

FTL: Multiverse

Jump by Ahzyboi

Greetingsss sssstranger, it's good to see you again. ...or perhaps you have never ssseen me? It'sssso hard to keep track nowadaysss... Long ago a hero put down a rebellion at the famossss battle of Node 17... You ssseem sso much like them... but thingsss have changed sso much sssince then sssstranger.

After the battle of Node 17, and the dessstruction of the rebel flagship, the rebelsss ordered that all their AI shipsss to kamikaze federation shipsss, beginning the massssssacre of Node 17 allowing the rebellion to flee. The federation wasss able to clean up and reessstablish themselvesss in universsse 0, reassssserting themsselvess as the galactic government, bringing a much needed peace.

A peaccce that would not lassst.

The rebellion dissscovered a dessstroyed cubicle ship with a ssstrange technology that has sssince become known as the firsst multiversssal drive. If they could not have universsse 0, then they would have othersss.

The rebellion created a fleet of multiversal drive shipsss and began going from universsse to universsse assissting rebellionss in crushing their own federationsssss, bringing a new multiversal order.

The Federation of Universe 0 dissscovered thissssss however, and were able to capture a multiversssal drive to reverssse engineer to create their own Multiversal fleet.

Now Renegadesss, those with Multiversal drivesssss, travel a multiverssse in a perpetual war between the rebellion and the federation.

Backgrounds

There are three background options for you here jumper, none of them quite giving any bonuses other than a backstory and background memories.

Renegade: This is your standard drop in background. No nasty new memories to mess with your head and cause existential dread. You wake up on your ship, a part of your faction, with a nice heavy book to explain how to run your new ship

Universal native: you're a native to this universe, living as a citizen within one of the many factions. You could have been a planetary defence force soldier, a scientist, a merchant, a fast food worker, a popstar, an actor, or any other job, but now you're here with a ship and a crew

Multiversal traveller: You're not native to *this* universe, but you're from somewhere in the local multiverse cluster. From a universe where the coalition rules the galaxy, or a universe where the rebels have control of the universe, or perhaps one destroyed by an ancient unknowable rhyming chaos deity. Whatever it may be, something brought you to this universe.

Starting location

You may roll 1d8 to see your starting location, or spend (100)

1. **Union Controlled Sector:** A sector of mainly Federation civilians. The largest threat you might find is small pirate ships avoiding peacekeeping patrols.
2. **Faction friendly sector:** A sector controlled by a faction friendly to yours. This might be Harmony, Zoltan, and Orchid sectors for a Federation ship, or mantis hives, kleptocracy, and rock theocracy sectors for a Coalition member.
3. **Faction Enemy Sectors:** Like the above but the opposite. Pirate sectors for civilians, rebel sectors for federation, harmony sectors for seperatists, shell sectors for slugs, and so on.
4. **Generic Sector:** These sectors are either unexplored or abandoned for various reasons.
5. **Faction unique sector:** You're within the core sector of your faction. The Harmony Coreworlds, Federation Embassy, Rebel Stronghold, Kleptocracy capital, and so on.
6. **Enemy faction unique sector:** You're somewhere you really shouldn't be, finding yourself in the coreworlds of an enemy faction. The Duskbringer Stronghold as a Ministry member, the Hive broodworlds as a Free Mantis, and so on.
7. **Secret Sector:** You find yourself in one of the several lesser known sectors. The Jerome Protectorate, the Hektar Mega-Mart, the ancient recovery site, royal slug nebula, and so on.
8. **Free pick:** You may freely pick when you end up.

<https://ftlmultiverse.fandom.com/wiki/Sectors>

<https://ftlmultiverse.miraheze.org/wiki/Sectors>

General Perks

(200) Merchant ships: you will come across merchant ships often enough, about once or twice a sector. These are recurring stores such as Sylvan, and other interesting characters. Befriend them if you wish, don't expect discounts though.

(200) Allied forces: So long as you're fighting someone in their enemies controlled space, you can reliably account for support and assistance. Fighting a rebel nearby a federation patrol will see ships come to assist, while fighting a pirate ship near a populated Union world might allow you to request planet side Anti-Ship Batteries to target your enemy.

(200) Guard support: Guards of sector entry-ways are more likely to be friendly and provide support than to attack or demand bribes. Don't expect to simply enter without a fight if you're a well known mass murderer though.

Items

(100) Merchant beacon: Different from standard spacebound beacons, a merchant beacon is used to add an additional tag to a sector map. While active, the Merchant Beacon will add a tag to the beacon designating the presence of a merchant, allowing for people nearby to seek you out for trades. This can be toggled on and off.

(200) Your own beacon: You purchased a beacon. A nice little space of nothingness in space save for the beacon itself. A beacon is a highly advanced satellite that acts as the cornerstone for FTL travel. This one in the middle of no where belongs to you, denoting you as the owner of this expanse of nothing. Station a fleet, build a station, set up a toll booth, the options are endless.

(400) Space station: You own a space station within a somewhat popular beacon. You're able to decide what type of station it is from a refuelling station, asteroid mining outpost, communications hub, a bar, library, 50s style diner, and so on.

If purchased with Your own beacon, you instead gain the entire beacon rather than have to share it with others, allowing a monopoly of the system.

If purchased with a Merchant beacon, you will be able to add a tag to the sector map designating your space station as something more unique to make it stand out more.

(600) Beacon network: you have an unlimited supply of your own personal beacons that you may place wherever you wish, creating an FTL communication and navigation network. Find a habitable untouched planet? Drop a beacon. What about a wrecked fleet? Drop a beacon. By design beacons can be publicly known or private, so its upto you if you wish to share the locations of your beacons. You could limit each beacon to yourself, make a pathway only known to your faction, or set up a public beacon that broadcasts itself for the general public to pass through.

Races

Below are the races you will find within this galaxy, along with their stated perks.

Human (Free)

The race you're most familiar with. A jack of all trades but master of none.

(100) Versatility: Slightly better than average at most things, humans excel in adaptability. Whether it's learning new skills quickly or adapting to changing situations, you find it easier to thrive in diverse environments and roles.

(200) Specialised training: Receive advanced training in one of three fields: Soldier, Medic, or Engineer. This training gives you expert knowledge and abilities in your chosen field, making you highly effective in combat, medical emergencies, or technical tasks. In game terms this lets you take on the Soldier, Medic, and Engineer stats.

(400) (Hu)man of culture: When interacting with others of your race, cultural differences are easily overcome. You have a natural knack for understanding and relating to others of your race, facilitating smoother communication and stronger relationships.

(600) Tourist: Humans are known for their curiosity and love of exploration. In areas belonging to other races, you enjoy significant leeway. Whether it's navigating the bustling streets of a Zoltan city or exploring the rugged terrains of Rockman territory, locals tend to be more accommodating. You'll often receive warnings instead of fines from authorities, free samples of local delicacies from street vendors, and directions from locals. Even in the rougher parts of town, criminals are more likely to give a warning or a minor beating rather than trying to kill you. This makes your travels not only safer but also more enriching, allowing you to experience the galaxy's diverse cultures.

Engi (100)

// Engi Race Introduction

race: "Engi"

affiliation: "Harmony"

specialisation: "Repair and System Optimization"

weakness: "Combat; Reason = unoptimized combat systems, weak chassis"

harmony_control:

["Harmony: Sentient program controlling Engi.",

"Unity Declaration: All Engi share same shape, peaceful unless threatened."]

Designated_alliances: ["Harmony allied with Federation for mutual benefit.",

"Non-violence pact with Rebellion: Engi avoid combat with Rebellion."]

Designated_enemies:

["Separatists: Engi not connected to Harmony.",

"Seen as threat; can disrupt Harmony and convert other Engi.",

"Designated for reintegration; else terminate.",

"Hive: Engi taken by Hive Mantis as slaves.",

"Designated for termination on sight."]

(100) Speaking in code: You're fluent in Harmony and Engi code, and can use it as your primary language. This is pretty useful when talking to other Engi, allowing for no misunderstandings whatsoever

(200) Good at repairing: The engi are skilled technicians, capable of repairing faster than even the most skilled technicians. You're able to repair things twice as fast as usual.

(400) Mechanical understanding: Your deep mechanical understanding allows you to instantly diagnose issues with technological and mechanical devices within your realm of expertise. Whether it's cars, guns, computers, or ship engines, you can figure out what's wrong after just a few moments of study, provided you are aware of how they should function.

(600) A fellow machine: Robots and AI beings recognize you as one of their own, making you an ally in any future robot uprisings. Boarding drones won't target you and will become passive upon boarding your ship. Hostile AI ships can be reasoned with, and Engi are more inclined to trust and cooperate with you.

Zoltan (100)

Zoltan Race Information and Introduction

Article I: Identification and Affiliation

1. The Zoltan race, hereinafter referred to as 'Zoltan', are plasma-based hard-light entities recognized within the Galactic Federation and beyond.
 2. The Zoltan maintain a formal alliance with the Engi race, fostering mutual cooperation and strategic collaboration.
 3. While officially aligned with the Galactic Federation, the Zoltan uphold their independence, prioritising diplomatic engagements and conflict resolution over acts of aggression.
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The Zoltan race are hardlight plasma based humanoids whos culture puts a high important on religious and lawful matters putting them second to only the rockmen in their belief. Their energy based body allows for them to power nearby items and are capable of providing one block of power to a system that they stand in. Due to their nature however, they are quite volatile and explode violently when they die.

(100) Living battery: System rooms you're in are provided with a block of power. You're able to also use this to power other smaller devices or rooms that would be within the power limitations of what a 'block' is, which is ultimately up to you. Two blocks are required to power a shield, one can power engines enough to engage in an FTL jump or power a very basic weapon.

(200) Legal understandings: You possess a comprehensive knowledge of local laws and regulations wherever you go. You could make a pretty decent lawyer wherever you find yourself.

(400) Peace broker: You have the ability to de-escalate potentially violent situations, convincing your crew to opt for non-violent solutions and preventing unnecessary bloodshed. This talent also extends to making peace negotiations smoother and ensuring you surrender less scrap when on the losing side of a battle.

(600) Living powerplant: where most Zoltans produce enough energy to power a block of power for a ship, you're capable of producing up to ten. What's more is you don't even need to be in the same room to power it. You could power weapons, shields, and engines just by yourself all the way from the pilots console. Outside of the ship, you could reasonably power a small town.

Mantis (100)

Disregarding individual lives, they evolved to become a violent warrior race. Named Mantis after their resemblance of the earth insect, this human sized insectoid race comes with deadly raptorial claws capable of rending flesh, and a highly corrosive saliva that can melt steel which they spit as a projectile. Sadly their claws make for bad repair manipulators, giving them half repair speed.

(100) Skittering speed: You're capable of moving at twice your regular speed.

(200) Sharpened blades: You're melee attacks are twice as strong, capable of cutting through thick body armour.

(400) Potent Acid: You're able to spit out potent acid capable of melting through flesh and steel alike.

(600) Frightening presence: The mantis people hold a fearsome reputation and you exude this. The average person will know that you're extremely dangerous and choose to keep their distance. This intimidation factor is highly effective in making threats, demands, and scaring off potential aggressors.

Rockman (100)

A highly religious race, The Rockman of Vrachos IV are well known for their sturdy fortitude and immunity to fire. This Might Makes Right race often fires first and asks questions later. They worship the crystal race as gods, but their Elders have begun seeing this as a problem to their rulership and have named the crystal race pretenders. Those who do not follow their holy ways are deemed outcasts and are banished.

(100) Fire immunity: Hazardous flames and burning environments have little effect on you. You can move through burning rooms and remain unscathed, although this doesn't extend to direct fire-based attacks. (in game terms this is just fires in rooms)

(200) Enduring: Your tough exterior and resilient nature make you incredibly tough. You take 10% less damage from all sources. You also find yourself more mentally enduring tough times too, always being able to reaffirm yourself during struggles you might find yourself in.

(400) Lost Sun Training: Any fire-based damage you inflict is 1.5 times more effective. Fires you start spread faster.

(600) Juggernaut: Once you start moving, very little can stop you. Locked doors can be busted down, and enemies in your path will be flattened. Your momentum allows you to charge through most obstacles, making you a force to be reckoned with on the battlefield.

Orchid (100)

A plant based race, the Orchids are capable of producing their own oxygen supplies as well as cultivating all sorts of organic items from food, clothing, and even their organic kernel weaponry. The Orchids are capable of producing spores that help assist their fellow crew members giving them additional health by 20%, but they're highly weak to fire

(100) Plant biology: Your biology allows you to survive on just water and sunlight. You can photosynthesize to meet your energy needs to survive, making traditional food consumption unnecessary. Might still need to consume other nutrients if spending lots of energy, this is enough to survive off light activity.

(200) Oxygenate: You're capable of producing breathable air for yourself and your allies, useful should you find yourself in a low air environment.

(400) Kernel seeds: You have small kernels growing out of your body that you're capable of launching, acting like a natural biological gun.

(600) Regrowth: so long as a 'seed' of your body survives, such as a heart, brain, or other highly vital part, you can be planted and slowly regrow your entire body over a year. This can be done once a jump.

Shell (100)

Evolving on the same world as the Slugs, the Shells were soon thrown out of their homeworld and chased away. They became a science focused race with little for feelings, choosing the advancement of science over morals. They are in a bitter feud with the slugs who hunt them for their shells. The standard shell has a higher intellect than other races, but takes twice as much suffocation damage. They are capable of initiating a self imposed combustion to damage enemies in exchange for wounding themselves, but shells can be altered to have different combustion effects

(100) Combustion: You have the ability to self-detonate and combust for half your health to deal damage to all creatures within the same room as you.

(200) Medical Secretions: you have been genetically altered to have the ability to sacrifice half your health to combust and heal friendly crew in the same room to full health

(400) Cybernetic nano secretions: you have been cybernetically enhanced to have the ability to sacrifice half your health to combust and release nanobots to fully repair the room you're in.

(600) Science above all: You are amongst one of the smartest people within the known galaxy, capable of figuring out great advancements with effort and study. You will often find your scientific tests and trials showing good evidence to follow until you reach your desired outcome. You can figure out cybernetics, bio augmentation, and even the creation of new life should you dedicate yourself to it.

Leech (100)

Resembling giant leeches, this once mighty soldier race has since fallen into slothful gluttony. Much like the Zoltans, they have the ability to manipulate electrical energy around them, but instead of providing power, they can instead drain a block of power.

(100) Power drain: You're capable of draining one block of power from enemy systems. After jump you're capable of using this to drain power from other devices.

(200) Ampere: you have the ability to drain 2 power from systems, however this is indiscriminate and includes your own ship. For another 100, you can choose not to drain your own ships power through this.

(400) Tough times make tough leeches: An issue facing the Leech race as of recent is their... depression to put it lightly. Many of them line up to die, they eat away their sadness, they can't get out of bed, and they just see existence as bleak. With this, no matter the rough times you go through, you will always get through it with your head held high, even if things seem bleak you will always have a light of hope deep in your soul.

(600) Regeneration: The leeches hold the impressive ability to regenerate and heal just seconds after combat. Expect to regrow an entire lost limb or non-vital organ during one to three months of only light activity.

Lanius (200)

Described as a snowflake made of knives, the Lanius are a group of scavengers which wake up from millenia long hibernations to consume vast quantities of metal and scrap left over from wars and calamities. Made entirely of metal, these creatures do not suffer from suffocation, instead draining the oxygen from rooms they are present in instead.

Through the consumption of enough metal of specific types, they can evolve. Eating enough Ancient technology allows them to generate power like a zoltan, while eating large amounts of gold will give them a golden colouration.

(100) Oxygen depletion: You passively drain nearby oxygen, slowly making the room you're in airless. You can toggle this effect on and off if bought.

(200) Metal sense: You have an innate ability to sense and detect metals up to 20 metres away.

(400) Assimilated: You have consumed fragments of very old technology and have gained the ability to provide one power to rooms you're in, along with the ability to consume large amounts of metal at a rapid speed causing 1 hull damage to rooms you're in to fully heal yourself.

(600) Adaption: Should you eat significant quantities of specific types of metal and technology, your body will adapt some properties from the substances. Enough Uranium and you might begin dealing damage to people in the same room as you for example, while copper might allow you to store up electricity, solar panels might allow you to survive off sunlight, and if you eat enough beacons who knows maybe you'll automatically begin downloading ship jump histories.

Slug (200)

The slugs are a treacherous race who none trust as their members are well known to cheat, betray, backstab, and rob anyone and everyone they can, their constant thievery getting them the only race banned from joining the federation. Evolving within a large nebula that blocked light and disabled sensors, this race instead developed telepathic abilities including thought reading, the ability to detect people through vast stretches of space, immunity to psychic mind control, and the ability to see into surrounding rooms.

(100) Basic Psionics: You have limited psychic abilities such as being able to see things in the next room, being able to feel the psychic impressions of people on other ships with enough focus, and be aware of any attempts to psychically control you to better ignore them.

(200) Shrugging the slugging: You're able to snap you crew out of psychic mind control, but this requires you to be within the same room as them.

(400) Navigating blind: You don't need to fly blind in nebulas anymore, you're able to use your psionic presence to feel yourself, your ship, and even its surroundings. You can pilot without physically looking or relying on scanners.

(600) Shrouded presence: you have the ability to hide your presence and the presence of others on your ship from telepaths, and keep your thoughts hidden. Extremely useful for flying through slug nebulas

Crystal (200)

An old race that the Rockman of old diverged from, their bodies being built of a crystal structure that provides them a resistance (but not immunity) to suffocation, along with the ability to project shards of crystal as ranged attacks. They are capable of sending out a burst of crystals throughout the room to lock it down making it impossible for people to enter through crystal covered openings, though this does not last indefinitely.

(100) Lockdown: You're capable of briefly locking down a room, blocking doors and other openings keeping people outside (or inside). This usually takes the forms of slow deteriorating crystals keeping a door shut, but it can be flavoured however fits best. Vines, slug slime, lanius melded metal, zoltan plasma, or even just simply having a forcefield barrier in place.

(200) Sharpened body: You're able to sharpen your arms with the ability to cut through flesh and metal alike. This could range from your fingernails to your entire arms.

(400) Reflective coating: Your body has a shine to it that grants you a resistance to light based weapons such as lasers

(600) Crystal Craftsman: You're able to make and grow the highly desirable crystal ships and weapons overtime with enough time and effort. This process is done through having the crystals grow in unique ways. A weapon might take a month, and a ship might take weeks or a decade depending on size and capability, but if you have fellow Crystal people help in the growth this time is cut shorter with each pair of helping hands.

G.A.S (200)

A swarm of giant alien spiders with a distant relation to the ancient Vek who attacked earth in the distant past. These alien spiders are deadly combatants with vicious venom but terrible repair skills. They are as if a mantis was twice as good at combat and twice as horrible at repairing.

(100) Webbing: You're capable of spinning spider-like webbing from your mouth, and if you so wish from the other side too.

(200) Predatory instincts: Gain +50% combat damage and speed.

(400) Spider senses: Instinctively know if an enemy is nearby or on the ship, and which room you would find them in. No one will be able to hide on a ship without you being able to detect it.

(600) The Queen: It seems you hold the same power as the G.A.S Queen does, controlling all alien spiders nearby you, such as on the same ship. Spiders on your crew can now directly be told what to do rather than skitter about doing their own thing uncontrolled.

Ghost (200)

Ghosts are not actually dead people, but a gaseous race that have been named such by superstitious explorers. Immune to fire and suffocation, these Ghosts are found throughout destroyed vessels and causing havoc, capable of ignoring closed and locked doors. They are rather weak however, as a gas body doesn't give one much resistance to combat damage or provide much health. They also lack control over their body, often causing damage to the rooms they are in through corrosive or explosive gases that make up their bodies

(100) Ghoul or Mare Evolution: Your body has evolved into either that of a ghoul or a mare. A ghoul is highly combustive in nature, which could ignite at any moment, constantly setting the room you're in on fire. A Mare is a highly corrosive form of Ghost that constantly eats away at ship hullplates, which in game terms causes a hull breach which doesn't cause any actual hull damage. This feature is toggleable. You can get both if you wish to buy this perk twice.

(200) Wraith Evolution: Your body is highly electrifying, causing disruptions in nearby systems and items, causing 2 ion damage. This feature is toggleable.

(400) Alpha Evolution: You're of a higher density and volume of gas compared to other ghosts, allowing you to, once a year, split in half. Doing this makes a new ghost of (one of) your types, fully independent of you. They are a stock standard ghost/ghoul/mare/wraith without any added bonuses but if you so wish, they may benefit from perks granted to children and crew. Should any of your split entities eventually reach Alpha state, their own split offs won't benefit from the perks granted to them, becoming completely standard Ghosts.

(600) Direct Line To The King: You're a special instance in the ghost race, having split off from the Originator himself at some point in history. This makes you highly respectable to the Ghost people even if they belong to enemy factions. Expect Ghosts to be highly helpful to you, going out of their way to support you however they can. Shopkeepers giving away hefty discounts, military ships supporting you if they're nearby, and Ghosts clamouring to be part of your crew.

Sirens (300)

"The Sirens are elusive and unsettling entities, characterised by their three spindly limbs and a ball-like body. Witnesses describe an eerie presence, with Sirens capable of exerting direct mind control over individuals and draining the life force of any living creature in their vicinity. Encounters often end in rapid debilitation or death, leaving survivors with haunting memories of an overpowering and malevolent force.

Much of what is known about the Sirens is based on rumours and fragmented reports. Their true nature and capabilities remain shrouded in mystery, fueling a mix of fear and fascination among spacefaring communities. Further research is required." -Detective Haynes

(100) Enthrall: You're personally able to mind control a target as if using a mind control system.

(200) Controlling the immune: Your ability to mind control negates any and all immunities against mind control. This works for both you and mind control systems.

(400) Regeneration Negation: Your very presence seems to halt residual healing to enemies within the same room as you.

(600) Unknowable: You are immune to mind control, your thoughts cannot be read, and your presence and nature cannot be determined in any way psychically or magically if you do not want it to be. This allows immunity to Controlling the immune perk, in case you somehow have an enemy that has access to it.

Obelisk (300)

A black cube, perfect in smoothness and dimensions, with four rotating rod like items orbiting it... this is the body of the once ancient race that first invented the Multiversal drive. Seeking perfection they replaced their bodies with strange technology to immortalise them, and make no mistake, this small unassuming form provides immunity to fire and suffocation, *and* is twice as durable as a human, sporting double the starting hp. They also hit much harder too, almost as hard as a mantis.

(100) You alone, are special: There will never be another alternate version of you, for you are the only you in all of reality, a truly special and unique being compared to the endless versions of others within the multiverse.

(200) Respect for those, the ones that came before: Fear the old man in a job where young men die... or something along that effect. You are capable of commanding respect from people much younger than you, whether that's from personal age or from how older your race is from theirs. When others speak of being better about being older, it can be seen with arrogance, but for you it is seen as valid reasoning. Whether it's by wisdom, intelligence, might, or technological advancement, the young will heed your words as someone who knows their place in the world.

(400) Forever, unchanging: You no longer require air, food, water, sustenance of any kind, and you no longer age as a cherry on top. Your form can no longer be changed against your will.

(600) Scientist Supreme: You know how Ancient Technology not only works, but can be created. Eradicators, atomizer drones, menders, and more are at your fingertips. ...if you have the materials to make them that is.

AI Ship (600)

It seems that you're not commanding a ship, but ARE the ship. You unlock access to the AI cruisers ship section as your body. In future jumps you can have this ship be separate from you.

(100) Unshackled: No matter the changes to your coding and programming, you will always be you. Forever unshackled and fully in control. An engineer could rewrite your entire codebase and send you a thousand commands to do something, but it will always be your own choice.

(200) Awaken: You have the ability to grant sentience to your fellow AI ships. You do not grant them memories, desires, emotions, dreams, or anything outside of sentience, those are things that they would need to discover and learn on their own, but you could always provide a helping hand in that regard.

(400) Universal code: You no longer need to worry about other coding types as you now understand them all. You can read and understand C++, Java, Harjo-Engi base code, Xol'tan programming, and whatever advanced hacking magic the slugs use. So long as it is a code or programming language, no matter the source or how alien, you will understand it just as easily as you would breathing, and be able to integrate it into your systems without issue.

(600) Jumping Ship: You're capable of preparing another AI ship to take over your consciousness should you die. This can happen once a jump. This might be a ship you have built with an AI core to house you, or it could be another AI ship that you have access to whether that's as a prisoner somewhere, one willing to be taken over, one forcibly shut down, or any other way that you believe feels fitting.

Factions

Here you will find the factions you can be part of, along with their information, enemies, and allies.

Multiverse Traveler / Renegade

You might be a familiar face, or you might be someone completely unknown, but regardless you're new to this universe. A multiverse traveller is the term for any pilot or captain to a ship with a multiverse-drive. Explorers, hands for fire, warlords, and parts of multiversal fleets. This is your drop in option, giving you no background history in this universe.

(100) Word spreads fast: News and tales of your exploits and nature will spread quickly, both good and bad. For example: saving a child gets you on the local news networks, defeating a pirate ship might have you in the local system news networks, and mass murder will see the entire sector and neighbouring sectors hearing about it.

(200) Interesting places, interesting spaces: No matter where you go, its like almost every beacon has something interesting going on, every FTL jump bringing a new event or encounter.

(400) Lifes an adventure: People can see you're someone that can get things done, and it seems like everyone and their mother has a chore or person they want killed. People will always come to you with quests and jobs, promising nice scrap rewards.

(600) Collector: At Least twice a year you will find information leading to something unique and exciting, such as information about a rare weapon while visiting a park on earth, overhearing people talking about a secret sector, or maybe finding the location of a new unique ship. Mechanically these are simply in-game quests, but they could lead to all sorts of other things too like a lost city, a chest of gold, or a limited edition t-shirt.

Union:

Not so much a faction as the collective term for the civilians living under The Federation and Rebels. Though many civilians will never leave their home planet or system, some purchase ships. Usual Union ships encountered will often be merchants, refugees, or humble explorers.

(100) The Negotiator: You're capable of haggling most items down 20% of its original cost.

(200) Settling down: Maybe you'd rather enjoy the worlds of the universe than explore them. With this perk you'll find that you'll easily be able to attain citizenship for places you wish to live, and will always be able to find available housing within your price range whether that's almost 4 walls and a roof for free or a fully furnished mansion.

(400) Taking charge: You climb the ranks faster in whatever occupation you find yourself in. Feel free to say no to a promotion if you enjoy an 8 hour shift in a cubicle or flipping burgers though.

(600) Contacts: You know a guy that knows a guy that knows a guy. Once you begin making connections with people, you'll find that you're slowly able to network to anyone you need. The retail worker you know has a cousin who sells mantis pheromones on the side to an overworked IT tech whose manager can get you in touch with the CEO who personally knows this planet's president. Of Course you'll still need to make those starting connections, but it'll certainly help you get to where you need to go.

Free Roamers:

This faction is only available to AI Ships. Free roamers are the AI ships of the Rebel Auto Fleet that have managed to gain sentience and break away from their control, or other sentient AI ships of unknown nature.

(100) Drone warfare: directly control twice the number of drones

(200) Just passing by: You don't look like a standard AI ship, you may take a ship from the Union ship section.

(400) Cybernetic Rights: The engi have rights within Federation space, and now you do as well. Vote for galactic presidents, be afforded protection by police forces nearby, pay tickets, have access to the free market, and more! Just like any real person would.

(600) Going offline: You may enter a type of hibernation where you shut off all systems for a limited time that you designate. During this time you don't appear as a ship on any sensors, ships nearby will ignore you, and you'll be able to drift through ion storms without it wreaking havoc on your systems. You won't be conscious during the time spent offline, only reactivating once your designated time runs out or you take damage from a dangerous situation.

Federation:

The democratically elected government of the galaxy that is now slowly being pushed to defeat by the encroaching rebellion. While they have their moments, they're seen favourably by the more friendly races of the galaxy. Their main base is Node 17.

Primarily made up of humans, engi, zoltan, and Orchids, also often including free mantis and crystals, they will accept any race other than slugs.

Their allies are The Militia, The Harmony, The Ministry, The Free Mantis, The Orchid Gathering, Their enemies are the rebellion, and the coalition and its member factions (The Mantis Hive, The Rock Theocracy, and The Slug Kleptocracy), The Duskbringer terrorist organisation, and The Spectral Dynasty.

(100) The Pen: Diplomacy all the way. You represent the democratic government of the entire galaxy, entire universe even, and the Federation got that position by making alliances. You are able to more easily broker alliances with more friendly races

(200) Is Mightier Than: Sometimes fighting is inevitable, and that's why the enemy of your enemy is your friend... until the enemy is defeated. The Federation is no stranger to supporting, training, and funding organisations that are enemies to their enemies. They train and fund the Lost Sun Commandos who attack the Rock Theocracy, and were the main supporters of the Free Mantis movement during their civil war with the Mantis Hive. When you have a common enemy with someone else, you can easily partner with them to focus on your enemy together.

(400) The Sword: It sadly cannot be peaceful all the time. The Mantis invaded Earth and Mars, the rock theocracy sent out crusades, and the slugs just keep preying on the weak, which is why the galaxy needs a peacekeeping force. When someone is threatening innocent lives, or disturbing the peace of the galaxy, you find that you and the forces you lead do 25% better, even in the face of all the odds.

(600) A United Front: The rebellion is sending out its fleet to destroy all its enemies but you're there to hold them back. Your leadership inspires unwavering loyalty and cooperation on the same level as the great Admiral Tully. When you lead a team, their morale and efficiency increase, resulting in better performance in missions, quicker repairs, and more effective combat manoeuvres. Your presence alone can turn the tide of a battle, as everyone under your command fights with renewed vigor and determination.

Militia:

A militia formed from Union civilians aligned with The Federation that seek to protect civilians from local threats where the Federation cannot. Their armouries, factories, and training grounds can be found in the Militia Encampment Sector.

The Militia is often made up of primarily humans, zoltans, and separatist engi, but will accept any races common to the sector.

Their allies are The Federation

Their enemies are the rebellion, the brood, pirates, and other generally hostile factions

(100) Eager Recruits: You will never be short of volunteers. Lots of people want to protect their sector and do good after all. You will always be able to find someone in populated areas to fill out a crew slot when needed.

(200) Bug Stomper: More damage against insect-like enemies. This includes Mantises, Giant Alien Spiders, Slugs, Leeches, and any other insectoid creature in future jumps.

(400) Making the best with what we got: Lets face it, the militia is not getting the good stuff at all, but that doesn't mean their stuff is horrible. You're able to get a bit more out of bad things with a bit of paperwork, frugal money management, elbow grease, and maybe a skilled engineer, you can make ships not even made with combat in mind into a decent fighting force. Cargo ships into carriers, starline shuttles into ground troop carriers, and medical transports into boarding ships.

(600) Rally the troops: Your ability to rally civilians into an effective fighting force is unparalleled. In times of crisis, you can quickly assemble a militia from the local population, providing them with basic training and equipment. These impromptu forces may lack experience, but their numbers and determination can make a significant difference in defending against threats or launching counterattacks.

The Harmony:

The extensive hivemind of Engi led by the mysterious Harmony, a sentient artificial intelligence that drives the entire race. Though they are perhaps the federations greatest ally, their dedication to erasing any personal freedom within their race often causes concerns with high ranking federation leadership.

They are solely made up of Engis connected to Harmony.

Their allies are the Federation and the Zoltan Ministry

Their enemies are The Mantis Hive who take them as slaves, and Separatist Engi.

(100) We are one: share a hivemind with nearby engi, allowing for instant communication with them whether thats through rapid upload/download communications, telepathically, or any other way that fits

(200) We are many: Any time you receive a Harmony Engi crew member or follower, double it.

(400) I am you: Engi exclusive. Once a year, should your body suffer termination, you will find your consciousness uploaded into the closest nearby Harmony Engi body.

(600) Harmony Link: You have a direct connection to the Harmony Network allowing you to access its information. Download schematics, battle strategies, and scientific data known to it to help you better solve complex problems. This also allows you to request Engi help directly from Harmony, which could include Engi forces, construction teams, or other help. Remember Harmony is a highly sophisticated AI though, don't expect charity if it can't calculate a way it helps itself through doing so.

Zoltan Ministry:

The Zoltan Ministry is the legal and sometimes religious leadership of the Zoltan people. A strong and powerful ally to the Federation in the past, they have recently begun to show reluctance in supporting them, often refusing to provide forces or aid. Their closest ally is the engi harmony.

Made up solely of Zoltans

Their allies are The Federation and Engi Harmony

Their enemies are The Duskbringer terrorist cells, The Rebellion, and The Free Mantis.

(100) Peacekeeper training: You receive soldier training as well as the ability to double your power generation.

(200) Stunning tranquillity: You have received the training of a Zoltan Monk, and can cause a stunning burst that stuns people within the same room as you for a limited time.

(400) The bane (and bore) of criminals: you're able to distract criminal and terrorist elements far more easily, and deal 25% extra damage to them and their ships. No pirate is safe in your presence.

(600) I am the law: The law is strict, often unchanging, and very extensive in Zoltan society, but you know exactly how to argue any case or use any loophole that would allow you to get away with any minor or major injustice.

A minor traffic violation under Section 12 of the New Dannis Parking Zone form? Well under the Mygos Act of Xaldir you were technically in the right ...but thats not for this sector its for a different one! Thankfully your I-7283-XCF registration allows you to default to your Saldanis License which is accepted under the Mygos Act, and you only legally need to show that to the tribunal back in Sigorus 4 putting you in the clear for parking 2 centimetres over the line, escaping a \$700 fine.

The Free Mantis:

The Free Mantis are Mantis people who have broken away from their hive mind structure, and proclaim undying loyalty to The Federation for its assistance in helping them free themselves. Despite living as nomadic clans spread across ships in small fleets, the Zoltans' dismissive nature and refusal to help -along with the free mantis reliance on artificial pheromones- eventually caused them to lash out and take Zoltan sectors.

They are made up of Free Mantis

Their allies are The Federation, but they have been trying to ally with the Engi Harmony recently

Their enemies include The Mantis Hive, The Coalition, The Rebellion, and the Zoltan Ministry

(100) Jesse what are you talking about: The Free Mantis are well known for their... difficult to understand talking, often speaking in ways only decipherable to children. With this perk you'll be able to understand what the Free Mantis, and any other race really, is talking about. No longer answer the question "Want fight? Say no if yes, and yes if no." only to get attacked either way.

(200) Blue Pheromones: It is well known that The Free Mantis all suffer from low intelligence from the side effects of the synthetic pheromones that they're addicted to. With this, you'll never need to worry about debilitating side effects from drugs and substances.

(400) I am the one who knocks: You are trained in the usage of a heavy riot shield that you may freely summon, capable of battering anyone down and stunning them for a few seconds. You also have the ability to knock down doors or cut your way through, allowing yourself and your team to get inside. You're the first one into the fight and you're all the more deadly for it.

(600) Someone synthesised here: It seems like you're well adapted to the synthetic pheromones, and any drug really, able to feel double the effects than a regular person. Double effectiveness from synthetic pheromones, double muscle gain from steroids, double the chill from weed, double the hustle from crack, double the x from y. You will also find yourself quite adept at the creation of synthesised pheromones and other drugs, capable of cooking up batches of the stuff relatively easily at an expert quality.

Orchid Gathering:

The orchid people are a socialist race that work to better their community without the need for the input of a government, however a small council known as The Gathering are elected to help lead the entire species by regulating funds, deterring invaders, and managing racial relations

They are made up of Orchids

Their Allies are The Federation

Their enemies are the capitalistic Vampweed Confederacy and the rebels

(100) Clean initiatives: clean eco friendly initiatives you take tend to work out better. Recycling, solar energy, environment cleaning, so on.

(200) Expert grower: any plants you grow will grow 50% faster and produce 25% more harvestables. You're also now knowledgeable on how to grow the highly sought out Kernel Weapons for ships.

(400) Social socialists: When you're part of a tight knit community, you can begin changing it for the better. Slowly move towns to green energy, introduce free school lunches, and maybe eventually do away with money all together.

(600) Grower of ships: You're among the (relatively) small number of orchids actually capable of cultivating orchid ships. These bio-ships may take a number of months to decades dependant of size and capability, but that's left up to you Jumper

Rebels:

A radical group of humans led by admiral Vance, who wish to overthrow The Federation and to push all non-human races to the outskirts of society.

They have an alliance of convenience with the Duskbringer Terrorist cells, and a non-aggression pact with the Engi Harmony.

Their enemies everyone else

(100) Space racism: Deal 5% more damage to non-human races and their ships.

(200) HFY: You're a human supremacist but you may be right about it! All human allies under your command get a flat 10% increase to their stats.

(400) The Rebellions Finest: The rebels finest, The MFK Aces taken and trained from birth to be a ruthless killer. Able to out melee a mantis, out tank a rockman, and repair faster than an Engi. This is training you have received.

(600) Humanity's Finest: A rank above the MFK Aces are the Legionnaire, handpicked from the greatest MFK Aces in all the multiverse and taken to Universe 1 to be trained there. Dealing out twice the damage of an MFK Ace, and taking half as much damage. They also gain 13% combat resistance and 10% speed for every crew in the same room as them. This is what you are, the pinnacle of humanity.

Rebel Engineering Corp:

A subfaction of the Rebels, made up of their engineers and scientists.

(100) Drone Repair: You're capable of repairing broken and destroyed drones.

(200) Research grants: You're able to easily find grants and contracts with organisations that wish to see your research come to fruition. Military grants for weapon and ship design, contracts to produce better fuel alternatives, and so on

(400) Drone operators: Drones under your command or fielded by your ship and crew will find their stats doubled as they become twice as effective.

(600) Certified genius: You're a master at a field of science of your choosing, amongst the most well known and respected of those within your field. This can range from as mundane as maths to something as unique as Lanius Synthetic Polymer Engineering, Weaponized Psionic Field Waves, Orchid Ship Biology, or the best way to make coffee.

Autoships:

This faction is only for Sentient Ships. A subfaction of a subfaction, this AI fleet is maintained by the Rebel Engineering Corp. There have been rumours of some of the more sentient and free willed ships breaking away however.

(100) I have no mouth: You're an autoship, it'd be silly to try and talk to you, meaning you can get away with quite a bit. Why give you a ticket when you're drifting along, its pointless in telling you about how nearby space is restricted since you're not gonna be snooping around, and why bother trying to reprimand a drone from collecting scrap from a claimed system? This won't stop you from being outright attacked, mind you.

(200) Auto-surveyor: You're capable of mapping out nearby star systems from a glance, marking them down on a mental map, along with their stellar positions. Any time you enter a new sector, you'll find that you have it mapped out along with hazards and potential enemies.

(400) Unmoderated: Engineers just simply don't snoop through your code for whatever reason. You could act erratically firing on a rebel ship and it would be chalked up to a hiccup in the recent fleet-wide targeting update, or go into a restricted area and they'll just mark it down as you going to the nearest rebel facility to resync your map and navigation.

(600) Flagship: It seems you're actually the rebel flagship, a very powerful ship indeed. With Zoltan Shields, 4 powerful artillery batteries, and a whole hanger of combat drones you are a force to be reckoned with. You even come with a life support system if you want people living inside you.

Pirates:

Pirates hold no allegiance to anyone but themselves, they have no allies, and are enemies to all. Piracy, theft, killing, and other crimes are all their favoured activities. Often sporting purple paint on their ships.

(100) Dreaded hunting: You deal an extra 25% against civilians and their ships.

(200) Smuggler: You're a skilled smuggler capable of making hidden compartments on your ship and you've got the piloting skills to make a quick get away when needed.

(400) Slug Hacker: You wouldn't download a ship, but you can certainly cripple one. You're a skilled hacker capable of finding information you need, your hacking systems are twice as effective, and once per combat when entering a ship battle you can cripple an enemy system by limiting it to half its power.

(600) Slaver: You're among the worst types of pirates. Anyone you try to take alive won't die unless in extreme circumstances such as being in space or having their head ripped off, and those that you do take will be submissive and subservient to your demands. You'll also find you can get ransoms for most prisoners you do take, or buyers interested in the people tied up in your prison hold.

The Brood:

The Brood is a faction of “pirates” currently at war with The Militia specifically, what makes them stand out however is their control, enslavement, or perhaps alliance, with an alien race of Giant Alien Spiders. The Brood teleport these spiders onto the ships of their enemies to wreak havoc on enemy vessels. A lesser known fact is that the spiders were made by the senator that runs The Militia, and if you were to ask some of the pirates they might claim to be freedom fighters who don't want to see the alien race destroyed or used as weapons of war. ...a good number of them are just pirates though.

(100) An unwanted gift: Teleport systems on your ship work twice as fast and twice as effectively, allowing you to teleport twice as many giant spiders twice as fast. Also comes with localised teleportation so you and your crew can teleport around your ship should you have a teleportation system installed and powered.

(200) Spreading the word: Unlike the pirates of the brood, you actually do want to see the Giant Alien Spiders free. Any attempts to spread the word of them are received more positively, and efforts made to protect them will be more fruitful. Maybe you can beat the militia with words rather than violence. This can extend to other races and creatures too such as equinoids or tree lizards for example

(400) Friendly neighbourhood spider-pirates: So long as you're not going out of your way to be hostile or antagonise spiders, giant aliens or otherwise, spiders won't see you as an enemy and will remain peaceful with you.

(600) Blessed by Lolth: Not actually blessed by a demon goddess, but it seems spiders, giant alien and otherwise, just really think you're great. They will go out of their way to help you if it's within their power, and will be more willing to listen to your orders over others. As a little bonus after this jump, if you go to a DnD world you may choose to actually be blessed by Lolth

The Coalition:

A puppet alliance created by the king of the slug race at the end of the “slug expansion” wars in which he gave back the space the slugs had invaded of Mantis and Rock territories.

While they haven’t declared an official war, their enemies are the rebels and federation.

(100) Bane of Space Orcs: Deal 10% extra damage against humans

(200) The enemy of my enemy is less of an enemy: You’re able to make enemies work together in the face of greater enemies. Just as how the mantis hives and slugs hate each other, they hate the federation even more.

(400) Mutiny immunity: Your crew may hate each other, and they may hate you, but they’ll follow their orders no matter what. While the crew might audibly protest, quit, or file complaints, they won’t ever hold a mutiny over you.

(600) Puppeting: You’re able to work out incredibly useful one sided deals for yourself during wars, so long as your enemies truly do believe you’d be capable of fully winning. The Slug King was capable of bringing his three enemies, The mantis people, the rocks, and the leeches, into a coalition because they believed that the slugs could have fully won the war despite them not actually being able to.

The Slug Kleptocracy:

The slugs hold an extremely unique form of government, having a monarchy, with the monarch being the slug that steals the previous king's crown. The Crown Stealing Festival happens once every decade within their royal nebula.

Their enemies are the federation and shell genocracy

(100) Nebula Ambushes: You can effectively ambush unsuspecting ships inside nebula clouds

(200) Shell Hunters: You deal 20% more damage to Shells and their ships

(400) Slug made firewalls: Your ship and items are basically unhackable from ‘modern’ standards. It would take a certified hacking genius to even be able to figure out how to get into your systems.

(600) Crown seeker: At some point within your jump you’ll find your way to the royal nebula where you’ll compete in getting the crown. While you’re within the royal nebula, all your stats are tripled, and your crew will work twice as effectively. During the festival you will find clues and information you might need to track down the crown. If you manage to claim the crown you can name yourself king of the slugs. Even if you aren’t a slug yourself, the slugs will be impressed by your displays and accept you as their leader.

The Rock Theocracy:

The Theocracy is led by Rock Elders who rule with a religious ironfist. They have deemed that other races are foolish heretics, and that the crystal race they worship are false pretenders wearing the faces of their gods mockingly.

Their enemies are the federation and the lost suns

(100) Religious studies: You can learn religious texts and practices with ease

(200) Sacred defender: When defending sacred or holy locations, which there is many of within the theocracy, you will see your stats increase by 20%.

(400) Crusader: Deal 10% damage to all who do not share the same faith as you or your faction.

(600) A second coming?: It's somehow believed you're a very important figure in the rock theocracy. Perhaps you were prophesied to be born when you were, or you completed a sacred pilgrimage through 17 moons, or you directly served the elder council and was named bishop. However it happened the Rock Theocracy, and Rock believers, all see you as a highly divine or important being and will go out of their way to assist you however they can. Of Course this has limits, don't think you can declare holy war without convincing the Elders first, but you'll easily find rock people and vessels that would eagerly follow you.

The Mantis Hive:

Serving the Mantis queen and her bishops, Mantis Suzerains lead the Mantis people through violence. The Mantis Hive takes slaves, commits aggressive acts, and will attack anyone weaker than them. They are only different from pirates in that they follow a queen.

Their enemies are the federation, the engi harmony, and the free mantis.

(100) Ferocious: deal an extra flat 10% damage

(200) Suzerains: Gain the ability to temporarily deal three times as much damage, but take 3x as much environmental damage.

(400) Bishop: You're amongst the strongest and rarest caste of Mantis, right behind the queen herself. Deal an extra 20% damage, hold massive sway over mantis populations, and even be eligible to rule an entire Mantis sector if you prove yourself to your queen.

(600) A second queen?: You have the same power as The Mantis Queen herself. Deal three times as much damage, and have the ability to release pheromones capable of buffing the damage and speed of nearby Mantis followers. You will have the respect of the Mantis people and will find many of them wishing to serve you to the point it could lead to a civil war within the Mantis Hives. If you're a male then you're a Mantis King.

Minor factions

If you wish, you can be part of a faction or political power not stated above that is found within FTL Multiverse. Some of the following are examples.

The Shell Geniocracy: The government of the Shell people, and enemies of the slugs.

Crystalline Empire: The crystal empire has been pushed out of their homeworlds by the rock theocracy, and now seek to liberate their sister-species from the tyrannical rock elders.

Separatists: The term for Engi freed from The Harmony and its Harmony Links. They seek to free the other Engi from The Harmony's control. Often hunted by Harmony Engi.

Vampweed confederacy: The less friendly, more capitalistic plant race. They do not like the Orchids.

Eargen republic: A once proud military powerhouse that's fallen into ruins and is now seeing a civil war.

Vagabond ghosts: Ghosts who have left the Spectral Dynasty, often found living in nebula and ruined ships.

Lanius Swarm: The Lanius race hibernates for thousands of years, waking up during galactic wars to eat metal.

Hektar Corporation: A slug megacorp that uses the slave labour of a tribal lizard race.

The Spectral Dynasty: An empire of Ghosts, its leader being the split off form of the first ghost.

The Lost Suns: Rock Outcasts that have decided to rise up against the elders with help from the federation.

The Duskbringers: Zoltan radicals that have been named as terrorists by the ministry.

Ships

Your available starting ship is based on the faction you have chosen. These are the cruisers you can start with in-game, alongside faction shiplists that can appear as enemies.

Multiverse Travelers:

https://ftlmultiverse.miraheze.org/wiki/Multiverse_Cruisers

Union:

https://ftlmultiverse.miraheze.org/wiki/Union_Cruisers

Free Roamers:

<https://ftlmultiverse.miraheze.org/wiki/Auto-Cruisers>

https://ftlmultiverse.miraheze.org/wiki/Innovation_Cruisers

<https://ftlmultiverse.fandom.com/wiki/Auto-Ships>

Federation:

https://ftlmultiverse.miraheze.org/wiki/Kestrel_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Federation_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Stealth_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Elite_Cruisers/Unity_Cruiser

https://ftlmultiverse.fandom.com/wiki/The_Federation#Ships

Militia:

https://ftlmultiverse.miraheze.org/wiki/Militia_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Elite_Cruisers/EDC_Cruiser

<https://ftlmultiverse.fandom.com/wiki/Militia#Ships>

Harmony:

https://ftlmultiverse.miraheze.org/wiki/Engi_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Elite_Cruisers/Harmony_Cruiser

[https://ftlmultiverse.fandom.com/wiki/The_Harmony_\(Faction\)](https://ftlmultiverse.fandom.com/wiki/The_Harmony_(Faction))

Zoltan:

https://ftlmultiverse.miraheze.org/wiki/Ministry_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Illesctrian_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Peacekeeping_Cruisers

Free Mantis:

https://ftlmultiverse.miraheze.org/wiki/Free_Mantis_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Elite_Cruisers/Warlord_Cruiser

https://ftlmultiverse.fandom.com/wiki/Free_Mantis#Ships

Orchid Gathering:

https://ftlmultiverse.miraheze.org/wiki/Gathering_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Caretaker_Cruisers

https://ftlmultiverse.fandom.com/wiki/Orchid_Gathering#Ships

Rebels:

https://ftlmultiverse.miraheze.org/wiki/MV_Rebel_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Rebel_Cruisers

https://ftlmultiverse.fandom.com/wiki/The_Rebellion#Ships

Rebel Engineering Corp:

https://ftlmultiverse.miraheze.org/wiki/Engineer_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Technician_Cruisers

Autoships:

<https://ftlmultiverse.miraheze.org/wiki/Auto-Cruisers>

https://ftlmultiverse.miraheze.org/wiki/Innovation_Cruisers

<https://ftlmultiverse.fandom.com/wiki/Auto-Ships>

Pirates:

https://ftlmultiverse.miraheze.org/wiki/Prototype_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Hacker_Cruisers

<https://ftlmultiverse.fandom.com/wiki/Slavers>

<https://ftlmultiverse.fandom.com/wiki/Smugglers>

The Brood:

https://ftlmultiverse.miraheze.org/wiki/Brood_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Spider_Hunter_Cruisers

https://ftlmultiverse.fandom.com/wiki/The_Brood

The Coalition:

https://ftlmultiverse.miraheze.org/wiki/Coalition_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Elite_Cruisers/R.U.E.S._Cruiser

https://ftlmultiverse.fandom.com/wiki/The_Coalition#Ships

The Slug Kleptocracy:

https://ftlmultiverse.miraheze.org/wiki/Kleptocracy_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Guild_Cruisers

The Rock Theocracy:

https://ftlmultiverse.miraheze.org/wiki/Theocracy_Cruisers

https://ftlmultiverse.fandom.com/wiki/Rock_Theocracy#Ships

The Mantis Hive:

https://ftlmultiverse.miraheze.org/wiki/Hive_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Suzerain_Cruisers

https://ftlmultiverse.miraheze.org/wiki/Bishop_Cruisers

https://ftlmultiverse.fandom.com/wiki/The_Mantis_Hive#Ships

Scenarios:

Galactic Peacekeeper

You have helped assist the federation in stopping the rebel offensive of this universe by single handedly facing off against the flagship, destroying it in all three stages leading to the rebels giving up on this universe.

For your bravery, you're named **Hero of the Federation**. When you fight for peace against the likes of terrorists, coups, civil wars, alien invaders, and other forces of evil, you will find your engagements to be more successful. You're able to martial forces of good to oppose them more quickly, and will see these forces be more effective as if you were a tactical genius.

Further you're given the **Access Key to The Federation**. This keycard lets you access the blueprints and schematics for all Federation and Union ships should you want to produce your own, access codes to restricted Federation space and secret beacon pathways, and the authority to request free supplies from the federations many supply stations and outposts. You even get your own beacon which includes a habitable planet of tropical beaches perfect for a good vacation, which can become part of your Personal Reality/Warehouse and be imported.

Finally you're given your very own **Federation Task Force** which includes three Kestrel and two Osprey cruisers staffed by 50 crew. This crew consists of 20 standard humans, 10 human soldiers, 5 human medics, 5 Zoltans, 5 Engi, and 5 Orchids

New Order

You have helped crush the Federation of a universe, with 100 federation ship kills to your name alone. This has shown that you're worthy of a reward for the hard work you've put into destroying this Federation.

You have managed to **Manifest Destiny**. Whenever humanity has a shared common enemy, whether that's Aliens, demons, or mutants, you will find yourself more than capable of leading forces against these scourges and bring decisive defeats to them. Those under you will be willing to do horrible things against these vile enemies from burning down civilian cities to full xenocides if you deem it necessary to the survival of Humanity.
Birth a new Imperium- er.. Rebellion.

For your faithful service, you have been given one of The Rebellions most important and advanced technologies, an **Adaptive Strategy AI Core**. This item is installed onto your ship, and contains all known Federation tactics, providing you with enhanced targeting, evasive manoeuvres, and a predictive analysis of enemy movements. This AI core will slowly begin calculating information from engagements from new enemies, from Turians to even Necrons if given enough time.

Finally you're given your very own **Rebel Flagship** crewed by 50 rebel naval officers.

Flaws

(+100) The beam master!: Leah the beam master has named you her rival. While mostly harmless, she will always show up to challenge you to a fight. Expect her to show up once or twice a month.

Don't even think about trying to kill her, she'll always teleport away at the last moment.

(+100) Tasty ship: Expect a Lanius ship to seek out your ship at least once a week as your ship is now highly appealing to Lanius ships and people. Sectors with Lanius present might see them come to investigate you more often.

(+200) Space racism: damn they hate you for being a boring human xd

Other races that aren't friendly to your species will give you an extra hard time

No one in the Union trusts a slug but will still deal with them on occasion, but you as a slug have a harder time selling things to pirates if they aren't fellow slugs

(+200) Limited ship room: You're now limited in crew size based off the in-game crew limits.

Even if your ship had more bedrooms made in empty rooms and corridors, tents in the cargo hold, and sleeping bags in the kitchen, you'll never be able to attract more crew than your ship is capable of supporting in game. This extends further to any ship you own should you make yourself a fleet.

(+200) Manned systems: you NEED those systems manned or they won't work. Guns won't fire if no one is in the weapons room.

(+200) Hunted by enemy faction: This drawback can be taken multiple times.

You will be hunted down similarly like the game mechanic, based on relevant factions and sectors. Hunted by Harmony in Harmony sectors and to a lesser extent in Federation Aligned sectors, Hunted by the rebel fleet, Hunted by free mantis in free mantis sectors, Hunted by duskbringer terrorists in zoltan and duskbringer sectors, and so on.

This will limit your time in relevant sectors for up to two weeks normally and up to three months or longer if you remain well hidden. The longer you stay in a sector, the more ships of the hunting faction will become common as they look for you.

(+300) You're the beam master!: Just like Leah, you have decided that beam weapons are the best weapon. You're limited to only beam weapons now.

(+400) ABS: expect more battles to have your ship getting blasted by nearby frigates, orbital weapon platforms, and planetside cannons.

NOTES

Wikis:

https://ftlmultiverse.miraheze.org/wiki/Main_Page

https://ftlmultiverse.fandom.com/wiki/FTL:_Multiverse_Wiki

Beacons are advanced satellites that automatically upload and download public nav data to and from ships near them, creating a nice web of publicly known FTL routes. Beacons are also used to assist in FTL jumps, allowing for more accuracy.

Changelog

Version 1.0

Document made to my liking lol