

Story of a Ruler

Heart of Darkness

Jump by Pionoplayer

v1.0

*You wake once more, arrayed below you are not just the seemingly endless lights of your people's galaxy, but the entire revolving structure of the galactic group it orbits within. But deep at the heart of it, the greatest mass at the center is consumed by... Something. A shadow, an occlusion, maybe just a shift in the light. It's hard to tell from here, all you know is that it's something **Wrong**, and that same not-shadow is leeching into all the others around the center.*

*The cosmos beyond feels **bleaker** than ever, but for now your task will simply be to address the crisis at your people's doorstep.*

Welcome back. Time always passes, and while the final chapters of you and your people's tale are not yet imminent, their shadow looms ever closer on the horizon. Your people are preeminent in their galaxy from your efforts in your previous visit, but there are other galaxies, and the local intergalactic neighborhood is succumbing to the **wrongness** at an alarming pace. Calamity is not only coming, it is already arriving, and you and your people will have to face it head on in order to survive.

But first, your **2000 CP**. Make your decisions, and be prepared for the hard times to come.

Important Notice: This is the tenth jump in a series! If you have not completed the main scenario of the first nine jumps in the series, or if you left your people in such disarray at the end of Galactic Chaos that your people died out after the jump ended, you **cannot** take this jump.

Personal Specifics:

Species: As in the previous jumps, you may choose to enter as you were before, in your basic bodymod form, or you may take on the appearance of the race you lead, gaining it as a new altform if you did not take it previously.

Age: You may start out anywhere from "coming of age" on up, whatever that is for the species you are importing as.

Gender: The default is the gender you selected for the previous jump, but I see no reason to not let you change it if something else has become more comfortable. Choose as you will.

Origin: Unlike usual you already have a history in this world, one that *isn't* a jumpchain fabrication to establish your background. However different you may appear, the people will recognize you as their chosen ruler and quickly reestablish you as their leader.

(Free) Timeless Emperor: The amount of time you will spend in these jumps was already long and is growing only greater, so this perk is still offered in case you (or your companions) did not take it previously. You will never age past your biological prime while this perk is active nor will you suffer mental degradation from living so much longer than you're normally designed to. This does not improve your memory, allow you to recover from normally permanent injuries, reverse your aging if you start out older/get artificially aged by an outside source, or in any way protect you from anything but the cold embrace of time and entropy upon your physical form over the years.

The Kingdom

As always, the purchases in these sections apply to the world of SoaR. Improvements to your people are added to the altform, but otherwise purchases relate to the setting and difficulty of the scenario and are not fiat backed.

Species Creator:

As ages come and go, your people learn and grow. Once more there are new options to spend on and learn about your people, and as always all purchases in this section will be applied to the provided altform where relevant to reflect the developments your people have made during your absence. All features and flaws purchased for your people will be fiat backed to not just maintain across the series but to improve and modify to maintain their relative value if they would be deprecated or rendered obsolete by the increases in power and scale as the series continues - though this is not a guarantee that they will always synergize well, just that taken independently of your other purchases they would still be worth the CP you've spent.

Your baseline expectation of development before jumper empowered tampering is 'intergalactic empires', you should expect feats higher than most 'common' sci-fi but not on the scale of timeline-manipulating and universe conquering threats.

(Variable CP) Ascension: As a civilization grows greater and greater, eventually certain missed opportunities become available once more. You may spend CP in this jump on the Species Creator sliders and features of SoaR jumps 1 through 6, or on removing flaws. Similarly, you may lose features, take on flaws, or lower slider levels from the appropriate jumps' Species Creators to gain CP for usage here. Features may be purchased at full price or refunded for half their original value. Flaws may be taken for half their CP value or purchased off for full price. Slider values may be improved for the full price difference you would pay, or lowered to receive half the difference you would gain. No Gods Only The King still applies its discounts to CP expenditures.

A few caveats: any features received for free give no CP on refund, sliders that received price reductions from previous Delayed Gratification Features are treated as their original prices being whatever they were reduced to by earlier feature purchases, and you *cannot* purchase or refund Delayed Gratification Features (the ones that give free features and slider levels in future jumps) through this. Finally, you cannot remove Red Drawbacks through Ascension, and can

only take one previous Red Drawback through Ascension per jump-and if you do take one you will only receive 300 CP and increase the severity of its resonance with this jump's Red Drawback, you won't retroactively gain previous resonance effects.

Extinguishment: Choose one.

At the scales of conflict you have reached, violence between factions looks little like the warfare of mortals. It is the raw clash of systems, of potential, of everything each faction can bring to bear against the other. Intergalactic powers do not die easily, let alone those greater, even many lesser powers or non-expansive threats cannot be broken merely by shattering their core. So to what degree are your people capable of enacting grand acts of oblivion to rip out opposition root and stem? Perhaps this is already a specialty of theirs, **all options are 300 CP cheaper if you purchased Imperial March in SoaR 5: Fires of War.**

(0 CP) Cleanup Sweep: Destroying an enemy's military and ensuring they can't come back to cause you problems are two different things: guerilla insurgencies, hidden industrial complexes, rogue mage cabals, and so so much more can come into play. Your people have to do the process of ripping out remnants and holdouts the hard way, but like any good empire they've developed solutions: star killer bombs, planet wiping plagues, algorithms for sweeping deep space... Judicious use, adequate time, and existing control over the relevant territories are all required of course, but your people know how. Keep in mind that exactly how effective they are at this is likely to be dependent on other purchases you've made that are relevant at this level, if they struggle with military engagements or mass creation of units that can do sweeps for example you may find their performance frustratingly subpar.

(100 CP) Quarantine Measures: Your people have, either proactively or out of necessity, learned how to leverage their capabilities towards extinguishing holdouts particularly effectively. Quarantines, interlocking territory sweeps, saturation bombing, mass casualty spells... your people have not only developed the tools for consolidating control of territory, they've become proficient with all of them.

(300 CP) Selective Removal: One of the big problems with extinguishment is that most of the good methods for doing it are not only expensive and time consuming, but threaten significant damage to one's own holdings and military if conditions aren't optimized for their use. Even just locking down travel for rebellion removal missions brings industry and infrastructure maintenance to a grinding halt, to say nothing of sterilizing solar systems to clear out hive infestations or EMP blasts to remove nano-contagions. Your people though have developed methods and weapons that allow for performing extinguishment sweeps without friendly fire: virus bombs that ignore your own kind, shielding methods that allow bombardments to leave desired settlements untouched, precisely targeted mass-kill curses, and more. They'll still be expensive and time consuming to carry out, but you're no longer at risk of having to choose between harming your own forces and leaving an enemy free reign to continue their activities.

(600 CP) Passive Process: While for most empires, hunting hidden backups and burning out the last stragglers of a foe is something time consuming that must be deliberately pursued once control of the relevant territory is acquired, you're a bit better than that: your people are so naturally capable of extinguishment that they can perform it with very little operational cost during the course of takeover. Your military can find secret seed bunkers and shatter them during initial engagements, infiltrator sweeps are practically a matter of course, and warfare is so total that even the most deeply rooted enemies usually struggle to survive past initial cleanup crews.

(1000 CP) Decisive Strike: The ultimate say in warfare is to be able to wipe your foe's slate clean before they have a chance at retaliation-your people can do this not only effectively but *reliably*, unleashing opening salvos that rip out the heart of infested worlds and hidden countermeasures at the same time that conventional forces are ravaged and annihilated. With enough of a military advantage this may be sufficient to allow nonstop advance over foes, not even needing to worry about cleanup or consolidation. This level works best if your people have access to things like Superweapons to enable them to hit more enemy territory at once, but be aware that things like Ontological Resilience can mitigate or counter such actions as well.

(+300 CP) Recurring Outbreaks: Extinguishment is not easy, actually, and most empires around here are only learning to do it because it is becoming increasingly necessary. Your people are struggling with it though, enemies with decentralized structures, exotic defense mechanisms, or the ability to rocket back to full strength if left unchallenged for even short periods of time are a continual thorn in your people's side, and even only somewhat stubborn foes will typically have to be scoured repeatedly before the last ashes have been burned down sufficiently to prevent further returns.

(+600 CP) Piecemeal Removal: Your people have no particularly noteworthy extinguishment capabilities beyond their typical conquest and security norms. Any enemy capable of surviving decapitation will have to be ripped out root and stem manually, through long, costly, inefficient processes before they can finally be considered dealt with.

Reclamation: Choose one.

It has long been the case that warfare, industrial activity, and more besides, can leave territory poisoned, uninhabitable, and mangled beyond recognition or natural recovery. At the scales that wars are now being fought this damage can render space itself a gnarled exclusion zone or curse entire galactic sectors with neverending malaise. If your people want to enjoy the fruits of their expansion, they'll have to undo much of this damage themselves, so how good at it are they? This is something that has long been needed and practiced by some, so **all options are 300 CP cheaper if you took Change the World in SoaR 6: Age of Empire or Green Thumbed in SoaR 7: Blazing Skies, for 600 total if you have both.**

(0 CP) Janitorial Duties: Your people have been around long enough to know how to clean up radiation contamination and toxic chemical spills. Clearing territory of hazardous environmental

damage can be expensive and time consuming depending on the scope, sure, and some stuff may still be a bit too esoteric and extreme for your people to clean out effectively, but on the whole they do more than well enough for what the civilization will usually need.

(100 CP) Rapid Detox: Sometimes the regular procedures for reclamation aren't enough. Ravaged zones urgently need to be reopened, or the poison is deep and severe enough that standard methods are insufficient. Your people have effectively developed secondary methods that are more expensive, dangerous, or complicated and slow in exchange for being faster, more thorough, or better at handling exotic damage and contaminants that are normally outside their capabilities. This is largely a tradeoff of existing capabilities, so it won't help out during regular wartime operations usually, but it helps with managing edge cases.

(300 CP) Quick And Easy Clean: What's the point in claiming new territory if it's going to take forever before you can actually use it? Your people have advanced their reclamation capabilities enough that even very hazardous and deep rooted hazards can be cleaned up quickly, safely, and for barely any more cost than development would have been in the first place. Particularly exotic problems beyond your people's existing wheelhouse may still be incredibly difficult, perhaps even functionally impossible (for now), but outside those extreme cases your people can untangle knotted space and unravel cosmic curses at prodigious speeds with little to no loss beyond the time and basic resources spent in the process.

(600 CP) Advanced Restoration: While the barrier of what counts as "exotic environmental hazard" is continually being pushed back as progress through the eras continues, there will probably never come a point where your empire never has to deal with esoteric threats and the horrific aftereffects of the most exotic weapons your enemies can bring to bear. Fortunately, your people are such masters of reclamation that even bewilderingly exotic environmental effects can be peeled apart and dissipated with the appropriate allocation of time, resources, and manpower. Only the very most extreme of hazards can resist their efforts indefinitely-and even then it's almost certainly just a matter of time and research until your people figure out a solution.

(1000 CP) Slate Wipe: Your people's reclamation mastery has gone so far as to be something that can be performed in aggregate across wide swaths of territory: waves of purifying magic that sweep across galactic space, great technological marvels that unknot spacetime corruptions and mend stellar catastrophes across entire sectors, and other marvels of similar scope and miraculous efficacy. If you have this and sufficiently high Worldshaping your people may be able to sweep across space like a rolling stormfront that mends and remakes space almost as quickly as your people move across it.

(+300 CP) Dry Clean Only: Your people are not very good at reclamation. Oh they can do it, but anything that's not relatively routine is expensive and takes a long time to get cleared out. And cleaning up major exclusion zones that don't fall under the umbrella of your people's existing developmental expertise is ruinously costly to return to baseline, nevermind the kind of territory

destruction caused by truly exotic effects. An ounce of prevention is worth many tons of cure like this.

(+600 CP) Superfund: Your people have basically no reclamation capabilities. Even cleaning up bad industrial accidents for good may be beyond what your people have the tools to fix sometimes. Be careful not to poison yourselves, or let your enemies ruin your territory so badly it can't be saved.

Comprehension: Choose one.

The universe is so very very large and so very very full of wonders. There are minds, phenomena, and mysteries that far defy the natural mode of thinking that your people subscribe to. All manner of things which operate on principles that will seem completely illogical to the people that find them. But there are degrees of impossibility, and even a distant abstraction can be enough to coexist or predict. How well can your people comprehend and intuit those things that lie beyond the natural bounds of their mental limits? Some peoples have their perspectives widened from their early days, so **every option here is 300 CP cheaper for each of the following you have, up to 900: Oracular Blood from SoaR 4 King and Country, Hello World from SoaR 6 Age of Empire, and Strange Stars from SoaR 8: Stars at Strife.**

(0 CP) Searching Minds: Comprehension of the incomprehensible is a difficult art, ultimately most people must understand things starting from where they already are, piece by piece. Your people are no slouches, learning as quickly as can be expected and doing a good job of abstracting and rationalizing where the path to true comprehension does not yet exist. There remains much that is beyond them still, and some gaps may never be closed, but progress marches on in comprehending reality as in all other things.

(100 CP) Extrapolation: Really, a lot of understanding reality is just building mental models that approximate perceived phenomena closely enough to reliably extrapolate its behavior into the future. Your people aren't able to, strictly speaking, unravel alien logics and distant modes of existence any better than normal for their peers. They ARE however quite good at taking what they know and what they've seen then turning that into the best abstractions possible under the ways of knowing that they've figured out so far. This is still far more limited than true comprehension, but it significantly narrows the scope of things which your people will be left totally clueless against.

(300 CP) Pole Vault: Under normal circumstances no amount of data on an object will help unravel its secrets if you don't have enough intermediate information to begin deciphering what it means. Your people have developed the incredible ability to begin bridging those gaps regardless with only the barest handholds to expand their understanding in the right way. For the most part this further expands their extrapolative capabilities and the rate at which they grow and understand along existing paths, but in cases where they have access to data-such as regular contact with the alien and unknown in controlled circumstances, perhaps ruins, perhaps allies, perhaps test subjects, they can make leaps across the cognitive and modal divides that

are insurmountable to most. This can be dangerous sometimes, to touch your mind upon entirely new worldviews and expand it to hold them all. But if done correctly it is a very, very powerful tool for predicting and understanding just about anything.

(600 CP) True Originality: It is very difficult and rare to be able to rework a worldview from the ground up without experiences, stories, or teachers to help show the entryway to other manners of thinking. Your people have the miraculous talent and skill for doing just that, innovating and exploring their way into the darkness of logical gaps and worldview leaps that others couldn't even begin to think of; finding, testing, discarding, and modifying understanding itself. The old adage that there is no such thing as a truly original thought does not apply to your people-they will make unbelievable wonders if you give them sufficient time, and while there are still many things that they will find that are completely beyond them for now, unlike most there is no guarantee they will find anything they can't understand at all. Just things that they haven't looked at the right way just yet.

(1000 CP) Cognitive Chameleons: Your people are capable of deliberately shifting and multitasking worldviews on a personal level at incredible speeds, and as a society they are capable of grasping just about any mental state and view of logic/law imaginable or unimaginable as long as they've got a destination to reach or path to follow. This kind of intentional and controlled mental flexibility not only grants them incredible strength in the realm of comprehension, but greatly amplifies their problem solving skills, makes them difficult for foes to predict, and gives them incredible resilience to things like memetic weapons and social contagions as well.

(+300 CP) Tradition: Your people are 'traditionalists', to put it charitably. They are not particularly quick to change thinking, or adopt and internalize new modes of thought. This may have been true in the past, even to the point of detriment, but at this point their mental inflexibility expands to the range of looking at the world in different ways in order to accomplish things like unraveling the nature of strange phenomena or deciphering the activities of seemingly erratic foes. Your people's predictive and reactive capabilities are diminished at both the personal and cultural scale by this.

(+600 CP) Mental Insulation: Your people are singularly closed minded. Even after all this time and all the things they have seen, the only worldview they accept and can understand is the one that their current society revolves around. Even referring to old models falls outside what they consider. There are more things in heaven and earth than even dreamed of in their philosophy, and this will render them woefully ill equipped to understand not just the challenges ahead but their own people and the advances before them.

Other Features:

(100 CP) Pacers: They say that war is a matter of long periods of very little happening followed by short periods of too much happening at once. As your people grow ever further in scale, the timescales at which civilization as a whole happens-war included-gets ever broader. When a

single campaign stretches across entire galaxies important things will happen at scales of seconds, minutes, days, years, decades, and maybe even centuries all in concert. Your people have adapted to this incongruity of temporal scales marvelously, and can handle different timescale focuses and shifts at both the individual and organizational level extremely well.

(100 CP) Is It Dead: At these stages of advancement, the lines between life and death get blurrier and blurrier... But that doesn't make it any less important to be able to tell if something is actually dead or whatever insane biology it's made of means that exploding is the equivalent of "slightly dazed". Your people have gotten very good at judging the difference between "actually dead" and "looks dead". This skill is mandatory for certain specializations, **so this feature is free if you took Eldritch Hunter in SoaR 9: Galactic Chaos.**

(100 CP, requires Is It Dead) Please Tell Me Its Dead: Related to the problem of "is it dead or does it just look like it's dead" is the problem of "are they beaten for good or are they going to stop being dead in 100 years and attack us again". Your people have *also* picked up a good sense for when something is only dead for now, and needs to be prepared for in the future or dealt with more permanently in some way. Unfortunately this is only of partial help against things that are particularly hard to make stay dead-but once your people make it stick, they won't have to keep looking over their shoulders for that particular enemy.

(300 CP, requires Is It Dead) Stay Dead: Some things just won't stay dead without extra help. Void gods, galactic scale hive minds, extradimensional super-beasties... And sometimes just trying lots of things isn't enough to resolve the problem. Your people though have an incredible talent for uncovering weaknesses and effective kill methods over repeat clashes and extensive study of foes, even if otherwise ways to put them down might have been beyond your people's capabilities. It'll take at least a few rounds for this to kick in, but at least you won't be stuck fighting the same problems forever.

(100 CP) Middle Of Nowhere: As far as putting bases way out in the middle of nowhere where no one will find them goes, it's hard to beat the deep depths of intergalactic space. You can lose entire solar systems out there even without stealth precautions in place! Your people have developed ways to place healthy, long lasting enclaves out in the deepest empty reaches of nothingness, ensure they stay functional hidden far far away, and make sure they can stay connected with the larger civilization (or can at least reconnect later) without problem. **This feature is free if you took Heart of the Sun in SoaR 9: Galactic Chaos.**

(200 CP, requires Middle of Nowhere) Event Horizon Hotel: The next step after putting your bases where it's hard to find them is putting them where it's hard to get in even after you know where they are. Your people have developed technologies that allow for putting settlements and military installations in ridiculously hazardous places, like inside the event horizon of a black hole or core of a neutron star, and remaining safe indefinitely as long as supplies last but still leaving them capable of accessing the outside when desired. The defensive applications are numerous. **This feature is free if you took Heart of the Sun in SoaR 9: Galactic Chaos.**

(500 CP, requires Middle of Nowhere) Letters From Home: Near total isolation has its drawbacks. A colony off in the middle of deep space (or hidden at the heart of a stasis-locked hypernova) will struggle to grow, and to contribute back to the larger civilization. Your people though have some trick that allows keeping even your best hidden settlements and bases in contact with the wider civilization while retaining their stealth and protection, whether that be exchange of information, of people, of resources for growth, or whatever else have you. If you really wanted to you could even build a whole civilization just off of trillions upon trillions of hidden enclaves that still manage to keep as connected as if they were all in open galactic space.

(200 CP) Observatory: Long distance observation within galaxies and long distance observation across intergalactic distances are two very, very different things. This is the point where the various forms of observational capacity start to become too low resolution and/or too delayed to be of use, and at these scales you practically need an invasion fleet to deploy enough probes to tell what's going on at the proper fidelity anyways. Scouting and infiltration becomes ever more critical... For *most* empires anyway. Your civilization possesses methods that work for long distance observation almost as well as at more sane distances. Perhaps it uses specialist scrying methods, perhaps it uses certain extradimensional high energy particles, whatever the case, your people can have at least some idea what they're heading into before they get there. This synergizes with other observation and scouting features you might have.

(200 CP) Starshapers: Celestial objects are really really hard to move around and remodel. If you've got a solar system in a particular place, your project options are typically between extremely expensive, extremely long-term, and explosive demolitions. Reshaping the heavens is typically a difficult or at least inefficient affair even for civilizations at this stage of development. Not your people though, whatever methods they use, reshaping and remodeling the cosmos is something they can do with regularity and relatively little expense. Obviously their competitors can still do it when absolutely necessary, but your people can do it just as a matter of course. It can be routine even to reshape and remodel the heavens in line with what your people want and need. They may have started on this early, so **this feature is free if you purchased Celestial Architects in SoaR 7: Blazing Skies.**

(200 CP, requires Starshapers) Celestial Clockwork: There are limits, even in this universe, to how you can arrange celestial objects. While orbital dynamics are not quite so fragile as they are in Earth's universe they are often far more complex, and arranging planets and gigastructures for their optimal relative positioning is a complicated and unforgiving art. Your people are masters of it though, and furthermore have methods for stably expanding their options. Star systems even more dense than the natural ones here, complex interwoven dances and precise rotational mechanics, even multi-system constellations that act as mutual self-correctors. Build a maze of gravitational wells, or just optimize the pathing for industrial production and shipping chains. **This feature upgrade is also free if you took Celestial Architects in SoaR 7: Blazing Skies.**

(400 CP requires Starshapers) Star in a Klein Bottle: Celestial bodies are fascinating, dense objects of mass and energy and whatever else might make up stars, planets, and the other great objects which populate the heavens in your people's universe. Your people can do *more* though. Whatever the typical limits of strangeness and effect on surrounding space are, your people can create their own examples that go further. Stars made of ice, asteroid belts that cause buildups and discharges of exotic energies, star systems that act as gravitational engines through their orbital interactions. There are things that a solid mass can be designed to do that a complex structure cannot-and your people have many such things they can do.

(200 CP) Crash Course: Training new workers is hard, so why not skip the onboarding process and make learning instant? Your people have figured out a method that allows for training workers up to basic expert level-knowledge all at once in under a minute, with no negative side effects. This doesn't include benefits like muscle memory or direct experience, so a bit of on site job training will be needed before they're 100% fully ready, but it allows rapidly changing workforce focuses and multidisciplinary capabilities to a degree that may have been impossible previously through making use of multiple instant courses. Remember that book smarts only take you so far though!

(400 CP, requires Crash Course) Instant Mastery: Your people can do more than just raw knowledge and understanding actually. Muscle memory, practical experience, all of that gets included. Not only will your people be work-ready at any mundane task and most non-mundane ones within seconds, they'll functionally be masters-raising the floor for skill somewhere to the previous top 1 or 2% of career professionals. This will not only greatly boost the baseline of skill in just about all things, it will noticeably improve even your greatest artisans and researchers as they can focus on their specialties and not need to worry about falling behind in their essentials as progress moves onwards.

(400 CP, requires Instant Mastery) Champion In A Can: It takes a lot of personal work to go beyond the realm of simple mastery. There are some things that just knowledge can't always do alone-but your people's incredible crash courses go so far as to reach true champion levels. As far as normal practice, teaching, and skill can reach your people can accelerate individuals through them in under a minute, churning out grandmasters that would be hero units for almost any other civilization as if it were nothing. This won't make actual hero units on its own-there is a degree of personal adaptation involved, and not everything can be acquired just through teaching-but it will put those who can get there right on the cusp, and still make champions of the rest. And yes, this will continue to push forward as your people push their skills and knowledge to the limits.

(300 CP) The Stars Are Right: The motions and structure of the cosmos have a certain potency to them; astral power that certain peoples and abilities may draw on when the stars are just right in relation to each other and the viewer. Your people have marked out and standardized the usage of these powers, and know how to channel the astromantic strength of the heavens no matter where they are as the celestial bodies dance their cosmic rhythm. This will always be of at least some use, though exactly what that use is will shift over time with the changing of the

stars and seasons in any given location, but upon rare fortuitous alignments your people may channel immense bursts of potential and power from the alignment of the heavens. The stars are always shining kindly upon you, but when the stars are right unfathomable power is yours to command.

(300 CP) Colony Dropin: It can take a frustrating amount of time to set up a proper colony or military base. If the territory is contested you want to have the infrastructure and orbitals up ASAP, but even now the most industrious of civilizations can take months to build out a full solar system from scratch. Your people have figured out workarounds-whether it's the ability to directly deploy all the necessary buildings at once as pre-fabs, pre-set schematics that can be assembled all across solar scales with one geomantic spell, or directly teleporting the entire fortress and colony into place from light years away, assembling defenses while under fire is a thing of the past! As long as you actually hold all the needed territory anyway. This trick fits certain ethos especially well, so **this feature is free if you took Final Frontiersmen in SoaR 7: Blazing Skies**.

(300 CP, requires Colony Dropin) All Your Base: Now, normally doing things like "colonize and fortify an entire star system in one go" requires having the territory to finalize surveys and ensure appropriate targeting. Your people can do it offensively. Telefragging enemy bunkers might be a bit much unless paired with appropriate superweapons, but spawning two hundred manned fortresses and fields of orbital dropmines in what's supposed to be an enemy occupied system is something your people are fully capable of. Go, become king of the bunker rush.

(500 CP, requires Colony Dropin) Very New Neighbors: Dropping entire colony setups into place in one go is pretty nice, but that can still make it take a long time to sweep through large portions of held galactic space. Your people have done one better, they can lay claim to entire sectors of space all in one go so long as the area isn't sufficiently occupied to resist. Big empty unclaimed wilderness to your enemy's flank? Claim the whole thing overnight and start attacking from a brand new front before they can reorient. While this is a spectacular hat trick, don't expect to be able to spam it-you do need to actually pay the resource and manpower costs of deployment, and losing that much material over and over again can add up.

(300 CP) Beyond Evolution: You know the cliché of aliens that become so advanced that they evolve into a fantastic energy form unbothered by petty needs like food and sleep? Your people have done that now. Whatever the exact form is, it's something most races would consider exotic and it's noticeably more powerful and sturdy than any mundane physical form. By default this actively changes what your people look like to the new semi-physical forms, but with sufficiently high levels of Form-Breaking this looks like a major expansion to the limits of shape your people can take and mimic. See the Notes for more. This is the natural conclusion of certain lines of inquiry, so **this feature is free if you took Live Experimentation in SoaR 5: Fires of War**.

(300 CP, requires Beyond Evolution) Beyond Engineering: Turning yourself into a form of pure transcendent cosmic energies is fine and all but what good does it do you if your spaceship still

has to be made of smelted rocks and electrical components? This simply extends the benefits of Beyond Evolution to things like your people's structures, machines, and vehicles. There obviously may be cases where it's advantageous not to make everything out of cosmic superjuice and your people can still build more mundane objects, but it sure is cool to have a hotrod made of astral power and void plasma.

(700 CP. requires Beyond Evolution) Unmarred Perfection: There's exotic forms of being and then there's *exotic* forms of being. Your people have transcended to a physical state that renders them physically impervious to all mundane forms of harm. Maybe they're embedded in quantum fluctuations of the universe, maybe they've taken on exotic spiritual matter bodies that resist anything but soul damage strong enough to shed mortal bodies in the process, maybe it's something even stranger. Your people have touched upon the realm of the truly eldritch; even attempting to mar their otherworldly vessels is a task far exceeding the capabilities of the lesser empires of ages gone by.

(400 CP) Into the Dark: The gap between stars is already monumental. The space between galaxies is mind-numbingly immense. Even really good FTL often isn't sufficient to make voyages between galaxies timely, especially if there's nothing like infrastructure or portal networks in place to facilitate it. But your people have developed FTL that works especially well across these immense gaps. When they need to traverse these massive gaps between slices of the cosmos, they are capable of covering distance even faster than normal - compare it to exponential acceleration maybe, that shines the more distance there is to go before arriving. Journeys will still be long, and overall quality will be modified by other FTL features you have as well, but this can be a very significant edge on your intergalactic rivals even without those.

(400 CP) Fancier Firearms: A good gun is a good insurance policy, but some enemies just laugh off traditional physical harm. In response to the increasing frequency of foes that can ignore conventional weaponry, your people have developed UNconventional weapons in answer. Specialized killing curses, space rending gravitational weapons, all manner of exotic and exciting specialist weapons. There are costs for using such weapons-maybe they're weaker than conventional weapons under normal conditions, maybe they're just too expensive to equip every unit with them, but your people have these weapons on call even if they can't be sent to every battle preemptively. If you're fighting monsters you bring the right toolkit, **this feature is free if you took Eldritch Hunter in SoaR 9: Galactic Chaos.**

(200 CP. requires Fancier Firearms) Gun Expo: Nevermind on that statement that your people only have so much of their exotic weaponry, they have full proliferation. While exact implementation will depend on the doctrine and enemy, nothing is stopping your people from just fielding every platoon of soldiers with soul-ripping superguns to fight ghost armies when it proves relevant.

(400 CP. requires Fancier Firearms) Heed The Reaper: The really really good exotic weapons can do more than just kill enemies that are hard to get rid of with conventional solutions. Some foes are genuinely immortal, impossible to put down except by scattering the heart of their

power: pushing gods to forgotten oblivion, destroying a lich's source of return, shattering the afterlife anchors of a race that endlessly returns from death. Your people have weapons that completely bypass standard immortalities to ensure their targets never come back, currently targeting the most common forms of immortality but with the capability to develop options for others. These are still quite exotic weapons and therefore even more difficult and expensive to field than those granted by the basic level of this feature, but making sure your enemies *stay down* is worth it, wouldn't you say?

(400 CP) British Sci-fi Tech: How great your people have become that even the substrate of space itself is within their grasp to control. This isn't total spatial control, you aren't going to overlay different galaxies together or anything, but the basics are here: make corridors that wrap around on each other, buildings that connect to themselves in nonstandard ways, inertialess acceleration options, and rooms that are bigger on the inside. There's more that your people can do than that, of course, but the *really* good stuff needs the upgrades below.

(400 CP, requires British Sci-Fi Tech) Thinking With Portals: Your people have developed a particular mastery of making space connect in ways it's not normally supposed to. Portals, wormholes, spaces that endlessly loop on themselves, teleporters, all that kind of thing. This is primarily useful for movement and infrastructure purposes, but that's not a limit-telefrag munitions are always popular with the people who can make them.

(600 CP, requires British Sci-Fi Tech) It's All Relative: Your people aren't just space manipulators but downright space *controllers*. Infinite hallways, shrink rays and growth tech, making infinitely sharp wedges out of the air itself or patches of disjointed space that jumble up anything that passes through them. This allows for a lot of exotic and fascinating uses for industry, infrastructure, and warfare, so go have fun and make the universe your silly putty.

(600 CP) Across The Veil: There is more to reality than just one continuum of space. Your people's universe may or may not have extra major planes beyond the main space they inhabit now, but sub-planes, pocket universes, enclosed supernatural dimensions, and more bubble up all across its fabric even if there are no true sibling continuums. Your people have scratched the surface of inter-planar travel and several close branches of development, possessing knowledge and comprehension of things like dimensional faultlines, the mechanics of any summoning rituals that work in your universe, and so on. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

(600 CP) Basement Dwellers: Wouldn't it be nice to make your own little world to get away from everything with? Good news! Your people have mastered the creation of pocket dimensions, basement universes, and/or some other form of equivalent generation of noncontiguous spatial continuums. While they do still require anchoring of some kind in "realspace" (for now), it allows for all kinds of tricks with storage, infrastructure, defense, and more!

(200 CP, requires Basement Dwellers) Home Security System: Pocket dimensions are *expensive*, so your people have learned how to make them harder to break. Your people's

pocket dimensions and similar are much more stable, and can have other defensive measures built into their basic structure-making hostile intrusions harder, allowing better control of entry and exit methods, and even stuff like sectioning and quarantining. This is a fairly narrow scope of capability increase, but it's a pretty useful one in its relevant use cases.

(400 CP, requires Basement Dwellers) Lord of the Castle: Normally the process of filling in a created pocket dimension has to be done manually, either creating the pocket dimension around existing materials and structures that are intended to give it its shape, or adding those in manually after creation. Your people can do better than that, and are capable of creating pocket dimensions that can be actively manipulated by their controllers after creation: using excess stable energy to manipulate its form, create force, even generate matter and phenomena directly through the pocket dimension's substrate. Obviously there are still limits, by default these manipulations draw from the power of the pocket dimension itself and while the energy efficiency is incredible, you can't use it to do things like endlessly create new matter with no cost; generation comes out of the energy budget that was spent on the pocket dimension. You *can* do things like make spaces that automatically reshape matter into useful components or burst into flames when unauthorized soldiers intrude.

(600 CP) Loaded Die: Luck, chance, entropic decrease, whatever you may call it. For most people randomness is just a fact of life, the emergent result of the unfathomably complex system that is reality. Your people know just a bit better though, and have developed the ability to actively manipulate probability. This is most effective when directed at particular events, ensuring that fortune favors the most fortuitous outcomes for your civilization during pivotal moments, but your people can also generally apply their chance manipulation at broad scale with power that's not currently directed at particular areas or things, making it so that things just tend to go your civilization's way more often. This *can* broadly improve the well being of your people, but at this scale the effects will be more focused on your people as a whole, requiring constantly and carefully directed manipulation to ensure specific people benefit.

(400 CP, requires Loaded Die) Sisters Three: There's luck and then there's fate. While luck can consistently improve the chances of everything to be slightly better in the immediate term, fate is far more dangerous as it steers events through happenstance and coincidence to a predetermined end that must be bitterly fought to avert. Your people are not just able to manipulate luck, they can manipulate and enforce fate and destiny. This is not absolute-other fates and those who defy destiny can still snarl the tapestry, mistakes and unanticipated consequences are always possible, and there are limits to how much your people can do and split their attention between. Still, your people can quite literally write their victories into fate and ordain occurrences well before they come to pass. Go forth, fated victor, and claim your destiny.

(400 CP, requires Loaded Die) Charmed Living: Your people's proficiency in luck manipulation is very, very thorough. Not content to just focus its power on critical events, it is well spread among the populace for better coverage and prosperity. Essentially, every last citizen of your realm has mild but noticeably supernatural good luck. Life goes their way, misfortune passes them by, opportunities fall into their laps. Obviously this doesn't ever come at the expense of others of

your people, since they all have the super luck too, meaning that the world just seems to order itself for the good fortune and benefit of your people wherever they go and whatever they're doing.

(800 CP) Out Of This World: There is something undeniably... Otherworldly, about your people. Something greater, almost like this reality struggles to contain them, like they're being cast as a shadow from something far bigger. This has a mild awe-inspiring effect on lesser races, those who hate them find them uncanny and more terrifying, those who love them subconsciously think of them as a higher power. Certainly not enough to override their own decision-making, but it can be useful in diplomacy. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

(800 CP) Measure Twice: The laws of physics are the ultimate final say in what's possible and what's not. Okay that's a lie and you already know that, but it still sets the stage upon which everything else happens and it's always at least a strong suggestion. Your people have access to capabilities that alter physical law. Now let's be clear, this isn't totally replacing and overwriting laws with new ones, it's the ability to alter their parameters within controlled areas-increasing the strength of gravity, altering the numbers behind the interactions of space, raising or lowering the speed of light... It's difficult to do and expensive to maintain, making it less than ideal for war machines and weaponry, but the things your people can do architecturally, industrially, and more by tweaking the laws of physics to their ideal states for each project will blow your mind.

(200 CP, requires Measure Twice) Thunderbolt: Causing metric alterations quickly in a manner that self-sustains enough to use as weaponry (at least outside experimental machines and superweapons) is something that few civilizations manage. Yours is one of the few, making prolific use of metric weaponry that directly alters physical law for offensive purposes. The typical result of being hit by a metric bomb is instantaneous reduction to energetic plasma that's too denatured to recover, bypassing any and all conventional durability. There *are* things that can survive this, but you can shuffle between deleting the space they're in, turning off atomic bonds inside their body, locking their temperature to absolute zero, and so on until you find something that works.

(200 CP, requires Measure Twice) Magic Makers: There's not just physical laws, of course. Metaphysics like magic, soul mechanics, and ki can go beyond the basics that normal metric engineering can reach. Your people can reach up into and tamper with metaphysical law too, at least the ones they have access to already. This further expands the possibilities of metric engineering-your people will build unbelievable wonders with this.

(800 CP) The Universe At Scale: Most people never think about this but your average universe has topography-it's just that it's usually complex higher dimensional topography mostly only relevant at interstellar if not intergalactic scales. Well, your people operate at those scales now, and they've looked into and begun to understand the grand shape of existence. Cosmic leylines, long distance hyperlanes, the intersections of subdimensions and the curvature of space-time.

These things can only be understood and shaped at scale-they do not move quickly even when cajoled by civilizations as powerful as yours... But the ability to totally deny certain kinds of FTL from making large jumps in your territory, to permanently speed up travel in your developed domains, to alter the flow and texture of mana, to draw the shape of the universe where your people live into a more defensible arrangement... These are works which will take decades, centuries, even millennia, but their mark and power upon the universe is commensurate with the effort.

(200 CP, requires *The Universe At Scale*) *Starquake*: The cosmos *can* move quickly, or at least quickly for the scale it is. Your people can manipulate the fabric of universal topography on timescales that count as 'offensive'. Cause hyperstorms that disrupt all FTL for millions of light years around, initiate surges of quantum energy fluctuations that disrupt all machinery of certain precision in the way of the rippling waves, maybe trigger wild magic storms that roil up and down a targeted intergalactic filament. These are still not fast by mortal frames of reference, and most likely will not be discrete reusable superweapons so much as cosmic sabotage efforts. They may break or support the sieges of entire galaxy clusters, but will not be brought to bear for an attack on singular systems or other individual battles. Still, only your greatest rivals can withstand both the full brunt of an intergalactic military and the ravages of a churning universe at once.

(200 CP, requires *The Universe At Scale*) *The Cosmos In Your Hand*: Topographic engineering is not a science of precision, it is an art of grand sweeping changes that far outstrip the stars in scope. But what if you could concentrate the power and grandeur of that kind of work further down? Mold the shape of the universe to spiral around smaller locations? Your people have the ability to focus their topographic engineering, to work with it on minute (by comparison) scales that almost no others can match. Block out FTL travel from a single star system, channel the magical flows of a galaxy down to a single nexus of unparalleled thaumic power and depth, or arrange travel hubs that connect impossible distances together all in one place. Concentrating the scale of the universe into such small regions allows for incredible feats, even by the already excessive standards of topographic engineering.

Racial Flaws:

(+100 CP) *Wrong End of the Boot*: When some empires are shattered and scattered, broken by their enemies and hounded to the ends of their own territory, they consolidate, hide, wait in secret for the day that they might eventually rise again. Your people may also try to do that, but for some reason they find the 'hide' part extremely difficult, allowing for enemies with sufficient Extinguishment (or equivalent) to methodically snuff them out anywhere they can be reached. Of course, this only matters if you're beaten soundly enough for them to try, so this may never actually come up.

(+100 CP) *No Mere Mortal*: So your people have a little bit of a problem. Your best champions and heroes, those who rise above the level of normal people stop... *Being* normal people. Excellency too far above the standard results in monstrous physical mutations and sometimes

alien developments to the mind. This doesn't drive them insane or anything like that! It just makes them look kinda freaky and not properly shaped to operate in the conditions optimized for your regular population-this is more a logistics and administrative problem than anything else, because your hero units are all going to need completely different accommodations and support structures to use efficiently than the rest of your empire will.

(+100 CP. can't be taken with Charmed Living) Dead Leaf Clover: Your people are unlucky. Not in any major or worldshaking ways, it's just mundane bad luck in all sorts of random things-prone to losing keys, dropped items roll under tables, and sticking their head out in a fire fight is generally considered 'unwise'. It's nothing crippling, and for the most part they've probably learned to deal with it, but it's a hassle that encourages being overly thorough about things and makes reckless behavior a lot more risky.

(+100 CP. can't be taken with Starshapers) Immutable Heavens: Well now that's odd. For some reason your people can't (or at least have a really really good reason not to) meaningfully rearrange celestial bodies and cosmic structures. No relocating stars or altering planets' orbits or anything like that. They can still do stuff like terraform, or build their own big dumb objects of equivalent size, but the natural beauty of the cosmos has to stay where it is as far as your people go.

(+200 CP) A God Am We: Your people have a god complex. Perhaps not entirely unearned by this point, but the sheer power and command of the physical universe they possess has somewhat gotten to their heads, leading to an overall increase in pride as a society and a subconscious tendency to overestimate their abilities to control the universe and the things that happen in it. They can learn the hard way on a personal level, this doesn't make them stupid or inherently disregard safety protocols, but it still skews their perception of external threats and especially the danger that can be posed by natural and unexplained phenomena.

(+200 CP. can't be taken with Pacers) Generational Event Horizon: Part of the problem with conflicts on the scale of cosmic superstructures is that most people just aren't built for the kind of time frames involved. It's difficult to effectively plan out actions that will only conclude after the end of your natural life span, and it only gets harder from there. A lot of civilizations find workarounds or adapt, but your people just have not been able to internalize the differences in process between the planning of normal timeframes and planning in deep time. This doesn't prevent them from trying of course, initiating projects that will take hundreds of years to see to completion, but they will be much worse at it than others.

(+200 CP) Hyperlane Drift: Deep time presents a lot of brand new problems. For instance, your people's infrastructure isn't capable of automatically shifting to account for stuff like galactic orbits and the gradual changes over time in metaphysical topology. Essentially what this means is that maintenance costs across long time scales are much, much higher than they are on average, effectively requiring your people to rebuild large parts of the empire every few thousand years or else things start to slow down and stop working. But hey you did it once you can do it again, just work it into the budget.

(+200 CP) *The Stars Were Wrong*: Your people operate on a form of cosmic cycle. Perhaps at one point it was influenced by the stars, perhaps in some ways it still is, but by now it is an intrinsic and irrevocable part of them. The full flaws and features you've purchased merely mark the height of their power, and over time their capabilities and strengths will wax and wane, seeing them noticeably weaker in varying ways depending where they are in their cycles. If taken with *The Stars Are Right* makes a complex cycle of increasing and decreasing power that will largely balance out to roughly even but with differing strengths and weaknesses at different times.

(+300 CP) *Earth Scorchers*: Extinguishment is dangerous, destructive work, but your people's methods add another level to it-any time your people engage in serious Extinguishment activities it will leave the affected areas unusable and unfit for extended habitation even for themselves. In essence, your people are completely unable to use Extinguishment on an area they wish to settle or use unless they follow up with Reclamation.

(+300 CP) *Wipe It Clean*: Reclaiming areas ravaged by disaster and war is a complex and often hazardous process, but there's a bit of an extra layer to it for your people. Your people's more advanced Reclamation methods aren't just dangerous to enact, they're hazardous to your own territories and people while being engaged-causing spatial roils, requiring violent purge and cleanse procedures, or whatever else it may be. While in many cases this isn't too much of a problem compared to normal, it means that Reclamation is nearly impossible to safely use in your own territories, especially to clear or fix inhabited or industrialized regions that have been contaminated by enemy assaults or major disasters.

(+300 CP) *Swiss Cheese*: Space is big. REALLY big. There's too much of it honestly, and now that your civilization is growing so large your people are starting to feel the strain of holding so much territory. Essentially there is too much volume to keep track of and not enough eyes to do the tracking. Your people's territory is becoming increasingly porous as time goes on, leaving holes and border regions where enemies can slip in and conceal themselves far more easily than is ideal. Where surveillance and census are spotty and incomplete, and where troubles have the ability to begin building up in scale and intensity before the state can identify and pursue them.

(+300 CP) *Shadow Fountains*: A strange phenomena plagues your people, where pocket dimensions with slightly altered rules of existence suddenly open and swallow a chunk of area, plunging them into a subreality that plays out according to themes or ideas that may change how items are perceived and interacted with inside its bounds. The things trapped inside can be rescued when it happens by "solving" the central crux of the pocket dimension, and there is always at least one exit that people can take to escape (though it's not always easily accessible). Further, if the pocket dimension is "solved" without too much damage to infrastructure that gets pulled in it never disconnects despite any physical disjoint, meaning that if for instance a generator gets pulled inside the things it's powering won't lose power unless the generator is destroyed or runs out of fuel inside the pocket dimension. But people can die and

things can be broken if events within the pocket dimensions are allowed to spiral out of control without resolution.

(+400 CP) *Lost In The Sauce*: The mind is a fickle thing. Everyone thinks differently, yet we are all still somehow close enough together to understand each other even though our minds will never be truly the same. Your people not so much; as cognitive sciences have advanced, your people have gotten a little... Frisky with how they change their minds. Or perhaps better put, if your people aren't careful with their brains they tend to fall into mindsets that are so alien as to be antithetical to those ideas which your civilization is based on, causing irreconcilable schisms between different clades in your empire. Any group that is left isolated and to their own devices for too many generations is liable to be completely unrecognizable and unreachable at their very core by the time the flocks return to bring them back into the fold. And without care the same may happen to important individuals within the empire too...

(+400 CP) *Islands In A Sea Of Black*: Space is really really big, and usually has lots and lots of empty space in it. Regardless of whether the second is true or not though, the sheer size and scale of your civilization prevents it from truly being a single contiguous whole. Instead, it can be more thought of as many interconnected instances of the same civilization. Military actions can be coordinated but they will need to have protocols for external interlocking (unless you specifically establish centralized military hubs and that has downsides of its own). Infrastructure and supply chains for some reason or another must be considered isolated to their 'enclaves' except when sourcing bulk shipments or particularly exotic materials from specific regions. Right now the enclave size limit is roughly galactic, and while that *will* grow over time it will grow much slower than your people do, meaning that enclave count will far outpace enclave size over time.

(+400 CP, incompatible with *Fancier Firearms*) *Standard Issue Issues*: Your people have very little in the way of "exotic weaponry". It's not that they have *none* at least, they aren't that disadvantaged, but it's much more expensive and often less conventionally powerful than whatever passes as conventional weaponry in their current era. As a result, unusual weapons that might be able to solve "special problems" are either rare and must be specially assigned, or must be directly manufactured in bulk on demand to handle some specific problem at exorbitant cost and likely significant decrease in output for other areas.

(+400 CP) *Endless Office Corridor*: Something about the way your people build and develop makes their territory... Spatially unstable. This doesn't mean immediately lethal things like surprise black holes or whatever (mostly), but it does mean that your morning commute may require taking different paths every time and wandering too deep into the suspiciously spacious and repetitive hallway that you don't remember being there yesterday may mean nobody sees you again for a few years. In short, space is unpredictably and very inconveniently noneuclidean for your people, the only real upside being that trying to navigate it is even worse for invading enemies.

(+600 CP, can't be taken with *Into The Dark*) *The Long Haul*: So it turns out? Your people's FTL *sucks* for really long distances. It's never come up before now because a galaxy is relatively

small compared to the universe. Now that it's coming up? Hoo boy. Maybe you've got some features that allow them to mitigate this with infrastructure or whatever else, but it's expensive, probably very centralized and if it goes down an isolated galaxy may just be a sitting duck in the face of bigger and **hungrier** powers.

*(+600 CP) **Fleeting Memory***: Something is **wrong** with your people ontologically. Somehow, somehow, natural hostile extinguishment and reclamation power is constantly trying to overtake your civilization and rewrite it into something else. Maybe a rogue element foundational to their techbase keeps hijacking terraforming equipment to turn planets into contagious deathworlds that then colonize their neighbors, maybe robot uprisings your people have suffered from for a long time have escalated into a 24/7 war with their own ships and technology, maybe it's something deeper and the magic they wield lashes out when uncontained to overwrite them with an entirely new civilization. You get the feeling that whatever replaces them will be much much **worse**.

*(+600 CP) **Measure Twice, Then Pray***: Your people's most advanced and developed territory-their industrial areas, their population centers, their transport hubs, etc-suffer from metric shift. Earlier a feature for direct metric tampering was offered-this is the gradual uncontrolled change of the same sorts of things. Very rarely will this go straight from being hard to notice to being a catastrophe-except with particularly delicate systems-but if gravity gets too strong or matter itself gets too fragile without correction it can cause permanent and irrecoverable loss of entire swaths of space with no chance for mitigation after the disaster has started.

*(+600 CP, see Notes if you've taken previous Red Drawbacks) **Corrupting***: Your people have picked up a fel aura, a power that gnaws at the shape of the world around when. When enough of them are gathered in a group their surroundings will gradually start to shift, matching their aesthetic preferences and to a lesser degree their worldview. When you arrive their home galaxy may be a dim mockery of the brilliant heavens that once shone there, and as they spread so too will this corruption. There is no longer any disguising the places that have been touched by your people's malice. The curse is upon us, if you have not yet made your choice it will soon be made for you.

The Coming Crisis

Armageddon is once again at your doorstep. What war will your people have to face this time?

Neighboring Orbits: choose at least four.

The **pulsing blackness at the heart of the supercluster** is pulling down everything in its orbit. In better times the other spiralling galaxies would be peers; allies and rivals, your primary concern. In this time they are just secondary threats, reminders of the fates your people have so far avoided but are not yet safe from. Stepping stones and obstacles to challenging the existential nightmare awaiting you with open jaws.

~~(X) Gaze Above:~~ Maybe there were benevolent greater powers looking over this region of space, once. If so they are here no longer.

~~(X) Rally Call:~~ Haven't you figured it out by now? Nobody's coming to save you. There's no great alliance of heroes or bulwark of old resilient empires. You and your people will carve your future from the blackness or else you will not have one.

(0-CP 300 CP) Candles In The Dark: Even in such dark times as these, there are a few other survivors. A handful of the other peripheral galaxies have been overcome by peoples who are still rational, who could be relied on as allies in the times to come if only you win their trust first. Be aware, everyone has their sharp edges nowadays, and if pressed too far into desperation even those who still stand might yet succumb to madness and make of themselves new horrors.

(0-CP 200 CP) Twisted Wreckage: There were others who came before, who saw the rising tide of violence and stood against it. They fought against the core of it in the cluster, and lost, but were not completely eradicated. Scattered remnants remain: in deep space, in isolated worlds on peripheral galaxies, in roaming fleets struggling to find some place not yet consumed by horror. Some of them will establish themselves as new monsters, many will simply die, but should you rescue and recruit some of them yourself they may prove invaluable sources of knowledge and perhaps even technology and power for the days ahead. **This option does not count towards the minimum requirement of 4 choices.**

(0-CP 100 CP) Late Arrivals: Your people are not the last ones to this 'party'. In fact, not every galaxy in the cluster has finished going through the consolidating wars you and your people won last jump. A bunch of other galaxies are still battling amongst themselves-many will not finish before a greater force claims their galaxy for itself. But it could be an opportunity to sway which direction the supercluster as a whole tilts before the fight for its future draws to the peak, though many will inevitably cascade into new broods of monsters and calamity without your intervention.

(0 CP) Dead Space: Some of the galaxies surrounding the heart of the supercluster, from the core to the fringes, are empty of sapient life. Perhaps some of them were wiped out by past calamities, perhaps some simply never gave rise to stellar empires in the first place. Whatever the case is, large numbers of neighboring galaxies are empty ground ripe for the taking. Move fast, because your enemies will be taking this opportunity too. **This option does not count towards the minimum requirement of 4 choices.**

(+100-CP 0 CP) No Mans Sky: Similar to the above choice, but these most certainly once held life that is not there anymore. These galaxies are poisoned, littered with hostile wrecks, live ordnance, dangerous anomalies and more. Billions upon billions of stars, endless light years of space no longer fit for habitation and usage. Even these places will be claimed eventually, but they will not be claimed quite so quickly. **This option does not count towards the minimum requirement of 4 choices.**

(0 CP) Small Fry: Not every galaxy will give rise to a cosmos threatening superpower, the majority of the galaxies in your cosmic neighborhood are these; trapped in internecine warfare and the cycle of empires rising and falling. They will not be players on the greater stage-but they may prove useful resources or important obstacles at key moments. **This option does not count towards the minimum requirement of 4 choices.**

(0 CP) Eyes In The Dark: Not every threat is spreading rampantly at least-the philosophy of the dark forest has taken hold in a number of the neighboring galaxies. They are attempting to bunker down, hiding their own presence as best as possible at these scales, and then launching waves of long distance roundabout attacks on their foes. This threat is perhaps the easiest to deflect the ambitions of, but returning fire will be difficult as the galaxies they hold will be difficult to navigate, difficult to assault, difficult to hold, and perhaps even difficult to find if left alone for long enough.

(0 CP) The Usual: There's always evil imperialist empires, isn't there? They've certainly gotten worse and more exotic by now, but you understand the basic gist of what you're up against with this option.

(0 CP) Accidents Happened: Some of the galaxies surrounding your own have become massive sprawling exclusion zones-contaminated and ruined by the aftermath of disasters so cataclysmic that their effects are rippling out across the void between galaxies at speeds that make them strategically equivalent to hostile forces. Fortunately these spreading disasters aren't intelligent, they can't plan or actively react to countermeasures... But they make up for that in sheer magnitude and the fact that it's really hard to 'kill' a series of self-perpetuating unnatural disasters.

(0 CP) Jaws of the Devourer: Everyone likes a good endless swarm enemy, right? These factions go especially hard on the quantity over quality style, whether that be endless bugs, robotic superdrones, or whatever else, typically driven by a hivemind as well. And like everything else they are hungry, and they are coming.

(+100 CP) Chaos Surge: There are forces that are less cohesive threats and more roiling swarms of chaos. Demonic hordes, cascading waves spawned by particularly virulent anomalies, spreading mutant swarms, or whatever else might possibly have spawned such terrors. These too are threats your people must face in your scramble for survival, and their sheer variety and unpredictability more than makes up for their penchant for disorganization.

(+100 CP) Seeping Poison: Some threats are more... Parasitic. Spreading contagions on the nature of magic itself, horrific nanoplagues that contaminate machines and bionts alike, hell maybe even a zombie apocalypse ramped up enough in intensity to flood entire galaxies with contagious undead. Even just being in regular contact with the vectors of the threat may expose your people to unseen danger, be wary and be quick to react lest your people fall prey to something that can't just be shot to death.

(+100 CP) *Silk And Steel*: Even with everything going up in fire and smoke, diplomacy and espionage still have their place-even if just as prelude to backstabbing between allies of temporary convenience, or as infiltration to take out enemies from within. Some of the local foes specialize in this, whether that be through lethal infiltrators or masquerading as less rabidly violent monsters until they can go for the throat. You can no longer be certain that diplomacy or other relational measures are entirely on the level-a civilization built entirely around collapsing prey from within can be very patient indeed.

(+100 CP) *Olympus Mons*: This is an age of monsters and wonders, of demons and of gods. This option handles dedicated factions of the last: empires headed by an at least relatively limited number of cosmic powers-divine hypergod pantheons that stand far above their leagues of vicious angels, circles of mad archmagi whose arcane might is the true threat behind their mighty empires, and so on. Do not mistake such powers as weak just for being centered around the few mighty divinities at their helm-it takes a great god indeed to bear the might of a galactic empire.

(+200 CP) *A Hole In The World*: The cascade of violence has worn reality thin in some places, and some places the weight of it all has punched clean through. Great expanding scars in the universe's ontology: metaphysical vacuum collapses, rogue histories, dreamlands making themselves real by gobbling up swaths of realspace. Can such things truly overtake the whole supercluster like the more conventional powers will? Perhaps not in the timeframe of the current war. But fighting back against them when their borders encroach requires resources that are hard to spare, and defeat against such threats means erasure.

(+200 CP) *Part Of Something Bigger*: While many of the growing threats believe (as much as some of them are still capable of believing) in total eradication of everything that does not fall under their power, some forces take a more pragmatic approach. Assimilators of all stripes; technological, biological, arcane, those blights which can take the greatest facets of that which they consume and replicate or even innovate on them are among the greatest dangers that threaten the cosmos now. Learn and grow quickly, your enemies certainly are.

(+200 CP) *Really Big Monsters*: Have you ever seen something so massive and hungry that it would eat an entire galaxy and still not be sated? I don't mean metaphorically, like a swarm or army or event. I mean that your supercluster is now home to a handful of genuinely galaxy size monsters or equivalent threats. Likely not especially intelligent, and much more limited in their ability to expand and spread than an empire is. However, killing something big enough to physically eat an entire galaxy can prove extremely difficult even for a civilization as big as your people's, it takes a *lot* of power and raw unkillability for something to get that big let alone survive eating galaxies that have already got people living in them.

(+200 CP) *And More*: There are potential threats and dangers that could face the local cosmos that fall outside the range of the already generously broad categories listed above. A rogue time traveler with no greater faction backing them but with the technology to threaten galaxies all on their own, constellations of living stars that burn regions of space to stellar ash with no servant

ships or even rubble following in their wake, great zealot conglomerates whose exotic powers render conventional assaults powerless only to convert even mindless drones and machines to join their wandering fleets of the faithful. This is but a small slice of the possibilities. Whatever you face, you can be sure it will be fascinating.

(+300 CP) *Neverending Hatred*: Things are bad locally, they are bad further beyond as well. Some greater power is sending questing tendrils into the local supercluster, more advanced than almost anything to be found around here, and coming from a source so far removed you cannot hope to readily assault it within the scope of this jump. Fortunately this region of the universe is not of great interest to them, and your people alone will certainly never draw their full attention (until next jump, when you will be peers anyways) but even just these opportunistic incursions will manifest as constant sky-blotting invasions of horrifyingly advanced military forces that will pressure all present factions over and over again. A small taste of what awaits in the heavens above.

(+300 CP) *Echoing Heartbeats*: At the center of the supercluster the greatest evil your people have ever faced waits. Take this option and its power can already be felt outside its central domain. What exactly this will be will depend on what you select in the next section, but its presence outside the central major galaxy means your people have far less time to establish themselves before facing it, and far greater risk of being affected by its strength before you are ready to defend yourselves. Tread lightly.

(+300 CP) *Early Wincon*: A modifier. One or more of the secondary threats has roughly breached the threshold that may have once been considered the 'win condition' of this era had things been less dire. As stands, they are currently preparing for their effort to assault and dethrone the threat at the Heart of the supercluster. They will fail, but the backwash of their effort will sunder the galaxies and rain ruin on those lesser powers that are trying to gain ascendancy within their shadow. And that's to say nothing of what happens whenever your people happen to be directly in the way of their advances, or worse still should you draw their ire directly-which you will almost certainly have to do if you wish to grow quickly enough to strike down what they cannot. **This option does not count towards the minimum requirement of 4 choices.**

Nature of the Heart: choose one.

Of course the gnawing **darkness** at the heart of the local supercluster must take a particular form. Sadly you can already tell it's not the source of the creeping dread, merely an especially powerful concentration of that growing **wrongness**, but it's still good to know what you're up against.

(200 CP) *Diluvium*: The great power churning at the heart of the local cosmic structure is surprisingly mundane, comparatively. A great hive mind, or the inner shell of a great empire undergoing a grand transformation, a doom that is made up purely of endless ravenous swarms of fantastic power, an endless flood of military might that no other empire in the region could

hope to hold off forever. On the one hand this does mean that the threat of the Heart is much more alert and able to rouse itself early in response to danger, on the other hand carving through the central super galaxy will largely be a matter of military strikes to cripple leadership and infrastructure within a massive galactic power, a task your people are familiar with by now even if the scope and danger is much greater than normal.

(100 CP) Conflagration: Deep within the Heart lies a weapon of unfathomable power left behind by an ancient faction long since vanished. A cannon, a magic catalyst, or something altogether stranger that is self driven and possesses sufficient power to wipe away entire galaxies in a single stroke. Currently it draws power, self improves, and repairs so that it may unleash its full might upon the lesser races. Its defenses are ostensibly made up of the extended maintenance and harvester extensions that keep the central galaxy locked down, but what truly makes it unassailable is that it maintains free and easy targeting within its own domain. Every strike it must make before its moment of true awakening will delay the charge and escalation, but even while still dormant just the smaller of the attacks it levies can shatter worlds and erase fleets.

(0 CP) Malaise: The darkness at the supercluster's heart is not a single, easy target that can be directly fought and defeated. It is simply an intense coagulation of the **wrongness** permeating the heavens. A blackness that is seeping outwards into the surrounding galaxies and driving everything into a frenzy. As it gets closer to 'waking' the violence will spiral and escalate to catastrophically self destructive levels, and should it grow enough to activate all the way then each faction and polity will collapse as every footsoldier, drone, and targeting software is overcome with a violent delirium that turns all against all. Destroying it will be a process of painstakingly clearing the major central galactic structure of malice, or else doing enough damage to spacetime within its reaches that it stops being able to coalesce, while being attacked by the ragged but horrifically empowered remnants of the old inhabitants. Just because it is not alive does not mean it's not a powerful enemy.

(0 CP) Behemoth: There is a monster being born at the center of the local cosmos, a cosmic titan so vast that should it ever wake up even the combined arms of the mighty intergalactic powers could never put it down, let alone put it down before it destroys them. Fortunately like the others, it is dormant until it finishes growing. And it is large enough that some of its nature can be discerned from a distance. However, you will be trying to kill something so big that even the motions of it shifting in its sleep consumes and obliterates large chunks of the galactic disc and casts off swimming horrors the size of star systems into the void. The challenge is not necessarily surviving the assault to reach it, but simply building up enough firepower quickly enough to be able to murder it in its sleep before it finishes growing and awakens.

(+100 CP) Rapture: Here's a fun one, the great looming threat is literally an evil god (perhaps traditionally divine, perhaps an almighty machine, perhaps a psionic amalgam of equivalent power, or something else) of intergalactic proportions, consolidating the souls and power that gave rise to it so that it may breach into the material plane and conquer the stars that remain. Already it seeps into the dreams and ideals of the vulnerable and desperate elsewhere in the supercluster, and when it awakens it will be a force roughly equivalent to a combination of

Behemoth and Diluvium as the god itself delivers unholy judgement upon the rival heavens and drowns the heretics in endless legions of angels and daemons. Killing it will be a complex task of diving into and clearing the central super galaxy of its remaining believers, and fighting off the already extant manifestations of its power while unraveling the metaphysical anchors and coalescence points that draw it ever closer to completion. But you've killed gods before by now, perhaps you can stifle this one too before it awakens.

(+200 CP) Oblivion: The true nature of the heart is nothing. A deathly alternate history where nothing lived and nothing can survive. A blackness that will utterly unmake the rest of the supercluster so thoroughly that it may as well never have been in the first place. Even the greatest anchors the galactic powers can muster will flicker and die like candles in a flood against it. To overturn it will be to fight through the ghosts and disasters of fallen and failed ontologies, will be to enact suicide run after suicide run to tear apart the darkness both from within and without. Prove that the history which contains your people is greater, over and over, until the darkness collapses and the evil can no longer justify its imposition on reality.

(+300 CP) Glimpse: ...There are other forces beyond this one universe. Things you are not meant to see or fight until much closer to this story's conclusion. For some reason, one such power is opening a breach into your universe. If it fails, if they are repelled, any hypothetical further attempts will be far enough out of scope to not be your concern (at least for now). If they succeed... Well. It is very extremely unlikely that your people could face the full strength of any of the other potential Hearts once awakened, and they are mere motes compared to the realms beyond. If a multiversal power arrived in force, it could sweep all of the other potential Hearts away at the same time. Your people do not compare. Do not let them arrive. I cannot warn you what forcing them back must entail, the possibilities are as wide and endless as the entire variety of factions you have met so far and then some, you and your people will have to figure it out for yourselves. Good luck.

Other Conditions:

There is always more to the story than just the foremost issues.

(300 CP) Deep Slumber: Fortune has favored your timing this time, the threat of the heart is still far from readiness. While it can't be left forever-and the sooner you move to destroy it the less time it will have to accumulate power-you and your people have time to remove all other threats and obstacles on your way to readiness before the overarching danger turns its attention to you.

(200 CP) Learn From Their Mistakes: Did you think that the Heart just materialized from nowhere? Well given how the universe is acting lately and the way jumpchain works I guess you can be excused for assuming that, but it did not. Some ancient civilization, now broken by their hubris, left behind a mighty work that has since twisted and been roused to action by the rising **wrongness**. With this selection those ancient precursors left behind ruins, artifacts, and records that can be found scattered around the fringes of the local cosmos. They may provide clues, information, and even weapons and strategic data that could be valuable to you in claiming

eventual victory. Provided, of course, you can find and reach the sites before the raging warfare of your neighbors destroys them.

(100 CP) Beneath Notice: One small boon that can be offered you. If the Heart awakens, and your people are not already fully prepared to face its wrath, your home realm will inexplicably be the last of the local powers it targets. Perhaps this will be time to claim victory in a final, desperate last stand. Or perhaps it will be a safety net to abandon the scenario and whisk your people to a less haunted and broken reality before they are obliterated.

(0-CP 100 CP) Scattered Survivors: Not every galaxy has come out of the rising violence intact. Various survivors; outposts, derelict escape vessels, desperate settlers, are fleeing the wreckage of shattered, erased, and overrun galaxies. Most will simply be extinguished or snapped up by the monsters they eventually encounter, but you could perhaps put them to a use of your own if you care to rescue them from their destined fates in this age of monsters.

(0 CP) Part Of Your World: This isn't a selection or toggle so much as a notice that if you feel like you want to more specifically outline the details of superclusters and similar supergalactic cosmic structures per Jump 7's various options, you may do so.

(+100 CP) Two Wolves: Choose a second option from Nature of the Heart for no CP, which will empower the main one you selected in some way. Diluvium for example may grant massive minion hordes and active defenses, Behemoth might center the threat around a single practically unkillable monster, and so on.

(+100 CP) Dark Skies: You are running out of time, and I don't mean just the greater threat looming on the horizon. Your people are late to the game, the other powers have been fighting and devouring each other for long enough that many galaxies have begun going dark and there is practically no space left beyond the power of those that remain. The eyes of your peer opponents have already turned towards you and your people, you will be fighting for survival from your first years here.

(+100 CP) Cosmic Overdensity: Local space is especially crowded with factions. Many regions that would normally have only minor opponents at worst are now notable threats, and there's even a fair number of individual galaxies that have more than one faction splitting off them while they continue warring over their home turf. Expect more threats, more wars, more problems to try and adapt to.

(+300-CP +200 CP. requires Early Wincon) War In Heaven Redux: There's not just one faction affected by Early Wincon, there's several. And all of them are too busy duking it out for control of the fringes and right to territory amongst themselves to worry about the Heart. Not only will the Heart receive no softening from the major powers but the clash between these titans will leave that much less resources and untainted space to turn against your greater foe. If your people don't rise to the occasion the Heart may wake to find only rubble and remnants.

(+300 CP) Wake: If you want the points so badly, then here. The Heart will react to your presence and awaken upon your arrival, continuing its gestation period while also leveraging its already phenomenal cosmic power to destroy everything else as it ramps up. Prove that you are the greater horror or die trying.

The Ruler:

Your upward ascent accelerates, driven onwards by hostile and destructive forces. Choose your personal boons once more.

Perks:

You receive a number of discounts that you may freely assign to any perk of the listed price or lower. You receive 4 discounts each for 100 and 200 CP perks, 3 discounts each for 400 and 600 CP perks, and 2 discounts each for 800 CP perks. 100 CP perks are free when discounted, and two discounts may be applied to a perk to make it free.

(Variable CP) Lessons Learned: It is never too late to learn from your past experiences. You may purchase perks from previous documents in the SoaR series using your CP and discounts from this document if you so choose.

100 CP Perks:

Clean Up This Town: Your people are going to have to engage in a great deal of Restoration initiatives in your time here, not to mention plenty of more ordinary cleanup. It's just a fact of life, and of warfare. This perk gives you great skill at organizing and planning such programs, as well as a strong intuition for when there are important factors that have been overlooked that may jeopardize the cleanup crews or the project as a whole.

Omnislinger: Weapons are getting really really weird these days huh. Well, just to help you out a bit, any time you pick up a weapon meant for infantry use (or close enough to what category you fall under at the time physically) you will instantly be able to tell how it's supposed to be used and broadly what its specs are-including if it requires some kind of physiological features you don't possess at the moment.

Cuckoo Alert: With how crazy things are getting, it might be helpful to know which people are crazy too. This is a small mental trigger that passively informs you of any and all people you interact with that count as 'insane' by your personal definitions. This will include you as well, which can be helpful for keeping yourself grounded during mental experimentation since you're much less likely to cross lines you don't want to cross if you have a reliable alarm for one of the biggest failure states.

Beyond Journey's End: Mentally adjusting to the ever lengthening timescale of these jumps might be difficult. Not just learning to be patient, or how to plan, but making your brain cope with and effectively process what that actually means at a more rigorous experiential and practical level. Even immortals often struggle with this-most minds are built for only one scale of action

after all. This perk gives you that, not just the ability to handle long timeframes as well, but to adjust to and smoothly operate in mixed timeframes. You can handle cosmic deeptime life and the moments where individual days change the fates of entire galaxies with equal grace.

A Good Nap: Or you can take the coward's way out. This is a mental hibernation/autopilot perk, you know how these work probably. At will you can switch to a mental skip mode where your body and mental subroutines will handle your life for you roughly as effectively as you would have until either a point you set beforehand arrives or something genuinely unexpected comes up. You'll retain full memory of the intervening time as if you hadn't skipped it, and won't fail spot checks or any of the like because of having it active. Unlike a lot of perks like this, it is much more expansive in what it can handle: day to day decision-making, paperwork, even extended periods of training or precision work as long as nothing that's genuinely new, interesting, or hazardous comes up.

Heavenly Grace: By this point you are almost certainly to the point that most people in most settings would consider you a true god-king (or queen, or regent, etc). You can feel the part to them too, this perk grants you a perceptual/social aura that instills those who look upon your form with what is best described as "profound divine awe". This may not change people's opinions of you necessarily but those who are easily cowed or impressed, or are searching for a higher power to guide their lives, may end up bowing themselves to your will without you even needing to ask. Even outside that it can be overwhelming to those who aren't expecting it. Toggleable, in case it becomes inconvenient.

Glowie: The glow-in-the-dark altform option. Select this and choose a form of energy, mana, heat, etc that you can now turn into as an energy-based lifeform. This can be combined with other altforms you have whenever changing forms, to make energy lifeform versions of whatever else you have. Can be purchased multiple times, granting you a different energy altform each time.

Ooh A Penny: There are many kinds of luck. The kind protagonists have, the supernatural warping of fated victory... This perk just gives you everyday mundane good fortune. You'll find spare change more often, run into people you like more regularly, and all around your days will just go a little bit better than they otherwise would. This is not strong enough to visibly impact combat situations or other life and death scenarios, but it might still provide a nudge here and there.

200 CP Perks:

Socializing For Idiots: Different minds naturally develop towards different sets of social expectations and ways of looking at the world. As you've likely already discovered, this can make communication and diplomacy between different races difficult, and that's about to get MUCH worse. Fortunately you are an absolute miracle worker at building the kinds of context and concept systems that allow people with different mental frameworks to meaningfully connect with each other despite the differences-to the point that you can even fairly reliably build

them from scratch even while a gap still exists, as long as you have a mostly cooperative (or at least nonviolent) subject on the other side to help you out! And then your notes can be passed on to others, so that bridging that gap need never be so insurmountable again.

Moral Anchor: In times like these it is easy for people to lose themselves; to madness, to moral decay, to despair, or even just growing so alien in the ideals they pursue that they lose sight of what is dear to them. You, however, are an anchor to those around you. You possess immense therapeutic and grounding skills, and more than that just being around you seems to help anchor people in who they are and what they care about, protecting against insanity, cognitive drift, and similar afflictions just through their connection to you. This works primarily on close friends and companions, though anyone who regularly interacts with you will benefit to a lesser degree.

Brain Goop Begone: You need to protect your own mind too, though. This provides a flat immunity to madness, psychological decoherence, undesirable values drift, and ego death. Very useful if you're dealing with psychic attacks or trying to rewrite your own brain.

He's Faking: There are a lot of threats that are good at faking being dead, and a lot of problems that often look solved well before they actually are. This perk gives you a sixth sense for telling when such things are actually dealt with or are going to rear their ugly heads again at some point in the future. Generally speaking the requirements for this sense to ping are that 1: you think you've dealt with a threat 2: you were personally involved in trying to remove them as threats (at least on the level of an active organizational or managerial position) and 3: the threat has not actually been fully dealt with.

Bloodhound: Knowing a threat exists and identifying where and how to find and fight it are two different things. This is a similar (but vaguer) sixth sense and expanded skillset for pursuing such leads-how to organize tracking and scouting expeditions or advanced exotic sensor data analysis programs, along with that good intuition for next steps to take when ferreting out the nature of what you're confronting.

Final Stand: I will not lie, the challenge that you and your people are up against this time is far greater than the already significant challenges you have faced previously. But for some people, desperate last ditch efforts are when they truly shine; now you are one of them. Whenever you are in a situation that could be considered a desperate last stand, or day by day existential struggle, all of your relevant skills, abilities, and powers will be greatly amplified. But be aware, this will only trigger in cases where the threat is truly existential-where you and/or those you care about will be annihilated if you fail.

Anterograde Mercury: The whole 'stars are right' thing is actually pretty cool. Random astrological convergences give you cosmic surges of power? Sounds great. Upon purchasing this perk choose 3 different lengths of time, ideally roughly correlated to some astrological phenomenon or another, at the height of which some section of your abilities will gain significant and thematically appropriate boosts, heightening in strength the greater the timeframe between

occurrences. Further, on the rare occasions where those zeniths overlap they will magnify each other even more-once again with strength proportional to how rarely the conjunctions happen. This perk is set to an internal fiat backed clock, not actual stars, for hopefully obvious reasons.

I Guess I'll See You Around: While the true extent of further planes and potential worlds has not yet come into focus, pocket dimensions and immediately adjacent planar spaces may become relevant in your current jump. This perk gives you the rough ability to detect nearby planes and dimensions of this sort, and with sufficient effort jump across the planar boundaries into them. It may be a good idea to pick something up that will let you scout ahead before making such jumps, however. Additionally, this is not true multiversal travel the way most cosmologies envision it-it could perhaps be useful for jumping to immediate parallel universes or alternate timelines if you can find breach points, but this ability is very "short range" in planar terms.

400 CP Perks:

Master Of All Trades: Learning things is boring, right? Or at the very least takes a lot of time that you might not have to spare. With this perk you now instantly master any mundane skill you put your mind to, up to around what one would consider "the limits of mortal mastery". This won't let you instantly master magic, or reach absurd "cut planets in half" levels of swordsmanship, or anything like that, but even what's reasonably within its bounds is a very wide and deep ocean of potential skills to pick out like fruit to sample for your own edification. And for someone like you, 'mortal mastery' very well may be just a starting point...

Puzzlepiece Mind: If you're interested in this jump's options for mental reconstruction and refinement, could I interest you in the ability to freely collect and catalogue mental ontology features (beliefs, worldview pieces, conceptual understandings, thought patterns, etc) you are sufficiently exposed to then effortlessly swap them in and out and even combine them in a form of mental configuration and alchemy? A warning before you pick this up though, the ease of use of something this powerful and personal has its own dangers-the mind does not generally come with built in safeguards around reconfiguring yourself into a mental ontology your old self would have hated. I recommend at least picking up Brain Goop Begone if you purchase this perk, and probably keep lots of good friends around to keep yourself anchored in what's important.

Combat Grade Luck: Exactly what it says on the tin. Where the cheaper perk gave you subtle everyday luck, this gives you powerful fortune geared towards high stakes activities. Not just combat though, when making strategic decisions blind you will land on the better options more often, major organizational plans will have windfalls, and if you're trying to run away from trouble terrain mishaps and local interference always seems to trip up the people chasing you instead. Don't rely on this overmuch though, or for it to help you in lower stakes mundane conditions, it's got limits and a specific focus.

Collateral Damage Man: This purchase gives you a toggleable aura causing all attacks aimed at you to have a greatly increased chance of inflicting collateral damage on things that the assailant did not want to damage. In a frantic warzone this means friendly fire, in a smash and

grab mission it will set off alarms or bury their target under rubble, and if they really just genuinely don't care about anything in the area except hurting you... Well, attacks backfiring and hurting their wielder certainly isn't unheard of. This is not one of the broader scope abilities, it refers exclusively to actual violent attacks, not things like social barbs or hostile maneuvering in preparation for such an attack.

Doorman: Fun with portals! This ability gives you the ability to open and maintain up to six different portals at once, connected between each other as you see fit. Size starts out limited at around the size of a battleship but with practice it will gradually increase with basically no hard limit, and you can open them pretty much anywhere you've ever been before or seen enough of to have a good idea where it is and what it's like, even if that's across intergalactic distances.

Discount Warehouse: Pocket dimensions have endless utility-you've likely got one of your own that you get a lot of use out of already. This perk gives you the ability to craft pocket dimensional spaces given a bit of time and work-anchoring their entrances either to a specific place or specific item, and then expanding their interior spaces until you get them to the size you want. You have the ability to mold their boundaries a bit to change the exact nature of their edges or to provide anchoring points for fixtures should you want to put down flooring or facilities, but to have anything other than an empty space that is only optionally connected to your main reality you'll need to provide materials and engineering through methods beyond this power.

600 CP Perks

Metric Imperator: Wanna be a metric weapon? This gives you the ability to subtly shift physical constants and interactions of the laws of physics, along with an intuitive sense for what kind of immediate result a given change will enact. Reduce friction to make a section of floor extremely slippery, reduce your own inertial values to make movement easier, tamper with the nuclear forces of an enemy to cause their entire body to undergo spontaneous nuclear fusion! Be careful with this though, knowing the immediate result of metric alterations you make does not prevent you from getting killed by the secondary effects of your actions-an enemy who suddenly becomes a full body nuclear bomb five feet from your face might result in spectacularly severe burns for example.

Void Dragon: Earlier you were offered the choice to acquire an altform made of pure energy, this is the more exotic option. Choose an exotic mode of existence; perhaps a living gravitational flux, or a shell of power embedded within the quantum flux of space, or even something more abstract such as a living memetic virus or distributed magical phenomenon. This is now an altform modifier that works similar to the one provided by Glowie, one that makes you more powerful and much, much harder to kill. Can be purchased multiple times for multiple modifier altforms.

Blade Coatings: As a jumper you've probably picked up a bunch of cool abilities that do energy projection or kinetic manipulation. But some kinds of projection are difficult to get ahold of, so now there's this option. Choose a form of energy or material you've got access to; physical,

exotic, magical, whatever, as long as within this jump or your personal arsenal you have some kind of existing access point. You may now choose to toggle any of your perks and abilities to work with that kind of energy/substance instead of whatever it operates on naturally.

Firebending, fire breath, and fire immunity could become liquid mana bending, breath, and immunity. Iron manipulation and stone generation could become antimatter manipulation and generation. You may purchase this perk multiple times to acquire new target energies and materials for your use.

Carthaginian Wrath: Salt the earth. With this perk you may now choose to make it so that any of your abilities, powers, and used weapons cause permanent and tenacious damage to the area. Get in a bar fight and all the furniture will be smashed up and the building interior damaged in ways that are hard to replace or repair. Launch a major energy attack to level a city and the entire thing will be left a radioactive smoldering crater that never seems to burn out again. Stand at the head of a superweapon and fire it to wipe out life in a star system and the entire thing will be rent with energy, planets thrown out of orbit and the star perturbed too much to resettle that space any longer. This only works with powers and weapons that you are strictly involved in leveraging-you can't spread it across an entire battlefleet you are ordering from a distance, but the damage you do will be total and only complete replacement of the ruined location itself will allow true recovery.

Gaian Grace: Or you could restore and save it all. With this power you may choose any territory you actively control and restore it to its 'natural' state, undoing damage, removing pollution... And also removing all infrastructure, restoring naturally occurring resources, and otherwise completely un-settling the chosen space. This is a good option for restoring territory that has otherwise been rendered useless, but there will always be a cost-whatever you are using to exert your command and control over the region is very likely to be the kind of thing that gets unraveled and removed as the space gets returned to its pristine state, to say nothing of any valuable infrastructure you might have in the area.

Mixed Luck Charm: You could settle for good luck, or you could take luck *manipulation*. This gives you the ability to pull and exchange luck between individuals around you based on time spent on proximity to you, giving short or long term boosts to people's good and bad luck as you see fit. It's not permanent though; without continued reapplication their fortunes will eventually return to baseline. You also can't manipulate your own luck like this-check some of the other perks for that-but you can somewhat replicate that effect by continually stacking misfortune on your enemies and reaping the windfalls of their misfortune.

800 CP Perks

And Stay Down: There are many things in this reality that refuse to die; enemies great and small who are not easily destroyed without directly targeting their weaknesses and unraveling their nature in detail. You can cut through all of that. Any enemy that you destroy (either through personal power or via military forces under your direct command) and destroy sufficiently thoroughly will be kept dead until such time as you desire otherwise. The more absolute and

esoteric their manner of escaping death the more thoroughly you must obliterate them: a foe who normally regenerates from even a single cell may be forced to death if you in particular simply burn their corpse to charred unrecognizability, but an enemy who can regenerate from even the hint of their memory still being located somewhere in the universe may need to be reduced to subatomic particles and scattered across galactic distances before it fully takes. That still makes it a problem that can be overcome with sheer brute force, when before it may have required something more specialized.

God of the Green Manor: A form of power closer to omnipotence than most people can envision. Within a range up to several kilometers away from you, you possess near total control and awareness over the fabric and shape of space itself. You can warp it, pin it, fold different places together, or rend objects apart by simply displacing the pieces from each other. You can detect and monitor every particle and physical interaction within the space of your domain, rendering yourself functionally omniscient (in most circumstances) within that radius. Of course, range is a function of space, and you can now manipulate that space itself, but stretching your domain outward through such tricks will strain you and require conscious effort-as soon as you release they will snap back into place leaving you with just your default reach. But, that's really not that bad of a limitation to a creative mind, is it?

Center Of The Universe: Earlier, the potential for your people to make changes on cosmic topography were discussed. This perk gives you the same at a personal level, though to a lesser degree. You now have the ability to see its shapes and shifts, the lower energy and higher dimensional gradients that give the regions of the heavens their shape, and more helpfully you have the ability to tap into and influence them with your powers. Cosmic leylines can be a power amplifier for personal magic, folds and ripples in the shape of space can be range amplifiers on normally limited powers, reaching your hands into and through the shape of the cosmos can allow you to touch and mold places that should normally be far beyond the scope of one person, no matter how powerful. But learn the tides and tilings of the universe, and you could become a force to be reckoned with at cosmic degrees.

Origin Of Mana: With this perk you now become the origin point of your own supernatural power system. It could be a form of mana, something psionics adjacent, or even something completely new. Whatever it is, it's a power that ultimately originates from your own strength, and that you can distribute at your own discretion or set to expand along some set of rules you define for others to utilize. It's even something you can tinker with and improve over time to refine its rules and better focus its capabilities. The primary limitations are twofold: First, you cannot make use of it yourself-you are its font and origin, not one of its wielders. Second, the overall power of the system will grow in proportion to its usage and your own strength; your own power feeds it but the more you let it stretch beyond your immediate control the greater its potential will become as well. Craft and shepherd it well, even a power you can only grant to others can be a tool of immense strength.

Items:

You have a 1200 CP stipend to spend in this section only. Imported Companions get 600 CP for their stipend instead. Items do not need to take the exact form described even when variety is not explicitly noted, you may instead have it be a comparable form with similar abilities such as Who Measures The Measurements being altered to calibrate for metaphysical laws such as changes to the rules of magic or variables that determine the flow and strength of mana. Post jump, properties may be imported into jumps or kept as warehouse extensions as you see fit. Additionally you may import appropriate existing fiat-backed items into your purchases here to merge their capabilities unless you've taken the pseudo-gauntlet toggle, and all items purchased here or in previous jumps of the series will automatically update to incorporate developments accomplished by your people to stay cutting edge (or as close to it as possible under the purpose of the item).

100 CP Items:

Dictionary 2: Translating words between different languages is difficult, but likely coming close to a solved problem. Translating ideas across mental architecture barriers is much harder. This is a pamphlet or electronic device that works as such, working to translate ideas and concepts across experiential divides when you are communicating with others whose view of the world is different from your own. Communication might still be slow, might still have hiccups, but it will be a lot more possible at least.

Juice It Up: This is a box of a dozen small stickers, split evenly across two kinds. One set of stickers will cause tools and equipment they are attached to to operate with different kinds of energy or power that you might have easy access to, such as a flamethrower starting to spray liquid space or a plasma torch emitting elemental fire instead. The other causes the attached equipment to take on an exotic energy form such as the changes offered by Beyond Engineering while still retaining their original function and purpose. What particular energy types/forms must be decided at the start of a jump if you wish to change them, but each sticker in the sets can be set to a different transformation, and the stickers can be freely removed and relocated by you.

Who Measures The Measurements: Take this and you will receive a large crate full of specialized instruments designed specifically for tracking shifts in physical constants and variations to the laws of reality. This isn't quite so useful for the most obvious cases-if you're targeted with a metric attack that decoheres matter you don't need a tool to tell you that the laws of physics have been messed with-but these tools can be useful for detecting smaller shifts or for calibrating metric infrastructure should you have access to that. They will automatically adjust themselves for future jumps, measuring off of the baseline no matter where you go in order to stay useful.

Spyglass: This item takes all the various surveillance and observational capabilities your people have, and grants you a single large ship with reasonable defenses that is capable of doing all of them at once. It will not be so good as an entire network of telescopes, or a full surveillance apparatus, but everything that can be done by your people from a single location can be,

simultaneously, at full strength. Really more of a bit of convenience than a major power multiplier however.

Janitorial Department: This item is an on-demand cleanup organization, sort of a hotline you can call when you need large areas of territory cleaned up efficiently and safely. You'll need to provide the manpower and most of the cleaning materials unfortunately, they're more about organizing the cleanup and keeping everyone as safe as possible, but if you provide them the proper supplies they can handle it whether it's cleaning up after a royal gala or decontaminating the spacetime continuum of a war-blasted galactic sector.

Lock The Windows: It's not likely to be a huge concern in this jump, but there are some places where a jumper warehouse's extradimensionality is not an absolute defense. Hyperpowerful beings that step between universes without a care in the world do exist out there. This applies a mix of dimensional stealthing *and* subtle repulsion to your warehouse. Nothing short of a Benefactor grade threat is going to break in through plane hopping or dimensional tomfoolery or any similar method. You won't need this often, if ever, but you'll be glad to have it the rare occasions you do.

Turn Around: This is another sticker decal, which appears as a nearly completely transparent infinity symbol. Slap this on a door and the space between that side of the door and the other will become an infinite hallway of about the architecture you would expect for the present location. On stepping inside it will seem to be an ordinary empty hallway (barring the impossibility of its positioning) but no matter how far one walks and the door in gets, the other end of the hallway just never seems to get any closer. The space does technically connect to the other end, the hallway is just infinitely long. It is highly recommended to make sure that all lost travelers or cheekily stowed boxes are removed before peeling the sticker off the door to place on another.

Swirling Stardust: This is a resizable snowglobe type knickknack that, instead of a snowy building diorama, holds a swirling model of the galaxy cluster your people first came into being in. The interior can be set to different views: a more realistic to scale view of the starscape, something more condensed and optimized for aesthetic, or a zoomed in view of specific galaxies or galactic regions. This is mostly just a pretty bauble, it's not useful for information gathering or anything of the like, but if it is ever lost, broken, sold, or given away you will find a new one waiting for you as soon as you want it.

200 CP Items:

Roguelite Mechanics: This large crate is the closest thing to gacha mechanics this jump will officially condone. Every time you close and open the crate you'll find a brand new infantry or crew weapon with an instruction manual for it. Unlike most items, this one is tied to the overall power level expectations of how far you've reached into SoaR rather than to your people specifically, because each weapon is randomly generated across the entire possible capability range including factions that don't exist or were wiped out before they could advance far

enough. You might get useless show sidearms, you might get handheld doomsday cannons, though the most busted weapons will also be the rarest. If you don't read the instruction manual before handling a weapon any collateral damage or personal harm is your own fault.

Radriatic: Another sticker, for your weapon, once again peelable. This one very simply makes it so that anyone you kill with that weapon will stay dead. No resurrection, no reincarnation, no resuscitation into a pre-prepared clone body, just dead. Only snag is that you do actually have to kill them first. If their immortality is a kind that just makes killing them in the first place impossible then you'll need to look for a different solution.

Phonebooth Makeover: Yet another set of stickers, this time ten of them. Slap this on a structure, vehicle, or container, and as long as the sticker remains on it the targeted thing will have about twice as much internal volume as before. For cases like vehicles where weight matters, the internal contents will act as if half their mass while inside. You can also choose to apply multiple stickers at once, stacking multiplicatively (so x4 volume and /4 weight for two stickers, x8 volume and /8 weight for three, and so on).

Solar Styler: A device for remodeling a star system. Drop this into a star, and over the course of about a year it will sink to the star's heart and remodel the entire star system; changing the life period and class of the star, altering planets and the orbits, remodeling all of it exactly to your tastes. The device is technically reusable, if you're capable of retrieving an object the size of an apple from the core of a burning star, but otherwise you'll have to wait for however long it takes you to get replacements on lost items.

Super Radar: Because it scans for planes. A device small enough to fit into a pocket (barely), fiddle with its panels and buttons in the appropriate manner (it comes with a small manual) and it will scan local dimensional folds to check for planes within rough traveling distance. This can be used for dimension hopping, for mapping and traveling more arcane styled cosmologies, or for sussing out the location of pocket dimensions and similar features hidden from conventional spatial access. As an added bonus, it can also do shallow scans of access points you find so that if you have some way to make the jump, you won't have to go in blind.

Nature Retreat: A four foot long iron stake. Once per jump you may plant it in the ground of any property you own, and said property will be instantly and safely transported to super deep space or the equivalent thereof if in a setting without outer space. It will be far from any kind of connection or other territory, but thoroughly protected from any kind of environmental hazard such locations may have. Additionally, you can freely teleport to and from it at your discretion, though when returning you will always come back to right where you were before. Be aware, being as isolated and remote as possible in a jump is a very good defense but not a perfect one, piss off the wrong powers and you might still get unwanted visitors.

400 CP Items

Wait It Out: Buy this and you now possess a cozy little villa with one special feature: it exists functionally outside the reality of your current jump and is fiat backed to be inaccessible to anyone but you and your companions. It's not super luxurious, nor does it have any particularly major facilities, but it's comfortable, self sustaining, and can be accessed with only about an hour of prep. The perfect place to wait out the end of a jump if you accidentally cause an uber apocalypse that you can't handle.

If Warehouse Is So Good Why Isn't There Warehouse Two: This item is an extradimensional space keyed to you; infinite, featureless, flat ground, thin lighting that comes from nowhere, the works. You can access it at any time in a similar manner to your cosmic warehouse/personal reality if you have one, and if you do not you receive a key that's always in your pocket when you reach for it that, if placed against a door or in its lock while opening it, will cause that door to open to this extradimensional space. Additionally, if you do not already have a warehouse or equivalent, this item can accept warehouse upgrades and addons as if it were one.

Spare Key: An upgrade to your warehouse, this is a terminal installation that allows you (and you alone) to hand out access to others on terms you determine. Any method of ingress you have can be granted to as many others as you want, or granted to a limited degree under criteria you set (can only go there when you are as well, or if they ask your permission first, or whatever other criteria you might set). The utility of this is somewhat dependent on how freely you yourself can access the warehouse, but even just handing out extra keys to your companions can open up many new uses.

Extreme QA: A large supercomputer with attached scanner. Any object when scanned, or manually inputted into the computer with sufficient details as if it had been scanned, will be added to a database of items which the computer can then put through a series of simulated stress tests. At the low end this is things like seeing how well it holds up under extreme heat or pressure, but at the high end items can be stress tested against non euclidean spatial topology, altered laws of physics, or ontological breakdown events. Want to make sure your stuff will REALLY hold up under pressure? This machine is your friend.

Auto-Bedazzler: This item is a large mechanical chamber covered in eerie lights and strange crystals, big enough for a crew gun or a pile of infantry weapons. Upon closing the hatch and running the machine for about 30 minutes, all weapons and tools inside will be directly upgraded and modified to operate as if under the benefits Fancier Firearms and Gun Expo. These are largely straight upgrades - any sort of damage or benefit that had before will be maintained - just now also with the ability to shoot bolts of raw force, hypertech implosion grenades, or whatever upgrades the machine improved them with this time.

Neuroplasticity: A machine to help you change minds. Sit down in the comfy chair in this chamber (or have someone else do so) and plug in an alternate mode of mental ontology and their mind will be rewired to the designated state of being, with a fiat backed guarantee to not produce immediate loss of self or personality destruction! The most intended use of this is to help break out of mental ruts or experience different frames of mind that might normally be

impenetrable, but some mental ontologies might be... Malleable in different ways, if you're really inclined in such a direction and willing to experiment. Be warned, having your foundational worldview and mental operating system rewired will still have a profound impact on people even if/when they are reverted back. Despite the fiat backed guarantee to avoid ego death and similar afflictions, it's a pretty worldview-shattering experience and they will not be prevented from changing as people more naturally as a result.

600 CP Items

Moving Day: An object taking the appearance of a small snowglobe, with a pair of buttons on the front. While standing on the perimeter of a property (such as a city, building, or private planet) you uncontestedly own, you can pull it into the snowglobe, where it will be held in stasis until you press the other button on the snowglobe, which will safely re-deposit the property in its new location, as best as is possible in the local geography. If there's no place it can be put down without destructively rearranging the property, the stasisglobe will give you a warning so that you don't accidentally wreck your own castles while trying to move them around.

Putting Down Roots: A machine about the size of a fridge with no obvious interactive points except for a tiny nozzle that, once per minute, outputs a little seed the size of an almond. These seeds can be planted in any sort of open wilderness or other unclaimed territory in order to instantly generate a city of around a million people with appropriate connections somewhat retro-causally generated to appropriate nearby powers and polities, especially ones that you have significant influence over. You can also choose to crush a seed and scatter it in the wind, causing it to instead create lots of smaller settlements spread across the region adding up to about the same population value. You can also accumulate and plant multiple seeds at once to multiply the size of the settlement created by your planting. The seeds will try to trend towards making self-sufficient settlements, but planting them in places that are too hostile without plausible technology, trade, or resource options to sustain themselves might give you a ghost town in the making.

Textbook Printshop: A small hand-cranked printing machine, if you use it while focusing on a subject you know well or w skill you possess it will print out Skill Books as fast as you can crank it. Skill Books in the video game sense to be clear, allowing anyone who has one to 'consume' it through reading to gain an equivalent level of skill as that you put into the Book, allowing for instant mastery (or better!) depending on who uses the machine. This will not grant secondary requirements: a mage's skillbooks will not grant magical ability to those who did not have it, a swordsman's books will grant skill but not physical conditioning or the like, some things really do require their own practice-but now the actual skills and knowledge themselves aren't one of them.

Destruction: This is a very dangerous thing, use it carefully. A single warhead, the size of a tank. Upon detonation on your command (ideally remotely), it will immediately cause a complete and total vacuum collapse beyond even what's possible at this jump's current tech level. All laws of physics, metaphysics systems, and so on will completely implode within its radius - a

catastrophe effectively completely unsurvivable; matter, energy, magic, spacetime, all of it decoheres inside the blast. And the blast will grow, expanding outwards constantly at the speed of light (IRL Earth's speed of light) and obliterating every single thing caught within. This is as close to the ultimate sanction against a single target as you could hope to get in this jump, so it will not be replaced on usage until the jump after you detonated it in.

800 CP Items

Download More IQ: This massive chamber can be either a warehouse addon or grafted onto any other property you own. It has impenetrably complex inner workings but for you the only important thing is the chair at the center of the room. Once per decade or jump, whichever is shorter, you or someone you authorize may sit in the chair and spend a full day and night undergoing a series of complex and grueling mental trials of self improvement and cognitive enhancement. Success is not assured, and failure will still start the cooldown without any significant changes occurring, but should the subject succeed their mental abilities will be massively overhauled and improved to a new plateau in capacity, to the point that their old self would be helplessly outmatched in every way. This CAN be undergone multiple times, but the higher the current level of mental capability one is at the harder the chamber's trials will be to overcome, making it usually more efficient to spread the uses out a bit.

My House. My Rules: Rather than an independent item, this is an upgrade to your Warehouse or equivalent. In addition to being able to mentally control your warehouse from anywhere inside it (allowing you to rearrange furniture, swap around remodeling upgrades, relocate addons and attached properties, command the security systems you've installed, and any other such things), your warehouse and all addons can now, at your discretion, benefit from the SoaR jumps' item guarantee, causing them to upgrade and improve to match your people's capabilities should they not be up to par.

Cosmic Hub: This item is a massive gigastructure with fairly generic internals, almost empty by default besides that which is required to keep such a massive artificial structure operating and a massive array of devices designed for allowing it to entangle with large scale spatial and metaphysical topology. Essentially, this structure is designed to act as a hub for major cosmic engineering projects and arrangements-it can act as a portal hub, a leyline nexus, the holding knot for grand spatial manipulations, and more. You will need other tools and infrastructure to get the changes started unfortunately, but once pinned in place only forces powerful enough to annihilate the hub from a distance will be able to undo its pinnings without your say-so.

Hand Of Destiny: A large, ornate apparatus somewhat resembling a complex weaving loom strung with filaments of light, but with levers on the side that allow for expanding it into a more and more complex machine with more positions to operate it from. In truth, this is a device for directly manipulating the skein of fate, to apply destinies and futures to events yet to come based on your present understanding and will. Using it to its fullest takes a deft hand and clever planning, and using it precisely requires a very large team of well trained aides, but in the right hands this is a weapon almost without compare.

Companions:

(0 CP) New Friends: You may freely export anyone you find in this jump as a new companion. All you need to do is convince them to come with you after you've explained your nature as a jumper, at least in close enough terms that they'll understand the general gist of what it will mean for them. If you convince someone while you still have open companion import slots they will gain the Timeless Emperor perk to prevent them from dying of old age before the jump ends.

(100-300 CP) Old Friends: With this option, you may import pre existing companions or design new ones. 100 CP gets you 2, 200 gets you 4, and 300 the full suite of 8. All companions get 500 CP to spend on perks and items, as well as the perk discounts, an item stipend, and access to all the choices in the Personal Specifics section except the "origin". They cannot pick anything from The Kingdom or import companions of their own, but *can* take personal drawbacks.

(0 CP) Returning Advisors: Any companions who were imported into any previous Story Of A Ruler jump may be imported as stated under Old Friends for free.

Drawbacks:

These are personal drawbacks, and unlike the ones in the racial and setting options all are fully dispelled at the end of the jump, and will not plague you in future jumps of the series (unless you take them again I suppose). Take as many as you think you can handle.

(+0 CP, must have been taken in all previous SoaR jumps) No Gods, Only The King: This is the pseudo gauntlet toggle, disabling your warehouse and all outside purchases except for your body mod and purchases from previous SoaR jumps. You still get 2000 CP to start (and your companions get their 500) and your item stipend(s). In exchange, dying here simply constitutes failing the jump, removing all your purchases from this jump and sending you onwards. Additionally all purchases in The Kingdom are discounted (100s become 50, not free. Anything that was already discounted drops to 1/4 price). Show the world that you are truly a worthy ruler for these people.

A few important notes: Companions cannot take this drawback, as it affects all of you, and will respawn in the warehouse instead of the jump if killed leaving them unable to return for the duration if they die. Additionally, this toggle must be taken if you wish to continue taking it further into the series.

(+100 CP) Yearning: Leaving the Garden was hard for your people. Going from a perfect bubble designed for their living to the wider, uncaring world. Many of that exodus's generation struggled with a heartache-a homesickness for a simpler time and place. Now, generations later, you find yourself as the last Garden-born, and will feel that same homesickness while you are here when

it has otherwise faded entirely to the subject of myth and history. You can adapt, those you led from the Garden certainly did, but that yearning will haunt you for your time in this jump.

(+100 CP, requires *Yearning*) Nightmares: It seems that your separation from the Garden being further lengthened has not eased the yearning, but worsened it. While you are here your dreams will frequently be plagued by nightmares of the Garden's final dying days. Visions and memories of those death throes playing through your mind while you rest. If you do not need to sleep for some reason, they will instead plague you as haunting daydreams and flashes of memory during the times that you are not busy. It will be difficult, but be sure that you rest anyways, someone as important as you needs to not be dying of exhaustion at their post.

(+100 CP, requires *Nightmares*) Guilt: As ruler you have been through a great deal. You have had to make hard choices, and you have seen people both your own and others suffer over the years. Your nightmares and heartache have expanded, not just hurting for the loss of the Garden but for all the times, places, and people that have been lost to calamity, misfortune, and the ravages of time in this world. The burden is so much heavier to bear when they were yours to keep safe.

(+100 CP) Celebrity: As the long running returning ruler of your people, it is only natural that people would become quite attached to you. This can have downsides. With this drawback, your people have become a bit *overly* attached to you, and a degree of parasocial relationships will be a bit of a running theme during your time here. Nothing truly awful, but it may result in overly familiar greetings, failure to remember your differences and the relative eccentricities you might have, and other forms of general awkwardness. Heavy lies the head...

(+100 CP, requires *Celebrity*) Paparazzi: This goes a bit beyond just general awkwardness. Your people are hungry for just about everything you do. This means that you will set trends among your people... But also that the media and gossips are constantly monitoring what you're doing and passing it on, greatly diminishing the privacy you have and putting your personal flaws on display far more often than anyone should have to put up with. Sure you can have your guards remove snooping journalists, but what about leaked rumors to journals, what about when you're in public? You can't stop it entirely.

(+100 CP, requires *Paparazzi*) Fanatics: Oh boy. Now, normally as supreme leader of the entire civilization you wouldn't have to worry so much about "stalkers", due to things like having a security detail and the authority to make them do whatever you want. The problem is that once enough people become that obsessed it's not *you* who's in danger. The most ardent of your followers will get far too fanatic, hunting down whatever they see as defiance of your perfect rule... Even to the point of sometimes targeting your favored servants for "not doing well enough". Keeping a lid on your most mindlessly fanatic followers is going to be a veritable game of whack-a-mole, but at least it usually

seems to come out as "personally aggravating and confounding" instead of "active security threat to the nation".

(+100 CP) Old Timer: Progress marches ever onward, and with how much you're gone it's no surprise you're starting to feel left behind. You struggle to catch up with and stay fluent in new technologies and cultural developments. With a lot of care and practice you can still stay readily informed, at least well enough to make sure you know what you're doing, but you'll always feel just a tad lost with the new fangled contraptions and art movements. Especially right when the jump starts and there's so much to catch up on.

(+200 CP, requires Old Timer) Development Vertigo: It may not be immediately obvious until you stop to think about it, but your people are *wildly* more advanced than most people on earth could ever dream of. Things are so much different for them that even daily living is probably unrecognizable by now. You aren't just a little lost, the sheer heights and difference leave you feeling constantly out of place and downright disoriented. You can adapt and navigate well enough to be a good ruler still if you put your mind to it, but this culture shock is never going to wear off.

(+100 CP) Landlubber: You know how some people get seasick? You get spacesick. Any time you are on a spaceborne vessel too small to be its own gravity well, you will feel somewhat queasy and nauseous to some degree or another for the entire flight. If you try to get around this by not going on spaceflights, you will instead get violently ill for about a week once a year with no discernible cause. Your real health won't be at risk but it'll be a week of feeling awful to the point of being mostly useless thanks to your own hubris.

(+200 CP, requires Landlubber) Dimensional Lurch: There are a lot of very fancy ways of moving around starting to come into existence. Teleportation, physics defying speed maneuvers, extradimensional FTL shifting... All of them make you violently ill. Any kind of transportation that moves you faster than a modern jetliner gives you vertigo that takes a few hours to wear off. If you somehow manage to avoid it entirely for an extended enough time, the mysterious illness onset lasts a full month, at the same intensity as if you were stuck in a full length FTL journey for that length.

(+200 CP) Take Your Meds: There's something wrong with you. Some kind of medical condition or, given the advancement of your people, probably something stranger. Fortunately, there is treatment, so it doesn't interfere with your regular day to day life, but said treatment is relatively expensive and requires advanced machinery to produce. If you're ever cut off from your people's supply networks for longer than a few months, you will be struck by debilitating chronic conditions that leave you almost completely non-functional until you are able to get access to your treatment again. No traipsing off into the great unknown on your own anymore.

(+200 CP, requires Take Your Meds) Hospice Care: Your condition is significantly worse than before. While it's still largely manageable, whatever you've got is so exotic that keeping it in check requires the absolute best your people can provide on a regular

basis. Moving around on long journeys will require traveling on massive ships to hold an entire hospital's worth of equipment to keep you stable, and if you go for longer than a week without that level of support and treatment you WILL die, and that will be that. For a major head of state who may have to travel a lot this is a serious hassle, and if disaster strikes it may leave you extremely vulnerable.

(+200 CP. requires Hospice Care) Best Healthcare Money Can Buy: What you have is not just exceptional, it's very blatantly something outside the scope of what your people are used to dealing with. The cost of keeping you alive requires a noticeable fraction of your people's budget at the start of the jump, and will gradually creep upwards over time as cutting edge medical research will need to be pushed forward and the resulting discoveries funneled into inventions and infrastructure, all just to keep you alive for another few months. If you start to fall behind on this your health will gradually decay instead of just cutting out all at once... But the consequences of being separated from your treatment infrastructure remain as severe as the previous level, worse now for the amount and scale of support you require.

(+200 CP) Poison: Something is very, very **wrong**. The feeling of poison creeping through the cosmos grows heavier and heavier every time you return, and although your people are (hopefully) doing fine in spite of it, the fact that you haven't been here the whole time to build up a resistance like they have has given you something resembling a metaphysical allergic reaction. You are *constantly* weighted down by the sense of looming dread and doom. This will weigh down your emotional state and very likely leave you at least a little exhausted most of the time.

(+200 CP, requires Poison) Delirium: The **wrongness** is more than just a feeling of dread, that much has been obvious for a long time. It eats at people on an individual level, and while most races build up a tolerance out of necessity, it's begun to work its claws into your mind. You find yourself more irritable, quicker to anger and retributive impulses. It will never fully take you over, but dark fog clouds your mind and the violent, destructive options are always going to look more appealing to you than they should as long as you're here.

(+200 CP, requires Delirium) **Corrosion:** *Something is wrong something is wrong something is wrong something is wrong something is wrong something is wrong something is wrong* and if you aren't careful the burning hatred that is pumping through reality's veins will flood your mind and turn you into another of the monsters that your people are fighting **because something is wrong something is wrong something is wrong something is wrong something is wrong.**

(+200 CP) Jinxed: You've got a little bit of an equipment problem. You're mildly cursed when it comes to technology (or advanced magic or whatever it may be your people focus on for civilization scale development). It's not enough to put you or others at serious risk, but you're

always finding bugs, crashes, unsupported use cases, and manufacturing errors the hard way, when you kind of need them not to. Automatic doors freeze and trap you in rooms, elevators lock up halfway between floors, cars break down... Expect to be late to a lot of meetings.

(+200 CP, requires Jinxed) Cursed: This goes beyond just regular inconvenience, the breakdowns have escalated to the point where you need to have backup plans for just about every piece of advanced equipment you use. Vehicles fail catastrophically, weapons suddenly discharge... Fortunately, this is mitigated to the default by using "older" stuff, and with your own fiat backed equipment, but your options have been seriously narrowed unless you're willing to risk injury and personal setbacks just to have the cutting edge stuff.

(+200 CP, requires Cursed) Doomed: So uh. Just avoid more advanced technology/magic/bioforms/etc altogether. Anything you try to use that's newer-invented than about three jumps ago and isn't fiat backed *will* catastrophically break down in ways that are a hazard to your health and safety. If you do not find a way to work around this you will either be impotent or die when your holopad violently detonates in your face.

(+200 CP) What Da Zog...?: Space travel. You go long distances at high speeds and nothing happens on the way there. Er, maybe for *you* though. For some reason whenever you're going on long trips something comes up. Maybe an engine gives out or you get boarded by pirates. Generally it's only something on the order of delays, maybe with a little bit of action you can avoid if you want, but it sure will get annoying. Events will conspire to ensure that you go on at least one trip long enough to suffer this drawback's effects every year.

(+200 CP, requires What Da Zog...?) Where Da Zog?!: Did you know that space is very big? And surprisingly easy to get lost in? Not only are you guaranteed to have Events while traveling, you'll also occasionally have Detours. Wherein something conspires to result in you not ending up at the correct destination and having to try again. It is recommended to spend more time traveling if you want to mitigate this, as the number of times you get lost won't scale linearly with the number of opportunities to get lost. If you leave it to the fiat backed triggering you all but guarantee it will happen when you urgently need to not be out in the middle of nowhere, but if you travel regularly you've got better chances of it happening during routine flights that will "only" ruin your schedule for a couple weeks.

(+200 CP, requires Where Da Zog?!) HOW Da Zog?!?!?! Have you ever heard of Odysseus? He's the role model for this one. You will not only have Events and Detours, but they will combine. Regularly. And take a long time to resolve. It's probably not an exaggeration that you will spend nearly half of your time in this jump stranded on feral planets, escaping pirates, bargaining for your freedom with space gods, or other misadventures that are entirely unrelated to your duties as ruler. Either pick up some communication options or choose a really good second in command.

(+400 CP) Connected: They say a king is nothing without his kingdom. For you that will be literally true, your physical health directly tied to the well being of your people. If they are overcome by plague you will become deathly ill, major catastrophes will leave scars and wounds upon your body, and in times of famine you will grow thin and listless. Should your people be destroyed or scattered...? Well. A king is nothing without his kingdom, a ruler is nothing without a people to rule, so too would you become nothing.

(+200 CP, requires Connected, jumper exclusive) Mutualism: There is also the idea in some places that the health and wisdom of a ruler is reflected in their people. When you personally receive injury, it will be reflected in your people. Poisoned? Many of your subjects spontaneously fall ill. Have your legs broken? Your people will find it difficult to move quickly as a group until you heal. Fortunately this drawback will not transfer health problems directly inflicted by other drawbacks, but I recommend being very careful with your person anyways.

(+400 CP) Dissenters: You are the chosen leader of their creator, the one who led them from the Garden and brought them to their promised land. Normally, you would be above petty politics, your position mostly unquestioned. Now? Not so much. You are also an outsider, and an interloper even if it is in response to your people's earnest desires and needs. Those who were in charge previously will resent your arrival and regularly question your authority and competency, though perhaps only behind closed doors should you prove capable beyond anything they could've hoped to achieve. This won't brew into outright rebellion... Unless you give your people a good reason to chafe under your command.

(+200 CP, requires Dissenters, jumper exclusive) Disloyalty: Or you could take this, and guarantee rebellion instead. It may not be open; depending on how well you manage and contain the traitorous elements it might never amount to more than political sabotage and periodic unrest, but there will always be elements within your own people trying to undermine you and remove you from power. Leave this to fester too much and you may face a takeover attempt, or outright infighting in an attempt to remove you. And because you wanted the CP so badly, if you are removed from your leadership position it will count as jump failure as if you had died, even if they don't kill you on your way out.

(+600 CP) Ground Zero: In the current age, the great disasters - whether natural, hostile, or accidental - are calamities that tear up entire stretches of galactic medium, that annihilate billions if not trillions of people in an hour or less, through exotic powers or enough raw energy to tear space in twain. They are not something that happens constantly, which is fortunate for you because when disasters such as these befall your people you always seem to be at or near the epicenter. When a grand science installation accidentally punches a hole in the universe that devours thirty star systems, it will be while you were visiting to oversee it. When your frontier regions are suddenly swarmed by previously unknown horrors from the void, it will be while you are touring the new colonies. This drawback will not put your life in danger constantly, in times of peace it may even take longer to trigger than most jumps last. But when you are in danger, you will be in grave, grave danger indeed.

(+600 CP) Knives In The Dark: Assassination, such a dirty and underhanded way to acquire political power. Unfortunately your political rivals all seem very fond of it. Fond of trying to assassinate you, personally, actually. Nobody else around you seems to have greater difficulties with it than usual, but it will feel like you can't go a week without some revolutionary or foreign agent coming for your head. Nothing says that these attempts will be particularly elaborate or unusually dangerous unless there's reason for them to be at least... But you have to get lucky every time someone tries, they only need to get lucky once.

Your choices made, your vision fades. Lights fade to blackness as your other senses gradually begin to pick up the faint sensations of the room where you will awaken to resume your duties as leader.

*Last of all to fade from your vision is that **shadow** at the heart of the cluster. Right before the vision fades in full, you swear you see it pulse, and the firmaments beyond ripple in response. Or perhaps the ripple came first, and the pulse was the answer.*

Story of a Ruler

As always this scenario is, strictly speaking, completely optional, but must be completed in order to take the next jump in the series. Failing or abandoning the scenario does not count as failing the jump in and of itself, but will send you onwards immediately if you are past your 10 year mark.

This universe grows darker and darker, the **wrongness** leaving deeper and deeper gouges with every passing jump. But you've conquered every challenge thus far, haven't you? Why not keep seeing this story through to the end?

You know the situation by now. The galaxy cluster your people live within (though, 'supercluster' is a closer term size wise in comparison to IRL Earth's cosmic distances, and possibly even still too small depending on your previous choices regarding the scale of the universe) is succumbing to the **horror** plaguing the universe, a problem which would not be anything your people haven't handled in the past except for the fact that the central, largest galaxy has already fallen, and is now gestating a terrible power at its heart.

It does not yet reach out to claim its dominion upon the other galaxies, but the day will come when the heart awakens, and it will descend on wings of calamity to erase your people as all others in the cosmic neighborhood. Destroy the heart, whether by strangling it in its sleep or somehow matching its power once it wakes.

If your people can end this doom on their own terms, no other power will remain nearby which can threaten them and victory will be yours.

Scenario Reward: Early Alert

At the scale you're operating at, information is becoming very important. You receive a small glass orb on a simple stand, that when used will feed you information about the biggest brewing threat to your current plans. The information will be relatively sparse-it won't give you everything, but it will give you enough information to tell you where, what, and how it will be a threat when it finishes actualizing. The orb will generally prioritize threats that have not materialized or at least not started being an issue for you yet and then based on eventual scale of danger once they fully develop. Threats that are already interfering with your plans generally won't show up on it unless there are no impending threats to be alerted to.

Bonus Objectives:

While the main goal above is your primary objective, there are a few other tasks you can aim for that may make things easier in the future. All of these require you to complete the main scenario in order to reap their rewards, if you fail or abandon it you may not complete these secondaries. They are also, unlike the main scenario, entirely optional to continuing, but you will receive something special should you complete the bonus objectives from the beginning of the series to the end of it.

Bonus Objective 1

Scattered across the innermost galaxies of the cluster, and within the central galaxy controlled by the dark heart especially, there are ruins. Wreckages and broken cities, labs and workshops and more, all of which tell the story of how the threat looming over your people came to be.

Your task is straightforward, but dangerous and potentially quite complicated: examine the ruins, gather up the pieces, investigate the details that are hidden even as deep as the heart's slumbering core, and put together what happened, and how, and why. Understand what made this calamity occur, and learn how to ensure that your people do not make the same mistakes in the future.

Bonus Reward: Heartbeat

Surely your people can be trusted with the monolithic seeds of power that almost led your local region of intergalactic space to utter ruin, right? Once per jump you will receive a core, an object designed for the same kinds of projects that eventually went awry and made the threat you fought here. Channel research, resources, and power into it over an extended period of time, and you can create a apocalyptic weapon built to fight the greatest of wars. The control protocols work on this one at least, but making sure you don't do things with it you can't undo once you need to is up to you and the people you task with directing it. Cores can be stockpiled between jumps, and there is no hard upper limit on how far their power can be escalated and refined before awakening-they just cannot be upgraded further with their core once activated. If you want something bigger and better after field testing you'll need to start again with the next core.

Bonus Objective 2

The safest, smartest, and quite simply best way to defeat the heart is to kill it before it wakes. To do your analysis and make your plans, then tear it apart before it has the ability to react and retaliate in full.

But what if you didn't do that? The requirement of this bonus quest is to wait to perform any kind of attack or direct setup for an attack until the heart wakes and begins aggressions of its own. You may snap up the rest of the local territory, develop weapons, pursue the above bonus objective, whatever else as long as the heart is allowed to gestate in full unhindered.

As long as you and your people still triumph over it, proving your strength and superiority, you have completed this bonus objective successfully.

Bonus Reward: Kingdom Of Godslayers

Your people have killed a god, or something that might as well be one, against insurmountable odds. You now carry this with you, all organizations you oversee and minions you command will find themselves imbued with the virtues of the godslayer whenever it would be beneficial: courage, tenacity, unrelenting strength, the inexplicable ability to find weaknesses and advantages when faced by powers far greater than themselves. Each and every one is capable of being a poisoned thorn in the side of gods and monsters that should stand impenetrable above them, and all together, those beneath your command could shake the very heavens themselves.

Bonus Objective 3

If you are to face down and destroy the **evil** gnawing at the universe, you may not be able to hide behind your people forever. Take up arms and lead from the front in the endeavor to kill the great monster that threatens you all.

In order to complete this bonus objective, you must be present for as many of the greatest battles against the heart as you can reasonably manage. Send commands from the bridge of the ships engaged in combat, should great monsters threaten your people destroy them with your own might as your people's warriors do. Cut back the heart's infestation by your own hand, over and over and over again, whet your strength on the same dangers and horrors that your people defy in your name until there can be no doubt that when the heart is finally slain the kill belongs to you as much as it belongs to anyone else.

Bonus Reward: Godeater

You have slain a God, or at least something close enough it could fairly be considered one. Not just a petty local deity or stellar archmage, something powerful enough to reach out and smite galaxies entire. Part of that stays with you. Now, any time you kill something of sufficient power to reasonably be considered divine or close enough to it you will imbibe a portion of its nature. Small sparks that less directly increase your power and more broaden your potential, enable you to become as great as they were with practice and accumulation and study. To internalize

and amplify stolen divinity takes effort, but you will have the starting point, and more and more starting points the more powers and principalities that you personally return to dust.

Special Reward: *Titanophagy*

God-makers, god-slayers, and god-eaters. Under your command, the cycle begins anew. First, all those who benefit from your perk Kingdom Of Godslayers now benefit, minorly, from the effects of Godeater, causing all those who successfully take down powers far greater than themselves to gain strength and potential from that act. Further, echoes of that power will ripple outward, piece by piece empowering the greater collective with the domains and strengths of every titan they overcome. Finally, that claimed potential can be repurposed, reforged, allowing those under your command to forge that potential into new seeds by whatever manner they use to craft wonders and weapons in order to cause the greatest foes they've fought to be reborn in new forms. A slain overdeity might have its domains and essence recreated in an arcane shell, an AI hypermind might have its intellect replicated in the form of a genius locii over a place of holy power, those great powers which had to be slain to make way for your future can yet be reborn beneath your banner even as slivers of their potential remain inside all those amongst your followers.

Another Chapter Closes...

Provided you did not perish outright here, you have once again reached the end of the jump. Your story comes closer and closer to conclusion, but now you must leave for a time yet again. You have your usual choice to make:

Going Home is an option as it always is. If you died outside the pseudo-gauntlet it's your only option.

If you haven't fallen, you may also **Move On** as jumpers usually do. If you completed the scenario and didn't doom your people you will return in due time.

You still cannot Stay Here, the universe will wait for your next arrival, and so too will your civilization.

You *can* however, if you are willing to forfeit your chance at the rest of this jump series, give your people **A New Home**. This will give you the sum total of the people who defer to you as their leader as followers, as well as the territory and holdings they can rightfully claim as their own, to carry with you on to your next adventures. This does not require you to have beaten the scenario and can be taken whether you choose to Go Home or Move On, but *does* require you to both have surviving people under your banner as well as to have not failed the jump itself.

Notes:

v1.0: jumpdoc created and edited.

Just a small reminder since it's been a while, but galaxies and galactic superclusters do not need to look and form the same way as they do IRL. If your cosmology is shaped in such a way that traditional ideas of a galaxy do not work, the "supercluster" this jump is focused on will likewise be changed to match. Galaxy and supercluster are just useful relative comparative terms of scope for the purposes of this jumpdoc.

Just to be clear, since there were questions about this, Extinguishment doesn't only relate to full scale wars of extinction but also applies to rooting out insurgencies, purging corruptive forces, or otherwise trying to destroy threats that are too dispersed or thoroughly entrenched to typically remove all in one go. Extinguishment can also, like any other purchase, plausibly look different for non-militaristic builds. It will be helpful for a PR/diplo related faction that wants to try and convert every last fanatic and zealot of an opposing empire for instance, instead of being left with simmering angry cults of extreme separatists.

Extinguishment and Reclamation have a number of overlap cases, with things such as demonic corruption or biological infestation by a living contagion. Generally the rule of thumb is; if it can fight back or actively resist-such as guerilla insurgencies, nanoplague swarms, or stubborn hostile haunting-you will be using Extinguishment, and if it's an infliction of some kind on the general area itself rendering it hazardous or sterile independent of active hostile action-such as wide scale toxic contamination, cosmic scale curses, or negative space wedgies rendering a star system inaccessible-you will use Reclamation. There will be times when you need both at the same time-maybe a permanent demonic taint that both constantly summons monsters and corrupts living things nearby, or a planet having been rewired into an actively hostile deathworld holdout-and having high levels of both can allow eradicating a threat and claiming the areas it held simultaneously.

Starshapers and its upgrades are also useful for gigastructures and planetoids for civs that have the relevant features, though to a lesser degree. Starshapers for instance may improve construction quality for planetoids as well as improve their mobility, but the increase will obviously be less on planetoids than it will be for gigastructure in general, and those will in turn benefit less than normally immobile celestial placements (though planetoids will still remain more mobile than gigastructures which will typically be more mobile than stars and planets unless built really fragile).

Starshapers and its upgrades also synergize with and benefit from the Worldshaping slider back in jump 8, decreasing time and cost, increasing options, and similar as you would expect.

If you have The Stars Are Right and other options which allow manually altering the heavens at large such as, say, Starshapers, keep in mind that the auspiciousness of certain celestial alignments is in fact partly because of rarity. While you could in theory lock the heavens down relative to certain locations in order to ensure that they always have the optimal buff, doing so will prevent that area from ever benefiting above the baseline powerlevel. You need to leave the stars and skies in motion in order to best benefit from this feature... But that doesn't mean you

can't use Starshapers for things like making sure that those conjunctions happen at convenient times, just make sure not to overuse such tricks.

Colony Dropin and its upgrades directly compound with Seedship from jump 8. For example comparison, with just Seedship your colony comes in from a long distance away but then needs months or years to get fully set up and will be vulnerable in the interim. With just Colony Dropin it has to happen close enough that your people can deploy surveyors and targeting metrics, but it happens immediately. With both, you can effectively do Colony Dropin at long distances, with long term seedships fully deploying and developing basic infrastructure and defenses within hours of arrival.

Beyond Evolution, as noted earlier, has particular interactions with Form-Breaking in SoaR 7. At levels 100 CP and below it works as normal. At level 300 and 600 CP it offers the various exotic energy forms your people have figured out as options to their roster-operating maybe almost as a side-grade to the standard level increases 300 through 1000. At the max level, the exotic forms really thin the barrier on limits of what people could be before. Certain stratas can't hold a person, or aren't stable enough to be free roaming bodies. Beyond Evolution lets your people stretch and even violate those limits in terms of material composition, making stable bodies out of the kinds of cosmic energies that should be impossible for even them to make into stable personal forms.

British Sci-Fi Tech and its upgrades have obvious overlap with a LOT of other features. As per usual, assume that British Sci-Fi Tech and upwards *can* be applied to relevant applications but won't be as good as getting the dedicated features for whatever reason (more expensive, less efficient, other limitations, whatever). Getting both will even further amplify your people's capabilities in that area. To restate my rule of thumb: if in a hypothetical multiplayer match you wouldn't let someone else get away with it, it's too far for you as well.

British Sci-Fi Tech and its upgrades do have two notable gaps even if you take all three: your people are not going to be doing fully higher-dimensional (in terms of 4d space) stuff, and things like pocket dimensions and basement universes. Don't worry you'll get your chance-next jump (or this jump for pocket dimensions).

It's up to you how No Mere Mortal manifests if you have a high level in the Form Breaking slider from jump 7, but it does still take full effect.

Before anyone asks, the reason Immutable Heavens gives so little CP is because it's pretty trivial to turn it into a non issue with the right features.

Lost In The Sauce may look different depending on your Comprehension levels, low ranks of the slider meaning that certain concepts and practices result in your people degrading to alien states of mind, while higher levels may mean that your people's constant tinkering with mental states often has catastrophic results. Up to you and what you think makes the most sense for your civ, within the bounds of what you took.

The scenario purchase Learn From Their Mistakes and the details of Bonus Objective 1 are related but different. By default there will be records that one can put together to learn the history and making of the heart. Learn From Their Mistakes ensures that information, tools, and weapons useful for fighting it survived the precursors' fall for your people to make use of.

Red Drawback Notes:

As the end of this realm's tale draws ever nearer, old **CURSEs** draw to fruition. I am not speaking metaphorically **OF** course. If you've taken red drawbacks previously, you must refer to what **VIOLENCE** you've inflicted on your people and yourself below.

The added effects on **Corrupting** are determined by the number of other red drawbacks you've taken before, up to the currently possible 9 previous selections. They are:

Violent in Story Of A Ruler: Gatherer.

Xenophobia in Story Of A Ruler: The Trek.

Barbarism in Story of a Ruler: Settled.

Sadistic in Story of a Ruler: King and Country.

Destructive in Story of a Ruler: Fires of War.

Death-Touched in Story of a Ruler: Age of Empire.

Unnatural in Story of a Ruler: Blazing Skies.

Monstrous in Story of a Ruler: Stars At Strife

Consumptive in Story of a Ruler: Galactic Chaos

The following "features" can be acquired for free if you qualify for them as listed below.

Corrupted Lands: The regions corrupted by your people's presence now become more dangerous and hostile, in general. More navigational hazards, more aggressive wildlife, and so on. This can be a double edged sword technically, but your people are used to and adapted to it giving them the advantage of home territory.

Corrupted Shadows: The regions your people have touched take on a twisted, menacing sheen. The skies overhead become discolored and threatening, the stars themselves seem to be malevolent eyes watching intruders. It won't just be dangerous to stay, others will generally not want to anyways just from the constant feeling of unease and terror that corrupted regions inspire.

Malevolent Corruption: The corruption in the regions around your people is not just a passive malevolence, it seems to take on an active weight against intruders and enemies. Natural disasters happen more often in their ranks, wildlife swarm explorers, the shadows grow deeper and leer more terrifyingly, all aimed in directions to chase them back out of your realm or else break them for your people's counterattack.

Corrupting Influence: The nature of the corruption that your people give off is infectious in some regards. Things that stay within their territory for too long start to be twisted and altered to match its presence, and even people risk being altered and corroded by the malevolence your people leak into reality around them if they don't take active precautions.

World Evil: Your people's corrupting influence is *very* infectious, enough so that it does not simply restrain itself to the immediate regions, spreading over time to claim new star systems and space around it. Should your people be destroyed but the corruption itself not be purged, it could theoretically remain an ever expanding (but weakened) blight on the cosmos long after their fall.

Corrupt Mind: Your people's corruption is no longer just a malevolent and violent reflection of their power, it is an expression of their worldview, of their reason for being. The corruption shifts, causing the world itself to express and support the vision of reality that your civilization espouses, subtly twisting chance, influencing the nature and outcome of things. Hate given form in the laws of reality.

All Devouring: The corruption your people inflict is total, not only twisting places into unrecognizability, but gradually grinding away any trace that other things existed before. Ruins of other races are eroded away, survivors twisted until they remember nothing of their past except as reflections of your civilization's will. All will be as dust before the endless empire you are constructing, and none shall remain who remember your conquests except as things which could not prove their right to exist in your wake.

If you've taken *one red drawback* before now, Corrupting is worth 800 CP instead of 600.

If you've taken *two red drawbacks* previously, Corrupting becomes worth 1000 CP.

If you've taken *three red drawbacks* before, Corrupting is worth 1200 and allows you to take the Corrupted Lands bonus feature.

If you've taken *four red drawbacks*, Corrupting grants 1400 CP and gives you access to the Corrupted Lands and Corrupted Shadows bonus features.

If you've taken *five red drawbacks* before now, taking Corrupting grants 1600 CP and gives access to three bonus features: Corrupted Lands, Corrupted Shadows, and Malevolent Corruption. If you **DON'T** take Corrupting at this point, your people suffer from the No Mere Mortal flaw, without granting you the points.

If you've previously taken *six red drawbacks*, Corrupting is worth 1800 CP and gives access to all previously listed bonus features plus Corrupting Influence. **NOT** taking Corrupting inflicts No Mere Mortal and A God Am We without granting points.

If you've previously taken *seven red drawbacks*, Corrupting is worth 2000 CP and gives access to all previously listed bonus features plus World Evil. **NOT** taking Corrupting inflicts No Mere Mortal, A God Am We, Wrong End Of The Boot and Wipe It Clean without granting points **and also** reduces your starting budget by 200 CP.

If you've previously taken *eight red drawbacks*, Corrupting is worth 2200 CP and gives access to all previously listed bonus features plus Corrupt Mind. **NOT** taking Corrupting inflicts the

previously listed flaws plus Fleeting Memory without granting points **and** reduces your starting budget by 600 CP **and also** removes you and your companions' item stipends.

If you've previously taken all nine red drawbacks, Corrupting is worth 2400 CP and gives access to all previously listed bonus features plus All Devouring, but also makes the racial altform this jump provides mandatory for the duration of your stay. **NOT** taking Corrupting inflicts the previously listed flaws without granting points, **and** reduces your starting budget by 1500 CP **and also** removes you and your companions' item stipends and perk discounts.