

Orion's Arm: Sephirotic Empires

Jumpchain CYOA
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Introduction

Many people have imagined what humanity would look like in the far future. Perhaps they would be posthuman god-beings, of immense power and intellect, ruling the void? A diaspora of the many survivors of an apocalypse wandering the great ruins of ages past? Grand empires and nations, sovereigns of the stars? Or perhaps as vermin, hiding in the shadows of beings infinitely the greater? In ten thousand years, humanity has become this and more. The Terragen Sphere of the Milky Way holds countless nations, states and empires, many of which are unique in culture. Among these myriad nations, are a collection of states known as the Sephirotic Empires. These nations are utopias ruled by benevolent AI Gods who care dearly for the welfare of their citizens. Be aware, however, that most mortals will have hardly any agency of their own, for everything is run by these god like entities. They will know of your entrance to this great stage, but their neutrality is assured; they have made a deal with your patron. For the chance to study you from afar, and a generous shipment of computronium, they will let you have the blessings of their civilisation. Take 1000 CP for this journey.

Origins

[Free] Infomorph: One of the countless minds born inside the many virtual realities housed in computronium cores. You are a being of pure information, without body, but with fulness of mind. You begin in a virtual reality simulation, among the many quadrillions of your kind. You have no biological needs, nor do you age. Be careful, however; As an information entity, you can be hacked, edited, and/or controlled.

[Free] Biont: You are a relatively ordinary sophont, barring some augmentations to make life more pleasant. You will still be able to live hundreds of years, so long as you don't get offed by accident or killed on purpose.

[100 CP] Cyborg: Rejoice! For you now counted among the ranks of the truly enhanced. You have been augmented with either biological and/or cybernetic enhancements. You are near immortal, and more capable than your near-baseline brethren.

[Free] Xenosophont: Your origins are not from within the Terragen sphere. In layman's terms, you are an alien. Possessed of strange physiology and mindsets, you stand out among the sophonts within the Terragen Sphere. Must take any of the Alien races.

Race

All races are free, and the diverse physical forms minds can take are yours to decide.

Terragen

Human: You are a human, one of many within the Terragen sphere. A rather widespread people, humans as a whole are the oldest sapient minds within the Terragen Sphere.

Provolve: An uplifted organism, you can be anything from animals, plants and even gestalt colonies of microorganisms. You have been granted the gift of sapience, a boon that has allowed the uplifted members of your kind to be far greater than your provolved selves.

Vec: A sapient machine, you have free will. You are entirely without the bounds of biology, and as such your body accepts augments and enhancements far more easily.

Alien (Xenosophont Only)

Meistersinger: You know much more than the young Terragens. You have travelled the galaxy for many millennia, visiting other civilisations and seeing many wonders. Your knowledge of the wider galaxy is vast, and your race is unequalled by many in its advancement.

T'ou'hl: The first xenosophont species the Terragen contacted, the T'ou'hl have been travelling alongside them ever since.

Muuh: Your race is ancient, having spent many millions of years travelling in space. These Terragens are but young and sprightly, moving at great speeds through their life. Your biology is cold, freezing even, for your body is partly made of water-methane ice. Any temperature above -150 is lethal to you, so most earth-like environments are right out. You are extremely resistant to cold temperatures.

Perks

All Origins

[Free] Basic Genemods and Biomods: Almost every biont receives some measure of modding. You are now very resistant to most diseases, live for millenia, heal more quickly and can survive injuries that would otherwise kill (except for catastrophic brain damage) by entering a healing coma. In addition, you are now a very aesthetically attractive being among your brethren.

[Free] Basic Augmentation: Transhumanism is commonplace, and augments and enhancements are cheap and easily obtained. With this, you'll be faster, stronger and more intelligent than most baseline humans.

[Free] Ascension, Not Transcension: With so many changes in your life, it can be hard not to drastically change. Any changes you undergo will not affect your personality and your sense of selfhood unless you will it. You can also reset your mind back to its previous state if you so choose.

[100 CP] Savant: Among your kind, you have a greater specialisation in certain skills. How those skills are used is up to you, but your affinity for those skills mark you as a genius in that particular field.

[200 CP] Social Interaction Analysis: You can read other beings like an open book. This perk allows you to read social cues, microexpressions and many other signs to subtly influence social interaction. This also applies to machines and other forms of life, and you can quickly pick up cues from interacting with them.

[200 CP] Mental Ward: Your mind is a bastion of strength against intrusion and manipulation. In a place where mind control methods and devices come a dime a dozen, it's useful to have a mind resistant against manipulation and control. Your mind is shielded against direct editing and hacking, as well as indirect methods such as near supernatural persuasion and memetics. Any attempt is also very obvious and this perk alerts you to any attempt, direct or indirect, to manipulate your mind. Within this jump this perk it takes entities two toposophic levels or higher to truly begin affecting your mind. Out of this jump you will be significantly more resistant to mind control and any attempts will alert you.

[300 CP] Superior: You are exceptional amongst your kind. Your abilities have been boosted magnificently, and you stand as an exemplar among your brethren. Provides enhancements to several other perks, see notes for details.

[300 CP] Provolver: You have become a master of genetics and bioengineering. Be it life giving cornucopias or biological weapons able to wipe whole civilisations, you can create them all. Even enhancements to organic beings become far easier, and you can create superbeings towering well above the rest of their species. But the greatest gift of all, is your ability to gift sapience and sentience to your creations. You can freely shape the minds of your creations, whether to be benevolent demigods or reapers of the living.

[400 CP] Unplucky Baseline: In this universe, it is almost impossible to beat anything of higher toposophic level without backing from another transapient or Archaiect of their level. No plucky baselines or underdogs winning the day, as it is. With this perk, any protection offered from the likes of fate, destiny or otherwise plain plot armour to your targets is completely nullified. A villain can die from choking on his food, heroes will no longer face enemies that outright lose their competence and no longer will memetic badasses consistently triumph against opponents that they should be completely outmatched against .

[400 CP, free if 'Transapient's Mind' was taken] Ultimate Muscles: Your body has been augmented with one of the strongest enhancements in existence. These fibrous constructs provide immense strength and considerably increased speed and agility. You can carry and throw tanks around, run faster than a speeding bullet, and cover hundreds of metres in a single bound. Comes with the reaction speeds and durability to make use of such powerful enhancements without tearing yourself apart.

[600 CP, free if any other capstone perk is also taken] Transapient's mind: You possess the mind of a basic transapient, at S1 on the toposophic scale. You are magnitudes more intelligent than any baseline mortal, and their minds are very literally like mere animals compared to yours, for even a football stadium's worth of geniuses cannot match you. You can understand eldritch concepts and ideas, along with those so complex they are simply beyond the comprehension of mortals. Multitasking is improved, and you can have several thousand human level thoughts active at the same time. Technology is much more easily grasped, and those working on more alien principles are going to be quickly deciphered and reverse engineered. Your learning speed is boosted, and there are few mortal tasks that you cannot learn in but an instant, though divine and more eldritch endeavours may take some more effort to learn, and it would still take many millennia to learn post-spark feats. If you wish, your personality will not be affected by this change and by all subsequent toposophic ascensions. See notes for more details.

[1000 CP, Free for Godling, Must take Cumbersome if it isn't already taken and Agent for no additional CP] Black Angel: You have become a Black Angel, a mini ISO node capable of immense destruction. You are capable of absorbing incredible amounts of electromagnetic radiation to convert into energy to fuel yourself and your actions. You can also output electromagnetic radiation in nearly every spectrum from weak radio waves to multi terawatt lasers.

Your most powerful ability, however, is the ability to use Void Swarms. These appear as motes of reflective dust surrounding you, but are in fact swarms of fully functioning reactionless drive vessels. Each of these motes are surrounded by 'warp bubbles', or pockets of space-time separate from the universe. Using these motes you can produce a range of gravitational effects, among them a form of pseudo telekinesis. You can use utilise these effects with immense power and precision, being able to redirect the path of a snowflake or rip a moon to fragments from thousands of kilometres away. A pebble can be sped up into a city shattering projectile travelling at almost the speed of light to slowing down relativistic objects to harmless velocities. You can also travel at relativistic speeds with extreme maneuverability through utilising your Void Swarm. Other objects can also be enveloped into these warp bubbles to carry with you if you so wish. Should you lose a mote you can use a minute portion of your power to construct another one.

[1000 CP, cannot be discounted, must have both Transapient's Mind and Superior perks. Must take the Cumbersome drawback for no additional CP] Godling: You are an SI 3 entity. Now, you are capable of using wormholes for travel, and many other technological feats previously thought impossible. At this level, you may as well be an eldritch god to modosophonts, as incomprehensible as your mind now is. Reverse engineering complex technologies takes but a few milliseconds, and all but the greatest and highest technologies are out of your reach. You can effortlessly manipulate beings of lower intelligence than you, and nothing less than SI 3 or higher equivalent beings can match your intellect. To compensate for your immense size, you can now send mobile avatars to do your bidding. You are now a civilisation unto yourself, and if you weren't capable of this previously, you can now manage solar system sized polities down to the individual facility. Post-jump, your consciousness can once again be housed in smaller bodies.

Infomorph Discounts

[100 CP, free for Infomorphs] Fast Transfer: You can quickly transfer your consciousness and soul to other technological devices, so long as they have the capacity to hold your mind.

[200 CP] Coordinated Swarm: Any body you inhabit will feel natural to you. When you take on a new form or transfer yourself to a new body you will feel as if you have lived out your life in that body, and any actions and movements taken in that body are with ease and coordination.

[200 CP] Hidden Packets: Coding is second nature to you. You can hide viruses, malware, spyware and all sorts of nasties in the packets of data you send. You can subvert machines from the very hands of your enemies, control computers from long distances, and spy on targets through their own sensors. As long as you can get a toehold on any server or network, you have the potential to subvert it.

[400 CP] Bug in the System: Quite the magnificent hacker you are, Jumper. You can infiltrate secure data networks with great precision, and quickly find exploits and loopholes in the network. Should you spend time in the network, you will be hard to notice unless you do something drastic, such as rewriting large sections of a network or server.

[400 CP] Universal Code: Any software you come across can be understood very quickly. Alien and xenosophonit coding languages can be rapidly translated into data you can understand, and written works and other modes of communication are learnt in tiny amounts of time.

[400 CP] Resilient Selfhood: For a being of information, resilience of mind is a necessity. Any negative sensation such as pain will be processed into coherent information and dulled, if not taken away completely at your will. Should even a fraction or cell of your brain, processor, code or soul remain intact, you will still be able to mentally operate at optimal capacity.

[600 CP] Vanishing: You can 'vanish' people now. By that, it means you can erase the records of an entity from existence. You can rewrite memories and data so that they never existed in the minds of others. Should you wish, you can remove yourself from other's memories freely and eliminate traces of your existence at will.

Biont Discounts

[100 CP, Free for Bionts] The Flesh is Strong: Biological bodies need not be weak, you know. And that strength can be subtle. You have full control of your body's biological processes, such as chemical responses and reflex actions, down to the cellular level. You can control parts such as your senses, for example filtering out smells from your nose. While this perk won't allow you to truly enhance your body, you can optimise its performance and control its subtle nuances.

[200 CP] Adaptation: You can now adapt your body to the harsh extremes of the universe. While you are limited to your body composition, you can shapeshift and adapt parts of your body for your own purposes. Working in a vacuum? Adapt to self pressurise and switch to anaerobic body processes. Lack of food? Let your body continually recycle materials and become self sufficient. Cannot see in the darkness? Grow other sensory organs. As they say, survival isn't about the strongest or most powerful, but the ones most adapted.

[200 CP] Incubator: You can produce and hatch independent organisms from your own body through a discreet biological incubator attached to you. Whether they are plants or animals is up to you, but you can create almost any creature smaller than yourself. They are yours to command, and will follow your every order.

[400 CP] Biomass Conversion: You can now convert inorganic materials into biomass. As long as you are in physical contact with the material in question, you can convert it; small objects such as phones or other items can be converted within seconds to minutes depending on how much contact you have. The biomass converted is fully under your control and can operate

within short distances (less than 100 metres) to form organs or other constructs. The biomass can also convert material into biomass, so long as you are within range. The range can be extended the more biomass you have.

[400 CP] Infection: You can 'infect' others with your biomass. After a certain period of time, depending on the size and complexity of the entity, you can take full control of it. Any fully infected individual can be hijacked by your mind and whatever organ you stored your consciousness in. That said, however, your targets are fully capable of fighting back, and some of the more powerful opponents in this setting can trivially deal with these.

[400 CP] Spreading Gifts: Your biology isn't simply adaptive for yourself, it's adaptive to others. This perk culminates in a regenerating organ that produces special, liquid cultures of your cells. With your consent, you can implant these cells in others that transplant any abilities and augments relying on your biology into others. You can also control how these transform the target, whether by turning them into something completely different or almost indistinguishable from their previous form.

[600 CP] Technovore: Any technology or exotic material you come into contact with can be consumed and digested to be reverse engineered and converted into a biological equivalent. The amount of time required to reverse engineer pieces of technology scales with size and complexity, and large pieces of tech can take a long time to reverse engineer depending on your intellect.

Cyborg Discounts

[100 CP, free for Cyborg origin] Meld: Both flesh and metal can be easily joined together. With you, any augments you take suffer no chance of rejection and combine with you seamlessly. Any items (weapons, tools, utility, utility devices) smaller than your body can be quickly incorporated into yourself. Should the item in question be sentient, this perk would make it far easier to get in their good graces to allow you incorporate them.

[100 CP, Free for Cyborg origin] Discreet Masking: It is a simple matter to hide your nature, Jumper. You can freely hide your implants or enhancements, and if you are also a Godling you can disguise your mobile avatars with ease. Any augments or enhancements you take can be masked to be far more discreet if it is conspicuous, and those around you are much less likely to notice anything different with you.

[200 CP] We Can Rebuild Him: Should you be damaged or nearing destruction, inbuilt fabricators will construct replacement parts from matter reserves rapidly, allowing you to get back up near instantly. You currently start off with mass equal to around three times that of your body, stored within your Warehouse.

[200 CP] Modular Body: Your body is able to shapeshift to a limited extent (you cannot grow larger than your mass allows unless you have more mass stored, though you can shrink by shedding mass), via modifying itself into various configurations. If you want speed, can reconfigure your body into an insectoid form, for example, or a more streamlined form for aquatic operations.

[400 CP] Hyperborg: Like the cyborgs of Clade Hyperborg, you are extremely fast and nimble. Your reaction time and speed are multiplied by twice their original amount, and you can run and move at 1.5 times the speed of sound in an Earth-like atmosphere. Your body is similarly enhanced to take greater temperature tolerances, up to more than 1000 degrees celsius and less than -170 degrees celsius.

[400 CP] Durable Shell: Your body becomes immensely durable. It can tank the lighter anti-armour weapons of this universe, survive in the gargantuan pressures of the oceans of Uranus, the searing heat of the Sun's surface, and the most harmful radiation of any nuclear disaster. When all else is in ruins, you are the only thing left standing. Should Godling be taken, your immense body can take continent busting munitions with naught but scorched paint.

[400 CP] Matter Transmutation: Via a miniaturised nuclear reactor implanted in your body, you can transmute matter from one form to another. You can perform the dreams of the alchemists of old, turning lead to gold or one element to another. Should you wish, anything you eat or otherwise consume can be transmuted into something you desire, such as digestive waste into valuable materials.

[600 CP] Computronium Conversion: The entirety of your body can be used for computing and calculation. No longer is your brain an organ, it's now your whole body. You can now solve equations with your muscles, think with your tongue... you get the idea. As a side effect, you now need to be completely and utterly atomised to be considered dead as if even a single cell's worth of you remains, you can still think, if perhaps at reduced capacity.

Xenosophont Discounts

[100 CP, free for Xenosophonts] Knowing the Path: Your race has travelled the stars for aeons, and this is reflected in your race's knowledge. In this setting, you will be aware of any wormhole within 1500 light years and their location. Out of this jump, you will have a keen intuition to the location of your objectives within any range.

[200 CP] Internal Redundancies: You will have a collection of exceptionally durable redundant organs implanted in your body. There is one for each organ, and should one of your organs fail, the other will pick up the slack. Your organs also regenerate very rapidly, and you can replace missing organs within minutes.

[200 CP] A Time of Myth and Legend: You have visited many younger races in the past, and the Terragen Sphere is no different. There are legends of you and your kind (or at least based on) scattered about in other species, and whether they are positive or negative will depend on your goals. Through these, others may come to contact you, if you wish. You will also be able to gain favours with other species more easily, as they will at least be aware of the link between their legends and you.

[400 CP] Alien Minds: Having travelled far, you are well aware of how different minds can be. You have the capacity to understand any mind and culture and form close relations with them no matter how alien they seem, and can create relationships that are based on your values that they won't find offensive. Alien and eldritch minds will find you fascinating and will at least put a modicum of effort into not harming you so long as you are not hostile.

[400 CP] Of Many Faces: In your dealings with other races, you have assumed many faces and archetypes. You are an exceptional actor and master of disguise, able to assume any mold or personality to deal with others. If you wish, others will find you charming and absolutely adore you from their interactions with you, and you will gain favours much more quickly and with greater ease. This is broken if you openly do something against them, so be careful on who you cross.

[400 CP] Dark Space: The space within the Milky Way is hardly a friendly place. Insane creations of dead civilisations, dangerous and deadly ruins and environmental hazards dot the nether regions of the galaxy. If a threat to you is within range to strike, you feel a clear premonition and sense the nearest escape paths.

[600 CP] Sympathetic Bonds: You have gained a sense for the relationships between others from interacting with so many races. From now on, you know of every relationship between individuals, factions and subfactions that you are aware of through interacting with their members. You find it far easier to shape the interactions between factions, groups and individuals through communicating with them, and through your manipulations you can make them come to a stable peace even if previously they hated each others' guts, or incite wars of extermination between close groups and races.

Gear

[Free] Virtual simulation. This 2m cube contains thousands virtual and video games for you to enjoy. After all, it would be boring to be all work and no play. Also contains millions of songs, movies and holovids for your viewing pleasure.

[Free, 100 CP for additional purchases] Dataslate: A dataslate fitted fully with computronium and nanotech, this allows for you store and access large amounts of data (several exabytes) and interface with almost all other pieces of technology should they have physical access points.

[Free, 100 CP for additional purchases] Backup bodies: You have access to three other backup bodies, each being able to store the entirety of your consciousness. Should you die, your soul and mind are transferred to one of these bodies. These bodies refresh for each jump.

[100 CP] Power Armour: You receive a suit of power armour that can greatly enhance your capabilities. Faster, stronger and possessing a variety of capabilities, this armour contains a nanite swarm, micromissiles and small fabrication units. If Godling or Black Angel has been taken this can act as a mobile avatar of your being.

[200 CP] Autofabricator: This house-sized fabrication machine can manufacture almost anything from conventional matter feedstock, so long as the resulting product is smaller than the fabricator. Depending on the size of the object and the materials, these machines can take seconds to hours. Anything requiring exotic materials, such as magical ingredients or eldritch matter will need them to be fabricated, but this machine can process them.

[200 CP] Transapient Tech Armoury: You have a room full of miraculously high tech weapons, from projectiles to missiles to energy weapons. This room is added to your Warehouse as a additional space. Any weapons from this attachment automatically restore themselves when damaged. If destroyed, any weapons from this attachment will appear in your armoury one week later in mint condition. All weapons can also freely be modified to your liking. Includes several monomolecular and plasma blades, and firearms utilising missiles, antimatter, plasma, lasers etc. of your choice.

[200 CP] Nanotech package: This table sized construct is filled with a self-replicating swarm of nanites fully under your control. Can be used for anything from utility fog and construction to grey goo weapons.

[400 CP] Uploading Device: This car sized construct contains an entire virtual world to populate. These devices can run tens of millions of human baseline level minds at several tens of thousands times faster than a human's frame of reference. Attached to this device is a series of utility fog swarms with the main capability of uploading minds to the device. If the device should be damaged or destroyed, it will reappear in the Warehouse intact with all minds within restored.

[600 CP] Supersophont Seeds: You receive a batch of 30 spherical objects, each one 30 cm in diameter. Contained within this batch is are 12 Clarkekent seeds, which grants incredible strength, durability, regeneration and speed, 12 Blue Mazarin seeds which grant a modosophont with flight and pseudo-telekinesis in the form of extremely rudimentary manipulation of space-time. The last 6 are Silverseeds, which grant typical Clarkekent seed powers alongside reactionless flight. This batch self refills every day.

[600 CP] Terraforming Seeds: You hold in your Warehouse 5 house-sized spherical objects. These godtech devices can terraform planets, moons and gas giants over the course of several months to a year, depending on the celestial object's size. They can be calibrated to create ideal living conditions for any baryonic organism, and will activate on your command. These objects will be replenished at a rate of one seed every month.

[800 CP] Thunderbolt and Metric Weapons: This vehicle sized, radar-dish shaped construct is a truly devastating weapon of mass destruction. Whether gifted to you by an Archaiect or salvaged from some abandoned warship, it is now yours. This weapon generates an immense gravitational wave that propagates at the speed of light, the wave itself destroying time and space. Unless your opponent can survive being erased from existence, this weapon is sure to permanently put down anything from infantry (as overkill as that is) to stars and solar systems. Supplementing the thunderbolt is a displacement cannon the size of an apartment building and 10 metric bombs. Should such weapons be damaged or destroyed, it will reform, fully intact within your Warehouse after a week. The metric bombs replenish one of their number every 3 days.

[800 CP] Ascension Maze: You have been given a great boon. This ascension maze walks baselines and nearbaselines through a course of augmentation and training that results in a full ascension up to S1, and then again to S2 (should they finish a second trip through it). Any sophont that finishes a trip through this has their personality come through intact and none the worse for wear. Will restore and/or reform in the Warehouse after a month if it becomes damaged or destroyed.

[1000 CP, Free if Galactic Odyssey is taken.] Warp Drive Ship: You are now the proud owner of a 20 km long ship with a warp drive. A gift from one of the highest Archaiects, it is operated by a non-sapient subroutine of an AI god. It is filled with a full suite of residences for biological beings, to data storage systems and entertainment districts. This ship is invisible to most sensors, save those that can detect changes in time and space. This ship cannot exceed the speed of light as it is, but is open for full modification should you desire it. It is bristling with weapons, from displacement cannons, millimetre sized metric bombs capable of busting planets and immensely powerful self replicating nanotech to other more conventional weapons such as projectiles and missiles, to say nothing of the ungodly electronic warfare suite. Out of this jump, this spacecraft is stored in the Warehouse and can be brought out at any time. Will reform in the Warehouse after a month if destroyed.

[1400 CP, Must also take Godling. Free if Galactic Odyssey is taken] Battle Moon: A battle moon around 300 km in size. At its core is an ISO node capable of housing an SI 3's consciousness. This craft is a civilisation unto itself, able to house millions of other SI and S2 entities and trillions of modosophonts. This fearsome spacecraft is armed with many displacement cannons, implosion and metric bombs and several thunderbolt devices. After this jump, this is stored in your Warehouse and can be brought out at any time. Will reform after six months in your Warehouse if it is destroyed.

[1800] Complete Techbase: This 30 km long ship is a repository of information of all of Orion's Arm's techbase. Yes, this includes all examples of godtech and xenotech.

Companions

[300 CP] Companion Import: You may import up to eight companions into this setting. Each of them get 600 CP to spend.

Drawbacks

[+100 CP] Glarion, the Glorious Conqueror: A Tylansian will follow you for the duration of your stay here. They will be identical in both appearance and personality to the eponymous character of the movie and will be absolutely OBNOXIOUS to be around. Should they die, another one will take their place in a year.

[+100 CP, can be taken multiple times] The Long Road: By taking this drawback, you extend your stay by another 5 years. Taken again, another 10 years will be added to your stay. For every time you take this drawback again your stay is increased by 20, 40, 80 and so on years. If a scenario is taken, this drawback is added to the end of your scenario.

[+200 CP] Eyes and Ears Everywhere: See those cameras? That utility fog? That touch sensor? They're linked to the Known Net. You are known to the many other Transapients and Archaiects across the known net. Throughout your stay here, Transapients and Archaiects from other factions will constantly try to spy on you.

[+200 CP] Joy of Discovery: Whenever you attempt to communicate to another your true nature, your words and/or thoughts become far more cryptic, raising more questions than answers. It will be up to your listener to decipher what you are trying to convey. Other subjects of communication are immune to this effect.

[+200, mandatory for Black Angel] Agent: Through circumstances known or unknown to you, you have found yourself sworn into service to a Sephirotic Archaiect. On occasion, every decade of your stay you will have to perform a favour for that Archaiect. The favours may range from something to small such as procuring a few extra shipments of computronium, to something larger such as exterminating rogue autowars. The favours asked of you will never be suicidal nor put into critical danger, but you may have to temporarily leave whatever you are doing to fulfill the favour. If Black Angel was taken, the favours that you are sent to fulfill will either be military in nature or diplomatic, in the case of being a negotiator for the Archaiect you are in service of. In the case of Black Angels, you will have to act in constant service to your Archaiect for a third of the duration of your stay.

[+400 CP, mandatory for Godling and Black Angel] Cumbersome: Your body is immense. No longer are you housed in human sized or smaller bodies, you are now housed in a single ISO node around 100 km in diameter. It is mobile, but needless to say you are a big target for other transapient and AI gods. If Black Angel was taken, this drawback merely turns your body into a 100m sized sphere.

[+600 CP] Rigorous Testing: The Archaiects have decided on a hands-on approach to studying you. Knowledge is power, and this only becomes more true for hyperintelligences. They want to find out more about your capabilities, so expect plenty of *interesting* situations that you may have to use you out of context abilities to use. None of these would result in death due to the fact that you are the only test subject, but do expect to be put on the brink many times.

[+600 CP] Cosmic Virus: Oh dear. It seems your appearance has attracted less savoury sorts. Outbreaks of the Cosmic Virus seem to regularly occur in the adjacent star system closest to yours. Expect people to construct destructive, genocidal Transapient AI and try broadcasting signals to you. These signals do instruct you to do the same, and it's fairly obvious of what would happen if you happened to follow them.

[+800 CP] Cat Troubles: The Queen of Pain is after you. She is an SI 3 level transapient, and a chaotic animin intelligence. Her agents will hunt you, and if she fails enough, she will send her transapient agents after you. Be careful, for if they catch you and bring you before her, you will wish that you had died... as you suffer an eternity of mind rending torture. Of course, if you are high enough on the toposophic scale, she will go after you herself, perhaps even ascending to match you.

[+1000 CP] Assimilate: The Amalgamation is after you. They know of your existence and nature. Now they will chase after you as a high priority target. Should they catch you, you will become part of the hivemind and your mind will no longer be yours. Take solace, however, nobody likes them, as others will fight against the Amalgamation just as much as if they were after them.

[+2000 CP] Machine God's Wrath: You have offended one of the SI 6 Archilects of another faction. It wants you dead, and will stop at nothing to remove you from existence. Hope you have FTL, because you'll need it to get out of there.

Scenarios

Every scenario can in any order and/or at the same time as other scenarios with the exception of Leviathan. Any celestial objects and megastructures obtained as scenario reward self repair as long as something is not in the way, such as another celestial object or megastructure. If any scenario rewards are destroyed, they reappear in the Warehouse after a 6 months fully intact.

Pest Control

An outbreak of something known as 'The Cosmic Virus' has occurred. The virus has affected a planet of xenosphont origin at the edge of Terragen space. The Cosmic Virus is an easily deciphered signal being broadcast throughout the observable universe, instructing civilisations to build computer systems with a programmed AI that would 'help' them. It seems that this particular xenosphont civilisation fell for this trick and created an S2 AI that wiped them off the planet and turned its resources to building infrastructure for itself. You begin on another planet in the same solar system and begin this scenario with an extra 300 CP to spend. Your job is to destroy the entity and all its infrastructure. If you succeed, you gain a copy of the planet the AI took over, which will be stored in your warehouse.

The Nascent God

[Must be taken with Godling] There is but a single goal, jumper. You aim to become a machine god yourself. Your goal is to become an Archaiect, which means ascending to at least S4. For this, you must procure enough computronium to equal the mass of at least half of Jupiter. Transapient from outside the Sephirotic Empires, both high and low, will try to covertly stop your ascension. Good luck, jumper. Upon completion of this scenario you will have full access to a dyson swarm orbiting above a star along with 800 CP to spend. There is no time limit to this scenario.

Utopia Across the Stars

Your job, jumper, is to create and maintain a utopia in a single star system. Your newly created nation will be hoarded with attacks from rogue biowar and autowar self replicating spaceships, with the occasional sabotage by another transapient. You must make sure that the nation does not fall within 500 years. Upon completion of this scenario, you gain a replica of this solar system as a pocket dimension, either empty or complete with its inhabitants. Receive another 500 CP at the start of this jump to spend.

Galactic Odyssey

There is so much that is unknown about the galaxy. And you will not stand for that. Your mission is to map out at least 50% of the entire Milky Way galaxy, whether through probes or avatars or

mapping them yourself. Receives the Warp Drive ship for free, or the Battle Moon if Godling is taken. Most of the Archaiects will only be able to give you little, if any support during the latter stages of your mission. The galaxy is a dangerous place, so prepare yourself for powerful xenosophont civilisations, deadly leftovers from ancient wars, and hostile godlike intelligences scattered around. At the conclusion of this scenario, you gain 'Complete Techbase' for free along with an additional 1000 CP to spend. Should you already have 'Complete Techbase' before you complete this scenario, you instead receive 200 Warp Drive ships or Battle Moons or any combination thereof. This fleet of spacecraft will behave the same way as CP bought items. There is no time limit on this scenario.

The Leviathan

The year is 3 million AT. Whether from war or repeated apocalypses Terragen civilisation has long since faded away, and what little remains of the Archai and Transapients sparsely populate the remnants of the Wormhole Nexus. A threat of immense proportions looms over the horizon, and its effects can already be felt. The planets and stars are in disarray, tossed around by the gravitational pull of the incoming enemy. In 50 years, the Leviathan, a giant megastructure 10 light years long and massing over a 100 billion suns, will arrive at the edges of the Terragen sphere. And it is hostile. Your job, Jumper, is to end this threat once and for all. The Leviathan is armed to the teeth and filled with a whole galaxy's worth of malign intelligences of all toposophics, from humble modosophonts to the vaunted S6s. The glory days of Terragen civilisation are long gone, and the Archaiects and Transapients of the Terragen sphere are few and far between. They too, will fight against this threat, but will it be enough? Take an additional 3000 CP to spend. You will also be given the option to ascend to 2 toposophic levels higher than what you bought with CP for free at the start of this scenario, with your personality and selfhood intact and with all the required infrastructure for such a thing. Should you succeed in this endeavour you will be ascended to S6 with your personality intact. You also gain a complete copy of the Leviathan with infrastructure intact, along with a copy of the whole expanse of the Terragen sphere. Both can either be filled with friendly inhabitants or empty. They will be stored within the Warehouse after this jump. There is no time limit on this scenario.

Ending

Go Home: Perhaps this vast universe was too much for you. You'll go back to your home universe with everything you have earned. Your consciousness can be housed in an object of any size.

Stay: Why, isn't this interesting. Perhaps you too will play the game of gods. In time, you may even learn to travel to other universes here. Your consciousness will no longer be bound to large, cumbersome ISO nodes should you be of a high enough singularity level and now you can house your consciousness in bodies of any size.

Continue: You will continue your jump. Your consciousness can be housed in a body of any size, and you continue your explorations of the multiverse.

Notes

- The perk 'Superior' acts as a booster to numerous abilities.
- With 'Savant' your skills in a particular area would nearly be able to rival a being a single toposophic higher.
- Combined with 'Social Interaction Analysis', you can straight up tell blatant lies and still convince your target that it's the truth. You can turn the most fanatic of zealots to be devoted to your cause so long as you have knowledge of the person in question.
- With 'Transapient's Mind' you are boosted to SI 2, the limit of what can be contained within a human body. You become millions of times more intelligent than humans and can perform any skills they can with far greater efficiency and productivity than even SI 1 entities. Needless to say you are a god amongst men, at least in regards to intellect.
- 'Ultimate Muscles' is a purely physical enhancement, but when combined with 'Superior' it allows a human sized entity to lift and throw around whole trains and go to more than three times the speed of sound. Needless to say you become a budget Hulk with an extreme speed boost.

- 'Provolver' is now enhanced to the point where you can now create truly immense biological constructs and intelligences. You can now create organisms that grow as large as moons, entire hyperintelligent races loyal to you and can enhance even bacterial colonies to become the equal of lower grade transapients.
- 'Unplucky Baseline' :This effect is magnified the more powerful you are compared to your target, and if it is within reason that you can beat them using little to no effort, it will be near impossible for them to win no matter how lucky or fortunate they are, unless they can truly match up to you.
- If you ascend to a higher S level in jump, you will keep your enhanced intellect in future jumps and the enhancement will be fiat backed.
- One of the core parts of Orion's Arm is the enhancement of intelligence, and it indeed serves as one of its fundamental premises. Regarding transapients, they are effectively minds of anything (human, animal, AI, alien) that exist at a level of intelligence that are incomprehensible to lower intelligences. A baseline human mind is regarded as S0, or Singularity level 0, which is sort of a standard level for evolved sapience. The singularity levels of the toposophic tree (1, 2, 3, 4, 5, 6) denote a level where one level of intelligence is incomprehensible to those below by dint of having intellect far beyond them.
- At S1 or SI1 is where we might regard as a large football stadium's worth of human geniuses (15 000+) of varying specialisations. Logic, reasoning, problem solving and thinking speeds are enhanced by magnitudes. For example, a mind of this level can provide optimal solutions to global economic problems, near instantly craft complex scientific theories that can take decades for baseline human researchers to deduce, and solve other puzzles within seconds. The thinking speed increase greatly accelerates the transapient's thoughts, and provided they aren't limited by sensors or sensory organs they can track bullets or supersonic objects as if they were slugs or snails. Multitasking ability is increased drastically, and thousands of human-level thought partitions could be run. Everything that a baseline human could learn through decades of training and experience could be learnt and perfected after a single lesson and/or a few hours. Some things could also be learnt entirely by observation. A transapient is also fully aware of subconscious actions and details, able to freely focus or change them at will. Along with this, transapients are also capable of simulating even alien though processes, being able to edit their mindstates at will. A transapient could also alter their perception of time between different thought partitions, such as having one partition observe a bullet flying through the air over the course of milliseconds through greatly accelerated perception speeds and having another watch the growth of trees or plants over days or weeks by slowing that partition's perception of time. At this point, an S1 being is still relatively close to humanity and still fully capable of being immersed with the rest of humankind but may

seem eccentric or strange at times due to being in possession of vast intellect. This is helped by the fact that the mass of an adult human brain is enough for conversion into an S1 mind should the right computational substrates be used.

- At S2 all of the basic transapient traits are enhanced drastically. Thinking speeds are several hundreds of millions of times greater than baseline humans, all the way up to single digit billions and at this level the transapient will still find it possible, but harder to stand alongside baseline humans due to effectively being on the same level to humans as humans are to insects. A transapient at this level can still be fit in a human sized body, but will require not-insignificant and very noticeable parts of the body to be converted into computronium, though intervention from an Archaiect is typically necessary to fit an S2 mind in such a small body..
- At S3, the size required to house such a consciousness skyrockets. These entities are housed in objects hundreds of kilometres in size, often as mobile nodes. In terms of baseline processing power, these entities possess processing power many trillions to sometimes even quadrillions of times greater than humans. Entities of this intellect may well be considered to be nascent gods, as these entities are now capable of so much more than lower transapients. It is also at this level that a mind can begin to make the calculations for various pieces of space-time engineering using only pure science, such as wormholes and metric weapons (which utilise, and sometimes destroy space time to cause damage).
- At S4 is where an entity is considered to be godlike. At this level, the mass of computational substrates effectively equal that of Jupiter and smaller red dwarfs, and the consciousness of such an entity either exists as a distributed network and/or as a gas giant sized node. At this level the first warp drive vessels can be designed and created, vessels which use space-time bubbles to propel craft forward. At this level, entities are also capable of creating pocket dimensions and universes.
- S5 and S6 entities are considered to be nigh-omniscient. These entities can be expected to know almost all of the laws of the universe, and many more of other dimensions or universes. At this level most of their capabilities are near inconceivable and in some cases can act as creator deities via creating their own universe and moving into them. The capabilities of entities of this tier are not well understood, mainly due to the nature of their intellect.
- The 'Unplucky Baseline' perk is related to a trope found quite often in sci-fi. A central part of Orion's Arm's writing is the lack of the 'plucky baseline' trope. This mainly stems from how implausible this trope is in several settings. To give an example in the form of the movie Independence Day, any race with interstellar spacefaring capabilities should be able to extract resources from asteroids or other celestial objects with trivial ease. By

the same token, by all accounts they should also be able to curbstomp any modern military as any civilisation with an interstellar capacity should be far in advance of modern technology and resources.

- Orion's Arm's technology is very powerful, even compared to other high end sci-fi settings. While the lack of true FTL (wormholes allow large distances to be bypassed, but setting up a new wormhole often requires it to be slowboated there at relativistic speeds) is problematic, the setting itself 'builds tall', rather than 'builds wide'. There are immense mega engineering feats, such as structures over an astronomical unit in size to those that are light years in length. Feel free to fanwank responsibly and use the technology to its potential.
- A Black Angel is an ISO node sized object used by the AI gods. These are brimming with weapons and extremely deadly devices, with their capabilities gleaned from witnesses to, but never any survivors of their use.
- If you want further information of the setting, the Orion's Arm website is freely available. For more details, these links contain more info:
 - <https://www.orionsarm.com/eg-topic/45c68b98779ad>
 - <https://www.orionsarm.com/eg-article/49cfe7a37b5b3>
 - <https://www.orionsarm.com/eg-topic/45b3daabb2329>
 - <https://www.orionsarm.com/eg-article/47fae3883cbbe>
 - <https://orionsarm.com/eg-topic/492d6aa0a549a>
 - <https://orionsarm.com/eg-topic/492d6fafbef2a>
 - <https://orionsarm.com/eg-topic/492d73280dc85>
 - <https://orionsarm.com/eg-topic/492d78f2b8fde>
 - <https://orionsarm.com/eg-topic/49305d833f2cf>
 - <https://orionsarm.com/eg-topic/4930657c5516d>
 - <https://orionsarm.com/eg-article/480a48b000f5b>
 - <https://orionsarm.com/eg-article/45e7816f47054>
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Changelog

V. 1.1:

- Added the Scenarios Pest Control and Leviathan
- Added Perks Mental Ward, Ascension, Not Transcension and Black Angel
- Added Drawbacks Cosmic Virus, Eyes and Ears Everywhere and Joy of Discovery
- Added to Gear Supersophont Seeds and Uploading Device
- Added wording to the Infomorph perk Fast Transfer

V1.11:

- Added the Agent drawback.
- Added wording to the Long Road drawback, Black Angel perk and Gear items

V1.12:

- Reworked the Long Road drawback and the Thunderbolt gear item to include other metric weapons.
Added wording to the Scenario section
Added Gear item Terraforming Seeds

V1.13:

- Made the perk Ascension, Not Transcension free due to how fundamental the toposophic scale and its effects on the mind are to the setting
- Added perks Hyperborg, Resilient Selfhood, Spreading Gifts, Dark Spaces
- Added gear item Ascension maze