

Imperium Galactica I

V1.1 by Songless

The interstellar Earth Empire of old has fractured - torn apart by internal strife, factions splitting off and declaring independence, and the sheer, unrelenting economic and military pressures of the hostile galaxy humanity lives in. Now, only a handful of systems remain under Earth's dominion... and on all sides humanity is beset by not only its former colonies, but also by alien competitors.

Some of the alien races are friendly if somewhat aloof. Some are neutral, their indifference or fickle natures leaving humanity largely undisturbed... provided we stay out of the way of their ambitions. Some are hostile, like the Garthogs, with tensions rising daily and skirmishes and full-scale battles occurring with unfortunate regularity. Some are much, much worse.

Humanity cannot continue as it once did. The philosophies and strategies of the past no longer suffice - a new path must be forged if the empire is to ensure safety and prosperity for its people. Humanity needs more than just a ship, or a weapon, or a plan. Humanity needs a miracle.

Humanity needs a savior.

Research and creation of cyborgs has been outlawed for over half a century, a hard lesson learned from the conflicts of the past. But the need is dire enough, and even such laws can be bent... or broken. A new leader was forged, to combine super-human insights and competence with a loyalty born from implanted memories, a life fully lived. But taking too great a risk is foolish even now, and the future Grand Admiral is still untested, unbloodied, inexperienced.

You arrive in this setting taking the place of Dante Johnson, humanity's last, best hope to stop humanity's inevitable annihilation. Though you are initially tasked with merely restoring order and safety to a small segment of humanity's domain, you will find that the challenges you will face will rapidly increase. From managing colonies to researching weapons and building fleets of warships to rebuke or eventually overcome your foes, your time here will not be one of peace and leisure.

You will stay here until one faction has achieved galactic dominance. In most cases, this will mean the surrender or destruction of the Dargslan Kingdom, however many months or years that may take... or the annihilation of humanity's Galactic Empire. You will not automatically fail the jump if humanity falls, but survival under the Dargslan is unlikely to say the least - especially if you were part of its leadership before the fall.

You begin with **1000CP**. Good luck.

BACKGROUND

During this jump you will take the place of the protagonist, Dante Johnson, starting your time here as a Lieutenant in charge of a trio of planets with little more than a Destroyer and a handful of Fighters. You may choose to be a 'Drop-In' or take his place fully, gaining his memories and history in this setting (insofar as Dante even has one) just as you might have already experienced in other jumps. If you choose to be a Drop-In without an in-setting history, it simply means that you arrive in a slightly different variant of the Imperium Galactica setting where your superiors did not feel the need to create fake human experiences and memories for their newly created saviour.

In all cases, you are Earth's last, desperate hope – the newly created genius leader that is the culmination of a top secret project tasked with creating a miracle solution to the seemingly inevitable defeat of humanity's empire. But even so, there are many ways that one may lead, many methods that one could use to shape the destiny of the galaxy...

Choose to be a **Commander**, and your talents shine brightest on the field of battle, be it between fleets of spaceships or on the surfaces of planets both friendly and hostile. Numerous alien empires exist in the galaxy, and a substantial number of them are hostile. Indeed, it will not be long before you will find yourself in a grueling conflict with the Garthogs just beyond your sector's borders. War is inevitable, but you will be ready.

As an **Economist** you are a gifted manager of your colonies and infrastructure, a gift that you will find very useful in the coming years. The old empire is in ruins, the upheaval of past years leading to a near total economic collapse. Under your guidance, you can turn the remnants of the past into an industrial powerhouse to match and exceed your rivals. Conflict will come, but just as your inevitable riches may lure the greedy and the ruthless, so too will they afford you the protection you need.

You may also choose to be a **Diplomat**. The galaxy is a big place, and as much as you might want to rely on good old fashioned human ingenuity, understanding that you need not stand alone is the first step to becoming something greater. Your skills at negotiation, communication and xeno-philosophy make you a spectacular emissary of humanity's interests, and with the sheer number of aliens you'll have to deal with eventually you'll find no lack of opportunities to put your talents to use.

Finally, as a **Visionary** you are the person most suited to looking to the future. You lack the focus of some of the other backgrounds, instead having a more academic skill set. More than anyone else you know that humanity as it currently stands cannot hope to compete with other galactic factions – the scientific and technological gap is just too great. Yours is the gift to plan and improve, to expect the unexpected and devise the solution that no one else thought of.

PERKS

- Ten hours of waiting... (100CP, free for Commanders)

...followed by twenty seconds of chaos and destruction. Battle favors the prepared, and even minor changes to the formations of your ships or the locations of your fortresses and defensive garrisons can have vast consequences once the fight begins – with the kind of firepower that's being thrown around in this setting, even a handful of seconds can mean the difference between a hard-won victory and a bitter defeat. You're a talented planner, and are exceedingly gifted at making sure that your ships, tanks and other military assets are placed such that they can achieve their best effect.

- Tactician (200CP, discount for Commanders)

Planetary sieges are a messy business at the best of times. Establishing orbital superiority is one thing, but to actually take a planet means getting boots on the ground. Overseeing groundside battles in a colony's bombed streets requires a fine sense of coordination and perceptiveness, but you've got it in spades. Not only are you adept at identifying any weaknesses in enemy defenses (such as unguarded power plants you can destroy to cripple static defenses), but your subordinates also gain a sixth sense for dealing with restricted spaces while traversing battlefields. Never again will you need to worry about your tanks rolling into firing lines one by one.

- A Father To His Men (400CP, discount for Commanders)

Leadership is a hard job – it's as much ensuring the right men for the job and inspiring your forces to fight as it is making tactical and strategic decisions. Fortunately, you're blessed with subordinates worthy of your command. All those under your authority are unusually talented and skilled, giving your forces not only higher morale but also an increase to almost all aspects of combat. From accuracy to resilience to maximum range, your men and women will exceed expectations of lesser commanders.

- Tried But True (600CP, discount for Commanders)

Humanity is outgunned. This is no secret, nor much of a surprise. The weapons of the old Earth empire have long since been spent or destroyed, and humanity now needs to rely on less spectacular but more easily manufactured designs. Nonetheless, this reliance on outdated but dependable tech has not only made your side gifted in the art of repairs and jury-rigging, it's also given you some remarkably destructive insights in how to use what you've got. Not only will your fleets rarely suffer permanent damage to their systems (assuming they survive each battle), you and your followers have mastered the art of pushing equipment past the normal safety limits – often spectacularly so. While a Guardian Destroyer might never quite match the terrifying firepower of a Jabberwocky, redlining its shields and laser batteries during a battle will give one hell of a surprise to anyone expecting an easy target.

- Sharp (100CP, free for Economists)

Making the right deal requires a keen sense of both negotiation and the value (or values) ascribed to the items under trade. You have a keen nose for bargaining, and can easily find ways to haggle prices down. Be it through confidence and charisma or a shrewd insight to recognize the one commodity the person (or alien) at the bargaining table would sell their first-born for, you're pretty much guaranteed to get a better deal than you could before – and with a good chance your trade partners will be happy to return for repeat business.

- Master Investor (200CP, discount for Economists)

From waging war against alien threats to managing colony infrastructures to research and development, pretty much every aspect of your job has one common aspect: everything costs money. Fortunately, there are just as many ways to make money as there are to spend it, and you're skilled at making a profit any way you can. You know just how to entice higher taxes from your population, how to expand trade and spend your ever-useful coin in just the way you need to get a solid return on your investments. If money is power, then yours is a skill to grow mighty indeed.

- Power And Steel (400CP, discount for Economists)

If its citizens are the lifeblood of the Empire, then its factories are the blazing heart that gives them purpose. The mighty fleets that you'll need to command during your time here are costly – both in material resources and time. More often than not you'll have to use dozens of factories across as many different star systems to work on a single project, with error tolerances so narrow that even the slightest mistake in assembly might ruin an entire system. Yet for all the complexities of the military-industrial complex, when things work as they should you can work true miracles – and this is doubly true now. Not only are you an expert at setting up manufacturing processes, any organization you are part of will find itself with dramatically increased industrial capability, from mining to assembly to the launch of your mighty starships.

- Next-Generation Logistics (600CP, discount for Economists)

The economy of an interstellar empire is a mighty thing indeed – but often it is unwieldy as well, prone to bottlenecks and inefficiencies. No more. Though your fleets might spend anti-surface bombs by the hundreds, or require replacement weapons, shields, or entire tank battalions, keeping your faction supplied is child's play. You will find that, so long as you set out rough guidelines for people to follow, the entire logistical apparatus of your empire will run seemingly automatically. Smooth, instantly adjusted for sudden increases or decreases in demand, with paperwork and deliveries sorted out as if you'd put your personal attention to every detail.

- Delegation (100CP, free for Diplomats)

During your time here you'll be in charge of fleets of ships, squadrons of tanks, and everything from research to diplomacy. But the true source of humanity's power lies at its foundation: the people living and working in the colonies under your command. Working together with the governors and representatives of the planets in your sector is critically important, and you're the kind of man any overworked and underappreciated government official would love. You're a

master of streamlining any discussions with authority, be it on trade, infrastructure or other such needs, ensuring your people's needs are met without requiring you to take a personal hand in every matter that needs attention.

- Stand Together (200CP, discount for Diplomats)

Even if many of the other empires you will encounter are belligerent to the point of outright hatred, even if long-standing feuds make peace all but impossible – cooperation is still better than annihilation. No matter how much your diplomatic peers may dislike you or the side you represent, you have the advantage that ultimately they will always consider your proposals with logic and sensibility, rather than allowing emotion to control them. Although this won't help you make friends as such, teeth-clenched teamwork with former enemies can nonetheless be a first step towards further reconciliation... or buy you enough time to muster your forces so you can ensure lasting peace through less benevolent means.

- Unified (400CP, discount for Diplomats)

Xenophobia and hatred are common in the galaxy – few humans would enjoy being subjugated by alien overlords, and the same is true for any alien worlds you might conquer. But even so, heavy investment in law enforcement to maintain peace with overwhelming police presence is not optimal – if only for the costs involved. Instead, you have a sixth sense for enhancing and modifying cultural ideas and strengths for different populations, simultaneously spreading the ideas you support while countering antagonistic ideas and inherent problems such as racism. Devising alternatives to bars or recreation centers for the Ecaleps isn't too difficult once you factor in their love of money, and in the highly militarized society of the Sullep Empire you might see a Stadium used for televised battlefield competitions. All you need is those first few ideas, and before long you'll have an empire where the formerly bitter victims of your occupation are as happy as Earth-born humans.

- Puppeteer (600CP, discount for Diplomats)

Diplomacy, negotiation, charm, blackmail... in the end, it's all for one single purpose – control. Your keen insight makes you one of the best, if not the best, when it comes to manipulating others for your own gains. Getting into the good graces of people with wealth, influence and power is child's play for you, and you've got a sixth sense for recognizing and countering manipulation by others. Some friendly advice here, a few million credits there, and after calling in a few favors you might just see half a galaxy march to battle in a suicidal war against an overwhelming enemy.

- Thinking Outside The Box (100CP, free for Visionaries)

The old Earth Empire failed, and as tradition is the way of the past so too will it fail. For the future, you will need new ideas, new strategies beyond those supported by comfortable experience. You have the gift of looking at problems without bias or previous experiences tainting your worldview, considering all options clearly regardless of how unconventional or counterintuitive the possible solutions to your problems may end up being.

- Statistical Relevance (200CP, discount for Visionaries)

The sheer scope of managing an interstellar empire makes it difficult – if not impossible – for most to keep track of all the important details. You can relegate and rely on others, of course, but the boundless depths of bureaucracy can leave critical information by the wayside, lost somewhere amongst the countless desks a report will wind its way through before it ends in your hands. To counter this, you have honed your talents at finding underlying patterns in large amounts of data and cross-correlating events from (supposedly) independent information sources. Though you won't instantly know the exact reasons for any unusual changes, recognizing the presence of underlying connections between minute shifts in tax revenue, population growth, or delayed manufacturing quotas is the first step in predicting a disastrous collapse of the economy – or preventing one from happening at all.

- Inventive (400CP, discount for Visionaries)

It's not barbarians at the gates – the hostile forces in the vast reaches of the galaxy are more advanced, more powerful and often more numerous than humanity's forces. To match them on the field of battle, you'll need to improve, especially in terms of technology... but time is not on your side. You are an expert scientist, with a particular talent for turning theoretical advances into practical applications with a minimum of delay, without taking unnecessary risks. Furthermore, you inspire a similar can-do attitude in anyone else you work with, be it your subordinates, superiors, or even entire planetary institutions like the massive research complexes used for next-generation research in the current day galaxy.

- Expect The Unexpected (600CP, discount for Visionaries)

You can plan for success, you can even plan for failure... but planning for problems and challenges you don't even know exist yet is something else entirely. Nonetheless, you make do. You have an uncanny ability to prepare ahead of time for unknown crises even without consciously realizing it. Call it vision, call it inspiration, call it precognition if you will, but the results speak for themselves. From expanding your medical infrastructure mere weeks before the Garthogs launch virus carrier attacks against a colony to stockpiling laser cannons and torpedoes right before the sudden need for a heavily armed escort mission through your sector, you'll find that no matter how many curveballs the universe may throw at you, you're somehow always ready for them at least to some extent.

ITEMS

- Galactic Aces (200CP, discount for Commanders)

This squadron of fighters is one of the most elite groups in the Imperium - the faceless NPCs piloting these craft are some of the best in existence - and now they work for you. Numbering twenty-five in total, the ships these pilots fly in are automatically upgraded as you gain access to more potent technologies from this setting. Eventually, each will fly their own customized Strikebomber or Wraith. Fanatically loyal, these soldiers will fly to certain death should you require it, and any losses they suffer are replaced without cost after one week.

You may further upgrade their vessels should you wish it, though improving their ships with one-of-a-kind items you can't mass-produce yourself may prevent these from 'carrying over' to their replacements.

- Heavy Ordnance (400CP, discount for Commanders)

This large, automated supply depot provides a safe storage for all manner of large-scale military weapons. Although it initially only provides the most basic Destructor and STK-1 style bombs and missiles, the depot somehow never runs out. As you gain access to more powerful variants the depot will provide these designs as well, up to the terrifying Virus Bombs and Multi-head Missiles found the very peak of humanity's power in Imperium Galactica. Similar mass-produced weaponry from other jumps can also be added to this storage, though such weapons will be quite limited in number - weapons equivalent to Multi-head Missiles will restock once per day up to a hundred units total, while more complex or expensive designs will take proportionally more time.

- Thorin Principles (600CP, discount for Commanders)

Only a single ship of the fabled 'Leviathan' class flagships still exists today: the Thorin. Though practically ancient, built during the heyday of the old empire, it remains the single-most powerful ship in service today. But the Thorin's power does not come from advanced technologies or complex systems - this magnificent ship was built for raw *power*. You gain a series of schematics that will not only allow you to regain the capacity to build additional Leviathan class ships, but they will provide further benefit to any other technology designs stored within. Much like the Thorin, any existing designs you include here are automatically improved to greatly decrease their complexity - making any such ships, weapons, or other technologies substantially easier and cheaper to construct by eliminating the need for rare resources, time-consuming precision assemblies and other such limitations. Yet no matter how 'low tech' the designs become, they will never lose any of their effectiveness. Building a cruiser with an upgraded pressure-forged steel plating will make it just as tough as one armored in a meticulously patterned titanium-osmium crystalline weave, but without the need for any of that fancy nanotech you could probably build an entire second armor shell and still stay within budget.

- Volunteer Service (200CP, discount for Economists)

Every colony needs the basics, obviously, but you're not out of the woods yet once you've ensured sufficient food, living space and power to run your facilities. With this Item, you gain a free Hospital, Fire Brigade or Police Station on every planet you control - perfect for getting your colonies up and running without any major risks from accidents, crime, or the ever-so-pleasant viral attack. In future jumps, you likewise gain the services of a fully-funded and capable staff fit to handle all sorts of accidents and emergencies in any of your other properties.

- Industrial Sector (400CP, discount for Economists)

This massive factory complex is not unlike those used by the galactic empire in this setting - massive, exceedingly powerful, and specialized to the point that even just three of these

behemoths could tax a planet's economy to its limits. Unlike those facilities however, this one can easily adapt to produce different items: there is no need to create different factories to build weapons instead of spaceship hulls. A similar, if somewhat smaller, factory system will follow you into future worlds with you as the undisputed owner, blending in with the setting as appropriate. It's easily updated to manufacture anything else you've learned to build, although limitations may still exist if the factory is kept 'fitting' for a setting. The more powerful, expensive, or complex a design is, the longer it takes to build.

- Merchant Navy (600CP, discount for Economists)

Taxation will likely make up the bulk of your income here, but that does not mean that alternatives are not worth pursuing. By purchasing this option, you gain the services of a large group of traders, each with state-of-the-art freighter vessels ready to ferry produce, passengers and all manner of exotic items between your many colonies. Not only will this organization provide you with a massive boost to revenue, it will grow in size as your empire does. Their skill is such that they are trusted to handle even the most challenging of routes - indeed, were it not for the fact that they work under your orders they would excel at smuggling and bypassing planetary blockades. In addition, their experience and keen talents of observation mean that they can handle even the most dangerous of goods with effectively zero risk: should one of your planets be quarantined due to planet-wide viral outbreaks, these cunning men and women could maintain trade without ever risking infections spreading to other systems, ensuring safety through rigid quality checks and risk mitigation.

- Emergency Mandate (200CP, discount for Diplomats)

Sometimes, you need to be able to give orders right here, right now, and damned be the 'proper channels'. Some emergencies are just too dangerous, too urgent to handle with anything less. This document acts much like a police warrant or Letter Of Marque, giving you a number of extralegal powers to be used as you see fit. With it, you can commandeer, organize, or command pretty much any government organization you can get in touch with. However, the protection of this item only extends to the crisis itself - you may need to justify your choices afterwards and face consequences if you cannot do so.

- Support Staff (400CP, discount for Diplomats)

As skilled as you might be, you can't see to every deal in person - there just aren't enough hours in a day. Fortunately, you've got some top-tier talent working under your command, ensuring that the minutiae of daily work are taken care of swiftly and efficiently, with little more than succinct but accurate summaries making their way to your desk. Furthermore, their loyalty is effectively iron-clad, significantly reducing the risks you might face due to espionage and infiltration.

During this jump this staff will primarily take the form of the various planetary governments operating in your sector, but in future jumps similar talent will be guaranteed for any other businesses, organizations, or governments you are in charge of.

- Embassy Of Jumper (600CP, discount for Diplomats)

This diplomatic center of operations is well-prepared for just about every kind of diplomatic event you can imagine. From organizing peace treaty negotiations to setting up military parades or interstellar trade agreements, they've got the staff and the skills to make it work. In addition to providing a central location from where you can easily oversee the majority of your empire's foreign policy, the connections and influence the embassy provides you also comes with numerous diplomatic gifts. Money, favors, even the occasional example of alien technology may find their way to you from any non-hostile parties you might interact with at the higher echelons of power.

The embassy adapts to your needs in any future jump and may take different forms as appropriate if your authority is less all-encompassing as being the Grand Admiral of an interstellar empire, such as making you CEO of a well-connected international charity.

- Digital Sentience (200CP, discount for Visionaries)

Cyborg technologies were made illegal decades ago, but their principles were kept safe until they were used once again in recent times. You gain full access to the schematics, design principles, and underlying software complete with manuals and logs for the project that would have created Dante Johnson - enough to repeat the process or adjust it for your own ends to create custom A.I. servants with potentially superhuman intellect. The information contained within these files automatically adapts to any other races you might meet, though how well each of these can be emulated or improved upon will depend on their complexity and your own technological abilities. Creating robotic variants of highly-magical species such as dragons or eldritch horrors may require more than mere circuitry and synthetic skin.

- The Big Leap (400CP, discount for Visionaries)

Much like the one used in the Schrödinger's cat thought experiment, this unassuming box is a mystery - until it is opened there is no way to predict what's inside. However, once it *is* used... be it cutting-edge designs, pages of theoretical formulae, or some unknown alien device fit for reverse-engineering, each time the box is opened it will contain something that can provide a major breakthrough in technological development, military doctrine, or a similar field of research. The box takes into account everything the user is capable of at the time it is opened, but can only be used once every ten years.

- Pinnacle Development Center (600CP, discount for Visionaries)

This wonder of modern engineering is the greatest research enclave ever built by humanity. Much like the massive complexes used by the empire, this towering structure is optimized to focus the intellectual capacity of the thousands of scientists it houses into a single discipline at a time. Unlike their more common counterparts, however, this version can readily shift focus - foregoing the need to replace facilities and buildings to accommodate new scientific endeavours. The center will automatically adjust to provide the most beneficial support to any research you or any organization you command may be working on, automatically incorporating

any scientific insights you have gained with a minimum of time. Any spare time they possess is used to upgrade their R&D capacity, using enhanced A.I. Learning, intelligence-augmenting serums, and any other marvels you might have encountered. No matter how far your intellect and scientific insights may grow, the center as a whole will always be able to make the kind of progress you personally would.

- Cutting Edge (100CP per purchase, discounted for purchases after the third)

Ultimately, the biggest hurdle you'll need to overcome during your stay is the sheer difference in power between your own side and the various alien threats. Compared to the ships you will initially command, the Dargslan Kingdom's forces could outgun your own by two orders of magnitude even if you managed to construct a fleet of equivalent size. But, if you truly need it, you can even the odds a bit... with each purchase, you gain the schematics of an entire tech tree, ready for construction at your command.

The options you may choose from are: 1. All conventional Flagships and Space Base designs, including the Orbital Factory. 2. All Destroyer and Cruiser designs. 3. All Fighter craft and Satellites. 4. All laser and ship-mounted heavy weapons. 5. All Torpedoes, Bombs, ECM and Shields. 6. All Hyperdrives, Radars and support systems. 7. All ground vehicles, including the Behemoth. 8. All civilian and military buildings.

- Utopia (400CP)

Planets are, ultimately, limited in how many people they can support. Though especially strict on planets such as the icy wastes of San Sterling, even garden worlds like Earth itself are limited by size, resources and other planetary constraints. But for those who put their all into meeting these challenges, there are nonetheless solutions. Not only do you gain immediate access to colonization ships regardless of your rank, this item also provides the designs for next-generation terraformer technologies. These massive machines can permanently alter the environment of a planet by making minor adjustments to its orbit, creating weather controlling satellites, altering geological activity and more esoteric means. At full power the process is highly destructive, making it most useful on unpopulated planets (or those where major loss of life is no concern). However, a completely safe but also much slower process is available for colonized worlds. Not only can you ensure that every world your people settle on is (or at least will eventually become) a true paradise, the available space suitable for colonization will massively increase as well - potentially doubling the amount that can be found on most planets.

COMPANIONS

- Council Of Advisors (variable cost)

You may be humanity's greatest weapon against the hostile aliens of the galaxy, but that does not mean you need to stand alone. For every 50CP you may import or create a Companion, or instead you may spend 200CP for eight at once. Each becomes a cyborg indistinguishable from human, much like yourself, with a free Background and 300CP to spend on Perks or Items. Companions also get half the bonus CP you do from any Drawbacks you take.

DRAWBACKS

- Absent Without Leave (+0CP)

What's that? You don't want to be humanity's saviour, leading them into the future and seeing them through the myriad challenges to come? You don't want to command vast fleets of starships, or oversee the development of the next generation of warships and tanks? So be it, then. Instead of replacing Dante himself, you instead find yourself somewhere... less 'destined for greatness'. Be it a lower ranking military post or a civilian identity, your background now stands completely separate from the plot of Imperium Galactica I. The coming wars will still happen, but Dante Johnson himself will now be at the heart of humanity's efforts to avoid annihilation - blissfully (or damningly) free from any Jumper-based shenanigans.

- Murphy's Law (+100CP)

If it can go wrong, it probably will at some point. Virus outbreaks, accidents, tragic mishaps with native life... expect a lot of minor but bothersome issues to keep popping up on your colonies. Each individually isn't *that* much of a problem, but their numbers seem endless and no amount of extra safety protocols or planning seems to help.

- Blockaded (+100CP)

Time and time again, the planets in your sectors have issues with inter-system flights. Catch smugglers making off with highly restricted technology, stop pirates from raiding a colony's facilities, and there's always the old standby of a highly virulent plague being loose amongst the general populace. You'll need to spend a lot more time and resources to keep your colonies safe - expect to need a second fleet on standby to enact any blockades. Failing to keep the problem of the week at bay will somehow always carry unpleasant consequences.

- Below Service Threshold (+100CP)

There are just so many things that people need. Housing space, food, medical care, power to keep all the infrastructure going... and that's before getting into things like fire brigades or water evaporators. Somehow there always seems to be problems on your colonies, with one critical public need simply not being met as it should. Fixing things by building extra Arcologies or whatever else people may need will solve the problem, but it won't be long before another one will pop up to replace it. Better get used to some overall drop in colony usefulness.

- Global Poverty (+100CP)

As much as people might support humanity's cause, there's one thing that nobody can really do anything about: war isn't cheap. Unfortunately, it seems that your people are already giving all that they've got to the war effort... which now doesn't amount to all that much. You take a solid hit to your income from taxes and trade, meaning you'll have to make your funds last longer and think *very* carefully about whether the benefits of that extra Cruiser are worth it - or if you should instead commission that extra Fusion Plant the people of Naxos were asking for.

- Faulty Maintenance (+100CP or +200CP)

Wear and tear take a toll on civilian infrastructure as surely as they do the machines of war, and you'll get to face a *lot* of it during your time here. Buildings, equipment, and even entire spaceships seem to just accumulate damage over time, with little you can do to stop it. Stuff will get repaired, certainly, but that takes time and money, and fighting a hostile fleet with a quarter of your guns not aiming right is usually a bad idea.

The second tier of this Drawback makes the effect even worse - all your assets are effectively limited to only 50% effectiveness at best.

- Military Competence (+100CP)

The complexities of interstellar warfare are lost on most grunts you'd find on the frontlines, but usually that's where it ends... at least somewhat. Unfortunately, you seem to be stuck with the kind of military organization that thinks planning is the responsibility of some nebulous 'other department' - and consequently your performance will suffer. Expect to fight tooth and nail just to get the right gear and supplies to your fleets, or numerous resupply orders will end up in the wrong place. Sure, your tertiary fleet could probably use some extra UV Pulse Lasers even if merely as backups when the current ones inevitably get damaged in battle, but that won't help your main fleet much when they need the replacements to continue their campaign.

- Conspiracy (+200CP)

It began with little things. Someone leaving your office when you came back from the bridge, messages opened when you're certain you hadn't read them yet. But it didn't stop there. Where once you might have merely found the origins of your own existence behind the spies and suppressed memories, now these secrets go much, much farther. Lies and deception run deep within the empire, and many of the higher-ranked officials would rather they were not brought to light. Whatever this conspiracy's goals may be, pursuing them will likely put you in danger... but leaving them alone may bring even more problems as your domain expands. It's a small step from breaking the law for a good purpose to outright treason - and this is not a time to suffer such setbacks.

Trust no-one.

- Annihilation (+200CP)

Your foes are powerful, their numbers great - and doubly so now. All other factions in the setting except your own will now have a larger number of planets as well as higher overall levels of technology - sufficient to make each about twice as powerful and dangerous as they would have been before. Do you have what it takes to face such overwhelming odds?

- Diplomatic Breakdown (+200CP)

Once you might have stood together, but now... now it is up to you alone. Inter-galactic relations have severely deteriorated in the years before you were issued your command, making the galaxy far more hostile to humanity in general and the empire in particular. Aliens that once

might have been friendly will be grudgingly neutral, and those who didn't really care before will now call you a warmonger, a tyrant, or simply an enemy of their way of life.

You might be able to improve these relations and forge alliances again, but it will be an uphill battle... and until then, expect a *lot* more hostilities and open war.

- Reviled (+300CP)

Let's face it - humanity's current imperium was not built from the most kindhearted and forward-thinking of foundations. As much as you may seek a brighter future for all of mankind, the fact remains that you'll need to make some pretty harsh decisions to keep your people alive. Constant warfare, heavy taxation, and numerous other such tough decisions are a staple of your command here... and it won't make you popular. Far from it, in fact. Your colonies' overall happiness and morale seems to be firmly stuck on 'apathetic negativity' even with generously mild taxation and plentiful support, but it will quickly worsen to smoldering anger and even open rebellion should circumstances worsen... not to mention adding in the xenophobic tendencies of occupied alien worlds.

- Restricted Access (+300CP)

You are the cybernetic saviour of humanity, built with the most cutting edge science and the most advanced systems the empire could bring forth... and now, that's all you are. Any powers, items, or other advantages you might possess that were not bought in this jump are sealed away. You are effectively reduced to nothing but your Body Mod and whatever skills or memories you carry with you. Good luck.

NOTES

All Perks with faction-wide effects can be toggled on and off, or set to affect only specific parts of what you consider 'your' side: anywhere between working only for you personally, a gradual weakening depending on 'distance' from your position, providing its advantage to an entire nation or any other such design.

Any Items that follow you will automatically adjust to 'fit in' with any future settings you go to if you wish.

Any technologies you acquire in this setting will continue to work in any and all future worlds you may find yourself in - even if developed the hard way instead of bought with CP.

It is unclear exactly how long the events of the game take from start to finish. A game can be beaten with the calendar showing only about a year having passed, but during this year humanity's total numbers could have gone up a thousandfold. Similar unrealistically swift changes likewise take place in everything from scientific research to ship construction to (daily!) tax income. As such, this jump was made with the assumption that the calendar is wrong for gameplay purposes, and that the true events take place over a much longer period of time. Feel

free to fanwank exactly how you implement this in your own chain. Please keep it reasonable, but above all else: have fun.

CHANGELOG:

V1.0 - initial release.

V1.1 - added the 'Absent Without Leave' Drawback and removed the requirement that the empire must survive or you fail the jump.