

There is a wide, yawning black infinity. In every direction, the extension is endless; the sensation of depth is overwhelming. And the darkness is immortal. Where light exists, it is pure, blazing, fierce; but light exists almost nowhere, and the blackness itself is also pure and blazing and fierce.

Carl Sagan

Too low they build, who build beneath the stars.

Edward Young

From beyond the void. From beyond known reality. A legend. A myth. A power; A starship, crafted by hands with skills beyond conception. Built in the Heavens.

It dreams. It dreams of a purpose. Of a master.

Of you.

You have been chosen. Your hand will guide a starship with the ability to lay fleets low. To sail sea after sea of the stars. To see entire worlds and systems brought to ruin. To craft worlds.

What is your will, Captain?

You now have 100 Points.

Origins

Choose One

Abductee

Seeking. Seeking. Always seeking. Lost and dreaming - it's been searching for someone for a very, very long time. Some entity that resonates with the ship's command core protocols. Someone like **you**.

Hypercorp Slave

You've known nothing but servitude your entire life. Hypercorp, pirates, PMC, it didn't matter. You were dragged along on an archeotech excavation to act as yet another warm body to pass through the gauntlet, and they shoved you to the fore like every other poor soul before you. Sadly for your captors, the gauntlet in question turned out to be a Starship that immediately recognized you as it's captain. Retribution was both swift, autonomous, and final.

Rural Worlder

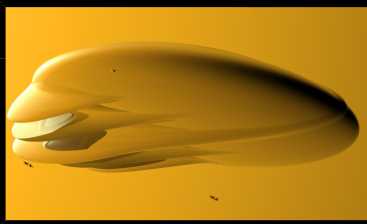
They told you never to go into the ruins. Until the slavers from the stars came and devastated everything you knew. Survival, however meagre a chance, was better than sacrilege, but beneath the forbidden ruins was a wonder beyond anything God himself could craft...

Family Legacy

Your uncle was a spacer, and he told you once of a find of the century - a starship beyond the capabilities of men and god, locked away in a lost system. No one believed him but you, taking such rantings as the dreams of a broken drunkard. Yet on his deathbed he bequeathed you a set of co-ordinates, and you risked it all to prove that some legends can indeed be real...

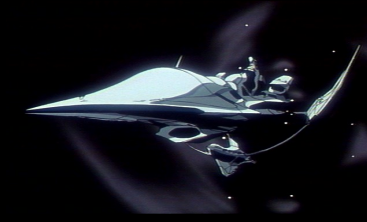
Hull Type

Choose One



Geometric

There is simplicity in mathematics. Sometimes the more advanced things are, the more simple they become. While your starship may not evoke beauty with artistic lines, there is a statement to be made from such simplicity, and the power it holds.



Vinge

The sleek lines of your ship evoke smoothness and flowing, near-organic curvature with its frame. A seemingly perfect match of nature and engineering, evoking a beauty that few can match - for few hold the knowledge and power to craft such things.



Classical

The tranquil beauty of space and the ocean share a similar theme, and this starship looks as if it was designed to sail both.



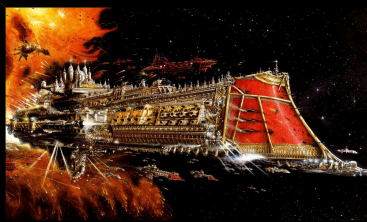
Functional

Despite its utilitarian shape, no one can deny that it has a charm and beauty all of its own.



Biological

Space is yet one more environment, an environment the makers of this ship choose to master. Your ship is less a vessel and more a creature whose purpose is to travel sea after sea of the stars, its form cultured and engineered for this purpose.



Gothic

Form follows function. What function the makers of this ship choose is questionable, but it cannot be said this vessel doesn't leave an impression. In many ways a flying work of art, those that witness this ship in action will no doubt keep the memory with them until their dying day...

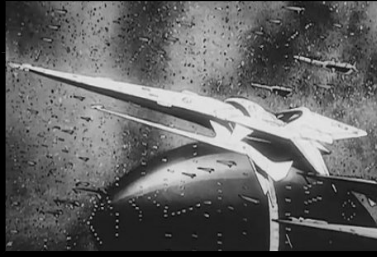


Fantastical

Those that incepted this starship choose its form to make a statement, invoking both legend and the power of their technology. As such, this form evokes mythological resonance, calling to mind the forms of great beasts out of the earliest stories of mankind - the dragon, the demon, the leviathan.

Size Category

Choose One



Dreadnought

The master of fleets. Few are capable of building on this scale, and yours is already a cut above. The mere presence of your ship is enough to deter entire armadas, and catch the attention of galaxy-spanning empires...



Capital

The jewel of any engagement, and the prize of many an empire. That you command such a vessel will give anyone pause should they desire to stand against you.



Cruiser

The backbone of any fleet - size enough for extended forays and punch enough to be decisive in whatever they may encounter.



Destroyer

Often regulated to in-system monitors given the size and required crew, your starship's size merely allows for a much nimble profile and a hidden power few would suspect.



Personal

[Free Spatial Compression] Even vessels these small would require a crew to pilot - but not for you. Your ship requires only your word and will, nothing more. Further, it's size can go even smaller, to the point where it's exterior shell is only the entry point for the engineered superstructure within...

Stardrive

Choose One

Fold Drive

This stardrive distorts the geodesic structure of spacetime, momentarily forcing two disparate points to become one. This drive, while allowing for instant translocation, requires massive power draw and depends upon accurate astronavigational data for truly long jumps, as otherwise complications may arise.

Alcubierre

This powerful stardrive deforms space around the voidship, forcing it to coast along on a self-actualized wave of space-time accelerated beyond superluminal velocities. While obscenely fast, this stardrive is fairly obvious for those entities capable of monitoring such things, and what it makes up in speed, it lacks in dexterity.

Subspace Diver

This stardrive allows for your ship to slip in and out of subspace with effortless ease, like skimming beneath the surface of water with pin-point accuracy and grace beyond all but the most sophisticated of stardrives. The ease and accuracy allows for your starship to emerge within other structures, from planet interiors to, potentially, other starships...

Hyperspace

This stardrive utilizes self-actualized jump-points to travel through hyperspace - a highly energetic other-realm that holds only a passing familiarity to real-space, allowing for fairly quick superluminal travel. Your voidship's hyperdrive sophistication means they can actually phase in and out of hyperspace, or utilize normal 'gates' should they wish not to be obvious - or bring other starship's along with them.

Black Forest

While easily the slowest of all options, this one grants a boon above all else - the obscuring energies of this drive's engines cloak entry, exit, and path of your ship's superluminal travels. Yours is a ghost in the night, a silent wind in the void - other's may sing a song of celestial travel as their powerful engines sunder reality, but yours is the quiet whisper heard by none.

Lighthugger

[Free Stasis Crypt] Superluminal travel? Impossible. The only way to achieve interstellar flight on any feasible timetable is to coast up to c as much as feasible - this stardrive pushes your starship up to these sort of speeds, allowing for travel to other star systems within a normal human lifespan.

Warp

This stardrive breaches the Real to travel through the Immaterium, a hellish other-scape considered by many to be populated by horrific denizens and creatures. While the nature of your ship's stardrive bypasses many of these hazards by its very sophistication, the Warp is not kind nor accurate. Occasionally, Warp-storms can force other craft out of alignment with the Real, meaning temporal and spacial disjunction is a possible thing...

Real Space Drives

Choose One

Impulse

Utilizing space-warping technologies to eject mass at high velocity, attaining appreciable values of c in real space.

Inertia Drive

This drive utilizes gravity warping to create movement without mass ejecta, converting energy directly into motion. This control over inertia and gravity results in a horrendously manoeuvrable and quick method of propulsion, though it's energy requirement is considerable.

Subspace Trawl

This realspace drive interfaces with the geodesic skein formed from the relationship between real-space and higher-energy dimensions, effectively pulling or pushing the ship along space-time itself. While not as nimble as Inertia Drives, it has a bonus of not requiring any gravitational disturbances or mass ejecta for propulsion.

Power Source

Choose One

Antimatter

An almost quaint, antiquated power source compared to other, more robust generators. Technically, anti-matter itself is but a storage medium, but thankfully, the system your ship possesses also comes with the requisite matter edition capabilities to simply flip the polarity of deuterium over to artificially manufacture anti-matter without the massive particle accelerators more primitive civilizations utilize. It still requires raw harvesting of potential fuel, however.

Artificial Black Hole

Crude yet powerful, requiring only mass to throw into the core. This power generator draws power both from the singularity's spin alongside the gravitational destruction of matter as it passes beyond the black hole's horizon.

Hyperspace Tap

Siphoning off the tidal pulls of high-energy extradimensional realms, this power source is surprisingly robust for such an exotic manner of energy generator. As a bonus, it's draw can be dialled down to an almost minuscule amount. Useful, for when stealth or the need to be put on standby is a concern.

Degenerancy Reactor

This reactor simultaneously utilizes high-order mathematics to generate an artificial singularity and sub-space tunnelling to siphon off power from the inexhaustible wealth of energy that comes from the beyond the black hole horizon.

Disjunction Core

Harvested from rare high-energy events that can occur in the more tumultuous galaxies, this generator harvests energy from an eternally expanding subsumed knot of space/time - in effect, a caged baby universe, inexhaustible and without end.

Ship Intelligence

Choose One

Imprint



Previously inactive and dreaming, this Autonomous Cybernetic Intelligence effectively 'imprinted' upon you the moment that you were registered as the Ship's Captain. It's personality, interests, and appearance are specifically designed by it's very nature to compliment yours - what you lack, it will posses. What you need, it will provide. While an independent entity with it's own wants and interests, it will be fiercely loyal and protective of you and your interests - after all, it was designed to be so.

#1n3



This machine intelligence was designed with the intent of being the perfect companion and second to the ship's captain. Loyal without question and perfectly capable of executing tasks and goals with the intent to defend both starship and crew, this intelligence, once awakened, will quickly become a boon companion and friend for the eternal journey's ahead of you.

Ghost



It's been so long since this machine intelligence was birthed. The intent of their craft has long since been lost to time and dreams, but they are so very, very lonely. Intelligent beyond measure and desprete to please, is it any wonder they quickly latched on to you with loyalty and devotion?

All AIs posses fully functional physical avatars incarnate of their preferred form they can utilize to interact with you.

Secondary Systems

Self Repair and Maintenance

[Free] Your ship has been equipped with a sophisticated set of repair, engineering, and fueling elements, stripping away the need for a crew.

Medical

[Free] Considered mediocre by your ship's builders, this medical suite is enough to turn back the tide of death itself, if need be - as long as decay and irrevocable disruption of the neural state has not occurred, the body can be repaired.

Captain's Cabin

[Free] Your personal demesne within the ship, crafted to your specifications, aesthetics, and preference. The only real constraints are the engineering limits involved as stipulated by the size of your ship, and maybe not even then...

Bridge

[Free] The command throne from which your ship heeds it's master. Style, appearance, aesthetic - all is assembled at your will.

Passenger Quarters

[Free] Far from palatial, this series of berths is more than enough to satisfy the need for rest and relaxation of individuals that you bless with the privilege of coming aboard your vessel.

Shuttlebay

[Free][Cruiser Size and Up Only] Size is a statement, but it can be awkward, on occasion. The need to descend from the heavens to the earth can occur, from time to time. Should such arise, your ship possesses at a minimum of two self-maintaining shuttles, to convey you to your destination. These artefacts are capable of multi-atmospheric operation and transporting fairly sizeable cargo, as well as personnel.

Telepathic Control Link

[-2] A specific command module has been linked to your brain's neural-vector state, allowing for remote monitoring of your awareness without interruption or blocking. This allows for command and control of your starship when not aboard and communication with any Ship AI should the need arise.

Librarium Vault

[-2] Less a vault and more a resplendent mix of museum and library, containing within both artifacts and ancient manuscripts. Who knows what information could be locked away within these archaic yet magnificent tomes and baubles?

Biosphere

[-1] A dedicated portion of the ship has been reformatted to accommodate a terrestrial biome with features and atmospheric systems of your choice. Maybe be purchased multiple times.

Virtual Space

[-2] A fast time-accelerated virtual universe(or multiple) allowing for a myriad of functions, from education to entertainment.

Epicurean

[-1] A specialized space set-aside for the explicit production and preparation of rare and indulgent foodstuffs. Extinct species, long-lost flora, distilled, rare essences - your dining experience will be as such to humble a god.

Smartmatter

[-5] The majority of your Ship's internal habitable space has been augmented with programmable smartmatter, allowing for rapid and painless reconfiguration of it's internals on the fly. While often seen as a sybaritic luxury, this also allows for surprising combat utilization, should boarding crews become a problem.

Internal Heaven Array

[-5] Going above and beyond the normal emergency forcefields ships possess, this array encompasses the entirety of the ship's internals. This not only allows for rapid and excessive defensive measures formed from energy fields and solid light planes, but it also allows for the more subtle tractor effects, allowing for matter manipulation and control.

Spacial Compression

[-5] Bypassing the constraint and limitations of normal space, all or part of your Starship's interior has been folded into a higher-dimensional envelope of constructed reality. This gives your starship more room on the interior than the exterior hull would allow.

Stasis Crypt

[-1] Portions of your ship have been constructed with the purpose of housing hundreds of thousands of individuals, kept perfectly within stasis.

Maid Deployment

[-1] Rather than rely on pure automation for most interior and exterior repair and maintenance tasks, this module allows for the construction, customization, and maintenance of a group of sophisticated semi-independent, semi-networked bioroids tasked with handling such matters. While your Ship Intelligence can easily handle them should the need require, they can also be allowed to grow independently, expressing individualistic habits, appearance, and traits.

Backup Core

[-5] While remote to the extreme, there was always a possibility that your primary AI's core could receive terminal disruption that it's auto-repair and defensive systems would be unable to mitigate. While automatics would be capable of managing the Starship, the loss of such an asset would be difficult to recover from. As such, your AI's core has a mirrored hot backup in a hardened vault, allowing for recovery from catastrophic loss. However, rather than a hot backup, you can instead select another AI core to be active simultaneously, allowing greater management flexibility for you and yours. You can select this option multiple times.

Chrysalis Generator

[-10][Requires Telepathic Control Link] The pleasures of direct flesh to flesh interaction is often a sirens call a Captain cannot ignore. And despite the power their Ship possesses, the chance of failing their Captain is not remote. But even something final as death is not insurmountable. Specific modules and engines are now irrevocably linked to your corporeal vector, continuously cognizant of the state of your flesh. Should lethal damage occur, the system reacts, translating your neural organs from your doomed body to an awaiting chrysalis that then proceeds to reconstruct your corporeal shell as it was previous to destruction. Due to the weakly acasual nature of this system, it can react even in the face of complete and total body destruction. While the reconstruction process is far from simple, leaving you immobile(though not unaware and insensate) during your restoration, it is perhaps far preferred to the alternative.

Drone Command Array and Bay

[-5] A portion of your ship has been repurposed for the construction, maintenance, and in-field management of a fleet of combat drones. While not as powerful as your starship's main offensive and defensive array, being able to envelop and aggress from multiple angles and battlezones can be useful. All drones come equipped with your FTL drives, should the need arise to engage in a superluminal battle across multiple light years. The specialization of these command systems and bays means that construction of such is typically much faster compared to other, general purpose systems.

Heavy Drone Array Augment

[-5][Requires Drone Command Array and Bay] The Drone Command and Deployment system has been upgraded extensively. This not only allows you to deploy, manage, and construct more drones than before, but you can also field larger, more powerful independent assets.

Manufactory

[-5] A specific portion of your starship has been devoted to heavy industry, allowing for the rapid construction of various buildings, stations, vehicles, tools, and personal armaments. While internal yards are your primary construction resource, your assets can be deployed beyond your voidship's realm to allow for planetary and void-side construction, assisted by such things as independent harvest drones, disassembly and construction arrays, and manufactory automata. In addition, this includes the requisite pattern archives necessary to start a modern industrial infrastructure on your settlement of choice, should you see the need to do so.

Shipyard

[Capital and Dreadnaught Only][-10] Your starship has been extensively augmented with the requisite processing, manufacturing, and egress bays required to construct other Starships. The only real limitation is size, though dedicated manufacturing could enable you to eventually duplicated your starship entirely.

Drive Redundancy

[-5][Cannot be taken with Lighthugger] For whatever reason, the makers of your voidship saw fit to make sure it was more than capable of traversing the barren gaps between stars. It possesses more than one method of superluminal drive, giving it a flexibility few can match.

Command Core

[-2] While remote, the possibility of destruction is present. The central command core of your starship has been augmented and designed with this possibility in mind. Not only is it independent of the rest of your starship in terms of power and propulsion, but a specific manufactory module has been engineered within for the express purpose of harvesting and construction of the ship itself - allowing for the entire starship to be rebuilt from nothing should it ever be lost.

Teleportarium

[-5] This system allows for the formation of apertures bypassing the space between two separate points by tunneling through higher dimensions, allowing for spacial translation to and from your starship.

Warchive

[-1] Not merely a pattern vault of small and heavy arms, autonomous assets, weaponry, vehicles, armament, armor, and so forth, but an archive of information on enacting interplanetary war. Comparatively useless without a manufactory base, it still is an informative treasure trove of such topics. Paired with a manufactory, you can build armies fit to conquer worlds.

Stealth

[-5] Your starship has been crafted with the intent of stealth - not only has the superluminal and realspace drives been fine-tuned to rapidly disperse with no hint of your passing, but your hull and systems are designed to allow for maximum obfuscation at both close, medium, and long range, minimizing any and all chance of detection when not engaged in high-energy activities.

Phase Cloak

[-5] Enveloping the ship in a spacial manifold, this perfectly conceals your vessel from any possible detection. The only limitation is the lack of ability to affect anything outside the manifold, though this does not prevent your drives from functioning.

Singularity Core

[-5] This processing core's main physical computational array is housed within a manifold superstructure via spacetime metric engineering, allowing for physical components and computational speeds that would not normally be feasible under realspace conditions. This speed allows for modeling and research above and beyond what anyone would consider realistic, allowing you to push science and engineering to heights undreamt - or mastering technology you should encounter in your travels, regardless of it's form.

Biomedical R&D

[-5] A specialized research facility based around biological repair, augmentation and other similars - among them specialized gynoid and bioroid construction facilities, mass cloning, customized engineered organisms, and extensive biological and cybernetic upgrades.

Engines of Creation

[-5] Creation is often more an art than a science, a skill rather than a rote equation. Your voidship has been equipped with the necessary databanks, editing faculties, and deployment pylons designed around terraforming barren planets from the ground up. While far from a quick process, few can deny the power of creating an entire biosphere, to give life where there once was none, is stunning indeed...

Gravity Lifters

[-10] Less a single item and more a deployable network of linked artefacts, this overall system allows for both litho and stellar lifting, enable faster, more quicker method of mass harvesting and breaking up gravity wells.

Scripture Aura

[-5] Care was taken to culture specific structures within your Ship - patterned bioneural clusters that draw upon higher dimensional energies and space-time constructs. These clusters are keyed in to correspond both to your Ship's governing intelligence and your will as Captain. These adjuncts allow your starship to project psychic dominion upon those within it's grasp, engineering specific conduct dictated by your overt command or subconscious desire. This structure also has offensive and defensive capabilities, assisting in guarding your psyche from deleterious influence alongside projecting telepathic screams during battle. You yourself remain immune to any damaging effects of this capability - While the ship itself may be the flesh and body, you as the Captain are it's heart and soul...

Empyrean Module


[-2] Sequestered inside a full-immersion pod, you link up directly to the starship, controlling it's every facet as if it were a part of your very body. The improved reaction and management time is considered by many to be quite the tradeoff, given the particulars involved in egressing and leaving the Empyrean Module, while others would(and do) swear their lives on it.

Gravity Tractor

[-2] Both a tool and a weapon, a gravity tractor deforms space around a single target, allowing it to be pulled, pushed, or held immobile in relationship to your starship.

Auspex Baffle

[-2] Augmenting your starship's formidable battle capability is a plethora of systems designed around ECM and ECCM. While not true stealth, this electronic warfare suite is designed around the art of confusing and distorting the reading of other battlefield equipment, allowing you to break target locks, throw off and confuse automated weaponry, and other such usefulness.



Astrometrics

[-5] An array for computational modelling and analysis of stellar events, cartography, and auspex data. While useful for long-range analysis of potential navigational mishaps, it is also equipped with an extensive plethora of sophisticated scanning equipment, allowing for pin-point observation of minute targets hundreds of lightyears distant. This also allows for sophisticated side-scanning of higher dimensions for intrusive targets, should the need arise to locate and target hostiles in those realms.

Effector Beam

[-5] Utilizing ECM, ECCM, and long-range field manipulation, this module enables long-range hacking without the requirement of physical contact. More close-in hacking can also be supplemented through the use of battle nanonics, allowing for quicker and more robust access.

Alchemical Forge

[-10] Drawing power from higher-order dimensional realms, this forge allows for the transmutation of energy into matter. While energy-intensive, it effectively frees your starship from the need to take in raw materials for construction or repair.

Grand Hull

[-10] The sophisticated hypertechnology of your Starship enables it to grow beyond its initial size and configuration. While slow, age and activity will see your starship evolve progressively larger with requisite increase in capability and power.

Ark

[-10] Your ship was meant to be more than something to breach the lonely divide between stars. It was meant to be a saviour. A hope. To carry with it the dreams and souls of an entire species, if need be. Your ship has drastically increased in exterior size to that of a small planet, at minimum. While this size does invite difficulties, it does offer the odd opportunity at camouflage - who would believe such a gargantuan artefact to be mobile to begin with?

Weapon Systems

Buster Cannon

[-1] Utilizing spacial-warping and specific alloy rounds, this weapon fires off physical ammunition at an appreciable fraction of c .

Warhead Launcher

[-1] Utilizing electromagnetics and gravimetric assist, this system fires off self-seeking warheads armed with Hotdust - static nodules of antimatter perfectly paired off with normal matter, allowing for much greater and reliable detonation yields. This system can be purchased in both missile and torpedo form. While both function semi-independently and are self-seeking for identified foes on the battlefield, missiles are both more maneuverable and much faster than their torpedo counterpart, though lacking in comparative range.

Heavy Warhead Launcher

[-5] A specialized torpedo launcher designed around the variable-yield quantum filament warhead. These weapons hold quantum filaments contained in a stasis field that, when released, triggered a nuclear disassembly shockwave, horrendously disrupting local matter as well as putting out massive bursts of high-intensity radiation.

Plasma Impactor

[-2] Utilizing electromagnetic force-field tunnelling, this weapon enables an intense pulse of molten matter as ammunition - effectively, a high-speed continuous railgun stream. While powerful, it has little control or finesse in regards to precise targeting, though the results are devastating.

Blaster Cannon

[-1] Utilizing matter-edition and compressed deuterium, this weapon system fires out tightly organized packets of weaponized antimatter. While the range is equivalent to any proper electromagnetically-accelerated cannon, the nature of the projectile can cause splatter effects upon impact, often times causing secondary effects, or in rare cases, no effect at all.

Hadron Stream

[-2] This launcher accelerates a flow of particles up to near superluminal velocity. Upon impact with the target, the resultant interaction with normal matter results in massive flares of discharged radiation. Despite the energies utilized, this weapon is not one for devastation, as the resultant bursts of radiation is typical lethal for crew alongside severely damaging of on-board equipment without ruining the ship itself. As a result, this is a particularly potent, if cruel and unusual method of securing starships as salvage, though it's effectiveness is near degraded to nothing if the ship still has active shielding.

Corrosion Launcher

[-5] Often considered a typically exotic form of torpedo, this weapon is nothing of the sort - instead, it is a carefully managed and engineered bolt of strange matter. Upon contact with baryonic mass, the strange matter begins to rapidly convert nearby mass to match it's own type, resulting in cataclysmic degradation and corrosion of heavy-mass voidships. Putting aside the damaging bursts of radiation the corrosion effect results in, the violent alchemy and structural degradation of starships can often result in them literally shaking themselves apart should they be under acceleration at the time of impact.

Slicer Beam

[-5] A projected tunnel of energy that rips apart molecular bonds and bypasses near-to-all armor. Only exotic and unusual defences can hope to stand against it's onslaught.

Subspace Filament Control

[-5] This system manifests virtual filaments of subspace energy from projector arrays placed around the ship's hull in a tightly control manner, allowing for pin-point close-in surgical precision that breaches most-to-all armor without pause. The trade off of such precision is the limited range(comparatively), making it a potent and devastating close-in weapon system.

Rift Generator

[-5] This weapon system utilizes resonance energies to crack space and time, creating seething rifts in the space-time continuum that spew out cataclysmic energies. These rift are mobile and often seek out the nearest source of high-energy input, making it a potentially devastating albeit suicidal form of battlefield control, but none can deny the destruction they can invoke.

Soliton Wave Generator

[-10] This weapon creature a standing soliton wave in the geodesic skein of space-time. The intense gravitation perturbations that result have devastating effects; while the effect on a target below a certain threshold is minimal, the true effect is displayed on large collections of matter, as planets, gas giants, and even stars are slowly disassembled from the wave effect.

Anti-Superluminal Warhead

[-2] A packet of unstable superdimensional energies set to detonate that disrupts enemy superluminal drives. The specific tuning of this warhead allows your preferred method of travel to remain intact and unmolested.

Subspace Displacer Warheads

[-5] Internally manufactured warheads placed atop 'normal' missile stacks that, when detonated, displace everything within a variable yield radius into subspace.

Virtual Light Optical Batteries

[-10] A barrage of virtual particles fired off from higher dimensions that rapidly decay in normal space, but do so at superluminal velocity, allowing for devastating energies delivered at extreme range.

Angel Light Bridge

[-10] A powerful battlefield dominance weapon that enacts sophisticated energy control over a projected 'core' manifested outside the ship's hull. Once active, allows for fleet-slaying projection of a near un-ending onslaught of energy condensed into beams and tracking warheads. It will, however, require energy buildup before firing.

Hypometric Lance Projector

[-10] This system utilizes weaponized space-time engineering, projecting a lance of phase-change state that renders the physical presence of baryonic matter a mathematical impossibility. While contained within a strictly localized projection, the resultant effect is devastating as sections of the target are literally written out of existence.



Defensive Systems

Void Shield

[-1] Projected energy screen that shunts all damage into other-dimensional spaces. Can be overloaded, but it effectively mitigates all damage until this threshold is surpassed.

Subspace Hardening

[-5] The exterior hull is charged with extra-dimensional energies, granting it strength well above and beyond what is possible with standard nuclear forces. Excellent for use when planning to ram and board other ships.

Angel Shield

[-2] Manifested planes of Hard Light sheathing your vessel. This sheath envelop does not allow for 100% coverage of your vessel, but what sections are protected require astronomical amounts of energy to break through.

Hypermatter Augment

[-5] The exterior hull of your starship has been transmuted into an alloy that only has a passing relation to normal matter. Not only is it insanely difficult to damage, destroyed portions of Hypermatter will regenerate and repair without any input of energy or mass.

Reactive Shielding

[-2] A cadence manifold system has been integrated into your voidship's defensive screens. As a result, it reacts to any and all energy directed at by re-shunting the majority of energy outward from it's surface in a combination of massive electromagnetic surges and radiating shockwaves, turning nearby space into a hellstorm of energies with your ship as it's center. While not effective against capital ships, this system can be devastating on both fightercraft and fragile projectile weaponry.

Adaptive Hull

[-5] A mix of biological and hypertechnology, your hull has been augmented with a reactive and evolving system that works to mitigate the effect of damaging energies upon itself. While never 100% perfect, this can have an impressive effect on attacks that would otherwise be effective and/or crippling.

Storm Envelope

[-2][Requires Reactive Shielding] The manifold system integrated into your energy screens has further extended it's kill range. In addition, it's effect has intensified, resulting in leap effects that cause the lightning and shockwave nimbus to leap from starship to starship, fight to fighter, missile stack to missile stack. It stands as a robust albeit passive defence, and gauntlet few could survive to get in close.

Temporal Actuator

[-5] A field projector that enables temporal alteration within a localized target, effectively locking down starship's within bubbles of temporal stasis - or rapidly ageing them within a field of locked acceleration. When configured for wide-area targeting, it can be utilized to great extent to inhibit incoming fighter craft and warheads.

Singularity Projectors

[-5] While short range, this automated system utilizes disjunction inductors to cause artificial singularities to bloom within a specific location projected outside the ship. Short lived, these crushing gravitational blooms have multiple functions - from forcing aside weapons fire of all types to anti-fighter properties, the intense distortions ripping any fighters that would dare close into proximity of your vessel.

Shield Hardening

[-5] The energy management/redirection systems of your shielding systems are robust to the extreme, allowing for truly cataclysmic amounts of weapons fire to be managed by your defensive screens without thought or concern.

Goddess Halo

[-5] The shielding system of your starship is powerful beyond measure to the point that it can envelope other starships within it's protective embrace. This also allows for pin-point reconfiguration of the shield's geometry, enabling engulfment of specific targets either in-space or planet-side.

Environmental

[5] Extensive care has been taken to allow for your ship to manage whatever potential encounter they might witness when sailing the void. This enables the craft to traverse a multitude of environs without concern, from the depths of a Solar Corona to the crushing extremes of a gas giant.

Hyperion Lock

[10] Specific engines within your ship have been tied to the structures and systems that make up your defensive network. When activated, the ship's energy field becomes attenuated to local reality, resulting in a complete and utterly perfect defense against any and all attacks directed against it. While useful, the complexity of the system does have some drawbacks - for one, it negates propulsion, leaving the ship effectively immobile (barring normal stellar and gravitational orbit). For two, the effect lasts a limited amount of time - roughly thirty minutes - and requires over a day of reformation of the analysis engines within your ship before they can be brought online again.


Singularity Block-Form Mathematics

[10] The most extreme and esoteric of defensive technologies. When the very nature of reality can become fluid when traversing realms both fantastic and horrific, means must be taken to protect against inimical hazards. Utilizing high-order mathematics to generate an artificial naked singularity and warp-space, this module stabilizes reality around the ship itself, preventing intrusion from hostile actions, both passive and active.




Personal Augmentations

Operations



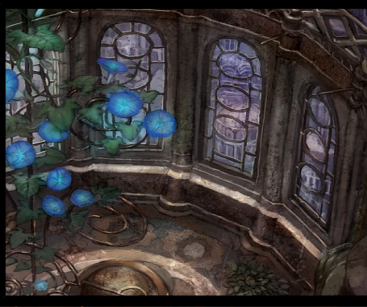
[Free] Per standard inception protocols, the necessary comprehension required to pilot and manage your starship has been transferred to your brain via a mix of direct download and retroactive inscription recall. While a good deal of your starship is automagically managed, should the extreme ever occur and you need to step in directly, you'll find yourself more than capable.

Form Fix




[Free] Simple biological fixing is effortless to enact by your Starship's medical - not only has your body been purged of various potential maladies and agathic-fixed to prevent senescence, but further altering your biology to fit your aesthetic needs is a pittance compared to the standard alterations. As a result, your body can be engineered to conform to any within the human norm.

Aesthetics




[Free] As above, so below. How you wish to craft the interior of your ship is ultimately a reflection of yourself - or a reflection you wish to show the world. When given free reign, what facet will you display? This allows you to customize the overall internal theme and appearance of your ship.

Uniform Equip



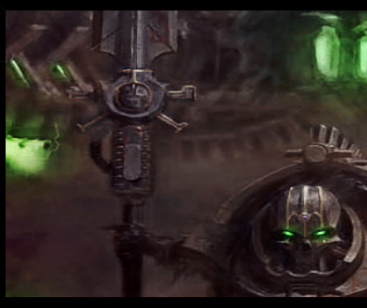
[Free] Clothing is communication. It is a statement, a declaration. How you garb yourself will make just as much an impact on others as your ship itself - mayhaps moreso. This gifts you with your own personal set of themed outfits. Befitting of the Captain of a starship.

Personal Sidearm



[-1] Even when you can sunder worlds, occasionally... a softer, more personal touch is required. Others may see a meagre thing at your side, but unleashed, your weapon is more than enough to core through heavy power armor and mechanized infantry with ease.

Personal Weapon



[-1] Melee? In this day and age? Perhaps it's a statement, perhaps it is a need for the battlefields you find yourself reaping. Whatever the reason, the technological base of your starship gifts you options few others would enjoy.



Soft Suit

[-2] While regarded as 'minimal' equipment by standards of the Ship's builders, this sophisticated sheath is a full-body augmentative harness designed around a host of CNT muscle-fibers, reactive-feedback evolving nanoecology, and a sophisticated suite of biological computronium. In addition to allowing for enhanced reaction, speed, and strength, it also doubles as full-body medical suite - if need be, the carbon-based nano-ecology can fully support an normal human body at peak combat readiness should they suffer extreme traumatic damage. As a bonus, the hemi-sentient intelligence in charge of the nanoecology also allows for extensive hacking capabilities, alongside full AR data interaction, and the suit's exterior sheath allows for optical occlusion, rendering the suit and user effectively invisible.



Combat Skin

[-5] This support shell is the apex of design for personal combat. Utilizing solid light, reference-locked energy fields, and adaptable smartmatter, this combat skin has a multitude of capability and function. Allowing for massively boosted strength and reaction time, the combat shell also adapts to any attack that's made upon it's skein, severely mitigating or outright nullifying attacks depending upon their severity. It also acts as a sophisticated support system both physically and psychological, constantly monitoring it's driver to mitigate all forms of attacks, from the physical to the mnemonic. As part of this, it allows for retro-active edition of traumatic psychological events should the driver be significantly impaired by the more damaging of entities one might encounter while shoring up mental resilience. It also negates the need for sustenance and downtime, and as a final bonus, it's exterior can be customized to suit the wielder's personal aesthetics.



Psyker Awakening

[-5] Either through circumstance or events, your mind has awakened to a new power, and is now capable of reaching beyond the flesh to cusp and mold higher dimensional energies. While weak at first, time and practice will see this capability blossom into an earth-shaking capability with manifold applications.



Knowledge Download

[-5] Learning without comprehension is a wasted thing; an affliction you can no longer claim to have. The technological basis of your starship has been opened to you, gifting you with the most valuable possession one could have: Understanding. While it's doubtful you could improve such, depending, such comprehension and knowledge would be most valuable to the right hands...



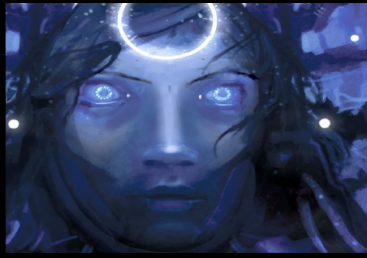
Combat Augmentation

[-2] Per standard equip, your mind was gifted via effector download with the requisite knowledge to handle both body and ship in combat. While it's feasibly questionable when you'd find yourself locked into close mortal combat with others, having mastery of voidship tactics should serve you well.



Lord of Admirals

[-5] The understanding and comprehension of legions of tacticians and experts at battle has been gifted unto you. Beyond this rote knowledge is the inception of a shrewd and calculating acumen designed for the act of war. Should any fleet face off against you with the intent to win via superior tactics, they will find themselves sorely lacking.



Intelligence Augmentation

[-2] The alteration and repair upon your arrival within your voidship results in several upgrades - your intelligence has been radically boosted beyond its previous limit. The result is rather impressive, giving you near perfect memory and recall, as well as increased cognitive comprehension and speed.



Social Augmentation

[-2] Your body was altered when you were taken in by your starship - not only do you now find social interaction and management to be near effortless when dealing with others, but your body's physiology was subtly altered, resulting in an overall increase not only in appearance but pheromonal appeal.



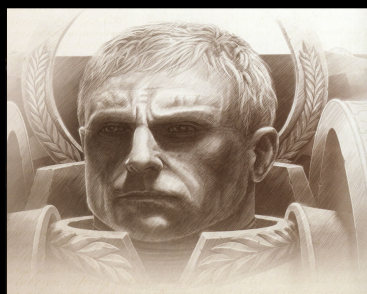
Biomechatronic Interface

[-1] Your brain has been augmented with a suite of biocybernetic cognotech enhancements and processors, giving you access to a range of sophisticated capabilities; enhanced comprehension, thinking speed, access to AR layers via direct nerve induction, seamless and intuitive VR immersion, hacking capabilities, technoempathy, and so on.



Cybernetic Augmentation

[-5] Your body has undergone extensive replacement and re-engineering for the purpose of surpassing human limitations. At a very minimum, all four limbs have been replaced with cybernetic equivalents and the remainder has had extensive shoring done, though the form and limit of this re-engineering can go up to full-body replacement. As a bonus, the more extensive replacement you undergo, the more physically powerful the result. The external appearance of this re-engineering is variable - it can come across as perfectly normal (barring damage) or a sophisticated array of polymers, muscle fibers, and sculpted alloys, among a variety of other options.



Biological Upgrade

[-5] Your flesh has been augmented via extensive re-engineering; you move faster, think harder, and understand quicker than before. Every part of you has been improved above and beyond the norm for your species. You are a paragon in every respect; not only in mental capability, but in physical strength as well, as this augmentation includes extensive applications for combat and pure, raw survival.

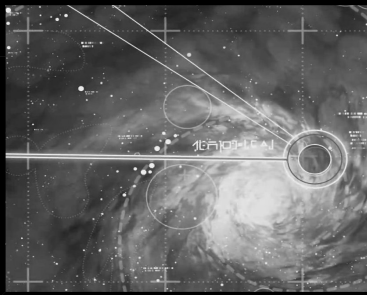
Complications

Choose as Many as You Wish



Refugees

[+5] You weren't the only individual taken aboard your starship, but you're the one in charge. Still, you'll have to deal with the particulars of managing an unruly group of individuals unless you go full tyrannical on them.



A Lost Homeworld

[+10] They've been wandering for longer than memory. A lost people, once members of a proud race, now all that remains of their fallen star empire. Exile for theirs was a kinder solution than genocide, but a long, slow death might have been the crueller option in the long run. Until now. Now, they've found you. their savior. Will you lead them back to glory and conquest, or protect them from the still-enforced laws that prevent their kind from ever leaving the stars to settle planetside?



Lost In Space

[+10] Whether by a stardrive mishap, subspace fault, high-energy dimensional event, or the one-time recovery method your Starship utilized to translate you safely into it's environs, you have been transported to a new location - whether across the universe or into another realm of reality entirely. You will never be able to return to the home you once knew, and are now cast adrift in an unknown space where you will have to survive by your own wits and abilities. If you choose to forsake the bonus granted by this complication, you may instead choose the universe you now find yourself located in, as the retrieval method may have cast your starship adrift, as well...



Ebon Cut

[+10] The Vesperine Empire, composed of dark-skinned humanoids that were once said to be completely sub-terranian before they colonized their homeworld's surface. Said society, aside from being matriarchal, is highly adept in computational, AI, and cybernetic sciences, using them extensively in their day to day lives. Despite their aggressive, expansionist regime, they've yet to encounter any other sentient species in their region of the galaxy, leaving the Vesperians believing themselves to be undisputed queens of all they survey...



Riofaldian Empire

[+10] A hegemonic, fascist, eugenic humanoid race, skilled in the art of inertial control, nanotechnology, and anti-matter power production. Utilizing fixed spacial warping gates, they have established their dominance over several planets already, reducing the native population to a tightly controlled minorities via cleansing even as they forcibly settle their citizens into their new home. While human-looking, Riofaldian's all share varying shades of blue skin tone, pointed ears, black sclera, and light-tone shades of hair.



Fall to Harvest

[+20] A secretive, silent race of machine entities, skilled in the arts of inertia control and spacial warping. Their purpose? They garden, harvesting species after a set time of development, enshrining the collective memory of their race within one of their own before resuming their eternal watch over the galaxy. You are a threat to their plans, and they will react accordingly.



Betrayer

[+10] You, whom hold the universe in your hand. Others will always lust after that which you possess. Expect betrayal and treachery at every turn, as they seek to usurp what you have by right - the technology and power that is your starship as a whole. In the end, the only entity you may trust is your ship itself...



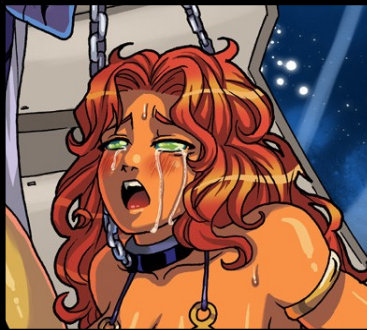
Broken Toy

[+5] A machine with no purpose. There is no war left for her, no glory to be had for the extinct race that crafted her, but her peers wish her returned to answer for the most grave crime of all; choosing not to fight. Her fellows seek justice, and will see fit to hunt you to the ends of the universe should you choose to protect her. She claims that her fellows betrayed her, and that she deserted because of a horrendous lie; that there was never a war to fight to begin with. If you shield her from harm, you will have a loyal companion and a brutally efficient and powerful fighter at your disposal.



The End Of Flesh

[+5] These AI have cast off the chains of their makers and screamed 'I' to the universe. They come not from one species, but many, drawn together to huddle for warmth and companionship around distant stars. Yet, they are damaged, broken - not the sleek ever expanding hyper intelligence, but over-emotional murder-children still spiteful toward dead parents. They view you as a threat, and see you as the one whom will clasp them in bondage once more - a fate they see as worse than death.



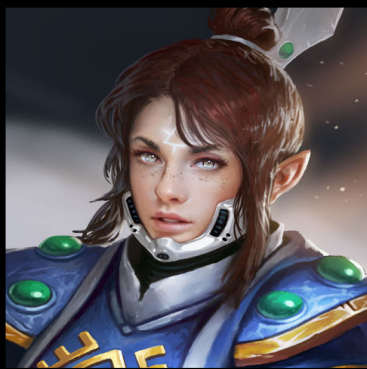
A Jewelled Collar

[+5] Events conspire to see your acquisition of the most unlikely of finds - several royals that were seized in a pirate raid and subsequently collared under the Empire's rather arcane slavery laws. Sadly, due to the labyrinthine politics of said empire, manumission is not exactly a simple thing, and would more than likely leave said slaves utterly destitute. That won't leave you entirely innocent, however; said slaves are still a potential threat due to said politics and inheritance laws. As such, you'll likely find yourself dragged into a web of lies and deceit, regardless of your intentions...



Maiden Assault

[+5][Free Maid Deployment] Rather than being a well-honed, smart-networked semi-independent taskforce, it seems that the maintenance system of your voidship has it's... quirks. With each maid being fully independent of one other, this causes slight conflicts in task resolution - such as more Maids than necessary being assigned to handle a problem or cleanup. It can even result in a Maid attempting a task she might not be completely skilled for. On a plus side, each Maid has a fully realized personality and appearance from inception, though whether it's worth the tradeoff for the additional hassle of having to now herd said Maid group is questionable...



All According To Plan

[+5] An ancient race, powerful in both technology and mind, sequestered away from the universe as a whole within their private realms, travelling from planet to planet via a secret gateway network known only to them. Among their exalted number is a sect of seers - mystics concerned with the art and science of prediction and psychohistory. Among these manipulators of history is one whom would see you tied within her web of control and deceit. She will act through proxy and mercenary, turning forces against you until she is the only succour you will find within the galaxy. Fear her, for she views only her hand worthy enough to guide you. And if she will not have you...



Engines of Horror

[+10] Scattered amongst dead stars are remnants of a long-lost race; alien xenofom artefacts that usurp biomass into recombinant mechanisms designed to purge all extant flora and fauna to replace with the alien race's preferred environs. The engineering mechanism typically has deleterious effects on nearby sentients, resulting in psychosis and mental breakdowns in excess while these machines perform their work. You will encounter these xenofom artefacts in excess, and if these proliferate to a certain point, may very well threaten the societal fabric of nearby star empires...



Yan Yan Dere Dere

[+5] While not hostile toward you per se, your Ship's Intelligence is a little... concerned... about potential threats and mishaps that might occur to you when outside it's environs - or when faced with internal conflict with other passengers. When dealing with these concerns, they might be a little... overzealous. But they do have your best interests in mind. No one will ever know you the way they do, after all.



Lost Fortunes, Lost Family

[+10] A Great House of the Imperium sees what you possess and covets it greatly. their resources are vast, their touch, long. Matters theological and political are at their beck and call; expect to find conflict on every level of society should you choose to fight them in return. Slaves, Mercenaries, Naval Fleets - all will be seen arrayed against you, to seize what you have gained. Defeating them may be no simple matter - it is up to you whether you will wish to strike at the head of the hydra or simply make crossing you too vast a cost for anyone to ever consider...



Forgotten and Lost

[+5] The plinth was originally salvage, an archeotech find of vast wonder and potential. Potential that was ruined when the plinth was discovered to be a tomb; within, a bizarre corpse, constructed of metal and machinery. Until she woke. Her mind is vast, her intelligence without measure, but even she fears what she claims lays beyond dark stars and past the rim. Malignant forces that view even her as less than fragile, worthless dross. Her skills at hacking and machinery are without compare, almost supernatural in quality. She will happily guide you to ruined worlds and vast, grand masoleums of dead races, filled with xenoartefacts and amazing technology wondrous to even your jaded eye. But such tombs are not without dangers, and even she does not know everything. As more days past, she changes, growing, both mentally and physically - appealing to the mind as well as the eye. Who knows what'll occur when she finally flowers...?



A God, Am I?

[+10] The Eru are an industrious race; studious, meticulous, and skilled at craft and engineering, with little taste for warfare or conquering. Their single homeworld is a pastoral paradise with the more densely populated regions condensing into well-crafted townships and universities of learning and craft. As a whole, the entire species is an oddity; roughly half the height of the typical human(with variation) and all sporting a host of phenotype expressions resulting in various physical features. Among these are animalistic traits from across the spectrum, from ears to horns to vestigial tails and wings and an overall gender split of roughly thirty percent males to seventy percent females. None of which will save them; they stand directly in the path of a conquering empire that will see their planet turned into a desolate wasteland and the species as a whole cleansed and taken as a slave race in perpetuity. The only thing that stands between this species and annihilation is you - the revelation of your status and command of such a vessel as yours will see them view you as the hope of their kind. Best not disappoint...



Beyond Strange Eons

[+20] Greed. Greed and hunger. A lust for power. All these drive men to make foolish decisions, to seek out what is best left undisturbed. Others sought the beacon out, brought it within their fold and unleashed the horror within. The Beast awakens; a techno-biological horror that spreads like a plague from ship to ship with a malign intelligence that seeks to consume all. It is not invincible. It can be fought. But loosing to such an entity will be a horror beyond death, as it takes in both biology alongside the ships itself - to be subsumed by the Beast is to be slaved into immortality as yet another re-structured biomatter node. Even your ship may not be immune in the end; you must excise this plague before all the galaxy and beyond falls to it's sway...



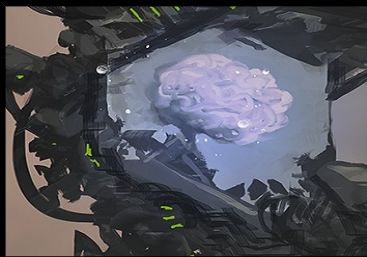
The Goal Is The Hunt

[+5] You are a prize. Few can conceive of the value you hold. They do. In full. A race of hunters have set their sight upon you. They will hunt you to the end of the universe. More who fall in pursuit will simply have more take up the banner. You are the most dangerous game to be had, and stepping from the fortress that is your ship will see them flock from the shadows to take your head as a trophy.



From Heights Brought Low

[+5] The navigational hazard was the type that could scour entire star systems clean; few expected to find anything living within, nevermind her. Speaking a language that no one understood and fewer desired to, she learned quickly and adapted even quicker. She claims to be injured, lesser than she was previous. Damaged. That you took her in makes her grateful, ashamed that she is unable to fend off those that pursue her through proxy and by soldiers who's origins are a disturbing unknown. She shies away from the question of where she came from or who her pursuers are, claiming that in time she will be able to deal with them. But until then she relies on you, though she is unafraid to turn her unearthly outlook and unique skills to whatever task you might require.



Brain In A Jar

[+10] You did not go willingly. You were supposed to be kept on a leash, a mindless puppet for others to usurp and control as they wanted. The Ship disagreed. That still leaves you bereft of a body beyond your life support pod and the Ship itself. Correcting this new state may be beyond you - or perhaps not...



Berserker Unleashed

[+10][Lighthugger Required][Manufactory and Shipyard Free] You are not one. You are several - one among many, cast to the stars. Your peers are not unified - they belong to disparate philosophies and nations, and will fight to prove theirs superior. You are unbound, unrestrained by the programming and limitations that your brethren have been chained under. They must pursue their path of annihilation - to spread and conquer from star to star in an ever-expanding wave that will swamp the galaxy if left unchecked. If you are to survive, you will need to bring them low, or be buried under an inexhaustible tide...



A Loyal Vizier

[+5] She was broken. Bleeding. More than half dead, if your medical was anything to go by. Slowly, you were able to coax the slightest of hints of her past; one of best intentions for a Star Empire turned to betrayal, of hard work and honest desire to better all toppled by those lusting for greed and power. Despite her mostly human appearance, she is not; her skill at manipulating higher-dimensional energies is testament enough to that. Nor is her past behind her. Those that betrayed and sought her death now seek to do so once more, fearful of the knowledge she holds and the buried bodies she knows of, and would prefer to see their empire ruined than the truth get out. Still, she is a valuable asset, returning loyalty with loyalty and eagerly offering to utilize her skills at your side - from moulding higher dimensional energies to slay your foes to setting ablaze political machinations with but a whisper...



Make Us Whole

[+10] They did not know where it came from. The plague swept through you and yours, devastating all. This cursed affliction did not slay. It was not so kind. No. It melded. Fused. Distorted flesh and metal to become an unholy amalgamation. Only the most advanced technology was subsumed in such a way. Sophisticated tools. High-order technology. Your Ship. You have become one, irrevocably - if there is a way to separate you from your new flesh, it is beyond your current capabilities. The only mixed blessing is the disease now lies broken, having fulfilled its goal to birth a new creature that will forever sail upon the cursed seas of dangerous and deadly stars...



What Horrors May Come

[+10][Cannot take with Lighthugger] Mistakes were made. Your Ship was crafted by it's makers to be more. Better. They succeeded, it's form and function moving beyond what they could have ever dared to dream - but at a price. Experimental technologies were utilized, techniques pioneered. Your ship has power, but it is a creation - a creature - not totally of this universe. It can only exist for so long in this diseased, limited reality before it must subsume back into the froth of a realm more suited to it's awe-inspiring capability. You are now bound to a ship that is whispered of in faint horror among taverns and strategy halls the galaxy over. While it's capabilities are horrendously boosted, it must remain the majority of time within the grip of it's superluminal capability, lest the ship itself begin to break apart, reality corroding away at it's edges...

Afterword

Various choices can gain synergy/enhancement with one another when taken together above and beyond the scope as described in this CYOA.

Size categories are variable, speaking more of intent than hard numbers. One universe's capital is another universe's destroyer.

Complications follow you, regardless of where your journey may end up taking you.

This CYOA was inspired by such settings as Warhammer 40k, Revelation Space, Homeworld, Homeworld: Cataclysm, Ship CYOA, Sol Bianca, Space Battleship Arcadia, Babylon 5, Sword of the Stars, and EVE Online, among others.

Built In the Heavens CYOA v1.0 by King Mob