Nation-Building Supplement

With this supplement, explore, expand, exploit, and exterminate your way across the multiverse, forging a grand empire to follow you along your chain. To get you started, you gain:

+1000 Nation Points (NP)

Additionally, each completed jump or gauntlet grants you an additional 50 NP, both retroactively and in the future. Unspent NP is retained between jumps, but can only be used on this supplement. Supplements and jumps in supplement mode do not count as jumps for the purpose of NP gain.

Expansion

Immigration and Settlement (Free)
Anyone not openly hostile to you who lives in one of your lands or properties is considered a follower and will remain a follower so long as they live there, though you may choose to exempt certain people or groups if you wish. This perk on its own does not guarantee the loyalty or obedience of your followers, however, and anyone who chooses to reside long-term outside of your warehouse attachments or the in-jump territory controlled by you, your companions, followers, etc., will lose their follower status.

Annexation (Free)
If you wish, any region that is *de facto* controlled by you, your companions, or your followers at the end of a jump can be brought with you on your chain, along with all the region's inhabitants. In future jumps, you may integrate each region into the setting or attach it to your warehouse. Territories captured in this way cannot be left behind on your chain unless you deliberately choose to relinquish them, even if they are occupied by hostile forces. However, any damage done to them will persist until repaired manually.

Reclamation (50 NP, requires Annexation)
If you have previously held territory that would have qualified for Annexation but left it behind, you may pay 50 NP to regain all lost land from a single prior jump, including inhabitants. You may purchase this multiple times, choosing a different previous jump each time.

Political Union (100 NP, requires Annexation)
You may offer entire governments the opportunity to join you on your chain. If the leaders agree, all lands *de facto* controlled by their government will follow you as if you had annexed them. However, these governments may choose to return to their home reality at any time if they truly desire it.

Exploration (Free)
An entire planet is attached to your warehouse. While earth-like in size, temperature, gravity, etc., it is entirely devoid of intelligent life (at least until you settle it). Exploration of your planet will not be without challenges, but the rewards will always be worthwhile as you discover distinct and useful plant and animal life, resource deposits, and other exploitable features in each new region. Finally, when you obtain new territories or properties, whether through purchases, annexation, political union, or otherwise, they can be added to your planet, increasing its overall surface area without causing any issues such as earthquakes or increased gravity (unless you, for some reason, want those).

Starting Point (0+ NP, requires Exploration or another sufficiently large territory)
For free, you gain a self-sufficient town of approximately 100 000 inhabitants who consider you to be a trusted authority figure. They can be of any species, even a mix of different species, as long as their capabilities are similar to baseline humans. You could have a population of elves, orcs, and/or asari, but no kryptonians, for instance. By default, they have a medieval quality of life and level of technology, though the Advanced Infrastructure perk improves this to modern. In either case, you may choose to replace technology with an equivalent degree of magical proficiency, if you wish, and the population will quickly adapt to any newly acquired knowledge and techniques.

You may spend additional NP on this perk if you wish, with every 50 NP spent on this perk doubling the starting population, with new settlements splitting off as needed. The population capacity of your lands is the only limit to the amount you can spend on this perk.

Interplanetary Exploration (200+ NP, requires Exploration)
The heavens open up to you, offering an entire solar system of which your "Exploration" planet is only a part, all within the convenience of your own warehouse. With the right magic and/or technology, you and your people will be able to launch satellites, establish space stations, and settle colonies on or around the moons, asteroids, and other planets of your system. Much like earth's solar system, only the first planet is particularly hospitable to human-like life, with others being rocky, icy, or gas giants. Still, they are even more resource-rich than the first planet, and some contain valuable materials not present elsewhere. You may add new lands, properties, etc. anywhere you like within this solar system, as long you or your people already have a presence nearby, and if you gain entire planets or similarly-sized properties, you may place them within the system without disruption to themselves or other bodies.

If you would like more than one earth-like planet, you may buy more for an additional 50 NP each. These will be placed in the solar system wherever you like, but putting them too close to or far from the star could cause them to very quickly become less earth-like.

Galactic Exploration (400 NP, requires Interplanetary Exploration)
If one system is not enough, let your people expand across an entire galaxy! This places your solar system into its own Milky Way-like galaxy, containing hundreds of billions of stars, perhaps trillions of planets, and all kinds of interesting astronomical phenomena. The challenges of reaching and surviving entire new star systems are even greater than before, but again, so are the rewards. Exotic, almost supernatural locales and resources await you, and if you look very hard, you may even find earth-like and life-bearing worlds out there.

Access

A Door (Free)
For every new region, property, etc. you gain, you may add a door to your warehouse that leads there. Whether the location is part of the warehouse, integrated into the world of the jump you're in, combined with another property, or in any other situation, you'll be able to easily move between it and the main part of your warehouse. Whatever access protections you have on your warehouse will also apply to these doors. You may rearrange these doors in your warehouse at will.

Personal Portals (100 NP)
You and your companions can create free-standing portals to any fiat-backed location you or they own, as well as anywhere you have obtained through the Annexation or Political Union perks. For the Exploration line of perks, portals can be opened to any location that you or your people have been to before. When inside the warehouse or any dimension that isn't part of your current jump, you will be able to open a portal to your last "in-jump" location. Each portal is just large enough to easily fit its creator through and lasts a few minutes. Others can freely use these portals while they last, and a portal's creator can close it at will or hold it open by focusing and remaining nearby. You and your companions can each only have one portal open at a time.

Bigger, Longer-Lasting Portals (100+ NP, requires Personal Portals)
For 100 NP, portals can be any size and shape up to one square kilometer, will last as long as their creator wishes, and can be closed by their creator at any time. Each creator may have as many portals active as they like, up to a maximum total portal area of one square kilometer. In the event that you or another portal creator are too large to fit through a 1 km^2 space, that person will be able to make a portal large enough for them to fit, though it must be their only active portal at the time and will shrink down to 1 km^2 after they pass through.

If 1 km^2 is not enough, you may spend 50 additional NP to double maximum portal area for each creator. You may purchase this boost multiple times, with portal area doubling each time.

Security (300 NP)
Whenever anyone attempts to pass into a location that you own, you will be made aware of it, as well as the identity of the individual, their reasons for entering, and their allegiance(s). You can then choose to eject the person in question or allow them through. For locations attached to your warehouse, this protection is absolute and cannot be overcome by anyone except your benefactor, but entities that exceed your power may be able to enter areas outside of your warehouse with great effort. In case very large numbers of people are traversing your lands, you can instead set rules for who is allowed to enter and in what circumstances, ranging from allowing or disallowing specific individuals to "not intending harm to me/my realm/my people" to "legally allowed to be there according to local laws," etc. If you have Personal Portals, you may grant this ability to anyone who can create Personal Portals, though they will only have awareness and power over the portals they create. Lastly, in the unlikely event of disagreements between you and your companions/followers, you will have "admin access," allowing you to hold portals open, close them, set rules for other people's portals, and even grant, remove, and alter each person's portal privileges.

Portals for Everyone (300 NP, requires Personal Portals and Security)
You may grant any of your followers the ability to create portals that function the same way as those created by you and your companions, or revoke this power at will. Follower-made portals can, at your discretion, benefit from your other portal-related perks, and you may also place limits on what followers can do with their portals, such as number, size, duration, location, etc. As you will likely have have many, many followers, you may also define circumstances under which followers are permitted to create and use portals, such as "adult," "in immediate danger," "loyal to me," "does not violate local laws," etc.

User Interface

Basic UI (Free)
You may, at any moment, call up an interface containing information about your followers and territories. The interface is customized to fit your preferred aesthetics while also being intuitive to use, and by navigating its maps and panels, you can find data on economics, militaries, demographics, culture, quality of life, approval ratings and more, as well as view correlations and changes over time. You can also see datasets for specific areas or subsets of the population, all the way down to individual followers. Information on relevant perks is also included, so if you have Personal Portals, for example, you would be able to see all active portals, their locations, settings, number of people passing through, etc. If you have other perks that grant similar UIs, or gain them in the future, you may choose to seamlessly integrate them or keep them separate, as you prefer.

Command Interface (50 NP, requires Basic UI)
You may now issue commands from your interface. You could pass laws, change policies, recruit soldiers, or plan new constructions, just as a few examples. Costs, potential risks, estimated time to completion, and other

pertinent information will be listed with each potential command, though the UI is not omniscient an can only display information known to you, your companions, and your followers. Upon issuing an order, relevant followers will be informed and behave as if you had spoken to them about it in person. If they accept, they will receive the necessary funds, resources, and other items from your stores. If you lack these things, followers may attempt to make do with less or may simply refuse the task according to their own inclinations. Relevant perks can also be controlled through this interface if you wish. For example, with Portals for Everyone, you would be able to view data on and control all active portals.

Foreign Policy UI (50 NP, requires Basic UI)
Your interface gains the ability to display information on lands and people other than your own, though this will be restricted to knowledge that you and your people have access to, and can potentially be incorrect if your followers are deceived. Still, it is instantly updated as soon as any follower observes or learns something new without requiring them to report back. If given conflicting or uncertain data, the interface will use its existing knowledge to eliminate clearly false possibilities and display a reasonable range of estimates.

If you also have Command Interface, you will be able to issue orders in foreign lands such as sending and receiving diplomatic missives, commanding troops in the field, or planning new settlements before colonists arrive.

Interface I/O (50 NP, requires Basic UI)
Your UI can connect to computer systems, granting access to information that the UI contains. In this way, you can share this data with others, though you can also set rules to determine what information is accessible to whom. Additionally, if you also have Command Interface, you will be able to program conditions under which specific orders will be issued or even allow trusted subordinates to give certain commands, delegating management of chosen aspects of your nation.

Economy & Infrastructure

Basic Infrastructure (Free)
When lands/properties/etc. are combined, added to your warehouse, or just placed near each other, they will be instantly integrated into existing local infrastructure. For instance, a new city would be added to a nation's power grid with any differences in, for instance, voltage and frequency standards smoothed over. A structure or campus placed in or near a city would be connected to roads, power, water, sewage, etc. and be registered for regular garbage pickup. However, these services are not created or maintained by this perk, and will need to already exist for this to work. Services like power and water will also need enough capacity to handle new additions, though this perk does prevent immediate issues from spikes in demand or generation.

Advanced Infrastructure (300 NP, requires Basic Infrastructure)
This perk does create and maintain services for you. Wherever your people go, they will be followed by roads, railways, power lines, and water mains. Hospitals, fire stations, and schools will spring up spontaneously anywhere they settle, and any town that grows beyond a certain size may suddenly find itself with an airport that wasn't there before. These facilities will still need proper staff to function, though they require minimal maintenance and slowly repair themselves if damaged. The power plants and water purification stations that this perk generates will be enough to provide for the everyday needs of the population, but if you intend to conduct large-scale pulsed-power experiments or operate a Death Star-sized laser, for instance, you may need to improve power generation yourself. You may also customize the effects of this perk to fit your own preferences and aesthetics. Energy could be transmitted through magical leylines instead of power cables and electrical substations, and fire trucks could be replaced with bound water elementals, for example. At minimum, your people will be guaranteed a level of infrastructure equivalent to a developed country on earth in the 2020s, but everything created by this perk will be continuously and automatically updated - and new services added - as technology and magic improve. You may also reduce or eliminate the effects of this perk in certain areas if you would like to keep them less developed.

Everyone Needs to Eat (100 NP)
You, your companions, and your followers will never go hungry. Wherever you and they go, food and water will appear, though only enough to stay satiated, not enough to easily share or stockpile. Species with exotic needs will receive sustenance tailored to them. For instance, vampires will find blood and illithids brains. All of this material is generated *ex nihilo* and involves no death or suffering, in case you need to ethically feed an army of soul-eating creatures. However, regardless of species, the food will be the equivalent of rice and beans - not the most exciting meal, but enough to keep from starving.

Food Surplus (100 NP, requires Everyone Needs to Eat)
For the generous gourmand, give all your people the ability to feast every day of their lives. You, your companions, and followers will be able to generate any meal or food items that you can imagine in nearly unlimited amounts. Anything generated this way will be of the highest quality and may even have minor supernatural abilities, though nothing that would cause major or permanent increases to a person's power. Even those who normally feed on sapient beings will tend to prefer this food to their usual prey.

Resource Import (200 - 800 NP)
For 200 NP, whenever you gain access to a new mineral or other natural resource, whether through fiat-backed purchase, annexing territories containing that resource, or any other method, you can add deposits of it scattered throughout lands you control. The size and number of these deposits will depend on the amount you initially acquired, so finding a single ingot of adamantine would only create the tiniest trace amounts, but with a replenishing supply of several tons, you could make it nearly as common as iron on earth. Any plant- or animal-based resources added this way will be modified to fit into your territories' ecosystems without major disruption and without loss of their most valuable traits. In this case, the initial amount of plant/animal

resources you find will determine the ease of farming/foraging the plants or hunting/breeding the animals. You may choose to add your acquired resources to any new lands/properties/territories you gain, but resources added through this perk cannot be used to add more. If, for instance, you used a dragon bone to add an extremely small number of dragons to your lands, you could not then use their hides/bones/etc. to make dragons more common. You could, however, make them more common by hunting or taming dragons not created by or descended from those created by this perk. Lastly, the initial resource "investment" is not sacrificed, and expending or losing it does not remove any generated deposits, but each item can only be used once in this manner.

For an additional 600 NP, you can turn any amount of initial resource into any size or number of deposits within your lands. Turn the ground under your feet into pure gold starting from a single flake, or make an entire planet grow alchemical reagents exclusively. The only limits are what you can get your hands on and the size of your territory.

Culture

Gift of Souls (Free)
Any mindless or "NPC" followers you have can be made into fully real people, with proper inner lives, desires, etc. They retain memories of their time prior to this awakening and will retain all other capabilities and traits, such as powers, skills, knowledge, and loyalties, though they may act unpredictably as they explore their newfound free will.

Harmony (0 - 50 NP)
As you continue your chain across countless worlds, you will likely collect numerous lands and peoples, each with their own cultures and norms. Bringing them all together will inevitably create friction, but this perk will mitigate the worst of it. Large-scale violence will never break out between your followers unless you deliberately allow it. Even if you were to place your own xenomorph colony onto a planet full of Warhammer 40 000 imperials, as long as all were your followers, neither side would go to war with or attempt to exterminate the other. They might not like each other, but tensions would never rise beyond small-scale skirmishes.

For 50 NP, different groups will gradually grow to tolerate and even like one another long term. The aforementioned xenomorphs, for example, would stop trying to use your other followers as hosts even without your intervention, while your imperials might eventually grow to begrudgingly respect the xenos as useful shock troops.

Easy Assimilation (100 NP)
New additions to your lands and followers will find themselves remarkably open minded as they adapt to the culture, mores, and systems of your existing followers. Newcomers will let go of old bigotries and preconceptions that conflict with the values of their new society while still retaining their own cultural distinctiveness, ensuring your people are vibrant and varied, yet unified on the things that really matter. This adaptation does take time, however, so without the Harmony perk above, violence could still occur on or soon after first contact. If you don't yet have followers, your first group will instead align themselves to your and your companions' beliefs and culture.

Earned Loyalty (100 NP)
Your followers have long memories and remember well everything that you do for them. This does not guarantee absolute devotion from them, since you still need to do things to win them over. However, they will be quick to place their trust in you and slow to turn away. Whenever they experience direct or indirect benefits from your actions, perks, or items, they will instinctively attribute these effects to you, though this could be subconsciously if you wish to act subtly. The loyalty you have earned will steadily spread to new generations and new recruits as the old guard share stories of your deeds and proof of what you've done for them.

Cultural Adaptation (100 NP)
Your followers are quick to adapt to changing circumstances, adjusting their personal habits and overall culture to best suit their circumstances. Even millenia-old elves and vampires will be able to keep up with changing attitudes and technology. Furthermore, this perk will ensure that your followers are every bit as diverse as the locations they live in, with even slight differences in environment resulting in quickly diverging traditions and practices. These cultural changes never seem to cause friction between your followers, though without other perks, any preexisting biases and mores could.

Health & Safety

First Contact Immunity (Free)
You, your companions, followers, lands, items, etc. will not spread diseases to new worlds/jumps that you visit and will be protected against all non-plot-relevant pathogens.

No Biochemical Barriers (100 NP)
You and your people are capable of surviving in any alien biosphere unless it is explicitly noted to be inhospitable in some way. Frontier living may not always be easy, but you'll be able to hunt and forage, finding many edible plants and animals, and native bacteria and viruses will be no more dangerous to you than those of your native planet. Lastly, if you wish, you and your people will be able to safely interbreed with any intelligent life you encounter to produce healthy and viable hybrid offspring.

Biological Adaptation (100 - 200 NP)
Much like Cultural Adaptation, your followers will adjust to different environments and circumstances, though these changes are less social and more physical. For instance, spending time in extreme temperatures will cause followers to become increasingly comfortable in those temperatures. Similarly, they could become gradually more toxin-resistant in biomes with numerous venomous animals. With years of exposure to harsh conditions, followers will eventually be able to survive in circumstances that would kill unadapted individuals.

For an additional 100 NP, the adaptations can go even further as your followers incorporate elements of the environment into their bodies. Those living near active volcanoes may eventually be able to manipulate lava or radiate heat at will, while those adapted to venomous wildlife might develop their own toxic stingers or fangs. The most extreme environments will be the hardest to acclimate to, but will also produce the most potent abilities in those who can tolerate them.

Corruption Resistance (100 - 200 NP)
In journeying from world to world, you will likely run into all manner of hostile influences, from the Chaos Gods to the Great Old Ones and numerous similar entities. Plenty of perks exist to protect you and your companions from such things, but what of your followers? For 100 NP, this perk will grant them significant resistance to hostile passive changes, such that the vast majority will not succumb without a good reason to give in. However, the resistance is slightly less effective against deliberate and direct influence. For an additional 100 NP, followers will not only be completely immune to all negative effects of corrupting entities, they will be able to keep any benefits they like, such as useful mutations, without any of the drawbacks, i.e. hideous visages, violent insanity, etc.

Respawn (100 - 900 NP)
When one of your followers dies, they will eventually reappear in good health in a safe location close to where they died. In the case of old age-related deaths, followers can respawn at any age they choose. How long a respawn takes depends on how much you spend on this perk. For 100 NP, they only respawn at the end of the current jump. Each additional 200 NP spent moves the timer by one step along this list: one year, one month, one day, instantaneous. At the end of a jump, all followers awaiting respawn will be revived in an appropriate location in one of your lands/properties regardless of how much time is left on their timers. You may delay followers' respawns or allow them to pass on if you wish.

Afterlife (200 NP)
Your own custom afterlife plane. Only you, your companions, and the souls of the dead may enter, though you may set rules to determine which souls are permitted and where they end up within your afterlife. It is unlimited in size and can be divided into different sub-planes if you wish to place different inhabitants into different circumstances. Native spirits created by the afterlife itself have nearly unlimited power over the "landscape" of the plane and the souls there and manage things according to your direction. If you have the Respawn perk, fallen followers can wait out their respawn timers in the afterlife, and you may summon souls

from your afterlife as spirits or reincarnate them as living beings once their timers have ended. However, nothing created within the afterlife may be taken out of it.

Other

Custom Calendar (50 NP)
You may define a custom progression of seasons for each property or territory attached to your warehouse, as well as change this pattern at any time. Make each season last years, cut out the ones you don't like, or ensure that your vacation home enjoys the perfect temperature in perpetuity. By default, your options are limited to spring, summer, autumn, and winter, but if you gain lands with unusual or even supernatural seasons, you may apply those to other areas you control as you see fit.

Multiplayer (200 NP)
Don't worry, this isn't actually multiplayer jumpchain. Rather, you may choose to grant any of your perks from this supplement to any of your companions, allowing them to maintain their own lands and followers. You may choose exactly how this manifests - for instance, when your companions annex new lands, can they be added to your warehouse, or does each companion get their own "warehouse" dimension? If you give a companion Exploration, do they get their own, separate world, or do you share a world that now has twice the surface area?

Follower Uncapper (100 - 200 NP)
Your followers' skills and abilities can improve without limit through time and effort, albeit very slowly after they reach their natural cap. Additionally, this only applies to things that your followers can actually do; a follower who is unable to use magic cannot learn to cast spells through this perk alone. Even so, without any upper limit, followers can develop their skills to supernatural levels with enough practice. For an additional 100 NP, your followers will no longer have any "soft cap," continuing to improve their skills even to godlike levels and beyond without diminishing returns.

Follower Perks (200 NP)
You and your companions gain new powers and skills with each new jump that you visit; why not your followers too? When entering any jump with a power or magic system, your followers will gain access to it, though they will still need to train to be any good at it. If you visit multiple jumps with similar systems, your followers' talent for it will increase each time. In jumps without such systems, or if you don't want your followers to be able to use a certain system, they will instead enjoy slight improvements to skills relevant to them and the current setting. Going to a sci-fi jump might give your scientists some ideas about faster-than-light travel while soldiers become more adept at spaceship boarding actions, for instance.

Shared Power (300 NP)
Choose any number of your perks, powers, skills, and/or abilities. Any followers you wish will gain a lesser version of each. For instance, if you are able to fly, followers may be able to glide or slowly levitate. The more capable you are in a given ability, the better your followers will be at it, and followers may also improve very slowly with practice until they are almost at your level.

Demographic Powers (300 NP)
You gain strength from your followers. Each species of follower that you have will give you a different boost that scales with the species' population and average power level. For instance, elves might improve your agility or magic, while powerful AIs could increase your skills in logic and math. The per-follower increase that this gives is small, but when you're leading an empire of billions or more, you would gain near-godlike power even without any other perk.

Alternatively, you may select a different demographic criterion such as profession, religion, level of education, etc. Using profession as an example, you would instead see improvements based on the number of your followers in each profession and their average skill level, so factory workers could increase your crafting ability, scientists grant you better analytical skills, etc.

You may take this perk multiple times, choosing a different demographic criterion each time.