

Speaker for the Dead Jump

By SJ-Chan & Hunting Time

V.0.1

It's been three thousand years since Ender the Xenocide destroyed the Bugger race, eliminating the only starfaring sentient race Mankind has ever encountered... or so everyone assumes. Andrew "Ender" Wiggin and his sister Valentine have spent the last few millennia jumping from world to world, using the time dilation effect of light speed travel to cross vast swaths of time.

+1000 CP

ORIGINS

Speaker for the Dead: You are one of the Necromancers of this society, one who speaks for the dead, learning all they can about a person and then, in an approximation of that person's own words, speaks their life, telling everyone as much of the truth as has been uncovered. A Speaker reveals the true nature of the dead, casting aside secrecy and illusion to tell the story that must be told in order for the dead to rest easy. You may be any age from 16 to 90, and any sex you prefer, and you may begin with either full knowledge and background within the Starways congress, or simply as a drop in with no background in this Universe. If you were a Strategos in the Ender's Game Jump, you may resume that persona and gain +200 CP and the Legacy [Xenocide] or [Race Traitor], depending on if the Buggers were all destroyed or not.

Xenocide: You carry with you the Legacy of the deaths of an entire species, an act which has haunted humanity for 3,000 years. If anyone learns your true identity, they will treat you as a war criminal and shun you.

Race Traitor: You carry with you the Legacy of all the deaths in all the Human-Bugger wars which have plagued humanity for the last 3,000 years. All humanity knows of your betrayal, and if they learn you still live, their rage might be difficult to contain. Even if you made peace between Buggers and Man, the galaxy is a small place and population pressures long ago pushed the two races to war, lacking as they did a fundamental appreciation of the value of each other.

Xenologer: You are a scholar of alien societies, an anthropologist among the strange and a researcher of the hundreds of cultures and tens of thousands of subcultures that have grown up inside the Human Diaspora. You'd even study Xenos, such as the Buggers and the Piggies, if you can find them. You can either begin with working knowledge of the Starways Congress and its worlds, or as a Drop In with no memory of this place and no background to cloud your judgement. If you were a Hegemon in the Ender's Game Jump, you may resume that persona and gain +200 CP and the Legacy [Once and Future Hegemon] or [The Man who Lost the World] depending on if you left behind a united Earth when you left.

Once & Future Hegemon: Even 3,000 years after your time, people still read your words and speak of your leadership as a golden time. They have elevated you to a position of near godhood, and speak of your coming return in awe. Some will expect you to lead, others will expect you to end corruption, others to bring about a promised age. There will be no way to please them all, and what's worse, there will be those afraid you'll try. They are all aware you have returned from your long exile.

The Man who Lost the World: The nations of Earth may have set aside, after many long years of strife, their feuding ways long enough to colonize the stars, but they have left behind a Starways Congress that is as fractured and internally divided as the United Nations. There are interplanetary wars between human colonies and terrorism is a constant problem. And everyone seems to think it's your fault somehow. They are all aware you have returned from your long exile.

Queen [200]: Ever wanted to be a 3 meter tall telepathic Ant-Queen? Then you're in the right place. Formic Queens, aka Bigger Queens or Hive Queens, have access to the memories of their entire race, can telepathically communicate with each other and with their offspring (of which they have billions) and are incredibly durable. All Formics have heavy exoskeletons that function as armor and environment suits, as well as a sturdy endoskeleton. They are all but immune to even engineered diseases and can survive limited exposure to the vacuum of space. They have wings for flight (although most mature queens are too big to actually fly) and antennae which allow them to sense vibrations. They have large compound eyes and are exceptionally intelligent. They are also all female. Only the Formic Queen is fully sentient. All her offspring are animal intelligence or lower. Although humanity feels guilty about destroying the Formic Race, they are exceptionally Xenophobic and unlikely to look forward to the reemergence of a competing species that can drastically out populate humanity.

Drone [+300]: So, you want to be a Male Formic? This option is for you. Unfortunately, being a male formic means you don't have access to any of the non-free perks in the Formic Line. You gain their armored carapace, wings for flight, and

incredible disease resistance, as well as the freebie. This does not count against your drawback limit.

Piggy [+100]: You are a member of the Pequeno race, the sentient half-plant, half-animal sophonts native to the planet Lusitania. Diminutive, pig nosed, covered in brown fur, and skilled at climbing trees, they have almost no native technology and require the deadly Descolada virus to maintain their lifecycle. Piggy biology is complex (see the notes section) but, of the three stages of their lifecycle, only the second is mobile and capable of independent action and direct communication. These are the Wives (sterile females) and Brothers (immature males). Once a Brother is wise enough or has achieved something great enough, they are ritually killed and “planted” in soil to grow into a Fathertree. The same happens to Wives when a new Mothertree is needed. Fathertrees are sapient and can communicate philotically (i.e. telepathically) with other philotic species, or with Brothers and Wives using “Father Tongue”. Mothertrees cannot communicate at all and do not demonstrate any brain function. Brothers use Brother Tongue or Portuguese or Stark (aka Starcommon, Starways Congress’s version of English) to communicate with each other and with humans (most Brothers have human names) and use a sacred language known as “Wives Tongue” to communicate with Wives. Although these genders have no relationship to human genders, they are as close as english can get. You may choose to be either a Wife or a Brother, but transformation into a Mothertree or Brothertree (what happens when a Brother is killed outside of the planting ritual) will result in a failed chain. Transformation into a Fathertree will not end the chain, though if it happens, you gain the Fathertree form as your alt-form, not the Piggy form. Humanity as a whole fears any competition from Xenos and Piggies are not allowed off of the planet of Lusitania. The human citizens of Lusitania view the Piggies as savages.

Fatherhood Suits You [+400]: If you wish, you may begin the jump as a Fathertree. This renders you immobile and means you can only communicate with other philotic lifeforms (normally only Jane and the Hive Queen). If you choose this option, you can import any number of your companions as Piggies for free. You gain a free Mothertree for your little tribe and the Philotic Thought perk free of charge. All your shapeshifting, telepathy, and other communication perks are disabled by taking this option. You wanted to be a tree, you’re stuck being a tree. This does not count against the Drawback limit.

PERKS

Speaker Perks

Observational Analysis [100]: When you focus on an individual, be they human or alien, you gain insight into how that individual thinks, the reasons for their actions, and the methods to their madness. If your focus is purely passive, it may take days or even months to gain true insight, but if you speak to them or their associates, read things they've written, view art they have created, or even see how they raised their children, this process goes much faster. While this isn't mind-reading, the more you understand someone, the better you will be at predicting or explaining their actions. Your perception for details about an individual and the quirks of their behaviour is drastically increased.

Speak to the Masses [200]: You possess a rare gift for speaking to people, either individually or in large groups, and convincing them that they want to do that which you want them to do, either by expressing how it's in their best interest, or by shaming them with deeds of the past. As always, the better you know your target group, the more effective this is. Comes with a gift for oratory and clears up any stage fright you might have.

A Personal History [400]: When you speak to other people, you possess the ability to sift past their delusions and biases and outright lies to get to the heart of the matter, to find out the truth of what actually happened. This requires more than simple conversation, as this is an interviewing tool, but with it, you gain a sense of when people are being less than honest in recalling the past or talking about their own abilities and memories. This also grants you the ability to use that talent on yourself... though interviewing yourself might seem a little crazy.

Parallel Thought [600]: You can think two different thoughts at the same time, carry on a conversation with one person while telepathically communicating with another, or working on two different mental problems at the same time. Both tasks receive your complete mental strength. If you possess multiple entities within yourself, you can have as many thought processes as you have entities within yourself plus one.

Xenologer Perks

Cultivated Mind [100]: Cultures, both human and alien, are transparent to you. Spend a few days among them and you'll come to understand their ways and customs. A few weeks and you'll grow to understand their motivations and aspirations. A couple of months is enough to learn all their taboos as well as their languages. A year or two and you'll be able to blend into their culture seamlessly, with even the most xenophobic and alien looking species having to overcome their

confirmation bias to even realize that you aren't actually one of them with a particularly squishy exoskeleton. When exposed to the ruins and writings of dead cultures, this process doesn't work... unless you possess the Annals & Exposition perk, at which point this process is drastically slowed, but even so, days become weeks, weeks become months, months become years, and years become decades. With enough time and effort, you could create a functioning and mostly accurate recreation of an extinct culture, or with Reconnecting and Words on a Page, prompt people to create what was lost by stirring within them a connection to the original culture. Of course, this is easier with people actually connected to the original culture. It is easier to convince Persians to recreate Assyria than to convince Chinese people to recreate the Aztecs.

Words on a Page [200]: When you put pen to paper, or pixels on a screen, you say exactly what you want to say, every time. Your writing becomes compelling, keeping readers all but spellbound, and forcing them to actually consider your arguments rather than rejecting them out of hand. You can inspire others into thoughtfulness, grant greater understand, or even provoke them to action with relative ease. Once per jump you can pen a Magnum Opus, a work that will go down in history, a book that will be held up as an example to future generations, quoted, debated, revered... Well, actually, you can do it twice, but only once is safe. Doing it twice means your writing ability is drastically reduced thereafter and anything you write after the second becomes highly controversial, divisive, and filled with extremely biased concepts. This will reset each jump, but Magnum Opuses from one Reality are not guaranteed to have the same weight in new realities. If you return to a world you've previously visited, either through a sequel jump or a warehouse return, you do not gain a refresh of this ability and if you've written two Magnum Opuses in that world, your writing still suffers from extreme bias.

Annals & Exposition [400]: By studying the details of the past, you can (with impressive accuracy) recreate the particulars of any historical event, be it last week or fifty-thousand years ago. Obviously, the more details you have, the easier this task is, but your ability to accurately synthesize even fragmentary accounts into a cohesive and sensible whole is nothing short of miraculous. Not only can you explain what happened, but the why and how of it all, the reasons for individual choices, the vagaries of weather and politics, and to put yourself into the mindset of anyone who left behind anything written or recorded. Even from something as prosaic as a requisition form or a shopping list.

Reconnecting [600]: Has it really been 5,000 years? Feels like Yesterday. No matter how long you and your friends, acquaintances, or enemies have been separated, all it

takes is a couple of seconds and all the old memories and emotions will be as fresh as the day they were made. Centuries might pass between meetings, but each time your relationships will always resume just as they were the last time you spoke to them. This works even if, somehow, their memories have become impaired, restoring what was lost or damaged... unless you're the one who erased / modified those memories.

Queen Perks

Formica Armor [100]: You possess the hardened exoskeleton of a member of the Formic Race. It will protect you for short periods of time as if it were an envirosuit, is better armor than ballistic kevlar, is self repairing, and comes with wings that allow you to fly like a grasshopper. Unfortunately, it is extremely insensate, which is why you have antennae for sensing vibrations, as your armor lacks that ability except on the most basic level. You also lack external ears, but your chemical senses are drastically enhanced, giving you a better sense of smell than even a bloodhound.

Philotic Communication [100]: You possess the innate ability to speak mind to mind with any other philotic being or telepathic being anywhere in the galaxy, as long as you know who they are and have a general sense of where they are. This does not grant nor act as a conduit for any form of mind-reading, even if you are normally capable of such acts. Unlike Philotic Thought, this does allow you to establish a channel by which a non-philotic telepath can respond, but if you shut off the conduit, they cannot re-establish it.

Inverse Communism [200]: You can take direct control of any member of any Hive Organism as long as the Hive Mind or its closest nodal link is not mentally stronger than you. The stronger the individuality of any hive member, the more it can resist your actions, but anything with lower brain function than a common dog is easily controlled. While initially you'll be limited to a few dozen, as your control and experience grows, you'll find you can shape the behaviour of almost limitless numbers of subordinate workers and drones simply by continuously shifting which ones you're actively controlling. Such multitasking will become second nature. If you also possess Philotic Communication, you'll be able to sense, and sometimes interfere with, the signals used by other Hive Minds to control their drones and workers. If you don't understand the name of the perk, it is a central tenet of Communism that "The Workers Control the Means of Production".

Queen Me [400]: You possess the ability to give birth to Drones, Workers, specialized Bugs, and even other Queens. If you are not a Bugger Queen, this is limited to one kind of common hive type insect (bees, termites, ants, etc.) that are small enough to

emerge from your mouth. If you are a Bugger Queen however, you can give birth to one Drone, one Worker, one Warrior, or several lesser Bugs every day, though you'll have to spend the entire day as a Bugger to do so. Drones are males whose job it is to keep you... ahem... in the Queenly way. They cling to you all the time and act as your protection. You'll need them to create anything else, especially another Queen. Drones are semi-sapient and will not die if you become cut off from them. Workers are your main workforce and are smart enough to follow orders, but that's it. Warriors are bigger and tougher than Workers, but ill-suited for menial tasks. Lesser Bugs do all the basic tasks, such as mining, farming, cleaning, or terraforming. They are genetically programmed to do one thing and they'll keep doing it until they die. Most of them can't even defend themselves. You can even create Bugs whose job it is to build biotech spaceships, weapons, systems, or structures. Once a decade you can birth another Queen, if you desire. She will have all your memories and all Bugger Queen perks, whether or not you do.

Biotech Creation [600]: You can adapt your biology to almost any harmful agent (chemical, biological, radiation, virus, temperature variation... as long as there is a non-negligible chance you'll survive exposure for more than a few seconds. Not only can you do this, you can pass those adaptations along to your offspring. Furthermore, you become able to invent new and exotic adaptations for your children / creations, such as turning normal technological objects into biotech. If you aren't a Bugger Queen, you'll need some method of gestating these creations, but a Bugger Queen's body is capable of either creating living things on her own, or creating Bugs designed to build independent systems, such as, for example, a bug whose abdomen contains ten upgraded human hearts for implantation... or even self implantation. Or a bug which builds Biotech PS4s. The only limits on this are your knowledge of the sciences and technology.

Piggy Perks

Part Plant, Part Animal [100]: You can absorb nutrients both as an animal (eating, drinking, breathing, etc)... or simply by soaking up UV, CO₂, and Water, plus trace nutrients from the ground you're standing on. Whenever it would be advantageous to be a plant, you are a plant, and whenever it would be advantageous to be an animal, you're that too. If it would be disadvantageous to be one, but not the other... then that's what you are.

Fast Learning [100]: Whenever you have a functioning example to work from, or a teacher to learn from, your learning rate is enhanced massively. You can learn in

months what normally takes people years, as long as someone is willing to show you how things work. Or you could spy on them.

Brotherwood [200]: You can, by a simple act of will, create high quality wooden objects out of your own flesh. This process is painless and takes only a few minutes, but using it too often will leave you very thin as the mass comes out of your body.

Descolada [300]: You can, by destructively absorbing another natural lifeform, gain access to any or all of its biological abilities (but not memories). This completely destroys the original lifeform. You are also a vector for the incredibly deadly Descolada virus, which you take with you from jump to jump. You and your companions are immune to its more harmful effects. Cannot be taken with Recolada.

Recolada [400]: This functions identically to Descolada, but the act of absorbing another lifeform has become symbiotic. You and they merge into a single new lifeform, possessing the memories and personalities of both. You no longer act as a vector for the Descolada Virus, and are rendered immune to it. You act as a vector for the harmless Recolada Virus, which renders anyone exposed to it immune to all manufactured viruses and destroys the Descolada on contact. Cannot be taken with Descolada.

Philotic Thought [600]: Somehow, you've gained the greatest power of a Piggy Fathertree, without having been planted in the ground. You can now think philotically... that is, your thoughts are faster than light. Neurochemical thought has to travel through neurons, and moves roughly 270 mph. Your thoughts now travel instantly to any part of your body... or to any receiver (any telepathic or philotic being you know)... anywhere in the galaxy, practically instantly. While this does allow telepathic communication, that communication can only be to telepaths or philotic beings and only a philotic being can respond. It does not allow mindreading of anyone. A word of warning; while this means that your reaction time and thought processes are many orders of magnitude faster than normal, your pain receptors also function at this incredible speed, instead of the normal 4.4mph. It won't make things actually hurt more... there just won't be any delay at all between being hurt and feeling that pain. If combined with Philotic Communication, this grants the ability to create Auia... that is, the ability to give a soul to any entity, though the process is incredibly draining and requires giving of yourself to do so.

General Perks

Delphiki's Organelles [200]: A biological upgrade that introduces the ability to turn the excess growth associated with Anton's Key off (and theoretically back on again if so desired), thus countering the eventual immobilization and then death by heart failure of those who have it. One need not be a carrier of Anton's Key to benefit from this, as it grants the ability to switch expedited physical growth on and off at will... say if you wanted childhood to last half as long, or wanted to stay petite and childlike forever. While active, you will find yourself continuing to grow a few inches taller every year, or more when combined with Anton's Key. While deactivated, you won't grow an larger (unless you get fat) than you are at that moment. Each Altform can have its own growth pattern if you desire.

ITEMS

Fathertree [400] (Discount Piggy): A Piggy Father Tree is added to your Warehouse in a small plot of land just outside the back door. It is temperate, gets rain and sun enough to sustain the Fathertree... though the tree will get lonely as it is a sentient being... unless someone visits it and talks to it. A Father Tree has the Brotherwood and Philotic Though Perks. This is a companion, though not one you can import in the traditional way. It can import as any tree you buy or have bought with CP, and can absorb the genetics of any natural tree-like or fruit-bearing organism, thus allowing it to become an Apple-Orange-Cherry- Banana-Pineapple-Tree

Mothertree [200] (Discount Piggy, requires a Fathertree): A Piggy Mothertree is added to your Fathertree's lot. It will produce Little Mothers so you can transplant Piggies onto any planet you like. Purchasing this will mean that a small Piggy village will grow outside your warehouse and they may occasionally come by to ask to borrow some sugar or a pulse rifle. They can only enter the warehouse with your permission. You can leave a Mothertree and Fathertree on any temperate world you visit.

Brothertree [100] (Discount Piggy): A Piggy Brothertree is added to your warehouse. If you've bought a Fathertree, it is added to that plot, but otherwise just sits wherever you put it. It looks like a big oak, is not sapient, and only has the Brotherwood Perk. It can convert CO₂, water, and light into wooden objects at the rate of 20 lbs a day and knows what to produce by being asked in Brothertongue.

Spaceship [400] (Discount Xenologer): You gain a Park Drive Spaceship, a freighter with 5,000 tons of cargo space, a lander shuttle, and birthing and galley for 20. It normally needs a crew of 5, but can be operated by a single person as long as nothing goes wrong. It travels very close to light speed and is subject to time dilation effects,

but not subject to acceleration or deceleration stresses. It simply jumps to near light speed, then shifts back to relative motionless in the destination system. It has a complete map of whatever version of the Milkyway Galaxy it's in... but not any other galaxy.

Ansible [50] (Discount Speaker): You gain two ansible units. They're about the size of a video game cabinet and can communicate instantly across any distance... including across dimensional boundaries. Each time you buy this, you gain 2 more units.

A Drone of Your Own [25] (Must be a Queen): You gain 4 Workers or specialized Bugs. Every time you purchase this, that number doubles. This keeps you from having to birth them each jump. Every Jump you'll begin with the same number of offspring. This cannot be used to buy additional Queens and 1 Drone is worth 4 Workers.

Path Virus Drug [200]: You gain a small sample of the intelligence enhancing drugs that make the people of the planet Path so dangerous. Unfortunately, there are some serious OCD side effects to using these drugs, but you have enough to last for a month. You receive a new month's supply every year, whether you've used up the last batch or not. With proper storage, the drug can remain viable for up to 20 years (unless you have stasis tech.) The OCD effects become more pronounced the longer you take this drug. Buying this a second time allows you to give a companion a permanent supply of the drug, but you can't use their supply and they will absolutely become as OCD as they can get.

Recorder Eyes [100]: You have cybernetic optical implants that record everything you see in perfect visual fidelity and can upload that information into any linked computer system. Can be purchased multiple times for Auditory and Olfactory information.

Computer [200]: You possess the most powerful personal computer that the Starways Congress can produce. It is an experimental prototype and utterly cutting edge for this time period, roughly 3,300 hundred years into the future.

House [200]: You gain a small, comfortable family house appropriate to whatever planet you are on. It has comfortable, well aged furniture, pictures of you and your family, and small personalized rooms for each, as well as a well stocked kitchen and pantry, and all the common conveniences of the day (indoor plumbing, telephone service, holographic TV... whatever a middleclass family might have). Every jump,

this house will reappear near your starting location (or on the first world you arrive in if you end up someplace awful.) You'll always know the address, but have no real control over where it ends up. It could be downtown, could be in the country... but always someplace not terribly inconvenient. If you have ID for that world, it lists your home address.

Starways Credits [25]: You have the equivalent of 50,000 US dollars in 1980's money. Every time you purchase this, the amount doubles.

Contacts [25]: You have a contact in a given field who will willingly take your call and give you the best advice or assistance they can. Each contact has a specific field (science, military, law enforcement, medical, academia... there is a transfinite list). Each contact automatically updates every jump, to the best of the limits of the jump. A scientist contact may become an alchemist or a particularly intelligent squirrel or a highly competent Tutorial AI depending on the setting. The contact's name always remains the same, and they'll remember the last time they helped you out... in the context of the new jump.

DRAWBACKS

They Lied [+600/+1000] (requires having been to Ender's Game Jump, worth more if you took the Hive Queen Companion): The Formics lied to Ender. They knew about individual identity because their drones have individual identities which the Queens suppress. They knew they were killing sapient beings, they knew they were committing an act of aggression against another Hive. They attacked humanity, not realizing there were quite so many of us, then realized they couldn't compete against billions of individual sentient minds. Because it takes them many many human generations to establish new Hives, they knew that Humanity would obliterate them given time, so they sacrificed themselves to leave behind a new queen who could kickstart their civilization once enough time had passed. They used Ender to make Humanity sympathetic to them. But they did more than that. They sent dozens of infant queens to dozens of hidden worlds, leaving a queen to spy on Ender... and (if you bought her) one to spy on you. The Formics played Ender (and you?) for a fool. Good luck winning this war. If you have the Hive Queen Companion, every Queen has a complete knowledge of your abilities and every perk you've given the companion

Queen. She will not help you against her sisters, but if you've imported her into at least 5 other jumps, she won't side against you either. As a companion, she has access to your warehouse, which you cannot block and you cannot dismiss her until after the jump ends, but anything she uses against you will respawn at the end of the jump

3000 Years at the Speed of Light [+300]: Time keeps on slipping, slipping, slipping... into the future. You begin this jump just after the end of the Ender's Game jump and at utterly random intervals slip forward days, weeks, months, years, or decades into the future. This will never place you in immediate danger (the volcanic island you're on might be going to erupt, but not within the next 20 minutes or so), but you have no control over it, nor on where in all of human occupied space you end up. This will leave you arriving on Lusitania right around the time Ender does, sometime in the 8th year of your jump, with no knowledge of how you got there.

Xenophobia [+300]: All other races are scary as hell... and they're probably out to steal your planets from you. You'd better destroy them all before they destroy you. Or so the voices in your head keep insisting. You're a rabid Xenophobe, hating anyone and anything that's of a species different from your own. You will not willingly transform into any other species than the one you picked for this jump and you will instinctively treat all your companions that have alien alt-forms with deep suspicion. If their original form was alien to whatever you are now, you'll be especially distrustful. This does not apply if you are a Piggy Fathertree and you imported them as Piggies.

Authorial Psychosis [+200]: Sure, in the normal course of events, Orson Scott Card's rabid conservatism wouldn't begin to manifest until book 3, but you get it full force in this jump. All non-heteronormative behaviour is explicitly banned... including sex for purposes other than reproduction, and all females are expected to be highly supportive, nurturing, and compassionate, while all males are expected to be incredibly... manly? Sociopathic? Power hungry? Considering that Peter eventually replaces Andrew... who can say?

Descolada Infection [+200]: You've been combined with one of your companions for this jump. You both share the same body, have all the combined Perks, but cannot shield your thoughts from each other and each of you only controls ½ the body and ½ the perks... scrambled at random. At the end of the jump, this reverts to normal, but you can give them one of your perks permanently.

Descolada Vector [+400]: You are an active source of the Descolada Virus (cannot be taken with the Descolada or Recolada Perk.). Your presence is lethal to almost all living things and those few that survive it are usually mutated horribly. Anyone who realizes you are the vector will attack you with everything they have.

Descolada v.2.0 [+100]: The Descolada now is a computer virus that randomly combines all your files and media. They revert back to normal at the end of the jump.

Maker Maker [+100]: Somehow, Speaker for the Dead is now the Sequel to Alvin Maker instead of Ender's Game. Everything is now fantasy skewed instead of sci-fi and very little makes sense.

Child of the Mind of Christ [+100]: No Nooky For YOU!

A Reversion to the Mean [+100]: The official Charter Religion of Lusitania is no longer Catholicism. It is now something else even more fundamentalist, intolerant, and overbearing. It is now... Scientology.

Starways Congressman [+100]: You are a member of Starways Congress. No one trusts you, everyone gets paranoid around you, and you have to attend endless meetings three times a month to discuss the trade imbalance in sector 15 or regulation of Antarian Beetle Juice or the situation on Lusitania. No one in Congress ever listens to you, no matter how convincing you normally are. Comes with 1 free Ansible Unit so you can stay in contact with the Starways Congress all the time.

NOTES

Forthcoming in the Children of the Mind / Xenocide Jump

Origins

Philotic Lifeform

Formic Drone

Sentient Virus

Child of the Mind

Peter's Path Virus Drug: A new and improved formulation of the drug.

Step Outside: Endjump Option - As a Philotic Lifeform, you must safeguard Humanity until it can defeat an entire Galaxy's worth of Formic Queens hell bent on destroying humanity. You have no physical presence at all, and begin the jump only with a single Ansible Receiver in a cave on Earth in the year 16,000 BC.

The Jane Scenario: starting out with helping Ender from when he leaves Eros till the books are done. Have to get a body given to you by him or it's a fail.

Piggy Biology Note

"The pequeninos exhibit an extreme case of sexual dimorphism, combined with the unique plant/animal symbiosis that characterizes all life in their native planet of Lusitania, thanks to a virus that was known to the people of Lusitania only as the descolada. Taking this symbiosis to the extreme, pequeninos are unique in that they metamorphize from animal to plant.

Fertile females of the species are impregnated while still in non-sentient worm-like infant form from the fathertrees that form the third stage in the development of Pequenino males. Typically called little mothers, they do not survive labour as they have no birth canal — embryo pequeninos have to eat their way out of their infant mothers.

This birth takes place within the birthing place or else the mother-tree of the pequenino tribe. Following birth, there follows what pequeninos call their "first life" or "life of darkness," their life as infants and children which they spend still within the mothertree. Most female children will not pass this stage of development, dying as they deliver the new generation of pequeninos, though a few of them, those either sterile or deliberately selected for the role will grow up to full stature in order to become wives, the matriarchs of the tribe.

Male children will eventually grow up to their "second life" or "half-lit life", leaving the mothertree. In this time the male pequeninos, calling themselves now "brothers", try to distinguish themselves, hunting and foraging, and very often waging war against other tribes. Also they carry the infant mothers to and from the fathertrees. It is in this stage that pequeninos have the most humanoid appearance, and the most comprehensible, and communicatable, type of existence for humans.

In this stage male pequeninos don't have reproductive capabilities. This only happens in their "third life" or "life in the full light", which is a privilege selected only for those pequeninos that have distinguished themselves, either in combat or otherwise — a decision usually made by the matriarchic wives. Male pequeninos that are given this honour, are seemingly ritually killed by a fellow tribe member, but in reality the methodical cuts and removal of certain organs that they undergo helps them transform into "fathertrees" that grow out of what are seemingly their corpses.

These fathertrees, or simply fathers, look completely like trees in appearance, but nonetheless the pequeninos can still communicate with them using the "father-tongue"; and the trees can also communicate with each other. Communication from father tree to brothers requires the brother to tap the father with sticks, allowing the father to adjust cavity sizes inside his trunk to vary the sound. With the sap on their barks, they fertilize the infant mothers carried to them by the "brothers".

If a pequenino dies without the proper rituals, he will become a brothertree, a tree that does not retain its sentience as the fathertrees do. It is from these trees that the pequeninos take their wood, by speaking to them in the "fathertongue" and singing them into the wooden tools they need."