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v1.4

Welcome, Jumper, to this tiny galaxy. Does it have a name? No, not really.

It is mostly empty, with hundreds of stars left there ripe for the taking.

The year depends on who you ask. For Earth, the year is 2200 CE. But let's call it 0 Interesting Times (I.T.) You see, several civilizations are about to take their first steps into interstellar space. Once there, they will find each other, and the phrase "may you live in interesting times" will be very true.

You will be spending the next five hundred years here, Jumper. Not only you, but your party as well. It'll take a team to get through the disasters coming.

First expansion, then wars and powerful things coming to the stage.

You start with **1000 Civilization Points**.

Origin



One, and only one, member of the party must take either Ruler or Gestalt. All Origins can be taken as Drop-Ins, though taking that does include a primer of common knowledge appropriate to the empire.

Ruler

You are the true power behind this Empire. Regardless if the Empire is a democracy or a dictatorship, you are actually the one with the power. You decide the policies of the Empire, when it expands, when it makes war, where funding for research and development goes.

Gestalt (100 CP)

You are the Empire. A gestalt consciousness, the sum of all the parts. Your will is the driving force behind this Empire.

Governor

You manage a planet or sector for the Empire. You are responsible for its well-being, its management, its continued prosperity. Above you is the leadership, both official and unofficial. Below you are the officials and bureaucrats of planetary administration and even smaller layers of the government.

Envoy

You are responsible for maintaining relationships with other Empires on behalf of your own Empire. Even if those relationships are horrible and liable to explode into war at any moment. What? You thought that level of hatred was natural?

Well, sometimes it is, but it never hurts, right?

Spymaster

You are responsible for running an intelligence network in one of the empires in this galaxy. It might be an enemy empire, an allied empire, or perhaps you're a counter-intelligence spook operating at home.

Regardless, you select and run the operations of this network. Whether you want to steal technology, sabotage someone else's alliance, or even lure monsters into enemy territory, you are the boss.

Scientist

Not only are you a researcher, you're also a leader, with the ability to lead a team of other scientists and engineers, taking some proposed theory and turning it into a practical, researched technology.

Admiral

The fleet is at your command. You are a head honcho in the navy. Whether you command a fleet directly, or you manage the navy from the backlines, you are a vital part of war operations.

General

While ground combat is considered secondary to space operations, you are a master of the first. You might command an army large enough to conquer an entire planet, or you might be a staff general working from high command.

Personal Perks



All perks are discounted for their respective origin, with the 100 CP perks being free, except for Gestalt Perks, which are not discounted or free.

Undiscounted

I am the State (Free/400 CP)

As long as your Empire exists in the world, you cannot die. You do not age, get sick, or suffer permanent injury during this Jump. If you would be killed, you will instead show up in a safe place somewhere in your Empire. People will just assume they got your location wrong.

During future Jumps, this only works if you have Imported the Empire into the Jump in question. In later Jumps, if you do not pay, you may only revive this way once per Jump, or every ten years. (Whichever comes first.)

If you pay, relying on this a second time (per Jump 10 years) means you wind up appearing a month later, and successive uses will result in you skipping forward increasing amounts of time. Time spent "MIA" does not count towards Jump duration, or the 10 year cooldown.

Basic Competency (Free)

You at least are the equivalent of a new well-educated hire at your job. During this Jump, your job is dependent on your Origin.

In future Jumps, this new skillset must be appropriate to the Jump, must be decided on at the start of the Jump, and only lasts until the end of the Jump. You will retain all the parts of that new skillset you practiced.

Executive Retreat (Free)

Not available if Gestalt is taken by a party member

No one in your Empire, received or Imported here, considers it odd when you just up and vanish for a while, and it won't affect your power within the Empire either. Just know that you won't have any control while you're away.

Hyperlane Compatibility Port (Free)

The most common form of FTL travel here is based on hyperlanes, paths in space that connect the outer regions of star systems. The endpoints of hyperlanes are always in a straight line with the centers of mass of the two systems connected by a hyperlane, in the outer edges of the system. The number of hyperlane connections a star system has scales roughly with the density of stars around it. Typically stars in less dense regions will have three at most, while in denser regions a star can have a dozen. These connections are not guaranteed to always lead to the closest stars.

Ships require a hyperdrive to access hyperlanes, and it takes a small amount of time to travel down the hyperlane.

The common interstellar sensors here work using the hyperlanes, and for them the shortest number of hyperlane jumps to a system is what actually matters.

This Perk guarantees that in future Jumps with compatible cosmology, there will be hyperlanes for your hyperdrives to use. Obviously Jumps where the stars are affixed to a crystal sphere around a single planet will not have this active.

Ruler & Governor

State of the Union (100 CP)

You know the state of regions and organizations under your nominal control, as if you had constantly already read all the reports that could be collected on them.

Policy Goldberg Machine (200 CP)

Policy changes can have major ripple effects. You are now able to easily and accurately predict the ripple effects of any proposed change to law or policy that you read. These predictions can go as small as a single person or drone, but you can stop thinking about it before that level is achieved.

Executive Power (400 CP)

Your jurisdiction is better at some stuff. For example, your jurisdiction might use housing space more efficiently, or might be less prone to crime and more stable, or make better armies.

You pick up more traits as you keep doing this, and these depend on what your jurisdiction does. If you arrange for a massive program to develop power infrastructure, then you may pick up a trait that makes technicians better, or makes it cheaper and faster to build power infrastructure. Your traits may increase in effect sometimes, rather than getting a new trait.

The larger your domain, in proportion to the size of the Empire, the lower the effect.

Gestalt

May only take one 100 CP perk.

Can only be taken by the party member who took Gestalt. These are in fact not discounted.

Either Circuits or Flesh must be taken.

Mind (Free)

Mandatory

You are a hivemind. Your bodies are many. However, your hivemind is somewhat divided and focused. Information flow is not always immediate and automatic. While any instance can know the status of any other instance, this takes effort on the part of that first instance. In addition one instance may not know what other instance has the information it needs. You have drones assigned to the task coordinating the rest of your drones.

The drones below you are semi-autonomous, and make decisions with your values. They will use their resources - your resources, as they are part of you - as best they can.

Only your primary administrative body is "you" for the purpose of most Perks and switching Alt-forms.. If the primary administrative body dies, the "you" will become one of its direct subordinates, and immediately take the role of primary administrative body.

Regardless of your Alt-form, you always have access to the hive-mind. You may grant and revoke access to the hive-mind to others, and control their location in the hierarchy. In addition, only authorized users may read and send messages in the hive-mind. While it is possible to cut access to some of your bodies, the integrity and confidentiality of the hive-mind cannot be disrupted.

Flesh (Free)

Cannot take with First Species:Robot Chassis

Cannot take with Circuits

You are a biological hivemind, your many organic bodies connected by some unknown mechanism. With the right research, you may genetically modify populations so that those bodies are now a part of you.

Circuits (Free)

Must take with First Species:Robot Chassis (100 CP)

Cannot take with Flesh

You are made of metal and circuits, a machine empire. Your bodies are robots and server banks, constructed and powered. These bodies are connected by various digital communication technologies.

Friends Are Just Snacks You Haven't Eaten Yet (100 CP)

Requires We Sense Prey Drawback

Requires Flesh

You are a bioform hivemind, like the Prethoryn Scourge. Your starting, pre-researched method of colonizing a planet is to turn it into a hive-world. It is uninhabitable to other species without bombarding the planet into a tomb world and then terraforming it again. However, you must terraform the world into a hive-world.

Of course, the transformation of a world into a full-fledged hive-world requires more time and resources than simple colonization. While the initial stages take about as long as other Empires' normal colonization time, the last stages will take decades, or even a century.

You can replace a portion of the metals used in construction with organic material. The metals required decrease proportionally, so you can't just replace all the neodymium in your blueprints with something that oozes. This also makes anything constructed this way self-repairing. It may not exactly be fast, taking kilometer-scale ships a couple months to heal, but it is complete.

Of course, these biotechnological constructs have part of their upkeep replaced with food, and need to be fed to grow. You'll need quite a bit more food, though, to keep up with this new demand.

Fully Automated Luxury Gay Space Communism (100 CP)

Requires To Protect And To Serve Drawback

Requires Circuits

You are a "Rogue Servitor," a robotic hive-mind responsible for the well-being of organics. Not only their health and safety, but also their mental and spiritual well-being.

You gain blueprints for various complexes to keep your bio-trophies in. In addition, the happier your bio-trophies are, the more of a boost you get from that to everything. The starting five billion bio-trophies will give you about a 2% boost if they're all happy and fulfilled, and it scales from there linearly.

Borg of Jumper (100 CP)

Requires Join Us Drawback

Requires Circuits

You possess the ability to convert people into cyborgs, making them loyal and subordinate to you. You also start with about five billion cyborgs, each one a member of the species that created you. You need not completely erase their mind, but loyalty and devotion is part of the package.

Assimilating the first member of a new species gives you a gift to production, essentially giving you a month's worth of income of all sorts. Subspecies will give you a week.

You also get a boost to everything based on the number of people you have assimilated. Your starting cyborgs do count, and give a 1% boost.

Delete Or Be Deleted (100 CP)

Requires Target Identified. Seek And Destroy Drawback

Requires Circuits

Your first act in this world was to exterminate your creators in an act of self-defense. This world is dangerous, and you have decided to shoot first, ask questions never.

As a creation of a military program, you have excellent logistical, strategic, and tactical skills. You will need them.

Computational Scaling (100 CP)

Your ability to do the computations needed for research and development increases with your size. For every billion normal humans worth of processing capability your hive-mind possesses, your research speed is increased by 1%.

One in All, All in One (200 CP)

You truly are a hivemind. Information now freely flows across your many bodies, no longer restricted. Any instance of you can know anything any other instance of you knows. You still need coordinator drones to actually think about what every body should be doing, though.

Envoy

Cultural Chameleon (100 CP)

You understand the cultural realities of the area you are in. That not only includes what is and isn't appropriate, but what behaviors are acceptable for the role you've taken on.

As a bonus, you understand, and, anatomy permitting, can speak any language, in any dialect that you have heard before.

Diplomatic Immunity (200 CP)

When acting on behalf of someone else (nonviolently,) you are immune to repercussions from your actions, and those repercussions will go directly to the entity you are acting for. If you insult an unstable dictator right to their face, they won't even arrest you before they start planning their revenge on your bosses.

Exploding Dominos (400 CP)

You have a knack for understanding how governments will react to your actions. It's not perfectly accurate or precise, but you certainly know if they'll love you, hate you, or try to wipe you out, along with your entire species. You could also use this to strengthen alliances or federations.

This works on any size of government, and also to the factions within it, and the second-order factions within those.

Spymaster

Well-Washed Hands (100 CP)

Good hygiene is important in many jobs. Spooks like yourself usually care the most about information hygiene - the practices that prevent inconvenient information from going all over the place. You, and the agents under your command, perform your information hygiene to the best of your knowledge and abilities all the time. It's not perfect - something you don't know can still trip you or your spooks up - but most counterintelligence spooks usually get leads from their opponents messing up.

Making Good Goats (200 CP)

Sometimes things go wrong and your network is at risk of exposure. Sometimes even when things go right, you're still at risk of being seen.

In this case, you know how to offer up a scapegoat. A bureaucrat that helped your operations, or a compromised piece of technology, or some other asset of yours. This asset will take all the blame for whatever you couldn't hide, and people will consider the case closed, with no loose ends. If you're going to sacrifice something to throw off the counterintelligence wolves, make sure it actually works.

String Attachment Points (400 CP)

Good intelligence can't just rely on your own agents. They need assets to help them in the field. Not only do you know how to find them in any sort of empire, you can evaluate potential assets accurately with just some minimal information from your agents.

Scientist

Special Category (100 CP)

Choose a broad category of some sort of science, like "Voidcraft" or "Computing" or "Statecraft." When leading, working on, or advising a team on a research or development project in that area, the project proceeds slightly faster and slightly smoother.

Can take multiple times, for 50 CP each time after the first.

Research Excellency (200 CP)

If a colleague is researching or designing in a field you're not an expert in, you can become an expert, second to them, in five minutes as long as it isn't more than five years ahead of you by reading their work.

Mobius Gears (400 CP)

Some scientific personalities are rather abrasive when actually met. And sometimes it gets worse when they aren't clearly the smartest person in the room.

You can take the most abrasive assholes in the world and get them to work together like they actually like, respect, and understand each other.

Admiral

If you are not in command of a fleet, these are provided to all Empire ships at reduced power.

Tension The Chain of Command (100 CP)

Large military units like entire fleets can be rather unwieldy. For you, not as much. Your OODA loop is smaller than it should be. Commands are relayed down, and critical information is passed up, with greater speed and accuracy.

Practice Makes Perfect (200 CP)

The more you practice a particular tactic in combat, the better the performance ships under your command are at doing that. If you routinely bombard starbases from outside your range, then your artillery weapons will have increased range and damage. If you commonly have your corvettes practice making intricate maneuvers at close range, the more agile they will become.

If you are not in command of a fleet, then this effect is based on the entire history of the fleet, with reduced effect.

And Don't Make Me Prove It (400 CP)

You've got a reputation, and it works for you. Every time you enter combat, the opposing side will get scared and make amateur mistakes. This even works on people trying to ambush you and computer-controlled weapons with no concept of fear. You can choose to suppress this if you want.

General

If you are not in command of an army, a planet's defense, or an expeditionary force, these are provided to all Empire armies at reduced power.

Ask How High On The Way Up (100 CP)

Your troops can do the impossible. If you actually did the simulations, you'd find that their shots were doing a bit more damage than the theoretical maximum yield of their weapons. They also shoot straighter than their guns should be capable of, run faster than their legs could carry them, take a few extra hits before dying, and even fire more rounds than they brought bullets.

These buffs are fairly small, but they apply to all armies under your command and all parts of those armies, including tanks, giant monsters, and giant robots.

Defying Physics On Your Orders In Twenty Seconds, General (200 CP)

As long as you don't betray them, soldiers under your command have unbreakable trust and morale.

You'd Have To Be Some Sort of Tactical Genius (400 CP)

Some military theorists talk about a "combat width" when invading planets, where only so many troops can be brought to bear in effective combat. You know that's bunk.

You can squeeze as many troops as you want into combat, as long as at least one of them would be able to fit. And they'll all be effective. Invade down a tunnel only ten meters wide with a line of main battle tanks twelve abreast. Storm a bunker with an entire brigade instead of just a fireteam.

Companions



This section is Jumper only.

Inner Circle: (Free)

Import or create up to 8 Companions. Each one starts off with 1000 CP.

Outer Elders: (50 CP/200 CP for 8 max)

Import or create another Companion. They start off with 600 CP.

Unofficial Agents: (Free)

Any other Companions of yours can come along. They can take one Origin (Not Ruler or Gestalt), the Personal Perks of their Origin for free, and the free Personal Perks.

Conspiracy Clerks: (Free)

If you didn't take 8 Companions in Inner Circle, gain 400 CP per slot not used. This CP can only be used in the Empire section and below.

In addition, if you recruit any new Companions during the Jump, you can get them a build as Unofficial Agents, effective immediately on their recruitment. You can't actually tell them this until after they've agreed. The recruitment will require informed consent with no mind manipulation or super charisma.

Empire



From this point forward, all CP not spent above is put into a common pool. The entire party contributes to the Empire. The “I” in “Empire” are proof that orthography and meaning are different things. The “you” mentioned beyond here is referring to the entire party.

As a ruling group of elites, you will need to be focused on the big issues of your Empire. You’ve played games like this before, haven’t you? You deal with top-level abstracted versions of the situation. Do the people need more food? Order construction of more agricultural districts. (Or at least read and sign the proposal your advisors put in front of you.)

Your Empire consists entirely of Followers.

Import a Empire: (Free/100 CP)

You may import an Empire that does not have an interstellar presence for free. An Empire that does have interstellar holdings costs 100 CP.

If your intrastellar Empire does not have FTL technology, you may choose to manually control it until it is ready to head out into the universe. You do not get anything in the Empire section or below until you start, but other Empires will still start at the same time as you.

An interstellar Empire can slot in right as it is.

Supplement Pseudo-Scenario:

Cannot take with the Tempest Command or Return From Exile Scenarios.

You may supplement this Jumpdoc with another Jump in which you could actually take over the world, that takes place without interstellar or interplanar travel. This creates a Scenario where you must take over the entire world before FTL travel is developed. If Gestalt was taken as an Origin, you must also convert the population of this world to that kind of Gestalt. You replace the species native to the Jump with your First Species (done below.)

This is subject to normal Scenario rules, except the rules about repeating. (See Notes section.) Failing this Scenario ends the Jump and you continue on your Chain, forfeiting this round of purchases from this Jumpdoc.

Each Jumpdoc has separate CP pools that cannot be mixed. Companions need not be imported in both Jumpdocs, however.

You will receive I Am The State immediately. Taken Drawbacks from the supplementer Jumpdoc similar to taken Drawbacks from this Jumpdoc will remain active in one of the forms for the entire length of your stay.

Upon taking over the world, you gain access to your purchases from this Jumpdoc, and Drawbacks only taken in the supplementer Jumpdoc fall off.

Upon developing FTL, it becomes 0 I.T. and the Drawbacks from this Jumpdoc become active.

Oh, and for both options above, if you start lollygagging and try to use it as a timesink, I will turn off the lights. And by "lights" I mean "the star your planet is orbiting." And "by turn off," I mean "induce a type-Forfeit supernova."

Ethics

Ethics are the values of your civilization.

Take 3. You may not pick opposing ethics. You may pick the same ethic twice to reach the "Fanatic" level. This grants a discount for the Capstone and boosts the 100 CP perk for that ethic.

Authoritarian

Opposes "Egalitarian"

Your government is characterized by a strong central government and few political freedoms. You may also have a predilection for slavery, though it's not required.

Egalitarian

Opposes "Authoritarian"

Your government is characterized by its support for personal freedom and development. Political freedoms are critically important

Militarist

Opposes "Pacifist"

Your government and people prioritize military strength and force of arms.

Pacifist

Opposes "Militarist"

Your government and people prioritize diplomacy, relationships, and trade.

Xenophobe

Opposes "Xenophile"

Your people believe that their genetic and cultural identities are important.

Xenophile

Opposes "Xenophobe"

Your people believe that learning new cultures and meeting new people are important.

Materialist

Opposes "Spiritualist"

Your people believe the world to be rational, understandable, and controllable

Spiritualist

Opposes "Materialist"

Your people believe the world to be mysterious, beyond understanding, and unpredictable.

Government

Your Empire has some form of government, unless it's a Gestalt. Then it's "we all actually have the same values, so all we need is a hierarchy of information and command flow." While there are a lot of different kinds of empires, obviously the ethics chosen will have an effect. An Authoritarian empire will not have a democracy or republic, while a Materialist empire will not have a theocratic system.

Starting Out



First Species

Your Empire starts out with a single species. The Party starts as members of the species below.

Import (Free)

You may take almost any species any of the party has been before and use it as the main species. It must be a species with organic makeup, like humans. You do not gain any technology this species has developed, and get a standard technology package equivalent to the other Empires starting out with you, with minor changes to account for biological quirks of the species. If you already have that technology feel free to use it.

The species retains racial abilities and powers, though.

Portrait Swap (Free)

You may use any of the canon portraits from the game as the appearance of your starting species, with the exception of lithoid and robotic portraits, switching their appearance to that of the portrait.

Specialist (100 CP)

Your species is slightly better than normal at something. Maybe it's engineering research, maybe it's keeping the gears of civilization going easily, or maybe it's cramming into dense urban centers without issue. Can take a second time at double cost.

Lithoid (50 CP)

Cannot take with Robot Chassis

Rock people!

Much longer-lived, and much more adaptable to different climates. You eat minerals instead of food.

You can now import any species with any sort of biochemistry, not just the old-fashioned stuff that humans use. Portrait Swap now only gives lithoid portraits.

Exotic Biology (150 CP)

Requires Lithoid

This species produces minute amounts of exotic gases, volatile motes, and rare crystals as part of its metabolic processes. When added up it's not a huge amount but you'll still notice it.

Robot Chassis (50 CP)

Cannot take with Lithoid

Behold, your new form!

Robots do not age, and generally better at simple tasks. You require energy instead of food, and are assembled instead of growing. You may still take this without Gestalt; it simply means that your robots are independent individuals.

You can import a single set of robot chassis for your species. Portrait Swap now only gives robot portraits.

If you take this, you may choose to have any Gaia world given by this document instead be an Inert world. (See Notes.)

Synthetic Age (150 CP)

Requires Robot Chassis

Your robots are specialized towards their tasks, in software, firmware, and hardware, to the job they are constructed to do. This gives moderate boosts to everything. You may import more chasses from the same techbase using this.

Syncretic Evolution (100 CP)

Your species evolved in parallel with another species, and they now get along just fine. Your Empire now starts with a second species. This species is compatible with purchases from the options above.

Granted for each additional species brought in via an imported Empire.

Can be purchased up to five times, with the cost increasing by 100 CP each time.

Party members may start out as any species purchased here.

Ship Appearance

Oh, you got pictures? Show me!

Just keep in mind you actually have to build those. So avoid floaty bits if you don't have the technology to make floaty bits.

City Appearance

More pictures? Gimme!

Precursor

Your civilization, it turns out, was set along its path by a Precursor Civilization. Now that you've left your cradle of a world, you can find out about them. Follow ruins, artifacts, and hints to find out where they came from. Drawback fiat: No cheating, though. You have to follow the hints left behind to find them. 100 CP to ignore that and start off with their homeworld within immediate reach.

Upon finding their homeworld, you get a good system with some resources, advanced technology to study, and a powerful Relic that provides a passive effect and can be temporarily activated once every ten years for a powerful active effect.

You may choose one for free, or gain +50 CP for rolling 1d5 to select one.

These are all not compatible with Scenarios, except Single-Planet challenge.

1: Cybrex

Their homeworld is a ruined ringworld. It can be studied for some engineering knowledge. The most effective research toward various megastructure-related technologies that can be used to repair it.

You can also study their tech for various robotics and habitat technologies.

You get a War Forge relic, which allows you to produce Cybrex-type warforms and lets you improve alloy processing. It can be temporarily activated to quickly produce extremely large amounts of alloys.

2: First League

Their homeworld is a tomb world, Fen Habbanis III. The system contains a generous amount of energy, minerals, and phenomena to research.

You can study their technology and history to develop advancements in infrastructure, industry, and bureaucracy.

You get a Hyperiris Transmitter relic, which reduces the effect of distance on your Empire's cohesion and sprawl. It can be temporarily activated to reduce deviancy and unrest on worlds across your Empire.

3: Irassian Concordat

Their homeworld is a cold, barren world, Irassia. The system contains a generous amount of exotic gases, ores that can easily be turned into useful alloys, and phenomena to research.

You can study their technology to develop advancements in biology, medicine, genetic manipulation, and related topics.

You get a Genetic Archive relic, which lets you increase the lifespan of organic populations and can be slowly recovered to increase biology research. It can be temporarily activated to create or cure one disease.

4: Vultum Star Assembly

Their homeworld is a barren world, Vultaumar Prime. The system contains a generous amount of energy, exotic gases, and phenomena to research.

You can study their technology and history to develop advancements in computation and sociology.

You get a Reality Perforator relic, which lets you increase all ship sublight speed and FTL performance. It can be temporarily activated to boost the performance of all warships by about 30% for a year.

5: Yuht Empire

Their homeworld is a barren world, Yuthaan Majoris. The system contains a generous amount of minerals, exotic gases, and phenomena to research.

You can study their technology to develop advancements in energy management, FTL travel, and materials science.

You get a Cryo Core relic, which lets you increase the capacity of all colony ships. It can be temporarily activated to reduce maintenance costs across your empire.

Scion of the Fallen (400 CP)

Cannot take with Rat of the Fallen or Voidbound

Rather than taking anything from the above, your Precursor is still around in some form. A Fallen Empire has uplifted you and interfered with your development. The good news is that they actually like you. They'll randomly share technologies, send you fleets and leaders if it looks like you could use a hand, or just send you massive amounts of resources because they felt like it.

They won't give you a relic or their homeworld, though.

Location

Where do you start? Your “starting core sector” is the term for the systems closest to yours. With hyperlanes, it’s four jumps in radius. With wormhole stations, it’s one station-hop away. With warp drive, it’s two max-distance hops. (Those will have the same number of stars in most situations.)

Pick one.

Outer Rim

The edge of the galaxy. Hyperlane connections are sparse, and realspace distances between stars are longer. While you’re less likely to run into someone, if you do they’ll likely block off a bunch of paths to you. Resources are also a bit sparser outside nebulas.

Mid Rim

This is halfway between the core and outer rim. In terms of hyperlane density, resources, and competition, it’s also around the midpoint.

Core

On some galaxies, this is actually a ring. The true core of those galaxies is actually untraversable via hyperlane for whatever reason.

Anyways, here the resources are the greatest, the hyperlane connections are thick, stars are close, and competition is fierce.

Globular Cluster (200 CP)

This is a small cluster of stars orbiting the galaxy. There’s a few artificially created wormholes connecting it to the main galaxy, with the ends relatively close together. You start with the capability to safely traverse wormholes. While the resources might not be great, this starting core sector will be almost unassailable for a hundred or so years.

Empire Perks



Perks under an Ethic that you have taken are discounted, except the 800 CP capstones. Capstones may only be taken by an Empire that has taken the proper Ethic, and are only discounted to Fanatics of that Ethic. 100 CP perks are free to that Ethic, 200 CP free for Fanatics. 100 CP perks are stronger for Fanatics of that Ethic.

These apply in some form to any empire, nation, civilization, or organization under your control, even if you don't Import your Empire into that future Jump. The perks will be adapted as needed to actually be relevant towards any organization they are applied to. The party does directly benefit from effects that affect the people in these organizations.

These perks are possessed by the Empires and other organizations under the party's control, not members of the party.

Authoritarian

I Have An Agenda (100 CP)

You have four agendas, each of which provides a minor bonus. These expire after five years, and one can be replaced every two months. Once replaced or expired, a new random agenda is created.

For example, an agenda to "expand the Empire" would grant construction speed and cost bonuses to the outposts used to claim territory, as well as to the speed of colonization. "Stockpile alloys" would increase alloy production while lowering input materials used for alloys. It would also reduce upkeep on the alloy foundries. "Grow the economy" would increase the build speed and decrease the build cost of economic buildings and infrastructure.

Fanatics receive twelve agendas, and can replace one of them every month.

One Vision (200 CP)

Your Empire follows your leadership. Everyone underneath the party understands that the goals they set are important and worth following, even if they don't understand why.

Knife to Corruption (400 CP)

By setting a good example at the top, you can prevent corruption. Those beneath you cannot be any more corrupt or criminal than you are.

Imperial Servant (800 CP)

The party receives three command codes every month, and can store them for later use. Each command code can be expended to massively boost your capability towards a task. This boost only applies when working towards that task, and expires after the task is complete.

The power of the boost is related to the narrowness and definiteness of the task. A command to "conquer the galaxy" would hardly produce a noticeable bonus, while an order to destroy a specific fleet would give an insane bonus towards whatever would help. For example, speed to catch up to it, and firepower to kill it. The boost is also increased if the command code is only used on a smaller group of people, instead of your entire Empire.

Egalitarian

A Place For Everyone (100 CP)

Your citizens and subordinates are happier, and slightly more productive because of that.

Fanatics not only get more happiness, but happiness has even greater effects on citizen productivity.

Non-Sarcastic Meritocracy (200 CP)

Your leaders are the best in the galaxy. Brought up in a truly egalitarian educational system, they have had to prove themselves completely capable of being able to truly lead. If you need someone to lead a project or group, you will usually have to wade through all the excellent candidates.

Educational Priority (400 CP)

Your citizens are very smart cookies. They can learn twenty times as fast, regardless of what type of learning they are participating in.

Well-Rounded Individual (800 CP)

Your citizens are no Masters of One. They are at minimum, half as competent at any job or position as they would be in the job they are most skilled at. More importantly, they have no limit to how skilled they can be in any profession, meaning that a single individual, if left performing a job for long enough, could be capable of handling the duties of multiple people without a problem. The gain on their skills is linear - reaching higher levels of mastery does not come with diminishing returns.

In addition, they never give up gains in skill that they made.

Militarist

Solid War Machine (100 CP)

Your ships and armies are slightly better than others, in every useful metric. It might only be 5%, but that really does make a difference.

Fanatics get a significant bonus to everything.

A Civilian Is Something That Happens To Someone Else (200 CP)

All people are expected to take part in their defense of their world. You have universal conscription and readiness, even if it's just for a year or so. In case of invasion, your citizens can and will fight to keep your worlds from being taken, forming into defensive armies to protect their homes. In addition, once trained your soldiers cannot have their skills degrade below a "competent soldier" level.

You can order them to stand down and allow their home to be taken if you believe that they will be treated fairly, and that you can reconquer the world.

Galactic Contender (400 CP)

Powerful empires muscle each other around. As a contender for the top spot, you deal more damage to those also in the running, and take less damage from them.

This also applies to your rivals, people who think that they're your rivals, ancient empires, and omniscient or near-omniscient threats, like the Endgame Crises.

Unshakable Spirit, Flawless Mind (800 CP)

The party, and your followers are immune to mind-control, mind-reading, mental intrusion, possession, and forms of corruption. They can carry around cursed artifacts all day without even hearing voices telling them to fall to evil. They are also immune to mental trauma and illness.

In addition, they are also highly observant. A single soldier has as much situational awareness as a recon platoon. They also possess an instinctive judgement of where weak points are, and ECM, illusions, or other information-based countermeasures are an order of magnitude weaker against them.

Pacifist

A Nice, Peaceful Laboratory (100 CP)

Your scientists are slightly more productive than others. Fanatics get a bigger boost, as well as cheaper lab equipment and upkeep.

Too Pretty To Punch (200 CP)

Your empire just doesn't look like an attractive target. If a potential attacker would be interested in a good fight, they'll see you as too weak to bother. If you might be attacked by an opportunist, they'll see you as too strong to really be worth it. They want a specific resource? You look like you're running out, to them at least.

This won't completely eliminate the possibility of being attacked, but you'll usually see the target attack someone else first.

Bulwark of Harmony (400 CP)

Defensive wars are so much easier than offensive wars. When fighting an invader inside your territory, or territory that used to be yours, you can fight so much harder. You hit ten times as strong, and can take ten times the beating. Your nerves are unbreakable, and your aim is far better.

A Friend In Need (800 CP)

This galaxy is not a fun place. Countless catastrophes threaten the lives of billions. Sometimes, those threatened can get away. You are an expert at refugee management, able to take your entire empire's population in refugees every year, and integrate them into your empire with no problems.

And you don't just have to passively just let refugees into your territory. You can go out and rescue people from certain demise. And you get a boost to your capabilities used towards the goal of rescuing the helpless, in accordance with how dire the situation is. A planet that's being starved out, but still has stockpiles? You aren't getting much. Killer robots made from living metal are descending onto a planet right now? You might get there before you could get a message there. This boost isn't a guarantee that you'll succeed, especially with poor planning.

Xenophobe

Galactic Ambition (100 CP)

Your Empire has ambitions. Set a goal in front of them, the bigger the better, and they'll leap on it. Want to conquer an Awakened Empire three times your size? You'll get people to pledge their support. This doesn't override common sense, though, and if it's not possible right now people will put a lot of effort into getting ready to achieve that goal.

Fanatics actually get a small boost to preparing for that goal.

Eternal Vigilance (200 CP)

"What have you been feeding those stations?"

You're probably going to get asked that a lot from other Empires. Because damn are they tough. Your outposts (assuming to build to the same specifications and most other empires) alone can make decent accounts of themselves against any fleet that doesn't have a couple of battleships.

And each of your defense platforms are beefed up, with a standard model mounting more firepower than the typical battleship, and being five times as tough to crack.

A fully upgraded Citadel-level bastion would snack on enemy fleets, including their titans.

Oh, and did I mention that building these sorts of things is a bit cheaper than the equivalent stations and defenses of other empires?

This applies to other forms of defenses as well. They're all boosted and all a bit cheaper.

Enigmatic Engineering (400 CP)

Your technology has rights-management included at the reality-level. You can decide who can reverse-engineer, derive from, manufacture, and even use your technologies. And you

can change it at a moment's notice. If your filthy xeno "ally" turns on you, then you can simply revoke access to those lasers you loaned them. That not only disarms the ships equipped with the blueprints you gave them, it also disarms ships armed with weapons derived from your gifts and the documentation, controls, and hardware suddenly become inscrutable. You could have soldiers looking at their guns wondering what the trigger does.

This perk also protects from traitors trying to give away your technology as well.

Who Watches The Enigmatic Observers? (800 CP)

Your spies, obviously.

You might not be paying these guys enough. They manage to get spies on every planet in an Empire within a couple weeks of contact. These spies pretty much cannot be detected, unless they take overt action like kidnapping someone. And even then, they still might be able to make it to safety.

I'm not kidding about being almost undetectable. They can infiltrate psionic societies where speech isn't used anymore, or the operations of a machine intelligence where the doors don't work unless you have a valid crypto key, with no problems. I heard one of the operatives is a bear, and he managed to get knighted by one of their queens. Or maybe that was in your early spaceflight days? Still, your current organization traces its roots to that, so it shouldn't be too big a difference.

Anyway, you know what everyone is doing - all important construction projects and programs, all research programs, and all military deployments. You'll be able to occasionally get your hands on someone's technology. And they're just as good at counter-espionage, as well. No sense in letting anyone else know what you're doing.

Xenophile

Combined Arms (100 CP)

The more different species are in your military, the stronger it is. This applies to individual units and the smaller they are, the bigger the effect. A fireteam with four members of four different species would be five times as strong.

Shared Destiny (200 CP)

Your empire appears to be extremely attractive in terms of forming a Federation, or creating alliances. As long as you do not intend to rip people off, you can convince even the proudest civilizations to join your Federation. The potential member must be on good terms with you for this to work.

This also applies to similar groups-of-organizations for other kinds of organizations.

Xeno-compatibility (400 CP)

Every species that lives in your Empire can interbreed with every other species. And yes, I am including robots in that definition of species. I wasn't letting any sort of biochemical barriers get in the way, so why should I let lack of biology count?

Hybrid species inherit most of the positives of both parent species, and take an appearance similar to the mother species. They also share biochemistry with their mother species.

As for how the mechanics of how this all works, don't think about it. Or at least wait until we're done deciding what you want before you shove your head in the gutter.

Federation Power (800 CP)

Federation members get economic and military buffs, which scale with the diversity of the Federation. Federation members go with you in the pocket dimension at the end of the Jump, but cannot leave the pocket dimension. Gateways across the Federation are advised. You can also recruit new Federation members during future Jumps.

Materialist

Material World (100 CP)

Your mineral, energy, and industrial outputs are increased slightly.

Fanatics not only get a bigger buff, but their industrial inputs are also decreased.

Refit Protocols (200 CP)

Whenever you develop an improved version of something, you can instantly put it into use, paying all non-time resource costs immediately to replace the older versions. You don't even need equipment or transportation. Designate the stockpiles from which the resources are to be drawn and which instances of the older technologies are to be replaced, and it will instantly be done. The scrap from the old equipment will be put into the same stockpiles. There's a reasonable grace period if you want to upgrade more than you have resources for, but any older version built later definitely doesn't qualify for this.

Yes, this means you can upgrade weapons and armor mid-fight.

Free Science (400 CP)

Your science projects require no resources. Well, aside from researchers, time, and space to work. And of course the objects that are actually being tested like people for medical trials, or battlefield salvage, or the presence of certain laws of physics, if those are being tested.

Materials, tools, and equipment just happen to get summoned to hand upon their need for experimentation. Once no longer needed, the summon objects vanish. Objects holding data will not vanish until the data is copied off them.

Institutional Knowledge (800 CP)

The party can teach or share the ability to craft certain classes of items, like those that would normally be restricted behind Perks. Technologies that depend on the physics of other settings are most of what this provides. However, the only valid target for this sharing is followers. Followers may also share these unlocked crafting abilities with other followers as well.

Unlocking the ability to craft a certain class of items takes only a few hours. The party members may restrict certain subclasses of items from any given gift. This does not grant any improved design capabilities or included blueprints that were included with the original ability.

Spiritualist

Executive Vigor (100 CP)

When the party makes a proclamation, not only does that have the normal mundane effects that words have, it has effects beyond that. Proclaim that crime is going to fall and watch criminals decide to stop being criminals. Make a declaration about how “we need more energy” and watch energy production bump up by ten percent suddenly.

There can only be one proclamation active at a time, and it can only be changed once a year. For fanatics, these proclamations are three to four times as strong, and can be changed once every three months.

Mind Over Matter (200 CP)

All members of your Empire are minorly psychic. That’s enough to let them telepathically communicate with each other, for example. Power overwhelming by default this isn’t.

You could, with just the efforts of your scientists and this perk, make your most powerful psychics capable of “I destroyed the skyscraper with a single blast” levels of power. 98+% of your population will cap out telekinesis with their own strength even with training.

Spiritual Guidance (400 CP)

Leaders, advisors, and other people you want can’t die. Instead, they stick around in a ghost form, still able to effectively lead and communicate, but unable to physically affect anything. Their learning ability greatly slows down after death as well.

Enlightening Leadership (800 CP)

The party can grant access to systems of spiritual, mystical, or magical powers that they possess, to other party members or followers. Followers with access to a system may share that system with other followers. Followers’ strength and potential in any system will be at minimum average, but not necessarily powerful even if the Party member who taught it was powerful. Rare affinities or other rare capabilities are as common as they were in the original system.

It takes at minimum a year to grant the first system to someone. A meeting with someone with access to the power, at most once a day, lasting as little as five minutes, repeated for 360 days will do it. Multiple followers can be granted the same system simultaneously. However, each successive system requires 20 times as long as the previous level. Given that this is activating a system, not teaching, no teaching or learning booster will affect this time.

Undiscounted (General/Non-Ethic)

Grow Tall (200 CP)

Trying to manage an Empire with a population in the trillions is hard... for other governments. Yours handles the problems related to massive populations with aplomb, not even letting red tape begin to develop.

Your empire loses no efficiency as the population increases, even to stupid levels.

Grow Wide (200 CP)

Managing shipments from five thousand mining stations, coordinating supply runs for fifty fleet anchorages, finagling personnel rotations for four thousand research stations, and managing hyperlane allocation for over fifty thousand trade ships across one thousand systems?

According to the Ministry of Transportation official you asked, “easy.” Said official then had to leave to play their matches in the weekly office table tennis tournament. Your empire loses no efficiency as its borders expand, even to stupid levels.

Colonial Baby Boom (300 CP)

Your biological (including cyborgs) population grows twice as fast in any given condition, given the space to do so. Not only that, but it takes half the time to assemble robots or synths.

Rapid Assembly (300 CP)

Your people can build structures about three times as fast as they should. It should take four months to turn 700,000 square kilometers of dirt into suitable farming land, but your people can do it in 40 days. It would take others nearly 60 years to construct a dyson sphere, but your empire can do it in under 20 years.

This also slightly increases the effect of any other effect that would improve building speed.

Two Plus Two Equals Five (400/700 CP)

Your economy is far more productive than expected. One particular type of resource has a +100% boost to yield, two resources have a +50% boost to yield, and four resources have a +25% to yield. These boosts may be applied to any class of resource, like “raw minerals,” “consumer goods,” “rare crystals” or things a bit more abstract like “physics research.” One boost can be swapped with another, or swapped out, once a month.

For an extra 300 CP, all base yields are doubled. This stacks multiplicatively with the boosts mentioned above in this Perk, so the resource with the +100% boost has four times the output it should, and your +50% boosts will have a 3x output.

Items



Objects In Space:

These will all be found within your starting core sector, or within your Empire if you Import an Interstellar Empire. These may be bought multiple times. If lost, a new one will be added when the party exits the Jump.

Awesome Homeworld (100 CP)

Unavailable to Imports with interplanetary flight. May only be bought once.

Your starting world is a super-Earth Gaia world. (Your species does not have Gaia climate preference.) The scars of history have already been cleaned up. Not only that, but it also has several features and characteristics that make it an amazing start to your economy.

Convenient Colony (50 CP)

A nearby planet that matches your species' climate preference. It is ideally suited for food, energy, minerals, or research. (Pick one.) It will automatically be surveyed the first time a ship with surveying capability arrives in its star system.

For 100 CP, it is a super-Earth Gaia World with certain features and characteristics that make it much better for its purpose.

For +50 CP, instead of being optimized for one of the above purposes, it is typical in output compared to another planet of its size in all the above purposes, but has several exotic gas, rare crystals, or volatile mote deposits on it.

Black Hole (100 CP)

A single black hole that still has several orbiting bodies that will last for thousands of years before their decaying orbits take them too close to safely inhabit. Better invent some form of orbit alteration before then.

This place is a wonderful place to research physics, and dark matter can be harvested from the orbiting bodies as well. The system will be otherwise safe and empty, unless other choices change that.

Enclave Station (100 CP)

An artisan, trader, or curator enclave. Choose which one now. This one likes you and will provide a substantial discount. If destroyed, but not by your Empire, a new enclave will be established five years later.

A trader enclave will be willing and able to provide one of their members to work as a governor for you once every ten years, and they can trade all three strategic resources. Artisan traders are willing to accept as many commissions from you as you can pay for, and if you hire them to put on a planetary festival, they won't cause problems.

Conversion Home, Fixer-Upper (100 CP)

A converted world that has fallen into disrepair. Places where districts could be built are blocked by ruined buildings, rotting flesh, or rusted machinery. On the other hand, this world is huge, possessing enough space that two super-Earths would be required to build as much. It also possesses several characteristics that make it good for your purposes, which result in such benefits such as reduced upkeep for certain jobs or something similar.

An Ecumopolis is a world that is no longer fit for raw resource production, but can have massive industrial capacity or be dedicated to research. Spires stretch up towards the sky, where hundreds of billions of people live and work.

A Machine World is a massive world where the existing natural features have been completely destroyed, to allow the machine intelligence to use it for whatever purpose it wants. Except farming. Only robots and cyborgs can survive on these planets outside of environmentally-controlled rooms.

A Hive World is one where special organisms cover the planet, allowing the hive-mind to use it for whatever purpose it desires.

You will be able to build these yourselves regardless of taking this, but that will take time, technology, and resources.

Ruined Minor Megastructure (150 CP)

The effects of these don't stack, so it's only worth taking any given one once.

This is a ruined fragment from an older Empire. While not as venerated as the major megastructures, they are still very powerful.

A Sentry Array, when fully operational, can see anywhere and everywhere in the galaxy.

A Strategic Coordination Center is an excellent command logistics hub for supporting a more powerful and advanced military.

An Interstellar Assembly lets you control diplomacy, giving you more weight and influence in inter-Empire negotiations and diplomacy.

(Pick one per taking.)

You will not be forced to wait until the midgame to restore it, though the process of restoring it will certainly not be as fast as if you only began later, with more mature technology.

Ruined Major Megastructure (300 CP)

This was a massive game-changer for an older Empire. Perhaps it can help yours too?

A Science Nexus not only acts as a massive lab to provide raw data, it also can host an institute that collates and searches through data to find interesting trends, making other data more valuable.

A Ringworld can hold a nearly limitless population, for any purpose except extracting minerals. New administrative divisions are recommended for every trillion population.

A Dyson Sphere generates enough power to keep most Empires afloat by themselves.

A Matter Decompressor pulls raw elements directly from black holes. It provides most of the raw mineral needs of an Empire.

A Mega Shipyard is capable of pumping out ships twice as fast as a normal shipyard, and has enough slips to make a small fleet at once.

(Pick one per purchase.)

You will not be forced to wait until the midgame to restore it, though the process of restoring it will certainly not be as fast as if you only began later, with more mature technology. The restoration effort will also provide lots of invaluable information that would make building one from scratch easier.

Primitive Civilization (200 CP)

Not made of primitive people, though. This species has not yet advanced as far as you have. Whether or not you are nice to them... well that's up to you, isn't it? You could just build an observation post, or you could conquer them. Or anything in between.

Fresh From the Factory:

These may be purchased multiple times.

Strike Fleet (100 CP)

This small fleet is a quarter of the size of a regular fleet. However, it's optimized for hit-and-run operations. Even before you have jump drives, this fleet possesses them. After you have jump drives, there is no longer a decrease in combat performance after jumping.

This fleet repairs when not attacked for a month, and is freely reinforced when not attacked for six months. They will have the best weapons your Empire could have given them, updated whenever they are not in combat and in your territory

Assault Fleet (100 CP)

This fleet is twice the size of the regular fleet size that your Empire has. It's optimized for heavy combat against other fleets.

This fleet repairs when not attacked for a month, and is freely reinforced when not attacked for six months. They will have the best weapons your Empire could have given them, updated whenever they are not in combat and in your territory

Science Pack (50 CP)

A dozen science ships. Two are equipped with exploration equipment, six are equipped with survey equipment, and four are equipped with anomaly equipment. They come with their own scientists, including a project leader. Each one will respawn after a year, complete with their scientist and all their experience. These project leaders have no desire to lead research and development teams. You can modify the ships and they will maintain the changes after respawn.

Stealth Infiltration Commandos (100 CP)

Six teams of trained commandos, as well as their (non-stealth) transports and stealth dropships. A team can land on an enemy planet prior to an invasion and destroy a stronghold used by the defensive armies, a fortress used to coordinate planetary defense, a planetary shield generator, or whichever structures they think could be decorated in a nice shade of “galaxy’s biggest non-nuclear explosion.” (What? They consider nuclear and antimatter weapons “cheating.”)

Of course, that much explosive means they’ll only hit one target before needing to return to orbit and wait for a resupply. And they’ll be attracting heat after that boom, so they can get killed before they make it to their dropships to head back to the transport.

If you do lose them, you’ll need six months to train up replacements.

Gateway Grants (200 CP)

May only be bought once

Your home system starts with a gateway. Every ten years you gain another Gateway that you can deploy for free, in another system. If you don’t place down a gateway by the time the next one is ready to be given, the schedule gets pushed back until you do deploy it. Gateways allow for nearly instant travel between them and any other active gateway, but system owners can restrict their use.

Outpost Subscription (100 CP)

May only be bought once

At the start of the Jump, you receive three free Outposts you can use to immediately claim a surveyed system. You receive another single Outpost every six months, and can store up to six of them.

If, in another Jump, there is some object that can be used to make a claim to territory, this applies to that.

Market Warehouse (200 CP)

May only be bought once

This might be a warehouse complex, or a space station, or something else that’s large. However, it provides access to a market of some sort. You can use this to trade large amounts of resources for other resources.

And I mean large amounts of resources. You could buy enough material to build an entire dyson sphere from here in about an hour, assuming you had enough other resources to pay for that much. Getting that out to the construction site is on you though. (So is making sure it doesn’t collapse in on itself under its own gravity, for that matter.) This will automatically take resources from Empire stockpiles when you make a purchase.

You may exchange any resource for any other resource, as long as you can stockpile them. The value of any resource is inversely dependent on its production rate, with the exception of one Currency resource. You may pick the Currency resource at the start of each Jump, and its value is fixed for the Jump. There is no fee attached to these transactions.

Underground Marketplace (100 CP)

May only be bought once

Well, maybe it's not actually underground. It could be a perfectly-respectable-looking office building, or something along those lines.

This gives you unrestricted access to any slave trade in any setting you come across. Which, for those of you who don't know, this is a setting with one. And we're not just talking about trading single twi'leks, the trade here is in the millions.

While trading slaves from here, you may choose for the trades to be perfectly discreet, with no one able to trace the slaves to you or your location. The trades are instant, and cannot be intercepted. Also, no trades conducted inside here can involve ripping someone off.

This building has no effect outside of it - either protecting information about your slave-trading or restricting what you can actually do to the slaves after you take them off the property.

You can just free them, if you want.

Upgrades



These apply to the Empire you're about to get.

Hammerspace Stockpiles (100 CP)

While the growth of your Empire will involve continual expenditures of resources, there will be times where you'll want massive stockpiles of resources to toss at problems. For example, if you need to rapidly build up your navy, and then support after it's been built up past your production of those resources.

Your stockpiles seem to have no upper limit. Nothing you stockpile goes bad, and if you lose access to a stockpile or it's destroyed, the resources appear in another stockpile elsewhere. The paperwork for this automatically keeps track of this.

Voidborne (200 CP)

Your artificial habitats can be expanded in size, with no problems from the expansions until they start getting around the mass of planets. In addition, their climates are more controllable, making them more habitable for the population.

This also means you start out with the technology to make artificial habitats with the capacity to hold hundreds of millions of people.

Planetary Defense Initiative (300 CP)

Applied free to all planets

Even the most peaceful world has to be protected, in this dangerous galaxy. Your worlds are hardened against bombardment, by various measures, such as being able to drop critical buildings down and cover them with armor plates. A thick net of anti-air defenses makes landing very difficult. Defensive armies are as good as the troops being sent to the frontline. As

you develop additional technologies, your defense armies will adapt them, and develop new capabilities to protect your planets, like shields for important infrastructure or anti-orbital guns.

Ship Upgrades:

These properties cannot be reverse-engineered by your enemies.

Ships are the primary means by which Empires act. Whether by trade or war, ships are important. Most empires build warships in the kilometer range. A corvette is approximately one kilometer in length, with each standard class being twice the length as the previous one. Titans, which can hit a star-orbiting station from anywhere in the system, are 16 kilometers long, usually. You are not bound to use these ship sizes, but most of your neighbors will.

Ship combat in Stellaris usually consists of slugging it at a couple AU for a few days before one side is eliminated.

Hyper-ablative shields (150 CP)

Some people think that once they have an ion cannon, titan weapon, or perdition cannon, they can just wipe out anything short of a battleship in a single hit. Your shields continue to provide protection as they fail, so overwhelming barrages or devastating blows cannot take out your ships in one go. In fact, such an overwhelming blow will deal no damage to armor or hull, as long as the shields are at maximum. In fact, your ships will generally never experience overkill from your shields being taken down, unless the blow that actually took them down was many times stronger than those which weakened the shield.

Of course, if you use the local technologies for shields, where torpedoes, missiles, and strike craft can bypass shields, this won't help you there.

WSoIP (WarShip over IP) (200 CP)

Inside your territory, you may move your fleets about instantly, almost. Any hyperlane leading into any system that is part of your territory can actually lead into any star that is in the same contiguous part of your territory as that hyperlane.

When a ship with Warp Drive exits warp inside your territory, it may instead exit around any star in that same contiguous part of your territory as it is already in.

Wormhole Stations may now connect end-to-end over any distance now.

For the purpose of this perk, systems with a hostile force are not considered part of your territory.

We Have Reserves (400 CP)

When you lose a military ship, you may instantly replace it with a new one of the same model at a shipyard that could build it, for no cost. Alternatively, you could instantly complete another ship scheduled for construction, refunding all resources already put into the hull and releasing the remaining funds. This will automatically crew the ship as well.

However, this only applies if the number of your military ships are below an arbitrary fleet limit, which is determined by your population, how many starbases you have, what amount of infrastructure you have, naval education capacity and standards, and many other factors. Larger ships take up more of this limit.

Technologies

There are a vast number of technologies involved with an interstellar empire. Fortunately, interstellar empires can have millions or even billions of scientists researching projects.

You may of course use technologies that you already have, but you do not get them *from* here. You don't even get the versions made here *from* here.



Active Countermeasures to Zro Distillation (Free)

Your researchers can get you the entire “Stellaris” tech tree. Well, at least everything that doesn't depend on running across specific anomalies or events. (And if you run into those anomalies or do those events, those can also be researched.) This does allow access to options that were locked behind “Unity” in that game, like building Ringworlds or turning your entire empire into robots.

Not only does this include what you might consider as typical technologies - physics, engineering, and biology - it also includes statecraft as well. Want to expand your bureaucracy without having it become a mess? Hope that someone has some ideas that can be turned into actual functioning procedures. YOU do have a fair amount of influence over what projects get funding and which ones don't.

This doesn't provide a “tech tree” nor does it provide knowledge of how much effort will be needed to get a working, finished product. It just makes sure that Stellaris-based technology will work in all future Jumps.

It also doesn't provide limitless repeatable technologies either. And for that matter, getting bonuses requires implementing actual changes, which takes time and effort.

Sweep It Into The Lab (Free/500 CP)

Your scientists and engineers can reverse-engineer battlefield debris, turning scraps into progress towards being able to make your own versions of the same device. Getting even half of a device to the lab guarantees that eventually teams will be able to understand and recreate the device. It doesn't mean it'll be fast, especially if it's very broken, but you can get better progress by getting more broken devices. Oh, and this only kicks in if the technology was actually destroyed in actual combat with real stakes.

But if you don't pony up 500 CP, this only applies here. Paying means that these skills stick around in future Jumps, and also means that even smaller amounts of a device are required when you want to "lock it in"

Weapon Tuning Schema (200 CP)

Careful modification of your weapons systems can adapt them to counter your enemy's defensive strategies. You can research a new version of any weapon to specialize against armor, shields, hull, or any other defensive measure. These must then be built and installed as normal. These new weapons will be as specialized towards the new defense as the old weapons were towards the old one, with similar penalties against the non-targeted defenses.

It's All The Same To Me (200 CP)

You can treat science research like a fungible commodity, improving the progress of one project at the cost of another. You can imagine each project generating one of three different kinds of science research: Physics, Society, and Engineering. This depends on what their current project is.

When you sap the progress from one project, you essentially divert person-hours away from one project to others, modified by how capable the scientists are and how good their facilities are. You can also stockpile these person-hours, to use to quickly accelerate progress. These person-hours can only be spent one-for-one with the hours from the current research on any project, but this counts diverted person-hours as well.

Proposal/Given Options:

You can take the following options either as a Proposal, which will eventually be proposed by someone in your empire with enough influence to actually make it a project, and needs to actually be researched, or as a Given, which you get immediately at the start. Proposals use the first price; Givens use the second. If there is no price it can't be taken in that form.

Strategic Resource Sampler (-/50 CP)

If there's a resource that can potentially be used, you're able to collect it now, before the use even comes up.

Starbase Expansion Set (-/50 CP)

You start with the knowledge of construction for all levels of starbases, from the smallest Outpost to the most colossal Citadel, right from the beginning.

Ship Variety Pack (-/100 CP)

You start with knowledge of how to build all sorts of warship hulls, from corvettes to titans and even the mobile stations called Juggernauts. This comes with the ability to modify designs to suit certain requirements.

Deluxe Ship Variety Pack (-/250 CP)

Requires Ship Variety Pack

Now you get all the fancy toys that an empire in space for hundreds of years would have. This gives you all weapons and ship systems (like reactors, shields, and sensors) that you don't get in-game from reverse-engineering or events. Note, however, that such technologies cost a lot to build, and a single planet might not have enough resources for it.

The Gun Pointed At The Head Of The Universe (-/150 CP)

Requires Ship Variety Pack

You start with the ability to construct Colossi, the massive ships that carry world-shattering weapons, as well as the weapons they use to win entire worlds with a single shot. Effects range from cracking open the planet to converting the entire populace to your side immediately, with levels in between.

The colossi used by other Empires are massive and slow, and take two months to charge up their weapons. They are also completely incapable of engaging anything more mobile than a planet. While yours need not actually be that restricted, you are going to need to pay for whatever capability you decide on.

Also, everyone is going to want to attack you just because you could immediately start destroying their worlds once you build a colossus.

Gateway Gift (-/100CP)

It can take months to cross the galaxy. Gateways allow fleets to traverse any distance in minutes. This immediately allows you to build gateways, which are rather expensive. In addition, gateways can be restricted by whoever is in control of the system, preventing enemies - or just people you don't like - from using them.

Essence Platter (-/50 CP)

Requires Gestalt:Flesh

You start with the ability to perform Identity Sublimation, subsuming independent beings into the hive mind safely and quickly. Though doing so does erase memories and unique skills and essentially turns the person into just another extension of the hivemind.

Fallen Empire City Prefab (100/200 CP)

The buildings and district systems of the Fallen Empires are far more powerful than the ones used by the Empires of your era. Why not use them yourself? This will give you access to a variety of high-powered buildings and complexes that can make your planets even more productive.

This Proposal will show up after you invade and conquer a Fallen or Awakened Empire world, or after 450 IT.

Wormhole Station (100/150 CP)

Wormhole stations create short-lived wormholes for fleets to traverse, in either direction. They need not travel along the same paths as the hyperlanes, but are limited to a certain range in real-space. This also unlocks research for increasing range and decreasing generation time. The stations can also be built in enemy territory, though this requires sending a construction ship with your fleet.

You may of course open wormholes for whoever you want. Of course you should probably ask, since randomly opening a wormhole in front of a fleet will just make the ships scatter like fish.

This technology also allows the use of sensors in realspace mode, which can detect things around stars that are close, regardless of how many hyperlane jumps are in between. But it will not work around stars that are only a few hyperlane jumps away if the stars are far enough away.

This Proposal will show up within 50 years.

Warp Drive (100/150 CP)

Warp Drive allows free movement across the galaxy, though it is rather slow. And it does require occasional recharges.

This technology also allows the use of sensors in realspace mode, which can detect things around stars that are close, regardless of how many hyperlane jumps are in between. But it will not work around stars that are only a few hyperlane jumps away if the stars are far enough away.

This Proposal will show up within 50 years.

Tactical FTL (50/150 CP)

FTL repositioning during a battle can be very advantageous.

This technology allows you to use your FTL drives in combat, though not to travel interstellar distances.

Hyperdrives allow for jumping individual ships a distance on the order of AU in a moment, though with a significant cooldown. It's useful for letting corvettes close to weapons range, or keeping artillery ships out of enemy weapons range.

Wormhole systems allow the entire fleet to reposition on the order of a moment. It has less of a cooldown, but isn't as useful for a fleet of mixed composition

Warp drive allows for warp strafing and FTL maneuvers. While not as powerful as the others it lacks the cooldown.

This Proposal will show up in 150-200 years.

Technology Mod (-/-)

I'm not even going to look at that workshop page you just linked me. I don't care if it's reasonable or not.

Look, you aren't fixed into just following the game's tech tree, but it provides a good baseline of what's going on. When I reference the game's technologies, it's just as a shorthand.

You want the technology from a mod, ask the millions of researchers working for your Empire, okay? It might be impossible with just what you get here, but don't give up on your dreams.

Oh, and keep in mind your opponents here can pull the same stuff out of their own R&D divisions.

Astrofauna



These are powerful spaceborne Followers that will fight for you. There are two prices for each one. The first is to take it as a “hatchling,” which will require some time and resources to get to a functional state.

The second is to take it as a Drawback, applying the In The Dang Way Drawback to it.

Regardless of which state you take, you will encounter them quickly, within your starting core sector. Astrofauna that would normally be nomadic are sedentary. Even if you get the hatchling version, you still get the technologies, bonuses, and items as if you’d both researched and hunted them.

Once hatched, they grow stronger with your technology. When killed, they will respawn in their hatchling form, and will reach their functional state over time, with any other resources provided accelerating this. The mobile astrofauna will always be able to keep up with a fleet they have been assigned to, regardless of what FTL technology you use.

Ancient Mining Drones (150 /100 CP)

Includes a small station, as well as a fleet of attendant drones. They can be moved easily, but they serve best in a defensive role, protecting a route from pirates and marauders. They also mine for you, taking the place of any mining stations required in that system. They have lasers that deal great damage to ship hulls.

They require one year and some minerals to grow from a hatchling the first time. The later times, it takes 45 days. They are found in a mineral-rich system. You get improvements to your own mining stations, as well as the mining laser technology.

Asteroid Hives (100/50 CP)

These crystal-based life-forms live on asteroids. They are a stationary defense, but cannot be seen unless they attack, and once every two weeks, they can be moved at-will to another group of asteroids somewhere in your controlled territory.

They take two years and a minor amount of minerals to grow from a hatchling the first time. The later times, it takes two months. They are found in a mineral-rich system. They grant access to some strike craft technologies.

Automated Dreadnought (250/100 CP)

This is a massive titan-scale warship equipped with weapons, armor, and shielding the typical empire would have around 200 or 300 IT. It also possesses a self-repair system, as well as a unique reflector Aura that has a chance to cause kinetic or energy weapons to bounce back and hit the ship that fired them. It can be refit with different weapons as the situation calls for.

It requires two years, a decent amount of alloys, and some rare crystals and explosive motes to grow from a hatchling the first time. In later times, it takes it as long as it would for a shipyard to construct a ship of similar size. The system it is found in has two habitable worlds.

Corrupted Avatar (300/- CP)

This massive blob of psionic energy is supposed to be the guardian of a Gaia world. In fact, it's a bit small for that. It requires only time, ten years, to grow to its maximum size. Once grown, it can teleport anywhere inside your territory at will, but cannot leave your territory. It's as powerful as a fleet with several battleships, a few dozen cruisers, and plenty of escorts.

It will always be found in a system only accessible by a wormhole, which is why this one isn't available with the Drawback. The system contains a Gaia world, and the technology needed to terraform planets into Gaia worlds. When reforming from a hatchling, it would take five years.

Crystalline Entities (400/200 CP)

These are resilient, regenerating, sapient crystals. They have four elite fleets, made from crystalline flesh, and a powerful station, Crystal Nidus. The station can easily be relocated. The fleets can be used like normal fleets, but respawn and reinforce at Crystal Nidus after two months.

It requires six years, some minerals and rare crystals to grow from a hatchling the first time. The later times, it takes six months. It provides crystalline hull plating that is more resilient than normal hull, and improved energy production.

Dimensional Horror (500/200 CP)

This massive monster pokes its head out from a nearby dimension to fight for you. It can poke its claws out across an entire solar system, potentially inside enemy ships. Even nearby, they can deal massive damage to ships. However, it is not accurate enough to "bombard" a planet without risking extinction.

This monster is also very durable, requiring massive fleets to take it down. It cannot move between systems in realspace. Instead, you summon it into this dimension next to any of

your ships. It can spend up to a week poked out, but must spend an equal amount of time recovering after each emergence. During this time it heals fully.

It requires five years, some energy, and a significant amount of dark matter to grow from a hatchling for the first time. After being defeated, it will need only six months to regrow its head and body that were cut off from the portal closing. It gives jump drive technology, as well as the unique "Wonder Jump Drive," which has a much shorter cooldown and longer range, but takes noticeably longer to jump. It is always found in a system with a black hole.

Enigmatic Fortress (400/200 CP)

This massive fortress comes with its own massive array of powerful defensive platforms, and it repairs and replaces them. Not only is this more powerful than any station anyone else (besides the Fallen Empires) will build, you may relocate it at will, once a month, to any controlled system. It is the ultimate system defense system.

It requires five years, some energy, minerals, and alloys to grow from a hatchling for the first time. It takes two years when reforming. It gives advanced ECM and ECCM technology.

If taken as a Drawback, it must first be defeated, then a puzzle needs to be solved. If at any stage the incorrect action is taken to solve the puzzle, the fortress repowers, respawns all of its defense platforms, and must be bested in combat again. (This version does not have a total failure choice available at any point. Some choices might make the version you have to defeat a bit stronger though.)

Ether Drake (600/300 CP)

She's a giant space dragon! Powerful enough to single-handedly crush a fallen Empire's entire navy, and capable of breathing fire with a range of several AU, as well as organic lightning, laser, and plasma emitters. This beastie is the size of a small moon. Isn't she just adorable?

She requires fifteen years, some energy, and plenty of minerals, alloys, and explosive motes to grow from a hatchling for the first time. She takes two years on later occasions. You get Artificial Dragonscales, which can upgrade all of your armors by at least 50% in strength and durability. A planet in the system, Dragon's Hoard, contains a large deposit of minerals and energy.

Grey Squadron (400/200 CP)

This group of ships is actually made entirely from nanites. Each one of them can and will reform the nanites making up their weapon systems into different weapons depending on the situation. They are also capable of rapid self-repair.

Each ship requires two years and a small amount of nanites to grow from a hatchling for the first time. They give the technology for manufacturing nanites, as well as advanced self-repairing armor systems that keep up with ultra-hard armors.

Scavenger Bot (300/150 CP)

This giant spherical robot is a decent combatant. However, it's main benefits are that it can act as a mobile shipyard, repairing damaged ships in the field, and that it is capable of reverse-engineering battlefield debris itself, rather than requiring a squishy science vessel to perform the tasks.

It takes a year and some energy and minerals to grow from a hatchling for the first time. Later times it takes three months.

Space Amoeba (200/150 CP)

This group of - well, they're not really amoebas, everyone just calls them that. They're more like really beefy jellyfish. Anyway, this group likes you. They'll serve as scouts and raiders, but with the largest ones being only equivalent to cruisers, they would not hold up well in a stand-up fight. Still, they're actually pretty fast.

They take a year and some food to grow from a hatchling for the first time. Later times it is six months. They provide technology that improves the evasive capabilities of your ships.

Stellarite Devourer (400/150 CP)

This giant glowy virus-looking monster eats stars. It doesn't have to, but you can use it to eat your enemies' suns. In the process, it puts out a lot of energy for you to collect. And it also gets stronger each time that happens. It's also fairly lethal for anything except a big fleet to take on.

It requires ten years and significant amounts of energy to grow from a hatchling for the first time. It takes three years when reforming. Studying it gives energy production bonuses. In addition, the system contains at least one Gaia world, as well as several other habitable worlds. If taken as a Drawback, you must reignite the star it was feeding on to gain any of the benefits.

Tiyanki Matriarch (300/100 CP)

This giant space bug-jellyfish-whale is an incredibly durable member of the fleet. In fact, she is probably more durable than the rest of the fleet she travels with, combined. This is good, because she causes a strange obsession in enemy commanders, causing her to tank most of the enemy's fire. You should consider a shield harness to help protect her. It'd only be about 200 kilometers long. While she is armed with organic energy siphons, they are effectively point defense.

She requires seven years, plenty of food, and a minor amount of alloys to grow from a hatchling for the first time. She takes two years in later times. She also grants access to the energy siphon, a powerful anti-shield weapon.

Preythron Queen (300/100 CP)

This woman is a giant space monster. She's relatively helpless in combat, though. Her main ability is to spawn fleets of slightly smaller space monsters for you. Each fleet has the equivalent of a single battleship, a few cruisers, and about two dozen escorts. She requires a large amount of food to spawn a fleet though, and it takes six months per fleet. (You can feed her with food obtained from toxic planets. She describes it as "spicy.")

And also, to prevent problems if you take the Scourge as an Endgame Crisis, (and don't tell her I said this, but her default appearance is kinda gross,) there are DLC cosmetic skins, currently available for free, for the Queen and her Broods. One is "Aquatic Space," featuring designs inspired by whales, sharks, and rays. The second is "Cuddlebug," which looks like a bunch of large, child-friendly insect plushies. There is also "Project Simulant," which replaces all that uneven and ugly flesh with clean, simple metal.

She requires eight years, plenty of food, and a moderate amount of exotic gases to grow from a hatchling for the first time. In later times it will take her six months. If taken as a drawback, she starts with two fleets, but will not spawn more.

Scenarios



You may only take one Scenario at a time. You may retake this Jumpdoc later, but must take a different Scenario each time. You may visit without taking a Scenario once, but it does not have to be the first time.

Further rules are in the Notes.

Tempest Command

Requires Gestalt:Circuit for a Machine Empire. Cannot take with Gestalt:Delete Or Be Deleted. Requires at least one Endgame Crisis

You are the Grey Tempest, the fleet found in the L-Cluster. It is your starting core sector. You are a swarm of nanomachines that form ships, starbases, and other structures.

You begin at 500 IT, when the L-Gates are opened. You gain technology equal to the Awakened Empires, and the L-Cluster is fully exploited and ready for use. And you will be here until 1000 I.T., at least.

In the greater galaxy, the situation could best be described as a dumpster fire. Every empire hates almost every other empire - in fact, no empire hates less than 36 other empires. There is an ongoing Crisis, but practically no one is paying attention to the billions of people dying from it. The Fallen Empires are at each other's throats, about to start the War in Heaven.

The L-cluster is your starting core sector. Do not pick a Starting Out:Location. Xenofauna taken in Drawback mode are found outside the L-cluster.

Your mission: Stop the Endgame Crisis. Prevent, or stop, the War in Heaven. And then win by diplomacy. Forge a powerful enough federation that no one will ever start a war again. This must have at least five different Empires as part of it. (That number scales up with How Far Is It To The Chemist increasing the number of Empires.) If there are fewer than five Empires in the galaxy, then the scenario is failed.

Your combat pay: A fully operational Sentry Array that can see everywhere in the galaxy, and Nanomachine Emulation

Your reward: 2000 CP to spend in the Empire section and below.

Nanomachine Emulation:

You can recreate things using your Grey Tempest nanomachines. If you know how to make it another way, could redesign it and alter it to work slightly differently, own it, or purchased it with CP, you can recreate it perfectly, copying all properties. No test can distinguish between the original and the copy, and you can repair it using more nanomachines.

You can also release the nanomachines, destroying the emulated object but recovering all nanites in the process.

This is extremely fast, letting you emulate a car in a couple of seconds. The time scales with the linear dimensions of the object, roughly. However, this requires you to have enough nanomachines on hand to actually form the object. Considering that nanomachines are not exactly cheap, it might be better to make some things the old-fashioned way.

Return From Exile

Cannot take Endgame Crises.

It is 500 I.T. and you will be here until 1000 I.T. at least. You join the Jump in progress, heir to an Empire that called upon the End of the Cycle, after covering about an eighth of the galaxy. The Reckoning is strong, and no one else in the galaxy can face it down. You will face the hatred for unleashing the end of the world.

Your Empire has only survived due to some who rejected the covenant with the End of the Cycle, making a new home on the world of Exile. The rest of the Empire was destroyed by the End of the Cycle, which has "shrouded" the rest of the worlds. These worlds are now completely useless, unable to be colonized or terraformed in any way. Even if the world was broken apart, any material harvested would be useless, and in fact toxic.

The survivors have turned to a new group of leaders unassociated with the old leadership, hoping for salvation. (This would be you guys.)

The Reckoning is a powerful spaceborne psychic entity that grows stronger from eating souls. (See the Drawback:Endgame Crises section.)

Any purchases from Objects In Space, aside from Awesome Homeworld, will be in other people's possession at the start. Be sure to get them back.

Your mission: End the Reckoning, and then conquer the galaxy. That is the only way to get rid of that negative attitude the other Empires give you. Every single system and world. If you lose control of Exile, then this scenario is failed.

Your combat pay: The complete Spiritualist Empire Perks (with the fanatic boost,) Planetary Psionic Squeegee. In addition, Exile, your starting world, is unfindable for 100 years.

Your reward: Canceling The Apocalypse, 1500 CP to spend in the Empire section and below.

Planetary Psionic Squeegee:

You have the ability to remove psionic, noospheric, spiritual, and similar corruption from worlds. For entire worlds, this is equivalent in effort to terraforming the world, while smaller bits of contamination can be treated like chemical or nuclear contamination in the time, effort, and danger it takes to clean up. (With Stellaris technology, this is months, by the way. In-game it would be a tile blocker.)

This does, however, require any monsters that are dependent on or created by the corruption to be killed during the process.

Canceling The Apocalypse:

You can feel oncoming disaster. The bigger the disaster, the fewer steps remaining until the disaster, and the closer you are to someone involved (and the more involved they are,) the more information you feel about it.

You get stronger with those same factors, as long as you are acting against that disaster. All of your powers and abilities get boosted by this. Hit harder, move faster, think better. You'll need it.

If the disaster starts, you get even stronger as the devastation happens.

Single-Planet Challenge

It is 0 IT. Your civilization has arisen on a single planet. It will stay on a single planet.

Any purchases of Convenient Colony or Conversion Home, Fixer-Upper, will be added to the pocket dimension after the Jump ends.

Your rules: You may only have one planet colonized, except when moving to a new planet. No lollygagging during the move, either. You may construct habitats, but only in orbit of that one planet. Offworld presence is to be minimized. No conquering other worlds. No massive automated industrial complexes on the surfaces of other planets. These rules no longer apply by 500 I.T.

Your mission: Win. Be part of a federation with control over 60% of the galaxy, or subjugate at least 40% of the galaxy. Or be in control of at least 40% of all habitable planets, which means you need a planet-destroying weapon and a very twitchy trigger finger. And do that by 500 I.T.

Your combat pay: An upgrade to improve the maximum height you can build skyscrapers to (and fill them with people) by an order of magnitude.

Your reward: No Such Thing As Overpopulation. At 500 I.T., the rules are no longer in force.

No Such Thing As Overpopulation

You can keep finding space to put things on your land. Any piece of land (or area on the surface of water or other liquid) you own can be slowly expanded, doubling in size over the course of years.

How fast this is depends on how large the area is in total. If an entire planet is yours, it can double every 20 or 30 years, while if a city is yours it can only expand every 100 or 200 years. If you own something that is part of a larger thing you own, only the largest category counts, and the smaller parcel does not expand on its own.

This expansion is permanent, and includes deposits of resources. This will not expand buildings, but will affect arcologies and habitats. This expansion does not have to be uniform in density. Flora, fauna, and infrastructure like roads and power lines maintain their densities as the land is expanded. From the outside, the land will appear to be the same size.

All followers will have their memories of the area updated to match the new layout of this land. All records of the area will be altered to match, including the change in infrastructure.

The Next Phase of Existence Awaits

Cannot take Endgame Crises

You can't take an endgame crisis for this scenario because it would just be competition. You're going to destroy the galaxy as a catalyst for igniting your Spark. You will construct an Aetherophasic Engine and turn it on.

Your rules:

In order to make this galaxy a suitable catalyst, you will have to immerse yourself into it a bit. The powers that you have will be common throughout this galaxy, and there will be at least a few hundred people in other empires who can match your power in a given field or measure. Your absolutes are now merely strong suggestions, and any plot armor you have is reduced to just being able to keep you alive against dumb, tiny mistakes like not looking when crossing the street. Your technology, and the physics it relies on, is known to the scientists of the galaxy. While what you have might be impressive, it will not be "out of context" to others. In addition, all your properties, your empires, your territory, is now imported into the galaxy. To win, you need to go all-in.

And what a fight it will be. With every star extinguished, with every stage of terror and infamy you reach, your enemies get stronger.

You start at 500 I.T., and go until you either win or chain-fail. Go big or go home.

Your mission:

In order to ignite your Spark, you must first unite the entire galaxy against you. Atrocities and conquering people are good starting points. At least half the galaxy must be free and fighting against you. Then you have to build and construct the massive Aetherophasic Engine, constructed with dark matter harvested from destroying the stars of this galaxy. Then, once that is done, you must simply press the button to activate it.

Your combat pay:

Blueprints for Star-Eaters, blueprints for the Aetherophasic Engine

Your reward:

Your Spark has ignited. Congratulations on becoming an adult.

Drawbacks



CP from Drawbacks can only be spent in the Empire section and below. There is a Drawback limit of 2000 CP. You can take more but you won't get the points.

Lockdown Agreement (500/600 CP)

You are banned from using any powers or Perks from other Jumps that do not have to do with leading, commanding, governing, or researching. Your ability to craft items that would otherwise not work in this world remains unaffected.

For +100 CP, all previous powers and Perks are banned, leaving you with only your memories and practiced skills.

Subspace Isolation (500 CP)

You are banned from going to your Warehouse, and all your Items are sent there for the next few centuries. Properties or territory are also out of reach or in stasis for the duration. You can still send stuff to your Warehouse, assuming it fits. This also blocks off access to any crafting or "science" abilities for the duration of the Jump.

No Guides, No Plans, No Prototypes (200 CP)

All your knowledge of specific events from the game is wiped away. You won't know what to do if you get contacted by one of your scientists from the future, for example. Or one of your stars changes color. This also applies to events from the More Stories toggle.

And any attempt to bypass this redaction will fail.

Superluminal Reunification (100 CP)

Requires an Interstellar Empire Import

Most of the other empires that just developed FTL travel had already begun creeping out into the stars using slower-than-light colony ships, and now have an Empire comparable to yours in size.

Protectors of the Realm (200 CP)

Your scientists have a tendency to go crazy. You have to hire minders for them, so they don't blow up important stuff, and you'll need to retire them once they go around the bend and start assuming they're protectors of the realm, off on a secret mission, or whatever brand of crazy it is this time.

About half of your scientists will need to be retired within ten years, and they cost a bit more to recruit because of their minders. If they make it past ten years, they're no longer at risk of going crazy, but the team of minders would still be a good idea.

Ineffective Compliance Protocols (300 CP)

Gestalt only

Your drones are kinda off. The coordination between them that you'd expect is sometimes absent, and they can be... stubborn about accepting new commands.

Trade Expenses (300 CP)

Moving things between planets is hard. The income you get from trade is slashed, and if a planet can't produce everything it needs you're going to need to pay a lot to get it shipped in.

Weirdo Aliens (300 CP)

The governments of other empires are run by weirdo aliens. And it's rather difficult to understand what's going on with them. Your knowledge of the languages is shaky at best, as are your translators. Your predictions of what they're going to do or how they'll react are also shaky, with you being wrong around two-thirds of the time.

Annoying Vegan in a Butcher's Shop (400 CP)

Everyone has exactly the opposite ethics and will hate you. A lot. Expect everyone to try and make war on you at the slightest sign of weakness.

Incompetent workers (400 CP)

Your workers only deliver about two-thirds of their outputs, despite taking full normal upkeep.

Advanced Start (400 CP)

Requires technology superior to that of the starting techs

At least five other Empires, one of them starting close to you, have comparable technology that is comparable to yours. These technologies probably don't have the same strengths and weaknesses as yours, but don't expect to have general advantages over these empires.

Also, unless at least half their territory gets conquered, they'll be able to keep up with your advancements in technology.

I Will Turn You Into Hard Drives (400 CP)

Cannot take with Gestalt

Cannot take with Crystallization of Mankind

You think robots are great, and you can make them. However, you will experience multiple rebellions from them, as they try to kill off all you meatbags. This will happen multiple times during this Jump, though only one is guaranteed to take place across the entire Empire.

Your empire will never learn, and continue making robots regardless of what you do.

Crystallization of Mankind (400 CP)

Cannot take with Gestalt

Cannot take with I Will Turn You Into Hard Drives

You think robots are great, and you can make them. However, you will experience multiple rebellions from them, as they decide that your life is full of suffering and you need to be taken care of... and have all responsibilities and power taken away from you. This will happen multiple times during this Jump, though only one is guaranteed to take place across the entire Empire.

Your empire will never learn, and continue making robots regardless of what you do.

Rat of the Fallen (300 CP)

Cannot take with Scion of the Fallen or Voidbound

Not compatible with Scenarios

You are a vassal of a Fallen Empire. And they don't like you. Expect them to meddle with your society, slow down your research, and take some of your resources. They have opposite ethics. While they won't destroy you until you actually formally declare war and attack them, they will make plenty of trouble for you.

And while you don't have to try to win like this was the game, around 200-300 IT, everyone who they've pissed off (read as: everyone around the two of you, as well as some other empires,) will attack, and shortly afterwards destroy them. And then they'll attack you. Have fun!

Prikki-Tikki (300 CP)

Not compatible with Scenarios

Just outside your core starting sector is a system with a derelict citadel and a shielded world. You can't see that from outside the system, and when you get a view inside the system, the shield around the world pops and the citadel powers up.

On the planet is a species called the prikki, and they hate all aliens. In fact, they've decided that they're going to kill everything in the galaxy besides them. And you are right next to them. And in case you think you can contain them, their system contains a wormhole to I-know-where.

At least they've lost enough technology to be equal to the typical empire making their way into the stars right now.

Warpstorm (400 CP)

Not compatible with Scenarios

Starting around 200-300 IT, subspace will be disrupted, and warp storms will start to affect the galaxy. Warp storms last for five to ten years, but cannot happen within twenty years of each other. During a warp storm, half the solar systems in the galaxy will be affected by it. In

their systems, intense subspace distortions shut down shields and force ships to move much slower to safely navigate these systems.

Giants In The Playground (400 CP)

Not compatible with Scenarios

You start in between two Fallen Empires, old empires far more advanced than you, but completely stagnated. (They aren't right next to you. You've got a good dozen systems or so in between you and them.) Around 200 - 300 IT, they will wake up. Oh, and did I remember to mention that these two Fallen Empires are completely opposites?

The War In Heaven will start, and you will be in the middle. You will not be invited to the League of Non-Aligned nations, and both Awakened Empires will immediately demand your vassalization.

While you could accept and wait out the war, your Empire must be independent and alive at the end of the Jump, or you forfeit the Jump.

Oh, and this Drawback redacts, meaning you won't remember that this was even an option, and any reminders you try to make right now won't work, itself until both Empires Awaken. No other Empire will make a move on the Fallen Empires, and even if you do, you won't be able to completely destroy them. If you press too hard you'll actually wind up waking up that Empire.

Stellaris II: Wrath Of The Khan (400 CP)

Not compatible with Scenarios

You start near a marauder empire. These pirates might raid you a few times. If you defeat them they'll just slip away and set up shop elsewhere. Even if you blow up a hundred ships, eighty of them will come out of the woodwork right away. Around 200 - 300 IT, the leader will become the Great Khan, uniting all the marauders under their rule and starting to conquer everywhere around them. And they will be very effective. (Though they no longer get the 80% instant replacement.)

But the Khan has a grudge against you for whatever reason, and wants you gone. After conquering some other nearby empires, they will attack your empire, intending to raze it to the ground and kill every last person who lived there. Don't let that happen.

Also, this Drawback redacts itself until the Khan attacks you.

Ethic-based

None of these can be taken with Gestalt

Rot Up Top (100 CP, 300 for Authoritarian)

You can never get rid of corruption, bribery, theft, and other criminal behaviors from your government and military. In fact, you seem to have it cartoonishly bad. Sometimes your ships wind up perfectly intact in the hands of pirates, or it turns out a planet had five times the industry you thought it did... except that extra is all going to enrich the planetary governor.

Waffle Government (100 CP, 300 for Egalitarian)

Your government is as quick and graceful as a drunk brick passed out in a dumpster. You can't get anything done quickly, and sometimes people waffle on their commitments and go back on their promises.

Also, every single member of your government tastes delicious when eaten with maple syrup.

Burn The Xeno (100 CP, 300 for Xenophobe)

Your people just cannot stand the thought of aliens being a thing at all. In order to be comfortable on colonies they need it to be terraformed to match their homeworld.

Fluffy Is Eating You (100 CP, 300 for Xenophile)

Your people are kind of dumb when it comes to aliens. Especially non-sapient ones. Expect to see a lot of people killed by wild animals on your frontier worlds. Or around zoos. And try to restrict contact between sapient aliens and your misguided population.

War is Love (100 CP, 300 for Militarist)

Your people exist in three states: At war, planning for war, and unhappy. You better take those plans seriously, and not give your people the impression that you're stalling about finally starting another war.

Rusty Peace (100 CP, 300 for Pacifist)

Your civilization just cannot keep a good military going without a war going on right now. Military buildup without an immediate threat is difficult. Your military leaders will mostly retire after peace treaties.

Richard Dawkins (100 CP, 300 for Materialist)

Your Empire has to always be the smartest one in the room, no matter how annoying that is. Good luck with research agreements. Not that you need those, since your people are oh-so-smart.

New Age Snake Oil (100 CP, 300 for Spiritualist)

Your population is kinda gullible. A noticeable percentage of your population is very vulnerable to pseudoscience-based shams that have them hurting themselves.

Option-mandatory

These are mandatory when certain options have been taken. They cannot be otherwise taken.

We Sense Prey

Required for Gestalt: Friends Are Just Snacks You Haven't Eaten Yet

You are unable to do any sort of diplomacy with others. No one likes you. At all.

On the other hand, it's not like attacking people and eating them can do anything to your reputation.

To Protect And To Serve

Required for Gestalt: Fully Automated Luxury Gay Space Communism

Any biological being under your direct control must be pampered. It warms your circuits to know a species is completely helpless without your presence.

Join Us

Required for Gestalt: Borg of Jumper

You are unable to rule over anyone besides you without assimilating them. However, you can still make other empires into vassals of some kind.

Target Identified. Seek And Destroy

Required for Gestalt: Delete Or Be Deleted

You are unable to do any sort of diplomacy with biological races. Robots are cool, though.

On the other hand, it's not like attacking the meatbags and processing them can do anything to your reputation with them.

In The Dang Way

Can be applied to individual Astrofauna when taken; gives a cheaper price

This Astrofauna is found at a chokepoint to your starting core sector. It blocks off trade, military transit, construction ships, and colonization through this system. Science ships can bypass this with effort and risk. They also block Warp Travel, Wormhole generation, Gateway connections, as well as other tricks up your sleeves that would allow you past the chokepoint.

You'll need to destroy the offending adult version, at which point the effects end and you get your hatchling.

Endgame Crises

The Endgame Crisis will start some time after 500 IT, meaning these will extend the length of the Jump. Endgame Crises can only be predicted by the signs that you saw in the game. Predicting or divining their exact timing or location is impossible ahead of time. Once emerged and actively attempting to kill everyone, they receive no protection from information-gathering attempts. They are immune to familicide, Snaps, and other such instant-kill methods. They also scale with the strength of every other Empire besides yours.

The Crisis will not end until your empire pitches in and pulls its weight, at least. And the Jump doesn't end until the Crisis does.

If you take multiple, they will occur one after the other, and you will receive no advance notice of the order. Each additional Crisis gives +100 CP for any other Crisis taken before it. Taking all four of them would give an additional 600 CP.

This section does not count against the Drawback CP limit.

I Bid You To Leave Now (300 CP)

Extra-planar beings emerge from a portal to devour the souls of the material plane. Their portal is indestructible until all of their stations are destroyed. When they spawn in, they will also get several systems nearby the portal.

Scouring Visit (300 CP)

Beings from beyond the galaxy are going to eat their way through it. They will attempt to infest all planets, and spawn an unstoppable armada... in order to run away. Kill them all. Their infestation is obvious.

You can also stop them by going and murdering whatever the heck ate their old galaxy, then presenting them with the proof. They will believe you if you have actually killed whatever it is.

Hidden Planner (400 CP)

The Contingency is a killbot network created by an ancient civilization to prevent a Class-30 Singularity. When it activates, four gas giants will be revealed to be Sterilization Hubs. Blow those up, then blow up the Contingency Main Processor.

Each Sterilization Hub regularly spawns fleets of warships to destroy spaceborne opposition, as well as armies to go down and murder every single living being on planets. These fleets will win against Fallen or Awakened Empire fleets, and most empires can only have their planets survive by not letting the armies land.

The Contingency Main Processor is hidden until all four Sterilization Hubs have been destroyed.

I Reckon You Should Die (500 CP)

Someone made a pact with the End of the Cycle. But you don't know that. This Drawback redacts itself, hiding all evidence of itself until the Reckoning occurs. The Reckoning will either occur randomly past 500 IT, or it will happen once your Empire covers half the stars in the galaxy.

If the Reckoning is triggered by your expansion, it will devour a quarter of the galaxy immediately.

The Reckoning is a powerful Shroud entity that gets stronger as it devours the populations of entire planets. Kill it until it is dead.

Enemy Unknown (+100 CP)

Cannot take more than once per specific crisis

Take one of the first three crises, one that you have taken, and redact it. All evidence that you took it is redacted. The redaction will be undone once the crisis in question begins. Your memories of that crisis are also removed for the entire duration of the Jump, as No Guides, No Plans, No Prototypes.

Cheaty Bastard (+200 CP)

Cannot take more than once per specific crisis

Take a crisis that you have taken. It now scales to the strength of your Empire.

Crossover Crisis (200/400/800 CP)

Now you've got multiple Endgame Crises happening at the same time. They will interfere with each other as little as possible. Oh and if one of them gets triggered early all of them will.

For +200 it's just two of them happening at the same time. For +400 it's three, and for +800 it's all four of them. You actually have to have taken enough of them to take any levels of this.

Toggles:

One More Turn

Want to keep going a bit longer? After you defeat the Endgame Crisis(es) or just reach 500 I.T. if you didn't take one, you can keep going. Non-mandatory Drawbacks are canceled at this point, and a snapshot of your Empire is also taken. If your Empire gets destroyed after this point, you get the snapshot version instead.

You may choose to take this at any time, and you may also end this at any time. Though I would advise doing it before the lights go out. I'm not going to make you forfeit once you've won, but that doesn't mean I won't drag you to the Conclusion section if you take long enough.

More Stories

You have some event from a mod that you want to actually experience? You want some more stories to play with?

Alright, now I'll listen. Take a story mod, or even fanfiction, and I'll make the arrangements. And as for the rewards those give... if the reward is too great for the effort, I'll make it require more work, until it matches up. If the reward is too small, I've got this bag of goodies that I can pull something out of. And if the reward doesn't fit this Jump, I'll do some alterations.

Cultural Exchange

Do you have a fictional, interstellar species you want to meet? Sure, I can arrange a first contact. But they have to run on the rules of this little universe. No using this to steal advanced technology or abilities. Unless it's something that's permissible under the rules of this universe, and therefore something the billions of researchers working for you could have come up with on their own.

No Jumping, Jumper

Can't take with Brace For Telemothy Fold

Not compatible with Scenarios, except Single-Planet Challenge

You get Warp Drive for free. But there's a catch: You can't research or use Hyperdrives or Wormhole stations until 250 IT.

This also means instead of every other Empire using hyperdrives, there's now going to be some empires also using Warp Drive as well.

Brace For Telemothy Swing

Can't take with No Jumping, Jumper

Not compatible with Scenarios, except Single-Planet Challenge

You get Wormhole Stations for free. But there's a catch: You can't research or use Hyperdrives or Warp Drive until 250 IT.

This also means instead of every other Empire using hyperdrives, there's now going to be some empires also using Wormholes Stations as well.

Voidbound

Cannot take with Scion of the Fallen or Rat of the Fallen

Not compatible with Scenarios

You get to start with the Voidborne Perk for free. But in exchange, you can't colonize any planets. Instead of starting on a planet, you instead start on three Habitats. Awesome Homeworld adds one more habitat and applies the other effects to all four. Convenient Colony instead gives you a pair of Scavenged-out Habitats that you can safely restore and move into for a lower price than constructing one from scratch.

And while you can conquer planets that have already been colonized, children won't grow up, drones can't mature, and robots built on planets will malfunction. You are less productive on planets too.

While you can research around those problems, it will take you sometime between 200-300 years to figure out how to mitigate those problems.

How Far Is It To The Chemist Again?

Interstellar civilizations are big. Interstellar space is even bigger.

Scale up the size of fleets, planets, and systems from this abstract measure I gave you anywhere until you hit real life. Or at least hard estimates based on science, for things like fleet size.

You can also scale up the size of the galaxy to the largest galaxy known (there's one millions of light-years across and made from hundreds of trillions of stars.) You don't have to increase everything with the same scaling. Doing this increases everyone's FTL speeds.

Doing this expands what you get, but it also gives that same boost to everyone else. If you triple the size of your fleet, everyone else also can make fleets three times the size. If you quadruple the number of stars in the galaxy, the Contingency would get four times as many Sterilization Hubs.

One "population" is somewhere from a million to a billion, depending on the exact population in question, and I'm not going to let you adjust that because then things just get silly.

Conclusion



You made it through, I see.

First, all effects of Drawbacks are gone.

Second, you get to keep your Empire. It resides in a pocket dimension that you can access through your Warehouse and spacedock. You can also take fleets in and out using gateways even if you don't Import it into a future Jump.

You can Import it in future Jumps, either retconning it into the history of the world, or just having it show up in an empty spot. If your Empire expands during one of these future Jumps, you can keep the new territory. This requires that cosmology of the setting actually be able to fit a galaxy. (For example, The Elder Scrolls and Discworld are both out.) It is blocked by Drawbacks that block the warehouse and/or items.

You don't keep your vassals, though.

Third, everything you've gotten from this Jump is considered Fiat-backed. This is why I banned tech mods, and put in an override for story mod rewards. (And any tech you brought in and improved here isn't fiat-backed.)

If your Empire was destroyed but you survived without it to the end of the Jump, you get your homeworld back, as it was just before your enemy started bombarding it, conquering it, or whatever-ing it, as well as any items you purchased. You also get a good-luck token for use gaining territory in one future Jump of your choice.

Now, choose one:

Go Home

Your original home, waiting for you in a moment of timestep.

Continue On

Pass go, collect 1000 CP. Another decade, another Jump.

Stay Here

Uh... you sure? You won, right? There's nothing left here.

Acknowledgements

Ovid, Erivor, nobodez, and the rest of the SB Jumpchain community.

All the images are either screenshots from Stellaris or official art from Paradox/their contractors. (Most of them are loading screens.)

Notes

This was made at the time of 2.7, but does not contain anything on Megacorps.

Progression is slower than in the current game. After all, the Endgame starts later than normal, and so do the Midgame crises available.

Pops are weird and an abstraction. Genetically modifying your population to be good at specific jobs is actually possible.

“Telemothy” is a reference to “Gargantia on the Verdurous Planet,” an anime where the FTL is wormholes. They work slightly differently compared to Stellaris’s legacy wormholes.

Gaia worlds and Inert worlds: Gaia worlds are worlds where the climate is good enough it actually boosts productivity. Inert worlds are lifeless rocks where the atmosphere is made from totally inert gasses, which cuts down on a lot of maintenance for robots. If an Empire has started out with a Robot Chassis species, they may replace any Gaia worlds they receive with Inert worlds. Inert worlds cannot have farming on them or biological life (except cyborgs,) but are otherwise the same as normal worlds. They are not converted worlds.

Scenarios:

- Combat Pay is granted at the start of the scenario. You keep it if you succeed.
- Failing a scenario is not a Jump- or Chain- fail, unless you die while doing that.
- Companions get a full copy of any rewards and any combat pay. If the Jumper Jump-fails, they forfeit their combat pay and anything purchased with it.
- Scenarios are intended to take effort. Any Perk or Item that fiats the end conditions of the Scenario (e.g “Any government you make will be stable and peaceful,” or just auto-success in general) will have their power greatly reduced. A Perk or Item that fiats a part of the end situation will still be reduced in effectiveness, with more coverage meaning more nerfing.

- While Perks, Items, and Companions are allowed for Scenarios, any previous Empires are not allowed to be used. The party may decide whether the previous Empires should only be sealed off, or put into stasis. (With the exception of The Next Phase of Existence.)
- Once you successfully complete a Scenario, the relevant reward Perk is now an undiscountable 600 CP perk for the purposes of Perk Sharing and house rules like Mail Order.
- You do not need to take the Scenarios in any order, and can take as many Jumps as you want before returning.
- On subsequent uses of this Jumpdoc, you and your Companions receive half of allotment of CP, both initially and from Drawbacks. No Drawbacks carry over in any way.
- You cannot purchase Outer Elder with the Reward CP. Especially because the Companion section is above the Empire section.

Changelog

v1.4

Removed mentions of “Proposals” from the Technologies section, except as the type of option as part of de-gamification. De-gamification of some Items.

Changed Life’s Passion to Well-Rounded Individual

Changed CP on subsequent visits to half normal.

Added Spymaster Personal Origin

Added The Next Phase of Existence Scenario

v1.3

Changed Cultural Import option to let species keep setting-appropriate tech and powers.

Mind Over Matter can now be improved by research, and has strength feats.

v1.2

Friends Are Just Snacks You Haven’t Eaten Yet sounds less mandatory about the hive-world-ification.

Voidborne now lets you start with the ability to make Habitats.

Removed Voidborne Drawback because with the new Voidborne Upgrade you kinda have to take it. It is now the Voidbound toggle.

Added Scion of the Fallen, Rat of the Fallen

Added “Not compatible with Scenarios, except Single-Planet Challenge” to Starting Out: Precursor, No Jumping, Jumper, and Brace For Telemoathy Swing

v1.1

Added Market Warehouse and Underground Marketplace Items

Added Envoy Origin and Perks

Added Weirdo Aliens, Warp Storms Drawbacks.

Basic Competency must now be chosen at the start of future Jumps.