (600): The galaxy outside of cruel space has wonderous technology due to Axiom providing numerous ways to skirt the laws of physics; anti-gravity, advanced FTL drives, medicine to heal any injury or cure cancer with a long nap, energy weapons that would otherwise need an 18-wheeler full of batteries fits in your hand, and much more. You've got a full understanding of the science behind this universe's Axiom technology and could reproduce any of it given the right resources, even more so you possess an extraordinary talent in incorporating supernatural forces into replicable science be it inventing new Axiom technology or using other fantastic sources in creating yet more exotic creations.

General:

Axiom (Free): While this doesn't make you a powerful Adept on its own you can sense and use the source of this world's advanced technology and magic on a very basic level, though you'll still need training to actually do anything noteworthy with it anyone can potentially become learn an incredible assortment of abilities and many species have natural gifts for which this basic level of skill is plenty to make use of. Axiom powers and technology will remain usable in future settings where it wouldn't be available; you may also grant access to it to others, either individually or on a setting wide scale, though in the latter case you can't put the genie back in the bottle.

Pancakes (100): One look at the aliens with bodies that put pornographic fantasies to shame or the insane 1:100 gender ratio should tell you exactly what kind of world this is. Naturally to fit in here you're an incredible lover, I'd say good enough to make 100 wives feel lucky to be members of your harem but that would be grossly underselling it given how desperately thirsty the women here seem to be. Regardless you can leave multiple partners very satisfied easily or leave a single one quite happy about being unable to stand steadily the next morning. For some strange reason you're also extremely great at cooking pancakes, finding restaurants serving good pancakes, and teaching others how to cook some rather delicious pancakes. If you are or become an adept both sexual uses for Axiom and transmuting things into pancake ingredients, including especially nice maple syrup, will come extraordinarily easy.

Interspecies Breeding (100): What humans originally thought to be junk genetic code was in fact the common genetic traits that allow most species to breed with each other. Despite evolving on entirely different worlds with no shared genetic history at all. This bizarre trait now extents into other worlds with almost all sentient species being capable of interbreeding without any fuss or problems. The resulting children will be the same species as one of the parents, perhaps bearing a few traits resembling that of the other parent.

Galactic Trade (100): While you'd know the main language of the galaxy regardless this lets you carry with you the true miracle of the language known as Galactic Tade. Future jumps will share a common widely spread language that can be used to allow easy communication across different nations and cultures with even those too disconnected from wider society to know it quickly able to adopt it to better communicate with others. While different peoples will still have languages of their own this will allow easy communication across peoples, the galactic UN's one big success.

Expanded Fan-Artstyles (100): It's not exactly subtle that this world was inspired by many others, or perhaps it inspired them as some evidence claims, and it certainly spawned some other 'works' too so why not take advantage of this? You are able to apply various artstyles of your preference onto the world at large, with any shifts as a result being unnoticed and accepted as normal, while none of these artstyle changes will have much in the way of practical advantages perhaps you're just wanting more vibrancy or to see many races matching certain artworks in the matching style; this won't make the proportions any less exaggerated (perhaps even magnify them) though so it won't be a perfect match for anything that doesn't already surpass Jessica Rabbit.

Familiar Species (100): There are so many different species out there in the wider galaxy that you can probably find just about any you might want to see, with the near universal caveat that they are mostly made up of extremely curvy women, but what about future worlds? You can now have any races you'd like who could conceivably fit into future universes you visit do so, you won't be finding advanced sci-fi races in a fantasy world or vice versa (unless it's a mix of the two) but you can count on your preferred flavor of elf or green skinned alien space babe to be present in any world where such a race could conceivably exist in a local version. You can also make some mild changes to local races, perhaps to improve 'compatibility', as long as they still fit within the logic of the world in question; this isn't sufficient to turn non-humanoid races into them or massively alter pre-existing gender balances however, you'll find that a bit later.

Actually Romantic Romance (100): While harems and marriage are a huge part of culture in most of the galaxy actual romance can be fairly rare, often just a man and his head wife making a cost benefits judgement on other girls, this however isn't much of a problem for you due to excellent romantic luck and compatibility. As a woman you could reasonably expect to find a good man to have a close relationship with, despite a distant relationship with a not so good one already being rather scarce, and potentially even a fairytale romance with one all to yourself. As a man excellent wives are easier to find than bad ones and a perfect soul mate you might prefer over a full harem isn't unlikely if that's what you want. In either case you'll find that your relationships work out a fair bit better and the things needed to make a less than stellar match work seem to just fall into place, this world being what it is that often means yet another wife.

Aesthetic Conformity (200): Every species in the galaxy seems to have a consistently compatible and very high standard of beauty, part of this is just convergent evolution but the other is that a lot of species who didn't originally fit with it have made themselves so. You've obtained an utterly masterful degree of excellence when it comes to fashion, cosmetics, fitness, and all other aspects of enhancing the appearance of yourself as well as others. Additionally if you are or ever become an Adept you'll find using Axiom to improve physique and appearance of people comes extremely naturally, even making them breed true just as what was done with many species in the past; an instant of work being enough to turn someone into a perfectly gorgeous exemplar is easily within reach for you with that same effect being passed onto their descendants, though you may want to pair it with **Axiom Enhancement** if you go with the local standard. Spreading higher standards of looks is quite easy for you as well, as your teachings and preferences spread oddly rapidly.

Loose Leash Protocols (200): Normally military organizations are all about their discipline with a tight hierarchy full of rules and restrictions but there are exceptions, whenever you're part of an organization it seems like you can get away with doing pretty much anything you want as long as it can even vaguely advance their interests in some way. It's worth pointing out that building up your own position and/or reputation does actually help any group you're a part of since you'll be better able to help them out and build up their reputation by association. Do keep in mind there may still be some specific assignments they could assign you to from time to time whenever you happen to be availible but for the most part you'll be free to have your own adventures.

Cultural Dress (200): Gun control in space most definitely isn't a thing, when humans decided to register "kinetic weaponry" as a cultural accessory so they could bring it wherever they wanted including diplomatic meetings and high-class social events there's a fine reason why there wasn't any real push back. An 11-year-old child can get a laser canon with the profits from her handicraft stand and you can't exactly separate adepts from their space magic either, so really why bother even trying? This attitude of complete and utter surrender of any form of arms control will follow you into future jumps, letting you carry any level of armaments wherever you damn well please with no real social or legal restrictions. This does not stop people or the law from taking issue on account of how you use your compressed pockets full of weaponry.

Axiom Enhancement (200): Humans generally lack the innate automatic Axiom use that give the majority of species extraordinary physical abilities and some of them outright superpowers they don't even need to train for. I say generally because a human can be modified to get that innate axiom use, essentially turning them into Captain America and (optionally) giving human women the same outrageous proportions as a Tret. Aliens normally crumple like wet paper in the face of Null and could die of poisoning if they ate what humans consider seasoning because their bodies take a lot of biological shortcuts that leave them unable to function without axiom and woefully unprepared for the harsh chemicals common to Earth. You've had the modifications needed for solving both of these problems, gaining innate axiom use as a human or having your biology given a tune up to stand without it. Null will now drain and disorient you as a human due to the sudden loss of strength and the same for aliens (though this is an improvement) who'll generally still like things mild by human standards even if they can now survive and enjoy real spices. You can easily apply this change to others if you're an Adept and easily learn to do so should you become one later on, it will also provide a skill and/or talent for biological alterations via axiom in general.

Alien Space Babes (200): The idea that aliens seem to all be drop dead gorgeous and with a very biased gender ratio seems rather surprising, it's quite consistent across the entire galaxy for some entirely rational and scientific reason. This trait can now be carried over into future settings, with all sapient non-humans having attractive humanoid(ish) forms with gender ratios shifting to your preference of anywhere from even to the extremely weighted ones found here. You could also change the gender ratio found here, perhaps toning it down to a saner level or inverting it if you like that better; additionally it can let you change up the nature of gender roles and dimorphism if you prefer as well. Regardless the choice must be made at the start of each jump.

Macro Harem Dynamics (200): In a galaxy where 100 wives isn't only the norm but in many areas just the mandatory minimum you might think that relationships would be shallow, empty, and unstable but it generally isn't so. Sure there are marriages like that but more often than not harems so large that it's just not possible for the man to spend quality time with each of his wives work out just fine, and from now on you'll be able to achieve very similar results. Your harem, even when grown to comical sizes, will be quite stable and healthy unless you're actively fucking things up; your lovers adapting to whatever positions they may end up with in your harem quite comfortably and compete for your attention in healthy or constructive ways rather than vicious internal conflict. Even those in the far periphery of your harem will tend to be content with their role or motivated to move deeper in rather than in any way resentful, likely finding comfort in their sister wives along the way. Of course some determined husbands still try to form a strong bond with all of their numerous brides and for this you have a second advantage; you've no limit to the numbers of relationships you can maintain at once and yours withstand things like time or distance apart without any issues, people live a very long time with Axiom after all so it wouldn't do for your romances to fail due to something so minor as long term separation. There truly is no limit to the size of your harem or the depth of your relationships with each wife, even if you take after one poor fool and marry the entire female population of the planet which you happen to make your home upon.

Adept (200/400): Theoretically anyone can learn to do many wonderous things using Axiom but few actually dedicate themselves fully to learning. Any soldier would be stupid not to at least get a firm grasp of basic physical enhancement but more exotic flavors of space magic are somewhat of a rarity. For 200 CP you're among those who's learned some of the more interesting stuff that Axiom allows; mainly specialized in a handful of powers you're well practiced in such as a danger sense, throwing lightning, stealth, and other such things. For 400 CP you'd make a for a far more serious threat, able to readily adapt to use or counter new powers effectively on short notice and contend with other highly skilled Adepts. An Apuk at this level would be a serious contender for the Broken Shell competition, assuming there aren't any autistic sorcerers participating, but still there's further room to grow; as can be seen by the more 'veteran' winners such that tournament and those rare few rivals they ever so rarely find.

Agent of the Crown (400): There are stories told about legendary super spies and the adventures they have in service to crown, country, or simply their own vision of justice. These stories are for the most part only fiction, their feats would realistically require powers that simply don't exist in Cruel Space these tales come from. Even so they have a basis in fact, and you may very well have inspired a great many of them in the same manner of Sir Phillip. Your skills in espionage and just about every area of spycraft are frankly absurd; disappearing into thin air, keeping track of secrets you shouldn't have any way of knowing, disguising yourself flawlessly, casually break apart varied threats or schemes during a party, and organize an extremely effective intelligence organization primarily out of soldiers with no prior experience as spies. This is what you can do without any of the special powers or space magic available in the wider galaxy, there's still room to improve.

MacGyver, Space Engineer (400): The technology of the wider galaxy is rather phenomenal and often borders on or actually is magic rather than proper tech, this opens up some possibilities for things you've become very good at. While you might not possess the deep learning needed when creating new wonders of advanced technology you are very skilled at figuring out all the practical realities of any devices available to you and then repairing, repurposing, or recreating things that already exist for you to work with. With access to some broken scrap you can likely piece together a suitable, if not ideal, tool for whatever problems are in front of you and keep your gear working far further than anyone could reasonably expect thanks to 'creative' maintenance. Ultimately it's an engineer not a scientist that you most want with you in the field and you're among the most effective, with these skills being readily transferable to other technology besides the axiom based equipment found in the galaxy. After all, you may've already made the transition from a mundane garage or battlefield's jury-rigging to doing the same with spaceships and plasma guns once so it won't be a huge problem with other kinds of exotic technology too; just don't expect a practical understanding of technology to fully replace a scientific one any more than a lab technician taken into a battlefield for the opposite, a time and place for everything. Especially explosives.

Raising Legends (400): There comes a time when the weathered old expert needs to pass down their skills to the next generation, even if lifespans don't really need to end in modern galaxy the need for teachers will never really disappear so long as new generations still come. As it happens you're an absolutely fantastic teacher, both able to force skilled competence into the minds of a substandard assortment of students as well as find and groom true heirs to proper mastery in an area you've reached the pinnacle of. Despite all logic indicating that setting someone up for true mastery taking years, and then many years more of actual experience, it seems that you can turn suitable apprentices into genuine experts ready to progress further independently within months instead; perfect for if you plan to retire (or move onto other missions) in the near future from a position that very much still needs filling.

Modern Major-General (400): For all the politics, science, spycraft, and magic found within the wider galaxy at the end of the day military matters commonly determine things; even if that can be easily forgotten in places without wars where lines do not move. You are an effective military strategist and tactician suitable for both peacetime and war; able to maintain readiness, logistics, and deterrence against needing to fight at the same time as you're able to actually fight in wars, lead troops on varying levels, and perhaps most importantly adapt to changes from past conflicts without getting stuck in the ways wars were fought before major shifts. Even as conflicts make a shift from a mundane terrestrial conflict, over to fully three-dimensional space faring battles with space wizards as critical assets or targets, and then back to wholly primitive battlefields but now with a significant influx of actual magic on primitive or isolated alien worlds. An expert of military matters indeed, with a particular specialty in adapting to a wide variety of conflicts or those that rapidly change their natures. Of course military matters aren't entirely military matters, there are sadly some political realities as well; fortunately you're skill with varying battlefields includes to a decree that theater as well, namely keeping it from causing problems with the actual fighting.

Ruler to Be (400): Perhaps you have never known real power, perhaps it's old hat to you, but one way or another it'll find its way to you and your hands are right where it belongs. When it comes to politics and leadership you're both very skilled and quite lucky, under your lead a band of plain old pirates could take an impoverished and brutalized planet taken from a rival gang and make it a stable prosperous domain under your control. With you at the helm a single ship representing an irrelevantly small world that isn't even united could make real significant impacts on the stage of galactic politics and turn that ship into a new spacefaring nation with wealth and worlds ready for those back home to arrive safe and welcomed. In addition to this opportunities to make good use of these skills seem to find their way to you, whether it's a planet that could be taken with a few good strikes at factions nobody would miss or the right leverage to let your small group take the influence you need you've got both the skills and the chances needed to make your mark as a ruler in this or any other universe.

Imprinting (400): Alien women have a trait of imprinting on their male partners, becoming quite attached to them after spending enough time around a given man's pheromones. While humans have very weak reactions to pheromones they do pump out lots of them personally, and can very easily ensnare alien women in this way. Even if you aren't a human man and even if your target isn't an alien woman from beyond cruel space your pheromones are just as strong as the former and affect those you're interested in just as strongly as if they were the latter. Naturally the best way to introduce your pheromones to someone is to have sex with them, after which they'll be quite firmly in your corner. Great for recruiting a harem, a small army, or both.

Items: Choose two per tier (100/200/400/600) to discount; 100CP items are free if discounted.

Axiom Totems (50/Free with Adept): Maintaining any "spell" with Axiom requires the Adept to concentrate on it, something that becomes quite a problem if you want to use more than one at a time. Totems however can be used to take up the slack, holding concentration for the adept so they can focus on other things while using their space magic. Taking the form of jewelry, tattoos, brands, or just about any item made from/with Khutha these objects are vital for almost any kind of adept for obvious reasons, though some species have little use for them or have natural ones built into their bodies. You've got a plenty of whichever types you prefer and are already used to using them to take up concentration duty for your Axiom techniques.

Guns and Gear (50/Free for Humans): While rather modest by galactic standards there is quite a lot to be said about a good set of military hardware. You're equipped to the highest standards of earth soldiers including weapons and specialist gear suited to any combat specialty from the First Combat Soldier perk should you have it. Lasers, plasma, and other assorted nonsense would beat this out easily but often times all you really need is a good gun, a few grenades, and other such basics to win in a firefight. Most races aren't actually bulletproof despite their axiom fueled super powers, unless they trained to make themselves so at least.

Marriage Bait (50/Free for Aliens): For most aliens marriage isn't just for love and lust, sure those are both very nice but often it's more important that it provides a strong social and support group the wives and husband can rely on each other for. You would be quite appealing as a prospective mate with you owning your own business with a sizable income and providing a valuable service that you and your partners can take advantage of. While not the most impressive or grand thing in the galaxy it would easily fund an adventurous or luxurious lifestyle for yourself and give you a good selling point should you want to find a husband. Perhaps not the most idealized image of romance but hey it can work, and who says you can't find love in a practical marriage?

Clarke Gun (100): If there's one weapon that best exemplifies the complete lack of arms control in this galaxy the Endless Barrage, a fully automatic rocket launcher, would be the platonic image exemplifying the problem. It's one of the few weapons with any kind of restrictions but all they amount to is selling it in two separate parts, since they're only illegal when put together. You can get one for your very own, or another similarly nonsensical magitech weapon, for the low price of 100 CP. It even comes with a steady supply of ammo, which is likely far more expensive than the crazy super gun itself. As long as the weapon is not currently functional it will be accepted anywhere and allowed past any security, even if you can make it functional by slotting in one removed piece kept in the same case or other such simple means of activating your instant war crime in a box. Alternatively this may also be used to pick up other pieces of magitech equipment besides weapons such as power armor, in case a full auto missile launcher or lightsaber isn't your preference. You can import an existing piece of kit to give it a space magic alt-form and/or have it take advantage of axiom for better performance. Additional purchases are 50 CP.

Space Magic for Dummies (100): Given the potential applications from telekinesis, to functional time stops, to cleaving the land your fighting on in two it can be somewhat baffling that there are people who don't bother learning the powers of an Axiom adept. With this tablet loaded with a few introductory lessons on the subject however you too may become a space wizard, and since there isn't any kind of DRM on the files you can share this gift with anyone you want. This won't get you to the levels of a true axiom powerhouse like a Battle Princess or other such WMDs with tits but fully following the instructions within these manuals will teach you the basics for proper axiom use, several versatile powers selected for setting you up for further learning, and how you can get started designing your own adept powers once finished with the lesson plan.

Family Estate (100): Despite the name this doesn't actually have anything to do with great wealth or a historic bloodline, no it's just a nice large piece of property that can comfortably house a big family by local standards. And by local standards a normal family has 100 wives before you even start counting kids so you won't be a short on space. What form this takes may vary, from nice scenic estate in the countryside of some planet to a nice chunk of living space in the better areas of an ecumenopolis spire, depending on where you have it but regardless it will be a lovely place to be living with a huge number of wives and children.

Flying Car (100): Or a bike, or shuttle perhaps? Regardless you've got a nice vehicle that can take the air and move at what might charitably be described as suicidal speeds and maneuverability it you try to push its limits without enhanced reflexes and very good driving skills. Technically it could take to space as long as it's got a closed compartment, or you can protect yourself in space with axiom, but without FTL it won't get anywhere fast on such scales. This vehicle does not run out of fuel however, so I guess you could make it around a system with enough patience.

Mercenary Contacts (100): Bounty hunters, mercenaries, and many other flavors of independent contractor are quite widespread here; individual elites are a lot more important when axiom has pushed the ceiling for personal ability so much higher than the median. You possess contact info and favorable introductions for a number of hirable independent(ish) experts in a variety of fields from the upstanding and legitimate to the decidedly not, allowing you to hire them at a favorable cost and without any of the issues that come with seeking such people out. In future worlds you will receive a similar package of contacts and strangely enough it seems like they're usually highly attractive women anytime it's even remotely possible for them to be so.

Material Supply (200): There are numerous special materials, especially Khutha, that don't exist in Cruel Space due to the lack of Axiom. You have several crates worth of Khutha and other such materials that replenish monthly, though the rarer ones come in relatively smaller amounts than the basic ones such as Khutha. These are vital resources for Axiom based technology like any FTL drive worth a damn or the Totems an Adept would wear to supplement their powers. Very useful if you want to be making anything cool after leaving this world, and for being very rich while here since these are used in place of the gold standard for most of the Galaxy.

Basic Uplifting Package (200): Despite their incompetence in many other regards the idiots from Centris who arranged first contact with humanity did manage to provide solid technology able to get a race stuck on a single planet to interstellar travel despite severe limitations. What you have in your hands contains the technological data needed to let a civilization on the same level as the major nations of modern-day Earth onto the interstellar stage in a few years, faster with a more hospitable environment than cruel space and also from an even earlier tech level too. It includes enough evidence to get people to test it out and thus know it's real, important if you want your uplift to actually happen. All the tech within will adapt to a lack of resources or limiting factors present in your target for uplifting, the complete lack of Axiom was a hurdle for Earth but even that would be feasible with this.

Custom Brand (200): While basic axiom brands are essentially just totems directly added to your flesh it's possible to get a bit more creative with them, what you have here is a chunk of Khutha that when used to brand someone essentially burns a bit of magitech into their flesh. It will either constantly or when activated by running axiom through the brand activate some axiom powered effect, you may choose what effect exactly and it comes with instructions for turning other axiom abilities into similar brands that can be simply burned into the flesh. Very painful and it can't act as a replacement for a truly skilled adept but some abilities that you want to have available with no issues is still quite useful. An automatic emergency space suit would be very handy.

Personal Starship (200): Traversing the galaxy requires a ship, this one isn't anything particularly special; a standard light freighter, perhaps a gunship, or even a small yacht. It can carry and serve as a traveling home for around eight to ten people in varying levels of comfort depending on the nature of your ship, it won't be holding up in any serious conflicts but is armed enough to provide some basic protection and perhaps even some basic fire support if you've got one built more for combat than comfort or more civilian work.

Hunting & Bounty Gear (200): One of the best ways for a small(ish) group of trained and armed individuals to support themselves is by hunting, whether that's local dangerous beasts or criminal scum with prices on their heads you need to be well equipped for it. In addition to being stocked quite well with more traditional combat equipment such as your preferred forms of weapons and armor this replenishing armory contains all sorts of useful tracking and trapping equipment ready for whatever quarries you might want to pursue.

City in Space (400): While far less mobile a space station offers advantages that are rather hard to get in a ship, this for example is a proper city in space under your full control. Perhaps a pirate station akin to Octarin Spin or something more civilized the long and short of it is a city floating in the void that can serve whatever purpose you might desire. Yours might be a trade hub, hive of scum and villainy all paying you tribute, or even just a large base you have kept hidden away in some uncharted system in the middle of nowhere. The staff and security forces of your station will come with you as followers in future jumps and may be imported as companions should you wish to do so in any future jump.

Axiomtech Workshop (400): There is plenty of advanced technology found here as well as some remarkably effective methods for manufacturing, especially when you consider that axiom could be used to transmute matter and pretty much anything that can be done with axiom can be done via technology manipulating it in the right ways. You've gained possession of a combined factory and workshop for the study, development, and manufacturing of advanced axiom technology; in this complex you could build nearly anything possible using the partly magical sciences found out in the wider galaxy as well as more mundane Earthborn technology not just in individual samples but at the starting point of genuine mass production. Some especially advanced tech might be a bit more difficult to produce, especially on mass, but in those rare cases where your foundry is found lacking it can probably produce whatever's missing to solve that problem. Truly large ships, multiple simultaneous production lines, and demand greater than your factory's output may all require expansions as well but once again it has the tools to build the tools. While additional staff to support your work would certainly help the factory workshop is largely automated, able to put most designs into production with just the right input data and raw materials; though the latter is only going to be important in the case of rarer exotic components which can in most cases just be synthesized from axiom too with some minor upgrades from one who knows that particular field of axiom manipulation well enough, preferably with a sample to duplicate.

Underworld Union (400): Criminal organizations and secret conspiracy groups are not exactly an unusual presence here and you've come into control of one of your own; a drug cartel, smuggling ring, black market group, or other such criminal group would be an obvious choice but a secretive conspiracy looking to achieve any number of goals also work. Regardless you have a large number of people ready to engage in various illegal or subversive activities for whatever objective you've got for them and already positioned to carry out your goals. Whatever their actual goals may be groups like this tend to be no strangers to violence and quite well armed, so even outside of their business they're quite useful to through around as a bit of muscle.

Pirate Ship (400): You might think that warships would be tightly controlled with only militaries able to either afford or acquire them. This is not true however and a proper warship is well in the realm of possibility for pirates and others with both the means to afford or otherwise "acquire" one, truly nobody seems to care about controlling arms here. Regardless you've got an excellent combination of speed and firepower in this vessel of yours, there are bigger ships with far greater armaments but yours is still a potent ship fast enough to outrun pretty much anything it doesn't itself outgun. Unlike a certain pirate vessel yours does not have any temperamental vital systems from all the upgrades and modifications needed to achieve this performance. Can be run by quite a small crew, which it comes with, but with room and supplies for a small army if you can gather one up, while not a terribly large warship it's still got plenty of space.

Stocks and Bonds (400): Through some possibly illegal and definitely underhanded methods you have gained significant amounts of stock in various companies. This isn't enough to have true full control of them but plenty to have a real say in what the companies do and take a healthy amount of the profits for yourself, enough to bankroll a small nation terraforming the shitty rocks they'd gotten as a gift (tax write off) by larger ones into habitable worlds or begin colonizing the distant planets anyone could grab due to being in the middle of nowhere far from trade lanes. Or just be extraordinarily rich and never worry about money again even when blowing through cash like it's going out of style. In future jumps you'll similarly have enough wealth to bankroll an entire small nation, relative to the size and scope of the setting of course.

Your Cruel Space (600): Being trapped within the large Null field of Cruel Space is a disadvantage in most respects for humanity on Earth, however it's not without benefits, namely that it's rather well sheltered from any hostile powers in the rest of the galaxy. Even if another species changed themselves to survive in Cruel Space they would be meeting with humanity without any of their advantages born of axiom and any technological gap cratered by the loss of axiom, wouldn't you like to have such an advantage in other worlds too? In future worlds you'll find that there will be a region in which local magics, clarketech, and other power systems simply do not function; just failing and fizzling with no effect once they enter the area and ceasing to function until they leave the completely inhospitable region to such powers. While this will still affect you external powers will be unaffected, providing a space in which you can build up safely without a threat from other powerful figures unless they can rely solely on mundane methods or technology. You may choose to have any properties brought in from other worlds start out in this region, a shield of Null.

Dauntless II (600): Much like the original you've got a Dauntless class ship, ready to traverse cruel space as well the rest of the galaxy with just a bit of time to switch between setups for dealing with Null and for taking full advantage of Axiom. While the ship is impressive in its own way, the upgrades made to the design after getting to the wider galaxy are included, the real reason why you want this is crew. A full complement comparable to the initial first contact team, soldiers all trained up to Dauntless standard and including some real heroes among their number. Make no mistake this is a force that could change the galaxy forever, leaving many worlds different forever with their actions. Perhaps a second ship was sent alongside the first, or maybe you've built your own first contact team to pursue your own goals. Either way you'll leave your mark.

Political Weight (600): Governance is a dirty business and galactic politics is a filthy cesspit where the rampant corruption is a necessary feature to keep the rotting behemoth moving. Within this nightmare of barely functioning bureaucracy you have amassed a great deal of political influence and power via blackmail, favor trading, and even a legitimate position to your name. Using these tools and favors you could get quite a bit done; push through laws you like, sink others you want stopped, build a political faction behind your goals, and manipulate the political systems that governs the people of the galaxy to your own ends. Despite whatever terrible things you must've done to get this power there's no doubt that you at least enter the jump squeaky clean, at least as far as anyone can prove and you'll get a similar level of political leverage in future jumps.

Naval Legion (600): In truth, force is the ultimate authority from which all other forms sprout and should you wish to protect what's yours or claim what you'd like to be you're going to need your own fleet. Under your command is a respectable military fleet, with a good Mothership at its core and a few dozen smaller vessels able to be split up into various squadrons or gathered together to form a singular fleet around your flagship as the situation demands. While this won't be facing off against any major military powers your ships are sufficient to lord over a significant stretch of space on the fringes of galactic civilization and provide security for a nascent interstellar state, or perhaps raid them for supplies. In either case your ships hold an impressive number of soldiers, trained and equipped to galactic standards, to handle boarding actions or ground fighting

Solar System (600): There are many habitable solar systems that someone could just go out and claim for themselves simply because the galaxy is massive and if you go far from the main trade lanes the majority of people don't pay attention to them. You've managed to grab for yourself a solar system of your own just far enough from the major axiom lanes not to get targeted by major players and yet close enough to not be completely isolated from galactic society. It has one Earth sized habitable planet and several other celestial bodies that might be terraformed or harvested for resources. As far as populations go it's only got less than a billion people between a few cities and some scattered towns. It's currently self-sufficient and has enough of a military to defend it from any pirates who'd consider attacking a target it's size but not much beyond that, needing a lot of work to become truly prosperous or powerful. Even so it's yours, make of it what you wish and see your efforts build it up. Alternatively you may get an entirely undeveloped system if you prefer, to start from scratch and/or give your people a new home.

Companions: Have +300 CP for Companions besides the Dark Woods or Big E and her Daughters.

Your Household (Free): In all likelihood you're going to be walking away from this world with an impressive number of wives, consorts, concubines, and whatever other word you might have for your partners along with a startling number of kids should you fulfill your traditional duty as their husband. Recognizing this you'll be able to take any and all of the members of your household as companions should they not be one already, hopefully you have room.

Facehuggers (Free): For the low low price of free you may have up to a dozen of these adorable crustations; purriz are friendly, harmless, and absolutely adorable to the Dzedin. Great pets that any household would be lucky to have around and it's easy to take care of them in great numbers so even teenage girls obsessing over some boy could keep lots of them without any worries. Their one singular potential downside is that they look like the facehuggers from the Aliens movies, no wait come back. Seriously they're cute and harmless, just look at them and they come in so many different colors too! Really just give them a chance!

Import/Creation (50-200): For 50 CP you may import or create a companion with 600 CP to spend on perks and items for them to take advantage of. For 100 CP you instead get four companions and for 200 you can import or create eight of them each with a 600 CP budget to spend on them, companions may not take any companion options of their own unless otherwise stated.

Cosplay Expy (50): Partly due to catching mental broadcasts and partly just due to how large the galaxy really is it's not uncommon for humanity to have come up with varied races and characters who match up with many other species. This eccentric woman closely resembles a character or species you're familiar with from legends or media (though likely far more well-endowed) to the point the similarities in looks, history, and personality are quite uncanny. In addition to just how she looks and acts she's even developed axiom-based versions of their double's abilities, in truth the biggest difference between them might just be that upon encountering her double's source material she'd be a massive fan to the point of eagerly roleplaying as the character. Perhaps don't choose anything from a horror movie, given she'd be much more similar to 'her' image from such a thing than the Dzedin and Yauya are to the Predators and Xenomorphs.

Burning Princess (50): Apuk battle princesses are among the most impressive Adepts from a race that could expect to juggle starships by adulthood, needless to say fighting one of these monsters is generally considered suicide. Literally, it's written into law as such. One of these women made the executive decision that you're going to have a happy storybook life together, now she won't actually force you (she's not that crass) but she's very capable of getting what she wants and will be coming on rather strong as a noblewoman who can casually pick up a small starship with one hand so that could be a wee bit intimidating. Despite both her great power and perhaps slightly excessive pursuits of you she's a passionate romantic; insisting on trying to make everything as close to storybook true love for you, her, and any other wives you might have. Anything that tries to threaten you or anyone else in the fairytale family she hopes to build will face her warfire, the trademark power of the Apuk with which she's impressive even by the standards of her peers.

Huntress Pair (50): Dzedin and Yauya are often seen together thanks to how close their two races have become after the former rescued the latter from self-destruction early on. These sisters are pretty much pretty much the epitome of this connection between their races and also the rather impressive hunting culture they have. The Yauya resembles a beautiful and curvy version of the human movie monster Predator, with an impressive arsenal of high tech equipment and some of the best hunting skills in the galaxy she could track down to capture or kill many of the dangerous creatures out there including those of the intelligent variety. The Dzedin on the other hand is an incredible physical powerhouse, being a particularly impressive example of her species who have no need for a military due to the innate armor, weapons, and stealth possessed by every member being more than sufficient against most potential prey. Or enemies, if there's a difference. Both are of a mind to train any sister wives, daughters, or even a husband in the ways of hunting and amazing teachers on that front; should you marry them you'll probably find them pushing you towards more of their own respective species, especially the Dzedin at least partially due to those pack hunting instincts that haven't been long unsatisfied with only one sister to hunt with in more recent years regardless of how close they are.

More than Meets the Eye (50): This really is a fantastic aircar you've gotten your hands on; she's spacious, luxurious, and very high performance. Wait she? Yeah this "vehicle" is actually a woman fully converted into a gynoid or brainscanned into one who can turn into an aircar. Since it's vital for those who have undergone this sort of transformation to have a body that matches what they had previously she is essentially a scaled up and mechanized version of her old biological self, the massive breasts she has in spite of being made of metal not being (entirely) for fun. Currently her only significant abilities are turning into an excellent vehicle and shrinking her massive body down to be more person sized out of her aircar transformation there is plenty of room for upgrades in the future so long as her person shaped mode stays close enough to her original body shape that she can avoid psychological problems. She likes long drives with someone special inside her and may get a bit jealous if you take another vehicle somewhere without a good reason for it, though she's just as fine with other women as most girls around here.

Cannidor Clan (50): Rather than just one these are eight lovely (albeit huge) shark women with power armor and heavy weapons, being members of an elite warrior culture seeking fortune and glory through combat. Even without their armor these imposing women could shrug off plasma weapons thanks to their axiom infused fur and possess vicious claws along with several rows of razor-sharp teeth, needless to say they're incredibly intimidating to most other races but despite all this these girls are some of the cuddliest and most affectionate people you can find with those close to them. Each is also a skilled weapons/armor technician since they take care of their own high-end equipment that would otherwise be ruinously expensive for a group like this to keep in working order. As impressive as they are in a fight and nice to have around for company perhaps the biggest draw of these girls (at least for humans) would be that this group in particular are all good cooks with human compatible diets, their own people's food being what humans look for when seeking some decent meals out in the wider galaxy and they actually enjoy human cooking themselves with only some pain they'd consider well worth putting up with.

Sugar Mama (50): Even the most obscenely successful women can still have trouble finding a guy they like in this galaxy, especially if their standards match up with their success, but this wealthy businesswoman has found her ideal partner in you. While rightly considered elderly thanks to an occasional healing coma once in a while this Lopen remains just as beautiful as in her earlier days and wants to find someone to enjoy her fortune alongside her. Despite her maternal attitude and frankly fetishized enjoyment of giving gifts or otherwise doting on you she can get quite ferocious towards anything that threatens those she cares about, while not an expert warrior of any sort a talent for physical enhancement together with sheer savagery has carried her through a number of business arrangements with less savory characters when they turned hostile. Most of the time she prefers to take the lead in relationships and is rather used to being in charge but if faced with the firm attempt of a lover taking the lead she'd yield it rather easily. A leash showing up without an accompanying pet is likely to stimulate her as of yet rarely seen submissive side, ironic given her species' canine like traits and tendency to walk on all fours.

Amazon Squad (50): This squad of ten human women were a bit disappointed when they arrived Out of Cruel Space, not by the overly sexualized girls everywhere but by the lack of variety in the bodies they saw. During the stir-crazy voyage they bonded over their shared desire to attain their ideal physiques, to become muscular while retaining their curves. With hard work and a careful diet they managed to get fitter than most girls could without losing their figures but it seemed to be an unattainable dream and they certainly didn't want to just turn into pure titty monsters like a majority of the galaxy's women. Then they learned the secret, the aliens had shaped themselves into such bombshells, so their own goal was obtainable too. Modifying themselves to obtain the innate axiom use of other species but shaping themselves into what certain online communities would refer to as 'muscle mommies' rather than bimbos. The end result of this indulgence is one more elite squad of axiom enhanced outlandishly effective action heroes for humanity who have little aversion to the relationship structure of the wider galaxy and have likely given you hungry looks before they got their much sought after enhancements.

Souldrinker (50): This classy looking businessman with horns and a tail is the absolute picture of nobility, professionalism, and gentlemanly virtue. Unlike many other men who rarely leave their own homes he has a life to live and things to do while running his business, not content to simply rely on women for everything. So why do other Apuk seem to shy away from him so nervously whenever they recognize him when he's so charming and friendly? Oh right, the body count. Like so many other Apuk sorcerers he ran away from a bad situation when he really was young rather than just looking it, when he had finished mastering the lessons the Dark Forest had to teach him he came out like a natural disaster rampaging through the countryside and leaving a trail of blood and destruction until well over a dozen of the Empress's Battle Princesses could be gathered to stop him. Traditionally the survivors of that group would've married him but those poor girls just couldn't look the monster in the eyes even after he calmed down, he really is a just pleasant soul these days but he does need someone in his life be it a friend or some wives.

Eggmaam (50): When the technology package sent by the galactic community to get humanity out of Cruel Space arrived it was seen as a technological marvel beyond what Earth had seen, this is not actually true. This woman in a red coat had already long surpassed the measly scraps sent to earth by the aliens, she had to if she wanted to take over the world with nothing but her along with an army of robots. Still the revelation that there was a whole galaxy out there changed her plans somewhat and rather than a surprise attack on the nations of the world she instead built a ship of her own to begin her plan for galactic domination. With Axiom available wonders she had disregarded as distant future projects or impossible flights of fancy have become real possibilities that she can put to work towards her goals. Despite being a human her figure fits in much better among the rest of the Galaxy than it ever did on earth, Axiom is great for back pain, and she has a strange soft spot for you that she'd absolutely never admit in front of anyone else. Hedgehogs make her irrationally angry and in front of anything that reminds her of one she starts into even more egotistical monologuing than normal, which is saying something. Despite her attitude she's among the most gifted engineers and scientists the galaxy has ever seen, and she'd happily have you at her side when she eventually takes over the universe. She could do it too, possibly, if she ever stopped letting her ego get in the way; so yeah probably not but still she really is almost as good as she believes herself to be.

Bounty Rabbit (50): This adorable bunny girl is just a bundle of cheer, she's so infectiously upbeat it can be hard for anyone to avoid having fun with her around. You almost couldn't recognize her as one of the most effective bounty hunters in the galaxy, though her cheerfulness can take on a bit of a darker tone on occasion which makes it a bit easier to see. Regardless while she's no high-end Adept or a brilliant scientist she's got some good experience in both, designing all manner of useful gadgets for her work in hunting down bounties as well as considerable mastery over some Axiom based powers mostly centered on mobility and evasion. These skills together with a great many more years of experience than she looks old enough to have and an uncanny luck seemingly shared with her friends and allies makes her an incredible partner to work with. Word of warning while she's more than able to take things seriously when the situation calls for it she's usually an excessively affectionate bunny, getting anything done when she's demanding attention is a fairly difficult task and you seem to be her preferred target for glomping onto while complaining about boredom or dragging off for some fun idea she came up with. Those four arms can get into rather a lot of places and it might be hard to pry her off of you anytime your busyness and her boredom happen to coincide, finding ways for her to keep occupied could become important.

Bringer of Balance (50): Erumenta are a race that look very similar to humans or tret but with an obvious elemental bent but this woman is a bit different, with relatively normal brown skin along with bright blue eyes this fit athletic tomboy possesses a talent with every element that very few of her cousins can match even when focused on just one. She was carefully raised, and in secret engineered, to be a peacemaker in a society with great social conflict between different groups of Erumenta who placed a bit too much emphasis on their elements. She turned out to be a little bit of a failure since she's more interested in adventure and sports than diplomacy, but regardless she's an exceptionally powerful elemental adept happy to be by your side or in your bed.

Dainty Little Lady (50): Underneath the geeky demeanor and glasses this token female member of the Nerd Squad is actually rather attractive when dressed to show it and even a bit curvy, that's under human standards however. Compared to the women of the wider galaxy she's essentially an anemic stick figure in urgent need of a meal, yet she doesn't mind the unfavorable comparison with such outrageous sex symbols. Actually she seems to enjoy it, as she's an extreme cuckquean who finds the idea of her object of affection drowning in superiorly endowed women the hottest thing she can imagine. The presence of such 'superior' women seem to bolster her willingness to dress to impress rather than make her shy and she'd be happy to be the third wheel pushed off to the side of her significant other's date with another woman, as the object of her affection you can enjoy her services as a talented if inexperienced wingwoman. Don't underestimate perverted mildly autistic nerds however, as this young woman has an as of yet untapped but extraordinary talent for Axiom she can use to recreate the powers of her favorite series.

Ambush Kitty (50): Resembling large curvy panthers with pitch black fur the Panseros are rather quiet cats and this girl is no exception, can often be found quietly napping in areas she might be overlooked. Despite seeming like a stoic and silent woman she's actually extremely mischievous enjoying pranks which she can watch while pretending to nap as she often does. As she's recently decided you're going to be hers she begun to choose napping spots around where you frequently can be found, namely so that it's harder to tell the difference between when she's really sleeping or when she's waiting to pounce on you and firmly bury you beneath her body, with fairly obvious intentions in most cases but she also just thinks it's funny to trap you under her.

Princess of Shadows (50): With blue skin and bright orange hair this woman is a bit strange, she's a potent adept focused on manipulating darkness and turning her vibrant hair into a weapon that changes form to suit her needs. Interestingly she possesses two 'forms' she's can switch between, having a regal form resembling a tall noble woman and a smaller goblin form with her personality shifting depending on which one she's currently in. In her regal form she's wise, intelligent, and graceful just as you'd expect from royalty; however when she changes to her goblin like form she seems to become playful, mischievous, and prone to many things entirely unbecoming of the sort of woman she portrays in her presumed original shape.

Thieving Bat (50): Short, busty, smug, and sultry this winged woman has a taste for obtaining all manner of shiny objects which don't strictly speaking belong to her. She built her lifestyle upon her ability to get into places she's not wanted and make off with the contents, something which very few others can match her in. Despite having the skills and patience to crack nearly any form of security the galaxy has to offer she has rather poor impulse control when it comes to matters such as 'not stealing the beautiful gem that would clearly carry tons of heat' and other things of similar nature. She's recently taken an interest in stealing a less traditional treasure and would happily offer some of her treasures or perhaps her skills in acquiring others if it would bring you over to her. Comes with her best friend and the government agent she has needed to work with on occasion as a sort of work release program, may have a bit of an odd relationship with a certain bunny with a badge relating to an incident with the compressed loot pocket in her cleavage.

Sultry Shapes (50): Initially appearing like some particularly raunchy geometry homework come to life things become clearer as she moves closer, shifting in resolution between a low-resolution model to a high-definition woman who makes most other species look modest. Despite acting a lot like the platonic ideal of a vapid bimbo she's actually just as intelligent as you'd expect out of a woman literally made of math; almost like a powerful AI running on space magic, lust, and valley girl stereotypes. While far more vulnerable to Null than even most other species, being made of Axiom for most intents and purposes, she more than makes up for it with her absurd capacity for learning and mental processing. Learning starship design and evaluating a proposed blueprint is something she could do midway through a conversation about it, making her an incredible asset when it comes to any project you might want to pursue. Getting her to translate her ideas into a more coherent form than bimbo speak laced with technical terms may be a bit tricky as is getting her to avoid lewd and/or romantic tangents but she's incredibly gifted despite her demeanor.

Captain my Captain (50): Formerly a captain of a naval vessel this Feli woman struck out with her own ship, while certainly not unarmed and staffed by some of the same girls who served under her at wartime her new vessel is meant for exploration or treasure hunting rather than the more serious combat she left behind. Strict and serious in command the feline woman only shows her species well known lazy side when off duty, lounging around her cabin and taking a great deal of pleasure in the luxuries a private sector ship can provide. She'd be quite happy to find a nice man either in her home port or on her ship and always seems to have a lead on a potential adventure or treasure, something she'd love to use as bait to real you in; for herself and her crew, a good captain knows when to share the prize with her girls.

Ascending Officer (50): Resembling a grey furred anthropomorphic rabbit this short woman has a dream, one she has succeeded in despite her difficulties. She has always wanted to be an officer of the law, someone able to arrest criminals and serve her community. The issue is she's barely half the height of many species, something that makes it hard for her to physically restrain those she might try to arrest; her only being busty by human standards (even relative to her size) does not do much for her confidence either. Fortunately she has found a solution in Axiom, being able to control her size such that she could carry the likes of a Cannidor or Agela around like an action figure or move quietly through tight places like a mouse. While a bit more difficult and requiring she get ahold of them first she can also change the size of others, something that's convenient given her favored response to any comment about her breast size is to stuff the perpetrator right between them; though she wouldn't mind being in the shirt pocket of a guy she likes either even if she's a bit shy about that interest. Optionally she may come with a few of her sisters, not many just a bit over two dozen at most as she's got a small family by bunny standards and some already have their own plans, but even if they lack their sister's dream fueled talent for her fun brand of space magic they're each cute girls with their own interests. Their sister will want to observe your time with them for. . . entirely upstanding reasons, she just wants to make sure everyone behaves properly as a good older sister and promoter of justice of course.

In Light and Darkness (50): Despite being twins these to Alfar sisters look worlds apart, one sports white hair, green eyes, and a slender figure that even many human women would surpass while the other has black hair, glowing orange eyes, and curves even more outrageous than the norm among women in this galaxy. The Light sister is an expert with internal uses of Axiom; enhancing her body, precognition, gravity defying acrobatics, and other things of that nature to make her a potent close-up combatant. On the other hand the Dark sister specializes in external uses, things such as telekinesis and (a personal favorite of hers) many different ways to use conjured lightning against any potential opponents. The two of them hold a strong rivalry and frequently argue over very different philosophies about life and the use of Axiom, though more heated discissions tend to devolve into arguments over things such as 'Flat (by galactic standards) is justice' and 'Big fat tits are the truth of the world' which can take some of the depth out of things. Regardless they'd both be more than happy to teach you all about their preferred usage of Axiom, they do get a bit miffed whenever they have to use each other's methods however.

Not Enough Wives! (50): One of the larger species in the Galaxy Agela resemble minotaurs and are often compared to a calmer herbivorous version of Cannidors due to their similar physiques and innate axiom abilities suited for fighting. This older widow of a battle cow comfortably retired many years ago and has recently set her sights on you to fill a hole in her life, and in yours as you clearly don't have enough women in your life. In her mind of course you can never have enough women, at best you could be adding more to your love life at an acceptable or perhaps admirable rate, yet it would be very hard to achieve the latter. She's got muscles built up over long years of military service paired with curves even larger than normal around the galaxy, a figure she's very proud of and thinks would make her a fine throne for her new husband to be seated on while he meets with other potential wives. Your new battleaxe is an impressive melee focused Adept and she ~~may optionally~~ does definitely come with her two ~~single~~ daughters who both take very much after their mother in career, figure, and views on relationships.

Haughty Peacock (50): Resembling a regal anthropomorphic bird with white feathers this girl has had a troubled love life. An arranged and loveless marriage to a fellow noble was never ideal, but once their daughter came of age her ex-husband came out as gay and promptly left her to begin a new life with a lower-class contractor he often hired for odd jobs. While impressively powerful herself in both status and Axiom she was unable to really do much against her monstrously strong former partner despite her anger at how the nature of their breakup hurt her image, so she has come up with the next best thing. Find a new partner she can raise up even higher than him and thus tell herself she came out on top of the arrangement, let it never be said that nobles can't be petty and act entirely unbecoming of their station. Intent on both teaching you the powerful and even more impressive looking axiom powers of her noble heritage focusing on starlight and outer space as well as elevating you to the top of the world one way or another, something that despite her honestly rather bitchy nature she's actually quite good at. Also comes with her daughter, an owlish looking bird who is hoping you're a bit less weird than her father's 'new' lover; though far from realizing it yet she has the talent to match her father before her first rejuvenation.

Phantom Wingwoman (50): Many years ago a certain young Tret woman died, her life wasn't all that special up until this point other than perhaps being rather unimpressive compared to other girls her age (some human women might cough up blood if they heard that after seeing her) but when she died she didn't simply die. Her soul lingered on and managed to create a spectral body for her to inhabit using axiom, though unlike certain other races literally made of axiom Null can only banish her to return later instead of killing her; she's already dead after all. While she could solidify herself enough to interact with the world normally she prefers to fly around and through things as a ghost; even more so into people, as she can possess other women to indulge in ideas developed from her (self-described) mediocrity when she still fully lived. She's quite jealous of as well as enamored by other more impressive women, which is most women in her mind, and she likes to take over and enjoy their lives for herself for a while. Living out their lives and making a few changes here and there, which the 'victims' of her possession never notice as strange so long as she isn't *too* blatant about her deviations. She can perfectly assume the character of a woman she possesses and has access to many skills picked up via past hosts, even leaving behind changes in the women she controls after ending a possession. After meeting you her goals with this have gone in a rather predictable direction, taking over various women and hooking up with you from within their bodies and 'characters'. She's quite happy to take requests as far as what manner of changes you might like in her hosts but she's rather adamant about 'taking responsibility'; namely she wants to keep them as she leaves behind changes that invariably include powerful infatuation for you in any girl she possesses more than briefly, reflecting her own feelings. Hosts who realize they were overshadowed and altered tend to believe they're outright owed places within your harem as well, also likely a result of your ghost's feelings about keeping all her catches, but given the possible alterations and how marriage works in the wider galaxy that role can be quite flexible depending on the woman in question.

Referential Robotic Catgirls (50): Once upon a time there was a young feline looking woman with some advanced gauntlets and greaves that had various weapons and useful features, even a wide variety of costumes built in and a full power armor transformation. With these tools she went on an exciting adventure to solve some of the problems brought about by the rulers of her planet, a true heroic quest centered on the defeat of one of the elites who was introducing all manner of hardships onto small communities like her home town. In the end she succeeded, but the results weren't what she hoped for; the problems weren't without cause and stopping the measures her town was suffering under ultimately just made things worse. Since then she's tried to be a hero elsewhere; traveling around in her small personal starship looking for problems to solve, bounties to hunt, and other opportunities to just do good. Recently however two new entries into her life have caused some changes, one rather troublesome and one optimistic. Recently she has started to encounter a robotic girl, one oddly familiar to her, who seems dedicated to getting in her way and possessing abilities built into her body similar to what's granted by her own armor. Along the way she's recently come into contact with you; possibly as someone she wants to help out or you joined her on a job, but either way she's rather hopeful it can turn into something; though given there's something she wants that means her new rival obviously also needs to interfere.

Enlightened Natives (50): On a backwater world far enough from the Axiom lanes to be ignored lives a race of exceptionally tall blue skinned women, they have a vaguely feline appearance that doesn't quite line up with what you might expect from catgirls and live in primitive wilderness in spite of several attempts to uplift them. As a result of some. . . initial trespasses by some miners seeking their world's resources and several 'interesting' decisions by the natives themselves with even worse ones by outsiders trying to protect their way of life any hope of the blue kitties getting access to modern wonders like medicine, indoor plumbing, agriculture, or anything of the sort is just getting increasingly distant. This of course doesn't mean that none of them can appreciate a decent living standard, or modern weapons, but as a whole they very much insist on their simple primitive lifestyle; which is why the ones who do want such things have shacked up with you after or in order to get off that primitive rock of theirs. In numbers matching a decent size tribe joining you for reasons including a desire for advanced technology, an appreciation for the weapons they faced in battle against the mining company, and/or just an odd interest in the idea of being *taken* by a smaller but more advanced people you've got quite the bunch of girls here. While the most experience they have with technology more advanced than a bow or treehouse is the occasional gun snatched from the miners they remain expert warriors and once given actual training in the use of Axiom and decent equipment they would be phenomenal soldiers, especially in any jungle environments similar to their homeworld. Though they do seem to find being kept as trophies or pets rather appealing too, seeming rather taken with the prospect beyond just what you'd expect from such a role giving them access to air conditioning and a stable food source.

Subservient Rebellions (50): There are a wide variety of different species out there which seem very familiar to humans once encountered, this sizable group of two dozen beautiful multicolored women with fleshy head tails in place of hair are among them. As one of the examples for why it is common for different races to be identified by code rather than a common name their kind has many names most of which originating as or turning into a slur of one form or another, they're a species that's both popular and reviled for somewhat unorthodox reasons. You see these girls as well as their entire race have a fondness for being dominated, subjugated, and oppressed; ideally sexually and by a man but they're universally bisexual so a mistress is fine too, they'll also put up with a lot more of the 'normal' kind of slavery more readily then most. While this makes a great many look down upon them what makes others see them as a problem is that whenever they're not being kept down by someone else (and sometimes even when they are) they act like a bunch of rotten spoiled brats and/or (in human terms) mischievous housecats. Whether they're openly acting like massive subs, acting like brats (literally) seeking correction, or starting a revolt because of getting sick of the less 'fun' kinds of slavery going too far the tailheads are prone to being real troublesome wherever they go. They are however *extremely* hot (by the galactic standards), very good in bed, and your group of them in particular really want to serve you; they will make it weird though, it's their fetish after all, and they may start inventing reasons for you to punish them if it isn't happening often enough or need to be carefully managed if you don't want them deciding to demonstrate their position as your sex pets in public (though perhaps that wouldn't even seem strange, given the state of galactic society).

Arrangement (50): There are many places in the galaxy that take a man's position in life, planting lots of kids in lots of wives, quite seriously and in these regions of space any man who enters will be detained and arranged to be married until they have 100 wives. You now either have 100 new wives or 99 new sister wives and a husband. Each of these women has something to bring to the marriage from a practical standpoint, such as material wealth or useful skills, with everyone also being highly compatible with you and each other. The husband (assuming it's not you) is just fun, attractive, and good in bed; as that's all that's really expected of one here. None of these people are truly extraordinary but some of them might be talented enough to become so if they're given a chance to take advantage of said talents.

The God Empress of Humankind (100): Earth is positioned within Cruel Space, denying humanity access to the Axiom that empowers the rest of the galaxy, yet this mightn't always have been the case if certain theories are accurate. It's entirely possible that Earth has drifted outside of the big hub of Null at the center of the Axiom lanes or that it shifted a bit away from it during times over the course of history, something that might even explain myths of magic and gods. It would seem this idea holds true, this gorgeous fourteen-foot-tall beast of a woman is of human stock; having broken free of Earth during the dawn of Civilization and at present working to aid mankind from the shadows with far more subtlety than you'd think possible looking at her. She has kept an eye on humanity even from her lofty place in the wider galaxy and still places their advancement on a high priority; yes she is a fan of *that* tabletop setting, even if she is annoyed by how her favorite character gets unfairly treated from time to time. As for what she brings to the table she's nothing short of the absolute peak of power possible for a single individual Adept to possess; constantly enhancing herself to absurd levels and possessing such a vast repertoire of powers that she could do anything possible with Axiom, which is to say almost anything. The only beings mightier than her on an individual basis are the likes of the Dark Woods and other forces which were either not really people in the first place or can no longer really be called such. For all of this power however she remains human at heart, even more so than some of her ideas for transhumanism, and much of her superhuman abilities are the result of axiom powers she keeps active constantly; especially her obscene intelligence and charisma which can falter when she's annoyed or tired, which she'll reluctantly admit to causing some really poor decisions in the past. When her powers are knocked out by Null, or another Adept countering them (as hilariously unlikely as that is), the crafted ideal version of herself she wears dissolves rapidly; leaving behind a cute and very talented but at the end of the day normal human woman rather flustered at being temporarily kicked off her throne of incredible power, though fortunately until recently the only one who'd even stay conscious on such occasions has been her, perhaps meeting her in such a state is why she's taken such a strong interest in you. Or well. . . while she's much better at hiding it she's only a bit less thirsty than a majority of Galactic women, this definitely wasn't a factor in her nudging things toward humanity getting a path off earth earlier than her very long game plans originally intended.

Daughters of Duty and Honor (100): Created by their mother from her own flesh and the potent biological engineering she has mastered over the ages these superhuman women were made to be the pinnacle of mankind; guardians and shepherds to ensure the survival and even supremacy of humanity above all others in the universe. Standing over eight feet tall at the shortest and just past ten in most cases these women would be significantly superhuman even in Cruel Space with their perfectly crafted genetics, this however pales compared to the Axiom powered gifts woven into their bodies and minds by their mother. Each of them possesses power rivaling Apuk Battle Princesses along with minds that have fewer equals still, with different specialties to make them among the greatest masters of their roles within their mother's designs. An ideal administrator, expert of subterfuge, warden of highly dangerous relics, subtly unsubtle executioner, peerless artificer, a master of high-speed conflicts, the hammer of war, a perfect ideal to pursue, the great fortifier, and one more whose hazy role is yours to conceive. Each is a paragon whom would be all too easy to place on a pedestal far removed from mankind but at the end of the day each has the heart of a human, hearts that have come to attach to you to a degree just as exaggerated as their great strength and prowess. Unfortunately these women all have 'issues', their all-powerful mother is amazing at almost everything but one of the rare few exceptions is parenting; each has experienced what may be charitably described as an upbringing and really after dealing with her for as long as they have they wouldn't even be surprised to see similarities between themselves and the demigod warlords from their mother's favorite Earth media (assuming they haven't seen it already). If taken along with Below they might've gotten truly fed up with their mother but by default they're on mostly good, if persistently strained and exasperated terms with her; though what they consider petty inconsequential family drama is a lot more intense than what any more normal person might consider as such.

Daughters of Blazing Rebellion (100): Of course only half of Her daughters are so 'well adjusted' as those above and while still exceptional individuals still these are those whom greater mistakes were made with in their upbringings. While this group included relatively normal specialties such as the general, siegemaster, spy, perfectionist, propagandist, and space wizard it also included a tailor-made blunt instrument, chemical warfare specialist, and humanoid terror weapon; along side another hazy figure whose role is yours to define. Each of these daughters has had some sort of issue with their mother that has led them to drift away or outright oppose her, perhaps to the point of starting a war over the future of humanity; or at least that's how everyone involved may describe the over-the-top family squabble that results when everyone involved is a superhuman with stubborn overly dramatic personalities. It might be possible to bridge the gap between them and their mother but their feud is a bit more intense than a normal rebellious phase for girls with some issues with their mom, though that is essentially what it is beneath it all. If taken alongside Above they may still be on their mother's side, though in a rather strained fashion, but by default they're in the middle of a rather emotional rebellion. Might have something to do with seeing a few characters in their moms media collection that resembled. . . far from flattering male versions of themselves, that couldn't have been a fun thing to see as potential inspirations for themselves being created for annoyingly similar roles. A lot more edge on average than their sisters.

Armies and Honorguard (100): While not to the same extent as the Empress's true hand crafted daughters these women have been enhanced greatly; possessing bodies and minds which (much as in the case of the Daughters) are rugged enough to be superhuman when in Null and are even better with Axiom available to support them further, though they pale in comparison to the best of the Empress's creations. They are incredibly fine soldiers with exceptional weapons and armor that much like their own bodies function largely fine even with Null diminishing some features; a fondness for mundane rugged kinetic/explosives seems to transcend distance for humans, albeit with some significant refinement and quite a few axiom-based energy weapons too. You get 100 of these enhanced women as a sort of honor guard and personal force, though if certain options are taken alongside them you can get more. If taken alongside the **God Empress of Mankind** she will also have 100 of her own such soldiers, though they'll be of significantly higher quality overall at the expense of having abnormally little potential for (conscious) axiom use, and half that many minimally augmented adepts specialized almost entirely in suppressing other adepts. Each of her **Daughters** (if taken) will have their own force of 1000 of such amazonian soldiers, their daughters much as they are to the Empress. None of these soldiers, outside of your Honorguard, are under your command in theory but their leaders are very fond of you. Hardly a vast army but a serious force when you consider the quality of the troops and acumen of their leaders, but there's one other way to augment them. With **Naval Legion** and/or **Solar System** you can have your military entirely made up of these super soldiers; potentially led by the Empress and her Daughters, but the Empress's Golden Girls will be limited to a *mere* 10,000 at most (she likes that number).

Canon Companion (200): For 200 CP you may choose a single canon character to gain as a new companion, while they won't gain any CP they'll have any abilities and items they possess in the story. You may either start with an existing connection to them or meet them relatively soon into the jump with a guarantee that you'll hit it off together. Should you take anyone married (which is rather likely) you may also take their entire harem/household with you as well for this price as a package deal, it wouldn't do if you had to break up any happy centuples.

Dark Woods (400): In most of the galaxy men are little more than their value as husbands at best or sex toys at worst, for the Apuk however this isn't always true. On their homeworld of Serbow there is a living forest that eats fire; young men seeking to escape from unwanted partners, bad homes, or just looking for strength find their way to the forest and grow strong. Those who fully open themselves to the oldest and strongest thing on the planet can form a bond with the Woods and wield its power as their own. With easy teleportation, summoning powerful flame drinking plants to fight for them, controlling the terrain, and more it's no wonder that this power seeming to look like a fun gardening trick can tear through the legendary Apuk Battle Princesses like a lot of wet tissue paper. You are one such sorcerer and will retain this connection to the woods into future worlds, able to both summon the woods themselves and make other plant life into a part of them. Always remember you have a safe home to run to if you need one, woe unto any who seeks to drag you from the Woods; pity those who try to use heat and flame for even mass orbital strikes with weapons like lasers or plasma will likely just feed them.

Drawbacks:

Future Batch (+0): By default you start at the same time that the Dauntless arrives outside Cruel Space, there are other options however. You can instead start at the time of another batch of the humans leaving their horrifying Null heavy home, hopefully you aren't among the less competent spies sent to 'verify' the craziness reported by the first group. The biggest difference this will have is that humans will be better established upon your arrival, though that's a fairly quick affair and some still assume humans are somehow fake. This may be wise for a human starting with Axiom powers, as that might raise some questions otherwise and it isn't required that you be part of a later batch to start then. You may also extend your time here, to a degree chosen at the start.

Side Stories and Fan Works (+0): Quite a few other authors have taken a stab at adding their own bits of story and worldbuilding to this setting, you may choose whether things from any given ones are true for the world you're visiting or not, as long as it doesn't derail things completely or violate the basic rules governing the setting over all. You may also add in some ideas of your own such as new species or the like so long as it doesn't give you any advantages not covered included in what you've bought with the same rules, since there's a good chance pretty much any species you can think of exists somewhere in the form of a girl with outrageously impressive assets.

Axiom Headaches (+100): People experience the use of axiom differently; some find it pleasing, others feel it as a pressure that can become uncomfortable after enough usage, and then there's unlucky people like you who experience actual pain with any significant amount of active axiom use. You can still do minor things without any trouble and even when it starts to really hurt you could just power through it but becoming a proper adept will be grueling and the enjoyment you might otherwise have when exploring the amazing possibilities of Axiom will be colored by nasty headaches taking a great deal of the fun out of it.

Serialized Adventures (+100): Like many of the teams and individuals from the Dauntless you are now the protagonist in your own schlocky action serial, various adventures and weird situations not only await on your path but seem to outright seek you out at times. Avoiding or preemptively resolving some of these might be possible but stories must be told so the more you do such things the more aggressively the 'plot hooks' with smack you in the head. Regardless there shouldn't be much boredom in your life even if you'd like some at times; on the plus side adventures here will often come with gorgeous girls, fantastic technology, and actual magic! Though gorgeous girls can be found by just going outside, fantastic technology is literally everywhere, and classes on all sorts of space magic can be found with a quick online search so perhaps that isn't really as helpful as it might initially sound.

Null-ified (+100): One rather blatant advantage you might have here is obvious, if there's a simple way to shut down Axiom related powers and supertech then having the only source of non-Axiom based powers and supertech is an almost guaranteed victory. If you're willing to level the playing field for a little more wiggle room however all your out of context powers and equipment will be affected by Null much like the local Axiom based versions would be.

Obligatory Eye Candy (+100): While a man might come to this world thinking the women are all there to be ogled, and the women might like that idea, in reality the over-the-top proportions of most women in the galaxy are just normal to them. It's the men who are drooled over like slabs of meat, due to scarcity and the difference in the roles each sex fills out here. Regardless you're going to have some trouble with the world going out of its way to turn you into a show, with your frequent 'coincidences' and 'accidents' placing you in many compromising positions or states for the amusement and viewing pleasure of those around you. It could potentially help attract some cute girls but honestly you don't need any help with that here, more likely to drown in the female attention here. If you happen to be a woman. . . well this will still happen, with what humans may consider more traditional forms of fanservice, however even as a part of the wider galaxy you'll find this just as embarrassing as a human girl who *isn't* trying to flaunt her body at the time.

The Null-Maiden (+100): Perhaps the human resistance to Null isn't quite as unique as commonly believed, though perhaps the rumors of humans being null monsters comes from a source as well as unconvincing as it may be. This woman is rather odd by galactic standard, her pale somewhat haunting appearance could just be an unfamiliar race but her unusually emaciated form (though still fairly curvy by human standards) somehow makes her unsettling in a way human women do not when encountered. See this woman has the unfortunate 'talent' of creating bursts of Null in any situation where she's distressed or when she tries to manipulate any axiom at all; it's actually rather impressive how readily she can do it, though that's far from the first thing most would be inclined to think when meeting her. With an enhanced biology meant to stay standing even with Null and curves that don't leave her weighed down too much she might be considered a deeply effective anti-adept asset. Unfortunately she's a neurotic mess who often fires off unintended bursts of null that most species see as an very brutal crowd control method which also fucks any tech in the area, but whether you're a human who can withstand her outbursts or just someone who showed her some small kindness instead of treating her like a monster she's gotten hugely attached; having her around is going to cause an endless series or problems and she just refuses to leave you alone now. Additionally if taken with a certain other drawback you may now be very personally invested in her safety, possibly for the same reason she's so attached.

Subtlety is for the Weak (+100): There is a clear theme in this world, one of some rather over the top action heroes solving pretty much everything in over-the-top ways, often baffling those more used to things making some degree of sense. Perhaps due to going stir crazy in a less than healthy zero g environment over an extended period or just because you're like this you have a powerful aversion to taking the sane, reasonable, or subtle approach any time there's even a possibility to do things like the protagonist of an action movie. Going in guns blazing, dramatic showdowns for cementing your victory, exciting chases across a city, and even turning stealth operations into an over-the-top spectacle for you even if you're able to stomach it and there's nobody there to see the heist scene; you know since *life isn't actually supposed to be a movie*. In short the zanier acts that the humans off the Dauntless do to show off or because they need to are going to be plan A through C for you pretty much all the time, even when there are much simpler answers.

Obsession (+100): Somewhat of a common problem with alien men is that they get restless due to how sheltered and coddled the women around them make them feel. The obvious solution for such a problem is to actively seek out exiting and dangerous jobs or hobbies; spies, thieves, and black-market traders have an unusually high proportion of men despite their scarcity and how all the women want to keep them safe at home whenever possible. Regardless of whether you're a man or an alien you share this thrill-seeking attitude, eagerly seeking out dangerous and exciting adventures that any local wives you may have would strongly like to discourage. Do try not to get eaten by the bulletproof dinosaurs on your next safari, or caught spying on anyone important, or captured and sold into slavery by pirates.

I'm Sorry, I Have Autism (+100): While you're not truly socially inept your people skills are more a learned skill than something that comes naturally. This means you've got a tough time handling new social situations outside of what you've learned how to deal with, kind of a problem when a majority of what you've learned is centered on your own people in a galaxy so full of alien species that they're designated by alphanumeric codes rather than their common names. More intimate relationships in particular are largely outside your experience too, making you rather dense when it comes to romance. Try not to break some poor girl's heart when you completely miss her very blatant attempts at flirting with you, on the plus side learning to figure out these situations won't give you excessive trouble; though you'll probably keep finding new ones to get confused by for quite a long time, there are just so many peoples to meet after all.

Altered Form (+0/+200): You begin this jump waking up in a less than favorable situation, and in a body that you're not familiar with as well. Due to being altered via experimentation or a mental copy being downloaded into a new body you are no longer the same species you (or your mind template) were originally born as. While the instincts of your new race are present you'll have no experience in using their abilities or even just moving around in the strange body, causing a drop in a lot of what you can do until you adjust. To make this worse you're surrounded by those who consider you an asset under their control rather than your own person, you could and probably should escape but your new body will be a hindrance and while not especially powerful the ones holding you do have guards and will want to reclaim you if you succeed. Taking this removes the origin restriction on your species and either gives you +200 CP or lets you choose one of the more potent species for free. This stacks if taken with Bad Start, both increasing the capabilities of your captors and leaving you in a trickier location to get home from even after escaping them.

Stranded (+200): Rather than somewhere nice and/or safe such as the Dauntless, your own ship, a nice apartment on your homeworld, etc. you're instead stuck on a world that has been reduced to feudal tech levels and has lost the secrets of immortality. Scattered around this world the tools for escaping back to civilization or establishing contact to call for help do exist, however they're often in the hands of rather 'difficult' people who don't actually know how to make use of them in such a productive way. Speaking of difficult people it seems that this world is also a huge mess of conflicting factions, bad ideas, and weird cultists in control of something vital enough for pretty much everyone to need to pay attention to their nonsense.

Conspiracy Magnet (+200): There are a lot of really daft conspiracies going on in the core regions of galactic politics for everything from changing the font of official announcements to proving all those "new aliens from Cruel Space" are just Trets doing a publicity stunt to killing off those horrid abominations before they spread Null across the galaxy. They can get really stupid, paranoid, and stupidly paranoid. Such conspiracies tend to find their way to you and cause no end of trouble, a slow day might see a few people dropping messages for you to pass along after you accidentally give them the code phrase/gesture they were waiting for while a fast one will lead to some more belligerent conspiracy group sending a hit squad after you complete with adepts for some insane reason or another.

Excessively Aggressive Thirst (+200): Women in this world tend to be. . . overly enthusiastic for a chance at a man but even so kidnapping, rape, blackmail, and other such underhanded methods for snatching up a man aren't everyday occurrences. For most guys at least. You have the worst luck when it comes to encountering the most desperate and unscrupulous of thots, each thinking that forcing their way into your pants or snatching you up by one means or another is the simple obvious solution to their desires. Normally this will just be dumb opportunistic bitches but every so often a more capable and prepared woman is going to make more a troublesome and forceful attempt on your pants, even if you'd be open to random flings these girls will be making a major nuisance of themselves. Perhaps some 'correction' is warranted, though they'd likely consider it a win and letting it get out that you treat quality attempts as a marriage interview wouldn't be a wise idea for obvious reasons. If you're a woman. . . well sapphic interests are far from rare given the demographics here and they might just target your husband for their antics instead.

Coddled (+200): Remember that thing about men being coddled and kept safely stuck at home with their wives fussing over them? Well regardless of whether or not you're a man you've got a problem with overprotective busybodies intruding on your life, for a guy this is probably a bunch of your less reasonable wives insisting you never leave home without several of them, rarely do so at all, and generally keeping you from anything that could be in any way dangerous which will unfortunately include a lot of what you find fun. As a woman this might be a rare male soldier to be your bodyguard, and unfortunately never give you the time of day while also being a horribly invasive protector akin to what your male sibling might've described in a 'horrible exaggeration' of how the rest of the family treated him. In either case you're dealing with an invasive guardian who cares not one whit how little of a threat there is to your safety and insists on being a massive pain in the ass about it. If taken with **Obsession** you will likely be in a literal arms race over trying to hide your activities and/or escape to have some actual fun.

Pirate Problems (+200): Given the prevalence of weapons in this galaxy you may not be surprised that there are quite a few pirates running around, you however seem to encounter them pretty almost regularly. Ships you ride will get accosted by pirates, worlds in the boonies will be attacked by pirate raids, and even on more developed/defended worlds you'll find pirates to go after you specifically if they can't go after the planet or city. Pretty much wherever you go you'll have some pirates to deal with; some can be talked to, others will be just the worst kind of trouble.

Relationship Trouble (+200): Between women being unable to find a good (or any) match to men stuck in unwanted arranged or arraignment marriages relationship troubles are far from unusual here and it seems you have found yourself stuck with some in perpetuity. For the entirety of your time in this world it will seem that you can never find yourself in a healthy peaceful relationship, as events will always conspire to have drama and difficulties rear up that make things difficult or hurt someone's feelings. You could potentially avoid relationships but such avoidance will simply become the source for the troubles, you're just going to have to deal with drama.

Protective (+200): There is someone special to you, someone who you feel is in constant danger for one reason or another regardless of if it's true or not. Perhaps you're a bodyguard who both cares for their charge and takes the job far too seriously or more commonly the wife, mother, or sister of some man you're oppressively protective of. Regardless you'll find your protectiveness is a fair few shades beyond reasonable and cause constant friction between you and your charge who won't really appreciate your protection unless it is or recently was very needed. It will often be needed however, as your charge will find themselves quite danger prone and attract trouble you'll need to be dealing with rather often.

Da Gurlz Is Da Biggest and Da Bestest (+200): The sheer prevalence of the standard galactic body shape can get a bit weird sometimes, as curves and huge tracks of land are present even on the sorts of species that don't reproduce sexually; perhaps they just want to fit in or just want in on the fun? But you've managed to catch the attention of a group that's a bit special even by those standards, these weird partly fungus-based women often calling themselves Da Orks or Da Gurlz are an eclectic bunch to say the least and it seems that a warboss leading a group of these crazy green thugs has attached herself to you. They hold size and strength over pretty much everything and are pretty much always looking for a fight, it's all in good fun to them but rarely so to anyone else forced to deal with a bunch of rowdy bitches. Things are real simple for them, da boss wants ya and she's gonna take ya; if she wins you're hers and will get shared with the rest of da gurlz, if you win then yer da new boss and they'll serve ya (whether you want them to or not) until some other gurl (or just the old boss again, she'd a persistent git) can beat ya and it goes back to where it'd be if you'd lost. You might think that these gurlz are more trouble than they're worth, and in all likelihood you'd be right, but it's damn near impossible to get rid of them. Da gurlz reproduce by spores and it seems like even if you blow one's head off another gurl just like her will be back not too long after, even if you completely wiped out the warband one would just show up again and then she'll turn into the whole group again. Fortunately they're slower in growing the size of the 'clan' but the bigger and stronger the boss is the more gurlz will be in the warband, orks keep getting bigger and stronger each time they win a fight. Supposedly the original form of their race was even more prolific and presented a risk to the entire galaxy, but that was a long time ago far before your band of hooligans would care to know about. If you can put up with them and defeat the boss in a final fight at the end of your time here you can bring them with you as a new group of companions or followers, the entire clan fully committed to ya from then on. Just don't expect them to start respecting any of your other girlies who can't fight, or stop bothering the ones who can for more fights; they're still da gurlz even if d'er your gurlz.

Bad Start (+300): While previously your starting point in this universe might've been an optimistic thing you've got a fair bit of control over you now begin the jump somewhere decidedly less fun for you. As a human you are almost certainly in a cage within a slaver ship that escaped the initial attack on the Dauntless off to be sold, tortured, and/or put to work depending on how valuable your captors think you to be. An alien will likely be either a drugged up sex slave used to keep the women imprinted on you in line as the more menial type of slave or the reverse. Needless to say this has left some pretty nasty scars both physical and mental already and there will be quite the fallout to the situation even if you manage to get out of it.

Bonechewer (+300): Perhaps not Brin'Char himself but someone very similar has decided he has an irreconcilable grudge against you, Apuk sorcerers are known for coming out of the Woods in blind rampages to tear apart whatever pissed them off but this one has let their anger run cold and thus intends to plan out their revenge carefully. A dozen Battle Princesses would have around zero chance against him and that's only if he's in a mindless rage. When he finds you, and he will, you'd best be prepared, the horror movie franchise inspired by Bonechewer's rampage can't truly convey the sheer cruelty and malice he had for his brother's murderers. Whatever happened to piss this guy off this badly he won't be calming down until you've died a heinously awful death with your skull mounted somewhere as a trophy, even then he still won't let it go but he may feel slightly better afterwards.

Knifetop (+300): Through the use of some extremely illegal implants shoved into your brain you are under the control of some unsavory people and don't even know it. At their command you'll switch to an alternate personally loyal to them which will be doing things you'd find more than a little objectionable if you were aware of it. You aren't however, you know nothing about what all your other self does in the service of whatever gang has you under their thumb. Assuming being used as a tool by criminals doesn't get you killed you'll start to have dreams, horrifying traumatic dreams of yourself doing things that make your stomach turn. If you don't deal with this you'll be a broken shell of yourself by the time you leave this jump; you'll need to figure out that all this is happening first though, as you won't remember taking this drawback.

Designated Villian (+300): Many of the events surrounding the Humans coming from Cruel Space read like shlocky adventure stories with an extra helping of horny women added in, naturally the heroes overcome all odds to defeat their enemies while looking so cool that an outside viewer might think it wraps all the way back around to being dumb. You aren't one of the heroes, instead you find yourself embroiled in such stories with the role of a villain destined to lose. At times you are going to find yourself up against over-the-top action heroes possessing implausible skills and no small amount of plot armor, when facing them you'll in turn enjoy unusual complications along with a fair bit of plot induced incompetence making their job even easier. This is not impossible to overcome and regardless as a potential 'recurring villain' for the destined victors you won't be forcibly steered into a proper dead end if (when) you lose but you might want to get ready to be dealing with some rather ridiculous bullshit from assholes right out of a propaganda movie.

Enemy Empire (+300): Not actually a large space faring enemy nation, though in a way that might easier to deal with head on, rather you've found yourself on the to do list of a powerful criminal organization with far reaching influence and great resources. Whoever is at the top of this group will be consistently sending people after you, from bounty hunters to pirates all looking to kill or worse capture you for exceedingly unpleasant reasons. Your true enemy behind all of this trouble will be behind many layers of patsies and middlemen to work through before you can even find the source of the issue. When it comes to actually doing the work of handling this problem you're going to find that any backing you might have to help solve this problem will invariably default to putting you on the front lines of working this shit out despite being the main target; even if you're able to avoid that without your direct involvement it seems no real progress will get made as if it was a story where only the hero can be allowed to defeat the villain.

Into a Cruel Universe (+300): Perhaps this universe is just as hostile to outside powers as Earth is to Axiom but it would seem that all of your powers and equipment from beyond this jump don't work here. Mundane skills and equipment will function just fine but magic (even other flavors of space magic) will simply cease to function in this universe, limiting you to Axiom based powers in this world; certainly you can manage as a mere space wizard no? Incompatible with **Null-ified**.

Devouring Swarm (+300): Out there in the dark there're all manner of dangerous creatures, being shaped like gorgeous women make many of them feel less threatening but they aren't all like that and those who are won't always be less dangerous because of it; the Swarm is a powerful example of this. The majority of the creatures making up the swarm are simply beasts, and beasts have no need for the luxurious forms shared by most of the galaxy; they're savage things which merely attack or hide like animals unless ordered by the higher lifeforms within their swarm. The proper warriors who guide the hoards of beasts, the proper stealth troops or living axiom artillery, the high leadership with the Queen alongside her Tyrants, and other vital personnel which require some intelligent thoughts are insectoid women shaped just how you'd expect in this universe; yet while theoretically possible to 'domesticate' them that will be extremely difficult, unless you go right to the top or break them away from the same hive mind that allows them to command lesser swarm creatures as if they were organized troops instead of crazed beasts. The Swarm will attack your starting location soon after you arrive, the queen will suppress axiom to weaken any adepts present to resist and restrict those who might call for help or flee via FTL travel. This force will be devastating even to extremely well defended worlds and apocalyptic to most others, should the queen on her organic flagship survive she will only return for you again even if you defeat her, but if you can get through all her armies and ships to threaten her personally. . . well she's remarkably 'tamable' which would carry down to the rest of the swarm via the hive mind.

Upon the conclusion of your decade here your Drawbacks end and a choice arises:

Stay Here

Go Home

Move On

Notes:

Axiom can be taught to people in future settings, those you teach can then teach others, and the ones they teach can introduce yet more people to it. This can quickly spread a remarkably strong magic system across entire settings, with all the benefits (cool magitech and space magic) and all the drawbacks (crazy serial killers wiping out entire population centers for fun) so be cautious about doing so. Simply teach them to sense the Axiom energy and then as much or as little about how to use it as you wish, if you don't want your students to hurt themselves you should at least tell them the basics on how to make themselves physically stronger (DON'T try to make just part of your body stronger, that's a bad idea).

You may want to import any alien companions as humans in future jumps, especially if you want to enjoy a meal together. Human spices, and by extension most of those in other settings, would seriously poison if not outright kill them as they are now. It was mostly due to shock and stupidity but at least one alien has died from eating a somewhat spicy pepper. Axiom Enhancement would also do the job but this is probably the best way to deal with that if you don't have that perk.

Some of the more notable species:

Humans are from Cruel Space and thus have an innate immunity to Null, their biology simply not requiring Axiom to function in the first place. This also means their bodies don't possess any kind of innate abilities brought about by Axiom or take proper advantage of it to improve their physical health, fitness, or appearance. They possess far greater resistance to many chemical substances than other species often spicing their food with what other species would consider weapons, any attempt to poison them without accounting for this is ineffectual. Due to not having any contact with Axiom prior to leaving Cruel Space it stands out to them more strongly, making some parts of active Axiom use easier as long as they start learning relatively fast after leaving the Null heavy region they call home.

Apuk is Koopa and Serbow is Bowser, they are Bowsette the species. They're somewhat excessive in their Axiom abilities, jumping kilometers in a single bound between reinforced platforms is an effective mode of transport for them, since it keeps them from tearing up the ground with their axiom empowered legs while telling them how far to jump and in what direction. Fire breathing is a potent "natural" weapon for them as well with different colors of flame denoting increasingly powerful flames. They also often change their physical builds considerably using Axiom, Apuk can be dainty waifs or towering muscular titans, the former are often seen more favorably as it shows confidence that they don't need to show off their strength so blatantly.

Lopen are a canine like species that often walks on all fours, doing this often disguises their bulk only revealing the fact that they're one of the larger species in the galaxy when they stand upright to properly compare to others. They tend to make effective leaders but are also prone to making use of intimidation when upset to get their way on things. Their loping gait on all four limbs makes them very fast despite their size and are naturally predatory pack hunters which informs a great deal about their attitude and cultural behavior.

Dzedin are one of the more lethal species; not needing any sort of military due to their armored bodies, axiom enhanced tail blades, and instinctive pack behavior. Look like sexy versions of the Xenomorphs from Alien, were actually among those who discovered humanity in Cruel Space in an attempt to map it out from a distance. The mental probes involved left impressions which are responsible for both the Aliens franchise and the oddly sexual depictions H.R. Geiger had for said creatures. They keep crustations akin to facehuggers as pets which are the basis for that stage of the Xenomorph lifecycle, actually rather friendly and not at all prone to implanting chest bursters into anyone.

Yauya, another part of the project to map out Cruel Space, are essentially the Predators from the movies. Except they're again really hot just like everyone else outside of Cruel Space. They've got axiom fueled stealth abilities and are extremely dedicated to finishing any task they start out on, they've also got a culture of play hunting their partners. If it ended in sex rather than a fight scene the Predator movies would be their idea of gay porn as a result of this.

Cannidor are a species that appears to be akin to a mix between a shark and a lion, their digestion is considered among the most robust in the galaxy, they are even able to eat and enjoy human food though it's still a bit painful for them. Their strange axiom infused fur lets them simply take plasma weapons without too much of a problem, have rows of razor sharp teeth behind their full lips, and average 8 feet tall with 10 feet being entirely feasible. Can be rather intimidating if you couldn't tell, being one of the more combat capable species aside from those who are essentially powerful adepts by default like Apuk.

Rabbi are four armed rabbit girls with astonishing reflexes, would look like extremely busty bunny girl cosplay if not for the extra limbs. Often found in the service industry as four armed girls with good reflexes can carry a lot of plates and in the military since four armed girls with good reflexes can maneuver very well while carrying lots of guns.

Trets are extremely similar to humans and much of the galaxy assumes humans are just a group of Trets who piled all their men into one ship and began a huge prank about people actually living in Cruel Space for some strange reason. Aside from their women having the usual proportions of life outside Cruel Space, collapsing in Null like everyone else, not sweating, and spicy food being torture for them they'd be pretty much the same as humans.

Feli are catgirls, they have excellent senses and make excellent ambush predators or mechanics thanks to their patience and attention to detail. They also tend to be rather lazy, because they're basically humanoid cats.

Pavorus are an extremely vain race of peacock harpy women, tend to justify their arrogance with their flight and ability to turn their feathers into blades with axiom (as if most species don't have some such axiom based advantage). The Stella expy is likely some manner of subspecies or cousin to this race, though likely an even more arrogant one unless that's just her.

Panseros are essentially a panther version of Lopen, having similar ambush predator traits to the Feli who they're related to but also being quite and prone to only showing significant emotion in times when their feelings burst out. Much like how they sit their quietly before a sudden pounce.

Erumenta, look like humans or trets with elemental features and can control the element they're embodying as an innate axiom power. The Korra expy lacks any defined elemental traits, due to being many elements mixed together because of how and why she came to be.

Alfar are space elves, they have the longest natural lifespans (though this means little when there is a commonly availible method to revert to your youth) and are essentially all Adepts due to an increased talent for manipulating Axiom.

Agela are big minotaur women whose axiom infused horns make for strong natural weapons that can penetrate starship armor, often compared to Cannidors though they tend to be much calmer than the furry sharks despite no real rivalry between them.

Gravia are living mathematics supposedly proving the ideals of the Gravid faith; namely that joy, sex, and love are objectively important. They shift between looking weird with too many straight lines and outrageously exaggerated bimbos who make the typical galactic woman seem modest by comparison. They are also extremely intelligent despite acting like bimbos and talking like the dumbest sounding valley girls you've ever met.

You may import items you already have into items of a similar type, you may combine or import existing properties with ones purchased here as well.

"Inactive" companions may remain on any properties you purchase should you wish them to, the inhabitants persist between jumps and may be imported as companions. Yes, you can get others to form a connection with the Woods if you take them as a companion if you want to make more Sorcerers. Hopefully your path is better than angry man nursing grudges comes out of the Woods in a rampage until a team of Battle Princesses take them down and the survivors marry him. The Apuk see this as a romantic ideal but they also live in a feudal society at the brink of war with itself constantly and see no problems with this arrangement. As the offshoot following you to future jumps is a Companion the Woods will favor you over others you introduce to them, so there's at least one person with a realistic chance of making new sorcerers calm the fuck down without entire teams of living WMDs acting as glorified speedbumps. Souldrinker will keep his connection to the Woods but this will not be sharable in future worlds if you don't take the Dark Woods themselves.

If you take both Axiom Enhancement and Aesthetic Conformity you can make the former breed true just like changes made with the latter, you probably want to if you're using the galactic body standards as part of the changes you spread.

Yes, the 20th Daughter(s) are actually twins; so the Rebellious ones do have an 11th member unlike the 'Loyalists', they will probably have some fun with this fact, especially before you figure it out if you somehow don't know how the Alpha Legion works.

Axiom Enhancement with the Altered Form drawback may result in you being a hybrid of human and whatever other species you chose for that drawback, akin to the alien kids of the first human soldiers who were born with all those extra organs and biological complexity specific to the crazy monkeys from within cruel space. Being created by your own mental template who treats you as an experimental test subject for that power is definitely a possibility with this drawback. There is no 'real' downside to gaining the Axiom Enhancement, while humans will feel weaker in Null this is just the loss of the extra axiom provided strength.

Buying a ship with the Stranded drawback doesn't instantly resolve it, your ship will start out somewhere more sensible than you do.

Yes, if you take Stranded, Altered Form, and Bad Start you find yourself the test subject/custom made slave of a band of particularly shady pirates using a feudal world as their playground. You'll probably need to liberate the entire world and take on a small pirate empire to escape, with the pirates being the only ones with real weapons.

Cosplay Expy's powers must be things that are actually possible for a powerful adept to obtain with Axiom, though it may include equipment (also Axiom based). This is a really high bar but there are limits and Null will shut her down just like it does pretty much anything else found in this setting.

The God Empress of Humankind is exactly the sort of person who'd react to a major disaster with the idea that she should just take over and run everything herself, depending on how you feel on this subject you might want to point out that being able to do something doesn't mean it's a good idea; especially if she's leaving with you at the end of each jump and her planned empire is built on her being there as the keystone to making it work properly. Additionally parenting is just the sort of situation to get her tired and annoyed enough for her axiom boosted brains and charm to short out, so that could be important to keep in mind for reasons that should be obvious.

Da Gurlz get around in a ramshackle ship built and maintained by their head mek gurl, she doesn't really know why it works and only barely knows how it works. The ship is even more dependent on axiom than most vessels in the galaxy as if not for the space magic worked into it while she's building and upgrading it neither the ship nor the many guns bolted onto it would work at all.

Changelog: 1.1

Added OC companions

Reworded a few things to keep formatting clean after fixing typos

Fixed some typos.

Added Loose Leash Protocols perk.

Added drawback based on Jasper.

Changed Basic Uplift Package slightly.

Changelog: 1.2

New Perk

New Items

New OC companions

New drawbacks

Upgraded canon companion option

Scattered grammar fixes

Increased companion stipend

Changelog 1.3

Lost to autism.

Changelog 1.4

Fixed *further* typos and font mismatch issues.

Change to how Axiom is shared/spread.

New companions

New perks

New items

New Drawbacks.

Other small stuff.