

THE LAST STAR

Within the vast, silent blackness that was once galaxies and stars and worlds and life, the abyssal emptiness swallows all things. It is nothing if not patient; for trillions of years it has waited for this moment.

The last red dwarf sputters quietly within its dyson sphere, all its emissions blocked by one final, vast metropolis. There are other spheres out there- most surrounding the slowly cooling white dwarves- but with the extinction of this light the universe loses any last vestige of its life.

And yet, somehow, ridiculously, there is a flicker of hope. A number of tiny candles dance in the great void of despair- perhaps this is not the very End after all.

OMEGA HOPE

Omega Hope is the Dyson sphere surrounding the last star, **Naalim**, and the home to many billions of people. This was where the **human tau-ships** eventually arrived, as well as acting as the refuge to many other species. Its interior is extremely sophisticated, and believed to be of **Sequence** origin.

The people here are as varied as the civilisations of old. However, security is managed by the automated **Nemesis Constructs**, which repel any attempt by the organised factions to approach the base.

*Start with *1000. Gain 50 RP if a ship is bought.*

Scorpio Regis is home to the **Followers of Destiny**, and acts as the staging post for their attacks. It consists of a shell around a white dwarf and several orbiting stations, as well as several gas giants constantly attended by swarms of fuel processor craft.

The FoD seeks to follow the Sequence into **Repose**; however, their supply of Sequence technology is minimal. Other factions hold relics, and so they must be taken off their hands...

*Start with *950, aeonic powers unlocked and cost -*5 each.*

FOLLOWERS OF DESTINY

A **supermassive black hole**, clothed in strange machinery, rolls slowly through space. Its trappings include the bases of the **Event Zero Order**.

If the universe itself is going to destroy us- then the universe must be changed. The **EZO** needs the energy of **Omega Hope** to power its final creation- a device that will create a bubble of **new physical reality**... a reality where life will be eternal...

*Start with *950, aeonic and cyclic powers cost *50 less to unlock.*

EVENT ZERO ORDER

CET-540, locally known as **Shamash**, is the white dwarf around which the **Grand Celestial Fleet** continues to orbit. Several black dwarves nearby have been nucleomined, leaving barely stable lumps of **hypermatter** ready for the next stage of their plan.

The universe is as good as dead, the thinking goes. So why stay here? The **Celestial Admiral** has decreed that the **gate to a new universe** must be opened, and the Fleet will survive.

*Must have ship. Start with *925, gain 150 RP for ship.*

GRAND CELESTIAL FLEET

SEQUENTIAL REMNANT

The **Sequential Remnant** are a civilisation of AIs and droids, those left behind when the Sequence entered **Repose**. They are largely isolationist, preferring only to trade and keep to their own business within their stations in orbit of the white dwarf **TYJ-105**.

However, recent movements betray a new line of action. The Remnant is beginning to move once more...

*Droids and neoholograms only. Start with *975, four items free.*

BACKGROUND



Reawoken

Recovered from a stasis pod, of which many were sent towards the last stars by various civilisations. They are often taken in by various organisations in need of manpower and skills.

*Permits Bioengineering
T1 Piloting and T2 Science free*



Generational

A number of generation ships were launched from the far corners of space towards **Omega Hope**- some even arrived. Their onboard populations know little else than the hardwired skills to survive and an urge to find refuge from the end.

*Permits Bioengineering
T1 Engineering and Combat free*



Denizen

The Sequence recreated a large number of sapient beings from past civilisations, most notably from the relics of the nearby 'human' civilisations. With their ascent to **Repose**, the Denizens were left to fend for themselves.

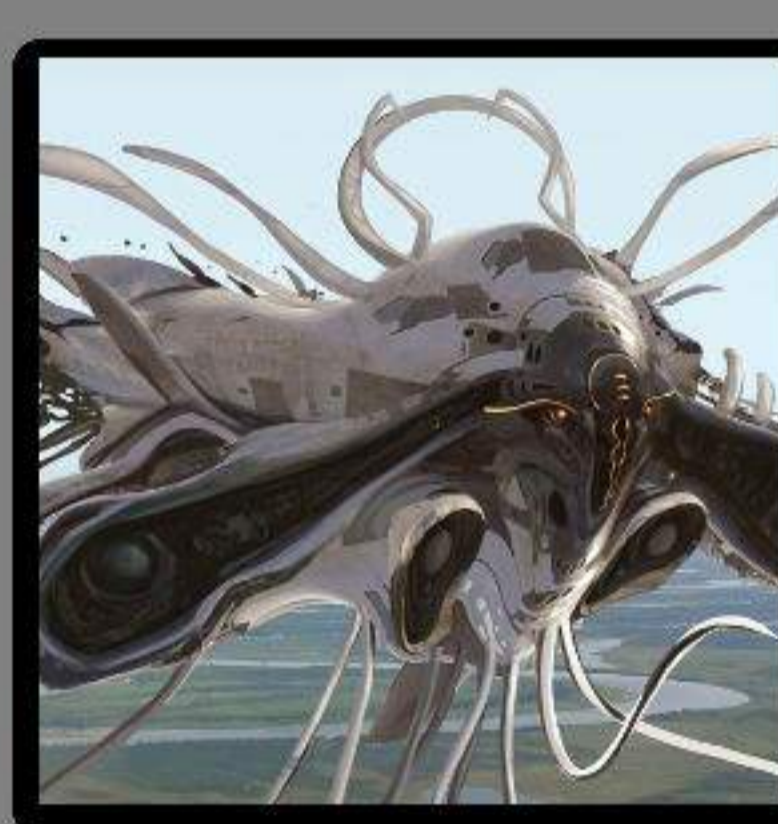
*Permits Bioengineering
Items costing *15 or less cost *5*



Space Monster

Often a member of the spacefaring **Horror** genus, much reduced in size from their prior leviathan forms to deal with the energy deficit.

*Permits Aberrations
T3 Combat free*



Droid

Either one of the **Omega Hope** base droids, or one created by the **Denizens**. Their AIs tend to be roughly equivalent to standard-level sapience.

*Permits Upgrades
T2 Programming free*



Neohologram

Sapient photonic constructs, created by **Sequence** technology. They are capable of switching between a hard-light and natural state. While capable of shapeshifting, they are distinguishable by their monochromatic nature.

*Permits Refinements
T1 Programming and Science free*

SKILLS



Leadership

T1 - *5

Moderate charm and assuredness in the face of danger.

T2 - *15

Persuasive, charismatic and collected. Not too bad a flirt, either

+1 companion.

T3 - *30

People want to do things for you. They're willing to go very far out of their way...

+2 companions



Piloting

T1 - *5

You know how to use most interfaces.

T2 - *10

A good pilot; people recognise your skill. Candidates for racing would be around this tier of competency.

T3 - *20

The vessel is an extension of your body. Few attain this level.



Combat

T1 - *10

A good understanding of how to hurt other people and avoid being hurt yourself.

T2 - *20

Your skill is accompanied by the right mindset for battle.

T3 - *30

War is an intricate dance... and you know all the moves.



Engineering

T1 - *15

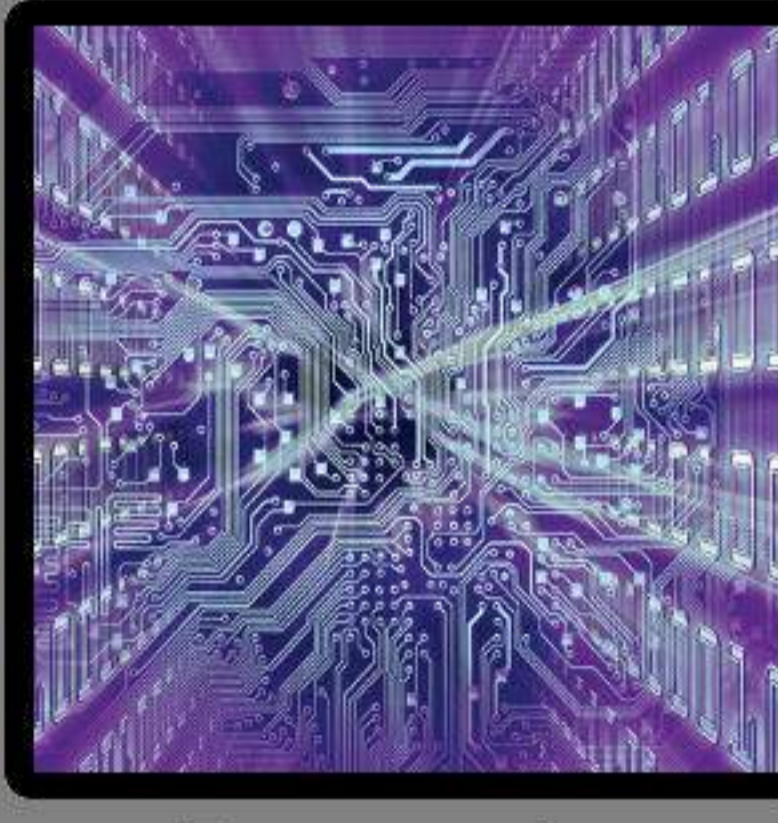
Fair amount of knowledge and intuition for machines.

T2 - *25

Simply by looking at a device you are often able to find out how it works, and see how to make it better.

T3 - *35

Even under pressure, you can be expected to keep the most sophisticated systems functioning perfectly.



Programming

T1 - *15

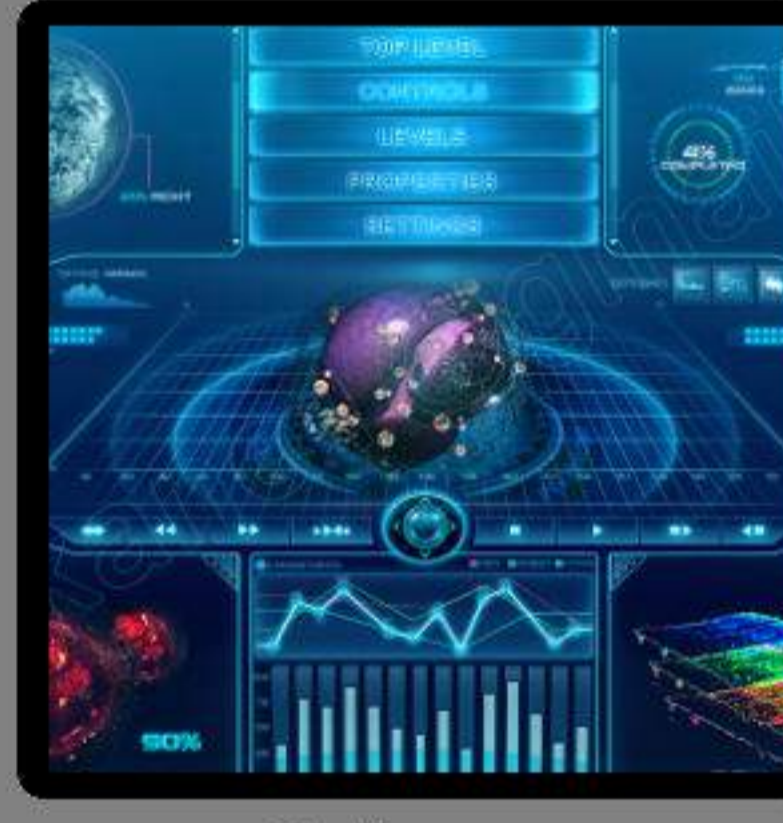
Mastery of many programming languages, and a good eye for exploits.

T2 - *25

One of the fastest out there, sysadmins rightfully fear you powers.

T3 - *35

Your name is enough to make people burn their hard drives and physically disconnect from the ultranet.



Science

T1 - *10

A wide, foundational understanding of many fields.

T2 - *20

Well-developed intuition and knowledge for several areas. Expert knowledge in one or two fields.

T3 - *40

A definite polymath; very capable in a multiple sciences, and able to rapidly integrate new knowledge.

Only one tier of a skill needs to be purchased.

OTHER FACTIONS

There are other groups out there. None would accommodate you, but this information may well be of use.



While they are not taking any steps to escape themselves, the fickle **Drojnars** fully intend to be in full support of whoever is closest to their goal at that time. **Skilled merchants and transfer agents**, they are mediocre in a battle situation and could not stand up to any significant pressure.

Their numbers include members of many species, but of late they have become far less accepting. Their **central base**, orbiting nearby **Omega Hope**, has been closed off to outsiders and patrols have increased greatly in frequency. Some say the **Drojnars** have **found something**- or **something has found them**.

You can gain the favour of the **Drojnars** for *75. If so, they will stringently avoid attacking you and offer you far better deals on trade.

The legacy of an ancient civilisation that destroyed itself, the **Xerephim** are sapient AI death machines, spaceships with a hatred for all living things. Capable of **reproducing with an input of energy and matter**, their reliance on outside power has reduced their numbers from trillions to hundreds over the last few billion years. The last, ghostly vanguard has set aside its strongest priority and reluctantly works with the factions around the Last Star, **offering services in exchange for power, technology and materials**.

Everyone knows that the **Xerephim** will eventually turn on them. The key is to make sure they are **not in a position to succeed**.

If you need extra *, you can have had your name slipped to the **Xerephim** for +*50. Even worse, you can gain +*150 if they have programmed themselves with the L2-priority to wipe you off the face of the universe.



The **Pact** is a secretive cult dedicated to **embracing the end of the universe**, not attempting to ally or escape it. This is our universe; if it ends, so must we. Despite its obscurity, self-destructive philosophy, and numerical inferiority, it is rightfully feared by other factions.

Pact cells are known to **exist widely across Omega Hope**. It also has presences on a number of abandoned moons and planetoids, and must have at least some space capability. A number of terrorist acts on board the sphere have been credited to the organisation, though it has never claimed responsibility for any action, or ever communicated at all with the powerful.

Ex-members mention a **messianic aspect** to the cult; they believe one individual will come forward and lead them in their **final obliteration of the Fearful**, as they term unbelievers.

WETWARE

BIOENGINEERING

For **Reawoken, Generational, Denizens**. Only one tier of a class needs to be purchased.

Improvement Package I - *0

Enhanced longevity (+250 years), increased durability and regeneration.

Improvement Package II - *15

Longevity (+500 years), increased strength, durability, regeneration and senses.

Improvement Package III - *30

Longevity (+1000 years). All tier II improvements improved, enhanced intelligence and memory.

Extra Senses - *30

Enables electroception, sensitivity to IR and UV light.

Space Adaptation - *30

Survive for up to 24 more hours in space; includes oxygen reservoir, adaptive insulation, emission pores for moderate propulsion.

Radiation Adaptation - *35

Very high tolerance to both acute and chronic radiation exposure.

Resurrection Organ - *50

Should its owner die, the Organ will rapidly assimilate their brain, eject and escape and then search for an area of organic matter to begin the process of reconstructing their body.

Body Customisation - *10

Alter your body to anything within the standard range.

Extra Parts - *15

Anything from an extra set of limbs to eyes on the back of your head.

Facedancer - *50

Allows you to alter your facial features at will. The process takes around one minute. You can use others you have touched as "templates" that enable a faster change to that form.

Flight I - *10

A set of organic wings that allow flight within an atmosphere, down to 0.1 bars.

Flight II - *25

Internal propulsion systems permit powered flight up to 10m/s, also effective in a vacuum.

Stealth I - *25

Reduces sound emissions, decreases RADAR cross section, deflects IR scanning.

Stealth II - *50

In addition to the bonuses provided by Stealth I, this tier offers moderate light-manipulation capability, effective both in motion and at rest.

ABERRATIONS

For **Space Monsters**.

Default: Two heads, four limbs, propulsive vents By default, Space Monsters are resistant to vacuum and temperature extremes.

Extra Head - *10

An additional head.

Extra Limbs - *15

Another pair of limbs.

Tail - *10

Useful for many things.

Crushing jaws - *15

Your head(s) are equipped with much more powerful jaws.

Monofilament talons - *20

Claws with unnatural sharpness, able to rend through the strongest alloys.

Sclerised mace - *20

Either on the end of a tail or an arm, delivers powerful crushing blows.

Enhanced senses - *20

Improved all round, enables IR, UV vision, electroception, lateral-line, etc

Pheromonal tracers - *20

Deposit tiny quantities of pheromones on an object that allow you to track it from miles away.

Spinnerets - *25

Permits creation of extremely strong, thick silk.

Lightning reflexes - *30

Much faster thinking and reaction times.

Exoskeleton - *15

A strong but flexible exoskeleton.

Carapace - *25

Resists even heavy weaponry.

Flexible morphology - *35

Allows the creature to take on different appearances; must use a DNA sample as a reference point.

Perfect Ambush - *45

Almost totally silent movement, and ability to camouflage adaptively with any background.

Venom glands - *15

Allows spitting of venom, or injection via talons.

Flame organ - *15

A gout of flame, up to ten metres.

Plasma organ - *25

Rapidly launches an orb of high-energy plasma. Functionally artillery.

Cryo pores - *25

Allows a cryogenic mist to be emitted that freezes normal biological creatures and prevents most machinery from functioning.



HARDWARE

UPGRADES

For **Droids**. Only one tier of a class needs to be purchased.

Limbs - *5

Useful for moving objects and walking around.

Wheels - *5

Faster than legs. Best on smoother terrain.

Anti-Gravity - *25

Allows hovering and adjustable altitude.

Plasma Drive - *35

Very effective propulsion in space. Also useful offensively.

Composite Armour - *20

A defence upgrade that makes a droid's shell much harder to breach.

Resilient Circuitry - *25

Radiation, EMPs, temperature extremes, etc. are all no longer a problem for you.

Dissipation Field - *30

Dissipates the incident energy of incoming energy weapons. Ineffective against projectiles.

Gravitic Field - *35

While useful for manipulating objects, the gravitic field is mostly useful to create local distortions that tear objects apart or divert them from their original trajectory.

Nulltech Field - *100

When activated, acts as a perfect defence for one minute. Weapons cannot be fired from inside, but absolutely nothing can harm the droid within. Day-long recharge.

Regenerative Shell - *20

Instead of having to receive repairs at an installation, this upgrade permits the droid to repair itself in the field with access to the correct materials.

Incorporation Matrix - *50

Allows the droid to draw up matter from anywhere for use in repairs etc

Rebuild Cells - *75

A number of small, highly durable units are present deep within the chassis. Each contains a perfect copy of the AI's mind. On death, if they survive, they can escape to rebuild the old body.

Camouflage I - *25

Projects images from behind the droid onto an HD display built into the chassis; not effective while moving or against non-visual detection.

Camouflage II - *50

Teleports electromagnetic radiation straight past the droid. Doesn't work when subjected to very high intensities.

Collapsible - *30

You can collapse your form into a smaller object taking up only about a tenth of the space. If you also have anti-gravity, you can mimic lower mass.

REFINEMENTS

For **Neoholograms**. Only one tier of a class needs to be purchased.

Neoholograms are formed of a hard-light structure around a central core. The light will dissipate if attacked, rendering the core helpless until it can recharge- taking about 10 mins.

Projection Stability I - *10

Your form does not dissipate under blows. Less affected by light interference.

Projection Stability II - *30

Even small-arms do not easily dissipate your form. Light interference no longer a concern.

Projection Stability III - *50

It would take heavy weapons to force you to dissipate under fire.

Localised Tangibility - *20

Parts of your light structure can be selectively 'softened' to allow things to pass straight through.

Dynamic Inertials - *25

The core can keep up with much faster movement, allowing you to travel at greater speeds.

Improved Volumetrics - *30

Higher-resolution projections allow you to create sharper structure edges and resist more damage.

Residual Photon Binding - *50

Small volumes of light can remain coherent for a short period after detaching from your structure, enabling projectile creation and launching.

Core Durability I - *15

The core is improved to resist even long falls.

Core Durability II - *25

Resistance to temperature extremes, as well as substantial physical trauma.

Nanoforn Core - *100

The core is replaced by a distributed network of nanocores throughout your structure, which can project and recharge independently.

Improved Batteries - *30

Recharging takes a tenth as long.

Proofed Circuitry - *30

Radiation, extreme magnetic fields, and temperature differentials are protected effectively against.

EM Harvester - *40

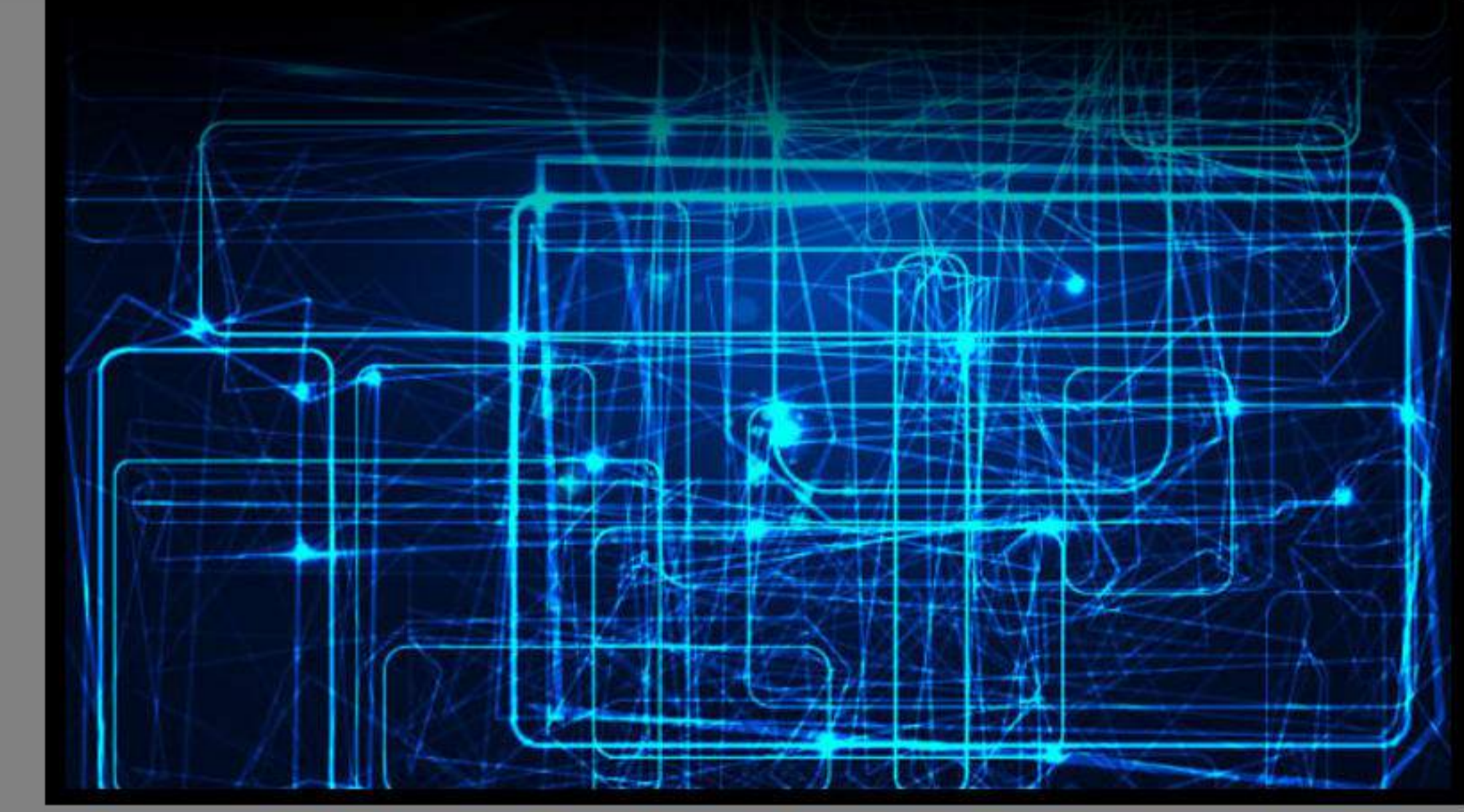
Core(s) can recharge from any kind of EM radiation, though there is a limit on how much energy can be absorbed at once.

Drone Core(s) - *30 each

A smaller core that can be launched and remotely controlled from the main core. This option can be bought multiple times.

Backup Matrices - *30

In the event of main core destruction, any Drone core can assimilate everything necessary to become a copy of that core.



AEONIC POWERS

Believed to be a Sequence creation, **Aeonic Powers** are linked to a vast pool of energy existing in tiny "pores" spread throughout space. By drawing upon it, users can deposit energy onto real-world objects with remarkable precision.

Costs *75 to unlock.

Because of the sophisticated and dynamic nature of these Powers, a dedicated supercomputer is required to ensure the safety and accuracy of each ability. As such, each of these powers is bought individually at a cost per module.

Explosion - *15

A sudden deposition of energy on a small area results in a spontaneous explosion. Roughly equivalent to a hand grenade. Can be targeted on any nearby visible surface.

Rendline - *25

Draws a line from one point to another, across which substantial energy is deposited, vaporising or melting material.

Blind - *25

Detects the optical sensors of the target selectively and blasts them apart from inside. Works through visors and energy fields.

Mindburn - *45

Functions on wetware and cybernetic brains; causes erratic bursts of heat and electricity within the structure, scrambling their brain from the inside. Only works against unprotected heads.

Scrambler - *45

A shockwave of high-energy particles specifically focussed on scrambling artificial minds. At close proximity, even weapons-grade AIs will be vulnerable. Very effective against holographic cores. Does not affect you.

Warming - *5

Increases the temperature of an area moderately, not exceeding comfortable levels.

Ignition - *15

Concentrates heat on a flammable material, enabling it to ignite if in the presence of oxygen.

Heat Ray - *35

A shaped IR radiator that emits a powerful beam of coherent radiation at the target.

Guiding Light - *10

An orb of adjustable brightness that positions itself around you to illuminate areas of darkness.

Searchbeam - *15

Wide, intense light that can effectively illuminate objects hundreds of metres away.

Air Bubble - *25

Traps a volume of air within a semi-permeable plasmic membrane, offering protection against the vacuum or underwater environments.

Purify Air - *30

Selectively annihilates harmful gases and particulates from nearby air, also reducing the concentration of carbon dioxide to healthier levels. Tailored to the species of the user.

Destroy Air - *30

Removes all the gas in a volume around the user, but not capable of reaching that contained within armour, breathing tanks etc.



CYCLIC POWERS

There was a problem with the Aeonic Powers of the Sequence- they borrow energy from the universe, use it, and produce an end-state with significantly higher entropy than the condition it began. At a time where efficiency is at a premium, this is not an ideal state of affairs for a utility system.

Cyclic Powers are of unknown origin. They do not, as a rule, result in any net change in the disorder of the universe- they sidestep it completely, seemingly never using or producing any mass-energy. Their mode of operation remains a mystery.

Costs *100 to unlock.

Telekinesis - *15

Allows remote manipulation of small objects, less than 5kg in mass. They cannot be moved or turned suddenly, and concentration must be maintained.

Telescription - *20

Draw text in the air at a location you can vividly imagine within one light-second. It takes about a second to write ten characters.

Autokinesis - *25

You can propel your own body in any direction with moderate force, allowing levitation, propulsion in microgravity, etc

Remote Viewing - *25

Create a tiny, invisible mark in space. You can look through this point at any time to see what is going on in its volume. Only one mark can be maintained at one time.

Deepsight - *25

You can see the evidence of Cyclic Powers whenever they are used. Telekinesis appears as glowing lines from user to object, remote viewing marks appear as glowing points, etc

Matter Reflection - *55

Projects a surface, around the size of your body, which perfectly reflects anything with a mass greater than one gramme, sending it travelling back the direction it came at the reverse of its speed relative to the surface.

Obscuration - *75

Moves you and up to 100kg of chosen material into an empty pocket in space for one minute. While inside, no interaction can occur with the rest of the universe, and it cannot be left before the minute ends, whereupon it will eject you.

Void Estrangement - *75

Creates a volume around you in which Aeonic Powers do not work, and cannot continue to work even if brought in from outside. If kept active for too long, the rush of energy into the region afterwards will vaporise you.

Void Mimicry - *125

Allows you to replicate the effects of any Aeon Power that has been used in the volume around you within the last hour.



ITEMS

Terminal - *5

Probably the most common item of technology existing in the universe, a terminal incorporates a computer, communication capabilities, and a great deal of potential customisations for its users.

Mechanic's Tools - *15

A variety of useful tools for item repair and modification.

Hovercase - *15

A hovering container that can follow you and obey simple orders. Moderate speed, functional in a vacuum.

Medical Kit - *20

Nanite and physical tools for repairing injury and restoring people to health.

Portable AI - *25

A low-grade AI that can be connected into local systems to manipulate them as you wish. Almost guaranteed effectiveness against anything short of military computers.

Handscanner - *25

Performs a short scan on any object. Displays its chemical makeup, the presence of any notable materials within, any hidden circuitry etc.

Morphtool - *30

A handle with a shapeshifting head that can be altered into any tool, from axes to datajacks to a sword blade.

Exosuit (Skin) - *60

Moderately durable environmental suit with built-in AI. For **Reawoken, Generational, and Denizens** only.

Exosuit (Heavy) - *100

Significantly more powerful exosuit; bulky but with enhanced strength. For **Reawoken, Generational, and Denizens** only.

Variable Stunner - *10

A adjustable LLW, using selective nervous stimulation to stun most wetware species.

EMD - *10

Electromagnetic Disruptor; highly effective at incapacitating electronics.

Lasblade - *15

A hard-light blade of adjustable length and sharpness.

Vaser - *20

Variable wavelength and intensity beam.

Rocket Carbine - *20

Rapidly fires micro-rockets. Each accelerates during flight; small payload.

Particle Beam Rifle - *30

High-energy particle beam usable in air and vacuum.

Weapon Upgrades

Requires **Combat T2**. Bought per weapon. Do not apply to **lasblade**.

Guided Ammunition - *5

Projectile weapons only. Ammunition can home onto the target.

Extended Battery - *5

Energy weapons only. The weapon can fire for twice as long without completely draining its battery.

Improved Sighting - *5

Military-grade sighting capabilities.

Collapsible - *5

The weapon can be collapsed to a fraction of its normal volume.

SPACECRAFT

Hull

While the hull is purchased in the form of *****, this is not the currency used to buy spacecraft parts and modules. You receive **500** resource points (**RP**) for this. Different hull tiers can access different tiers of equipment.

-TIER 1 -



Yacht - *250

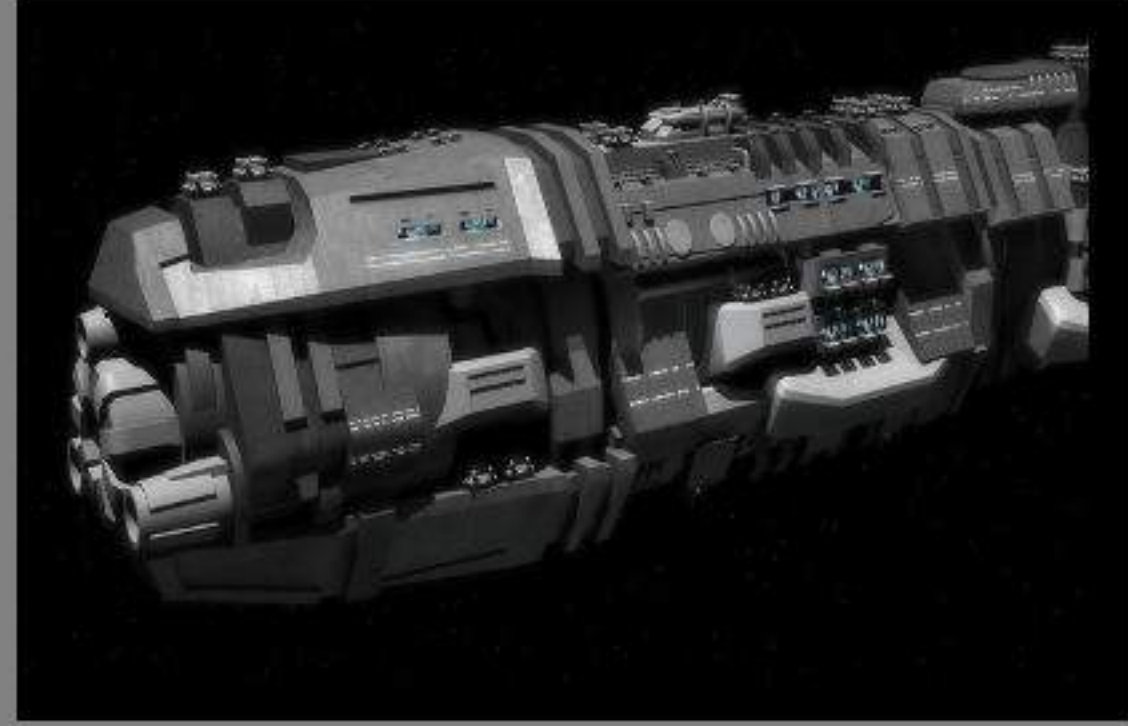
A luxury hull designed for high-class travel. Reasonable mobility.
Luxury Fittings free.



Corvette - *300

Hull optimised for activity near stations. Mobile, but low dV; needs to be carried across long distances.
Cannot take FTL.

- TIER 2 -



Transport - *350

High-capacity, long-range hull. Little room for weaponry.
Cargo Bay and Saferoom free.



Frigate - *400

Good balance between mobility, armament and range.
All weapons cost -10 RP.

- TIER 3 -



Torchship - *450

Vast dV, capable of going everywhere in a hurry. Moderately armed.
Fuel Harvester free.

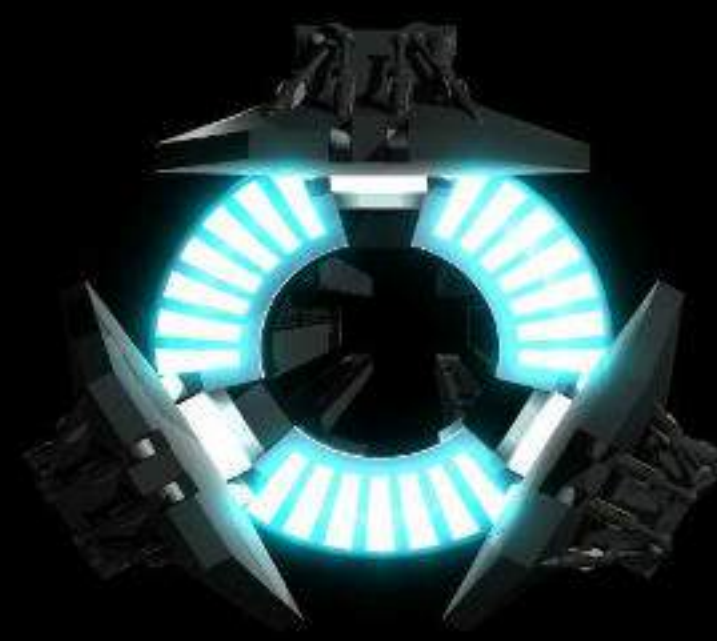


Dreadnought - *550

*Aequa lege necessitas
Sortitur insignes et imos;
Omne capax movet urna nomen.*

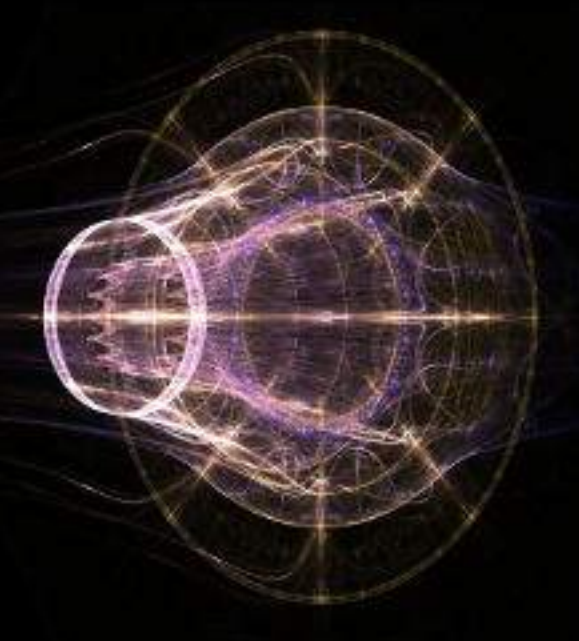
Propulsion

Enables movement from place to place. Qualities to assess include dV, thrust, efficiency, fuel type, acceleration, etc.



Plasma Drives - 0 RP

Very high efficiency, low thrust. Uses any kind of gas as fuel.



Cyclic Chamber - 40 RP

Uses Cyclic Energy to telekinetically propel the vessel. Low thrust, uses no fuel.



Fusion Engine - 50 RP

While hydrogen fuel is hard to get at this time, the stations around Naalim offer a high-thrust, efficient fuel.
Requires T2 Piloting.



Black Hole Propulsion - 75 RP

Extremely fuel-efficient, adjustable thrust. Evaporates explosively if containment fails...
Requires T2 Piloting and Engineering.

FTL capability, achieved through **phase channeling**, can be purchased for **30 RP**. A channel takes around **ten minutes** to produce (faster if AI-guided) and allows speeds in excess of **100 ly/day**.

Armament

A variety of weapons. In modern times weaponry has significantly outstripped protection; while shields are around they become prohibitively more costly in both energy and mass requirements on a spacecraft level. As such, active defences are preferred.



TIER 1

Flak Gun - 25 RP

A rapid-fire projectile weapon. For close-range or point-defence.

Laser - 40 RP

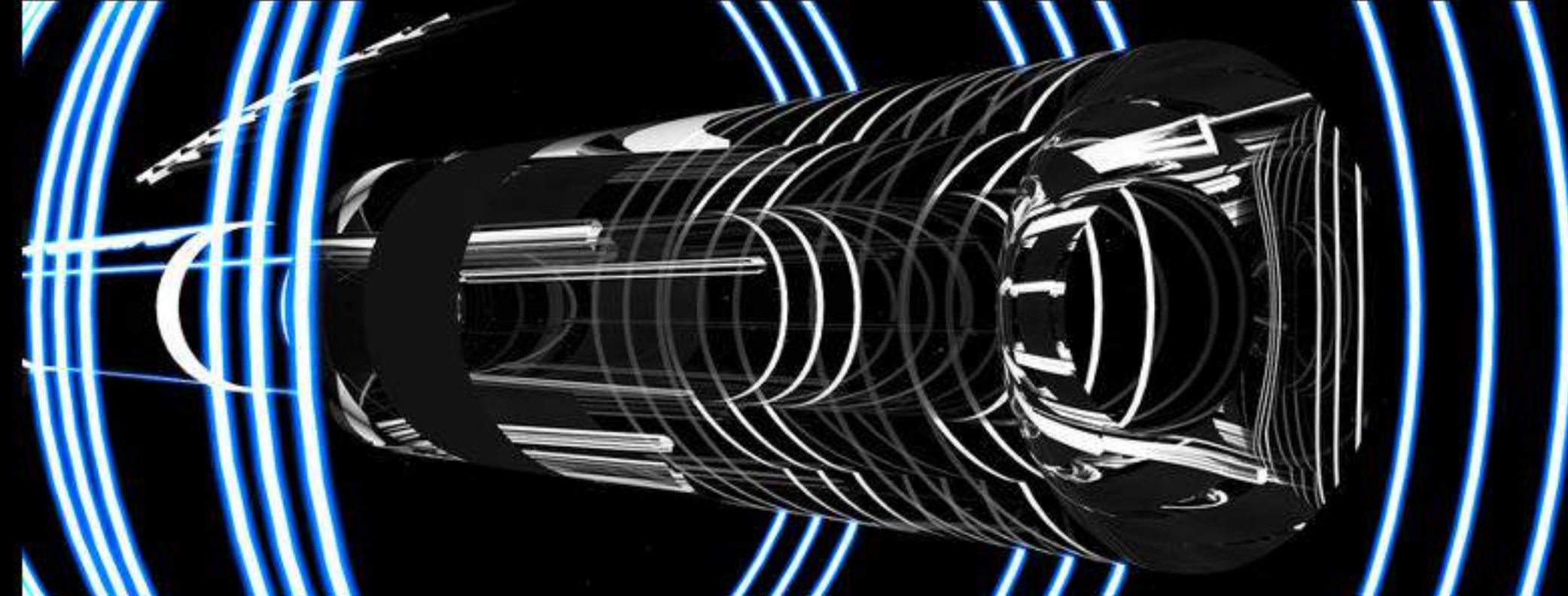
Megawatt-class laser, hundred-km range.

Torpedoes - 50 RP

Medium-range explosive torpedoes.

Mines - 50 RP

Launches a cloud of debris into the path vector of the opponent. Impacts at interplanetary speeds are likely.



TIER 2

Cyclic CIWS - 40 RP

Highly effective point-defence.

Vaser - 50 RP

Thousands of km range; adjustable wavelength. Low gigawatt-class.

Particle Beam - 50 RP

Neutral particle beam causes little structural damage, but major harm to crew and electronics.

Guided Missile Pod - 50 RP

Launches missiles with inbuilt guidance and explosive payload.

Broadside Mass Drivers - 65 RP

A pair of coilguns mounted on the sides of the vessel.

Xaser - 65 RP

Extreme long range, megawatt-class.

Antimatter Cloud - 80 RP

Propels a cloud of antimatter into the path of the enemy, resulting in massive damage as they enter it.

Nuclear Missiles - 85 RP

Guided missiles with a nuclear payload. Kilotons yield.



Fusion Missiles - 100 RP

Multiple enhanced-yield nuclear warheads, independently targetable, in missile.

Dreadnoughts get this for **50 RP**.

Spinal Mass Driver - 120 RP

An extremely powerful mass driver.

Dreadnoughts get this for **60 RP**.

Aeonic Refractor - 225 RP

Deposits vast amounts of energy on all objects in a cone stretching out for millions of kilometres.

Utilities



Enhanced Arrays - 25 RP

Increases communication and sensor ranges.

Sensor Platforms - 50 RP

Deployable, low-visibility sensor platforms that are remotely operated.

AI - 35 RP

A simpler AI, best at starship management.

Grade-2 AI - 50 RP

Human-level AI. Superior weaponry and ship management.

Grade-3 AI - 75 RP

The most sophisticated AIs produced; vastly intelligent, if somewhat unpredictable.



Luxury Fittings - 30 RP

Makes the interior much comfier.

Entertainment Room - 30 RP

A room dedicated to physical and electronic entertainment.

VR Bay - 45 RP

An oldtech, but functional, room for immersive virtual environments.

Galley - 30 RP

A real life kitchen and cafeteria. Beats synthesised meals any day.

Bar - 30 RP

Room for drinks and drinking fun.

Saferoom - 40 RP

A thickly shielded room near the centre of the vessel, sealable if needed.



TIER 2

Cargo Bay - 5 RP

A large, empty room for storing anything you like.

Fuel Harvester - 30 RP

Enables you to recover plasma or fusion fuel from gas giants and dead planets.

Infirmary - 35 RP

High-tech medbay/repair station for wetware and hardware.

Factory Module - 65 RP

Allows copies of bought items and spaceship parts to be built over time, given the correct raw materials. Allows lost drone replacement.



DREADNOUGHTS ONLY

C&C Centre - 15 RP

Allows remote access to the sensors of allied ships, as well as instant communication between bridges.

Weapon Superchargers - 45 RP

Allows five minutes over which all weapons can fire much faster, hit substantially harder, etc. Takes ten hours to recharge.

Cyclic Flexion Generator - 100 RP

The prototype of a technology that is based on Cyclic matter reflection; creates a shell around the ship which perfectly reflects projectiles. However, the ship cannot see out.

Drones



TIER 1

Drone Sling - 10 RP

Allows one drone to be carried.

TIER 2

Drone Hangar - 15 RP

Carries up to four drones.

TIER 3

Drone Bay - 20 RP

Can contain ten drones.

By default, drones are equipped with plasma drives.

Drone Upgrades (Apply to all drones)

Self-Repair - 10 RP

Drones can fix themselves to a degree outside the hangar.

Mining Arm - 10 RP

Allows drones to mine for resources. Could be repurposed for attacking armour...

Superior AI - 15 RP

Much better decision-making, targeting, etc

Desperation Strike - 30 RP

Enables drones to use up all fuel and power to accelerate straight at the enemy at extreme speeds, acting as a relativistic projectile.

Drone Armament (bought per drone)

Cannon - 5 RP

A small-calibre, close range gun.

Laser - 10 RP

100km range, MW-class laser.

Flak Gun - 10 RP

Very fast ROF projectile weapon. Also useful for point defence.

Torpedoes - 25 RP

Explosive torpedoes, for medium-range combat.

Guided Missiles - 30 RP

HE payload. Guided to target.

Nuclear Missiles - 60 RP

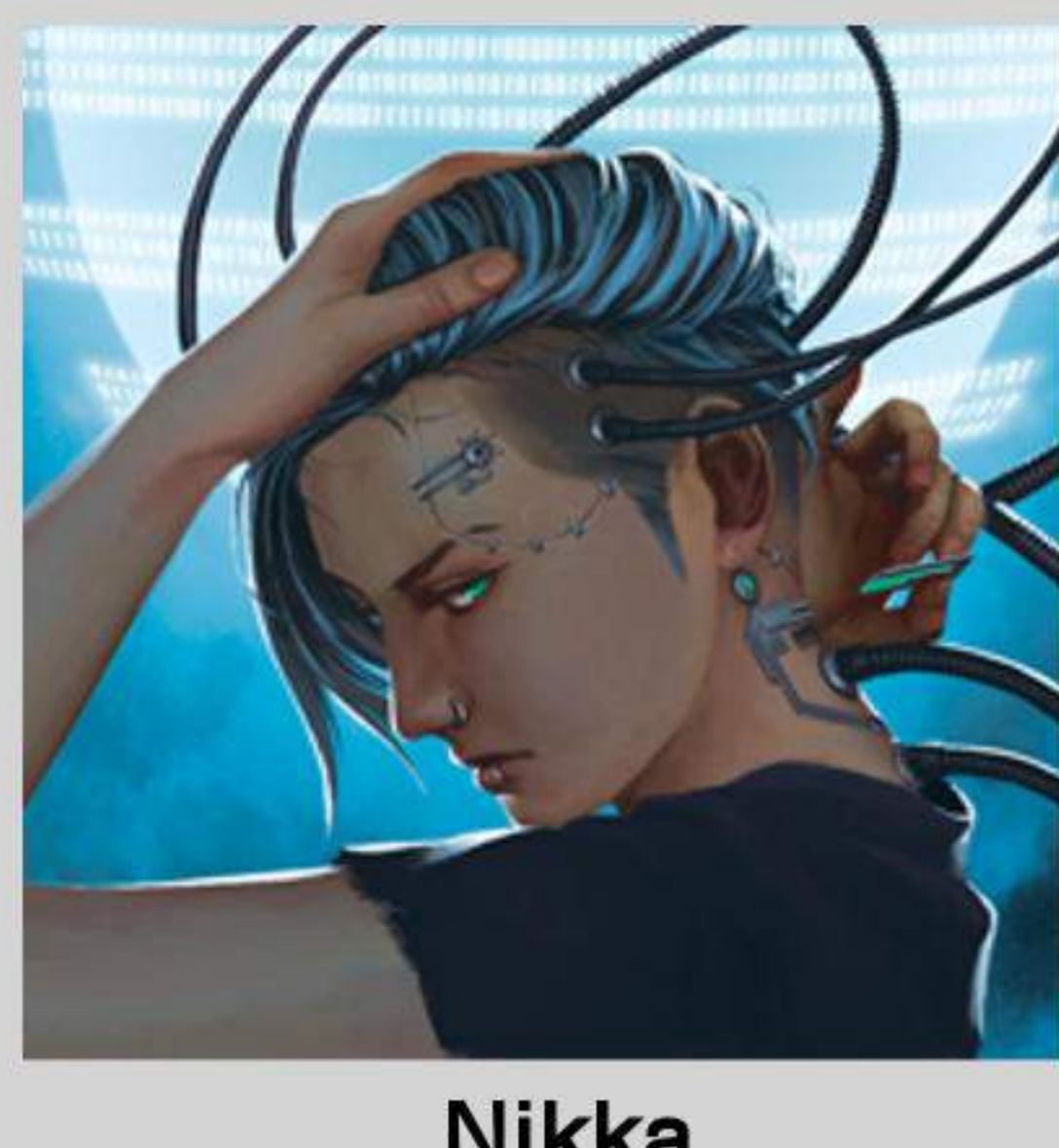
Several kilotons of yield.



COMPANIONS

Standard is *four companion slots*.

Unaffiliated



Nikka

Origin: Denizen
Specialty: AI

Born and raised on Omega Hope, Nikka is a recovering VR-junkie. She is adept at AI modification and construction, and can help you make the most out of any AI onboard. Likely to develop a fascination if you are one.



Pyrmaryn

Origin: Generational
Specialty: Combat, survival
The society on the vessel Pyrmaryn arrived on had long since collapsed, and so it was members of a hunter culture that finally stepped off onto Omega Hope. Most have adjusted rapidly to technology, and she is no exception.



Gallatine

Origin: Droid
Specialty: Culture and linguistics
A thoughtful, introverted droid with a deep obsession to learn all the languages and cultures of Omega Hope- an incredible task. He's doing a good job- as a translator or cultural advisor he can be indispensable.



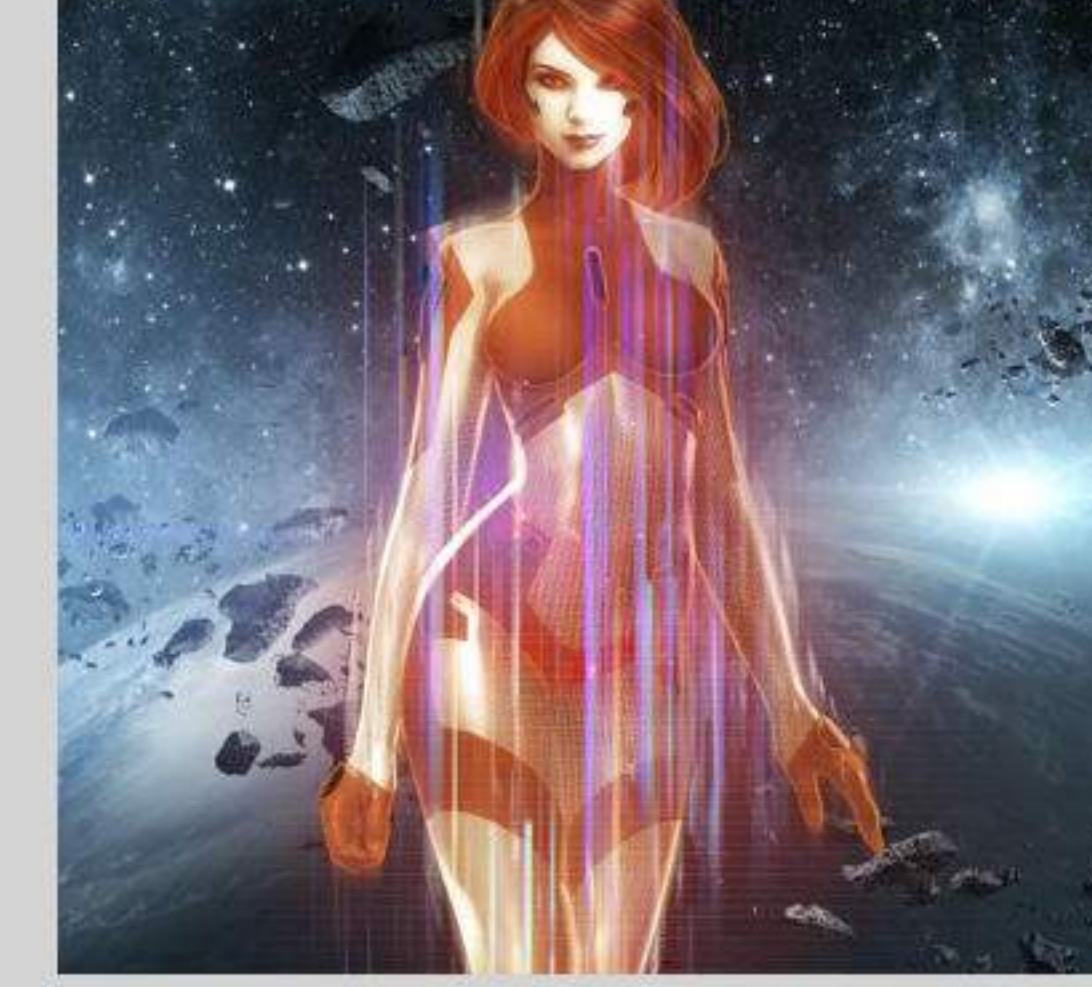
Vkkerhn

Origin: Space Monster
Specialty: Infiltration
With his morphological restructuring ability and talent for avoiding sensors, Vkkerhn can through almost any door and around any defence. In professional mode, he is very cold and distant, but when off-work he is often the life of a party.



Aruyn

Origin: Denizen
Specialty: Mathematics, physics
Despite the natural weapons all over its body, Aruyn considers itself opposed to combat. As long as someone else is causing the harm, though, it won't protest. A renowned physicist, Aruyn is fascinated by the various escape schemes out there...



Lauha

Origin: Neohologram
Specialty: Strategy
Adept in all areas of warfare, Lauha is perceptive and level-headed. She feels a sisterly attachment to her friends, always keen to make them happy. It is not widely known that she was previously assigned to a GCF vessel and ejected for insubordination.



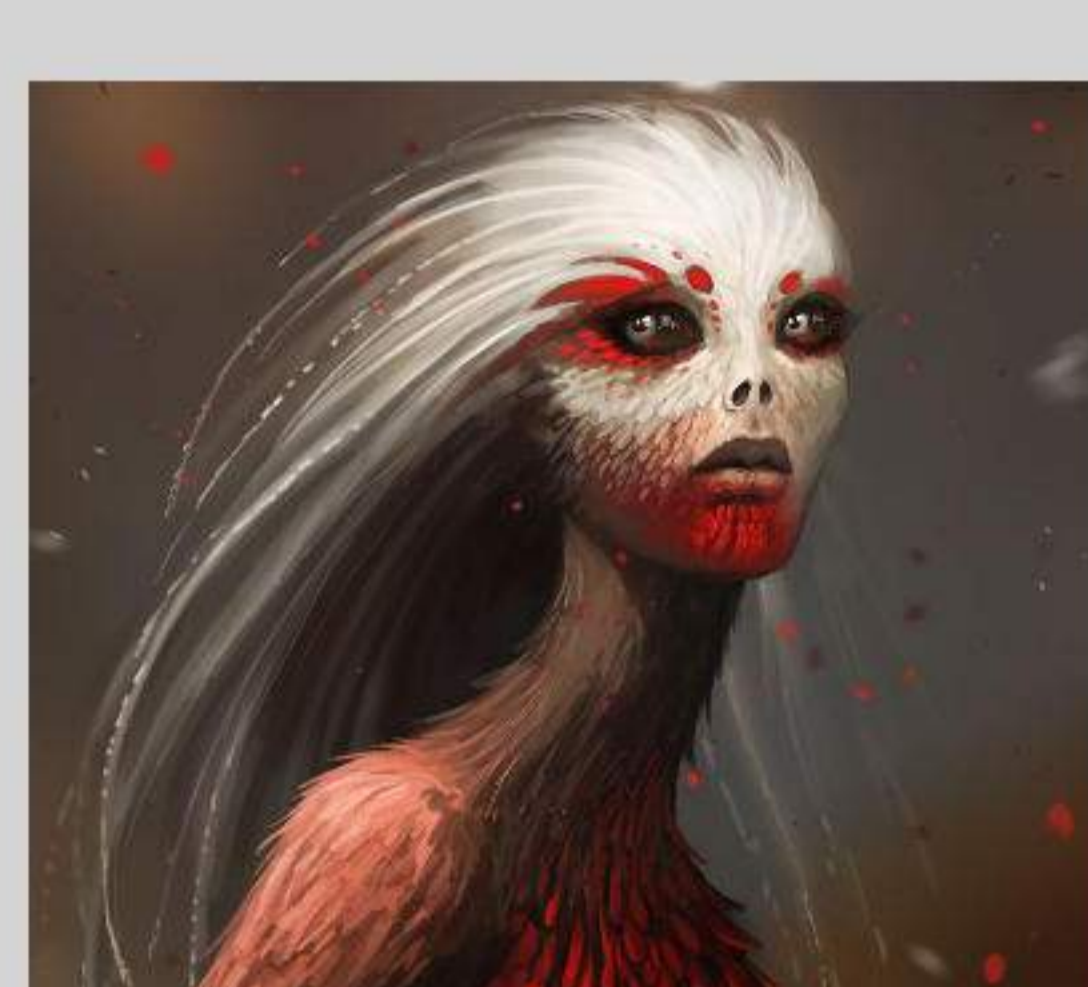
Kaitra

Origin: Reawoken
Specialty: Gunner
Fast things and things that go boom are Kaitra's primary interests. Born a very long time ago, in the first Earth Space Empire, she is full of interesting stories, particularly about Earth before its death. The muddle of low- and high-tech that exists now often frustrates her.



Hanac

Origin: Droid
Specialty: Protection
Hanac has decided that the meaning of life is to help others get through it. He's not particularly interested in politics, though he can talk for hours about thousands of philosophers from hundreds of species.



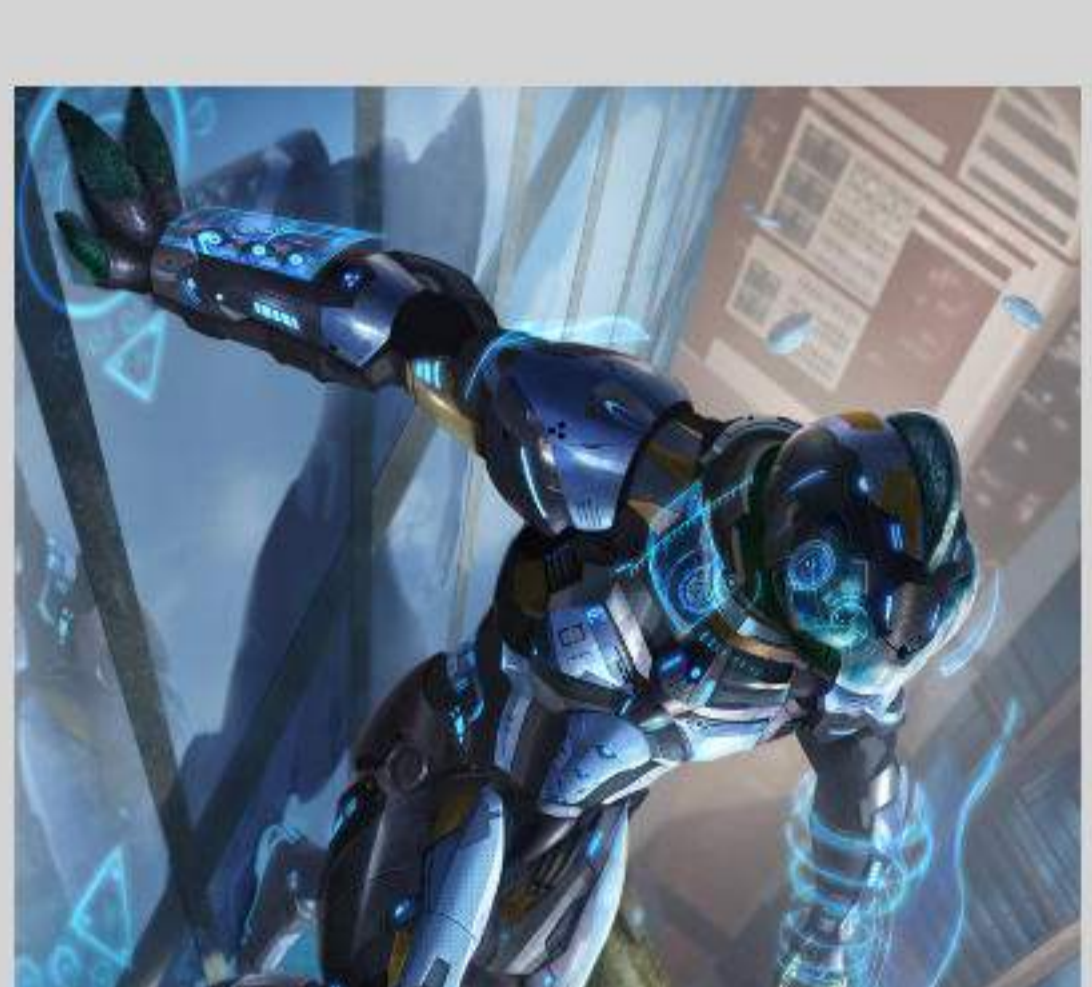
Reuia

Origin: Denizen
Specialty: Medical
A migrant to Omega Hope from one of the nearby stations, Reuia intends to use her skills as a doctor to find a place for herself in society. She is very modest and self-deprecating, though when she gets angry her spite is a sight to behold.



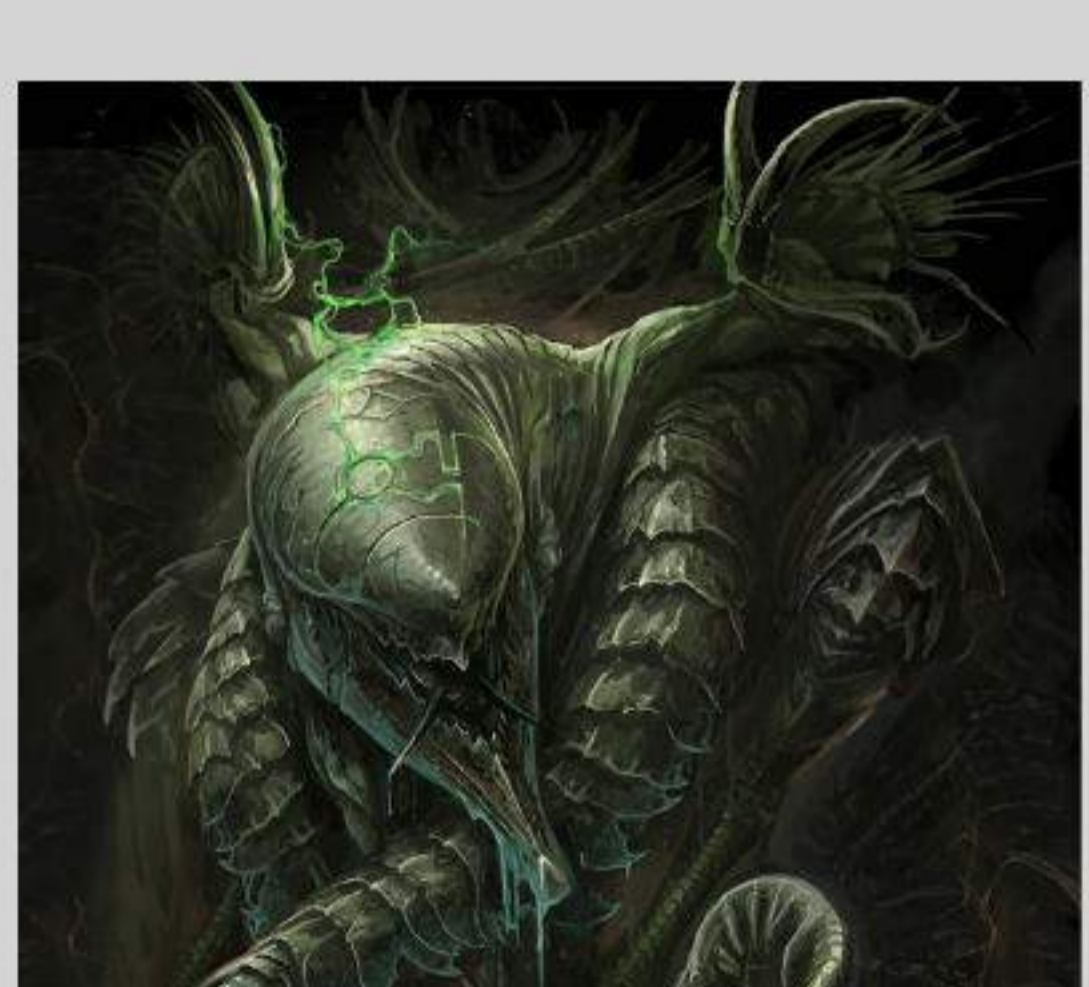
Jakqab

Origin: Generational
Specialty: Security
Born on a generation ship undergoing a technological renaissance. Over a few years, his community almost completely rebuilt the vessel, speeding up their arrival to Omega Hope by years. Jakqab is a tough-talking, but thoughtful person who likes knowing exactly what he should be doing.



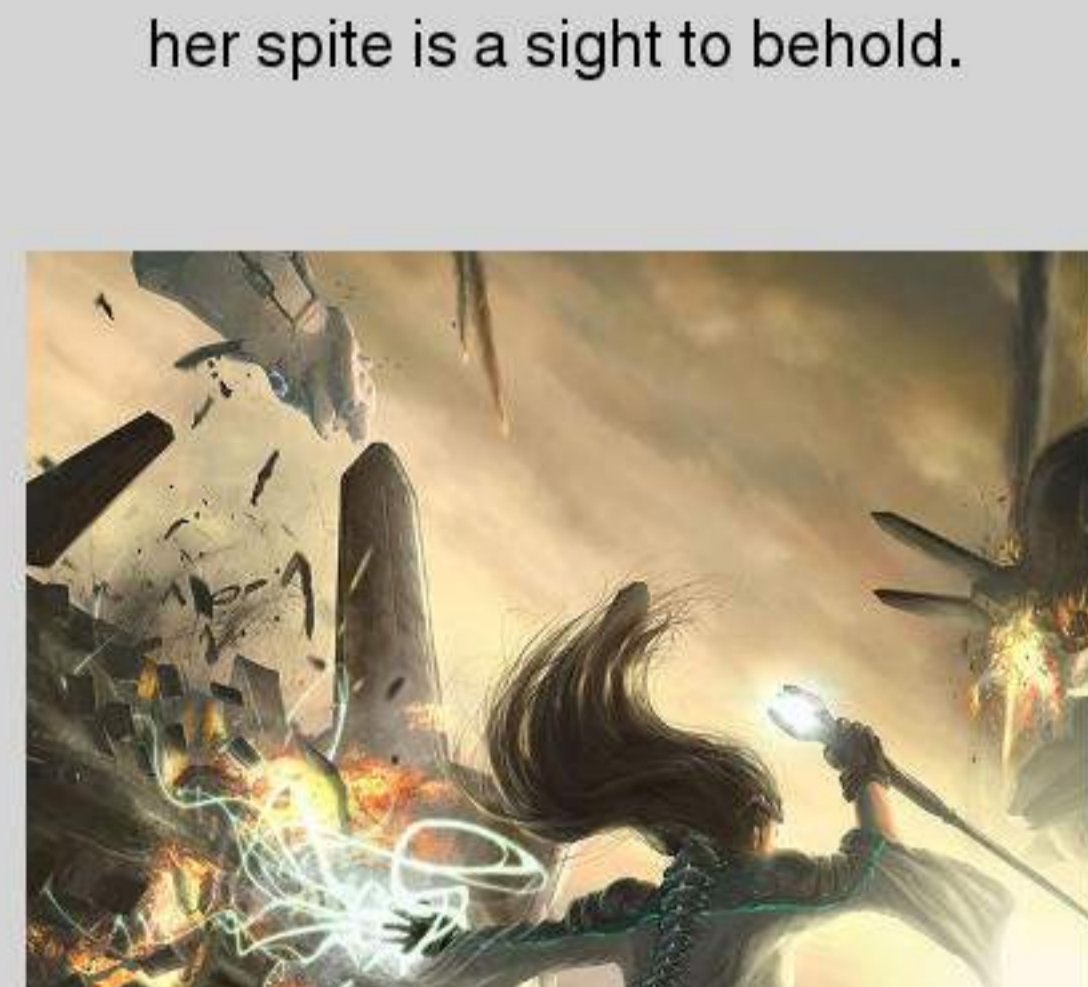
Riggy

Origin: Reawoken
Specialty: Recon
A pseudo-reptilian, Riggy is an excellent climber and easily leaps from building to building. He's good at keeping to places where he can't be seen, while still being able to observe the objective. He holds a grudge against Als, unless you can persuade him otherwise.



Ktherrla

Origin: Space Monster
Specialty: Combat/cooking
Ktherrl has done many things in her life. Her longest job was writing advertisements and propaganda for a corp, but a whirlwind of employments have passed by her. She's picked up a lot of skills, foremost of which is her excellent cooking.



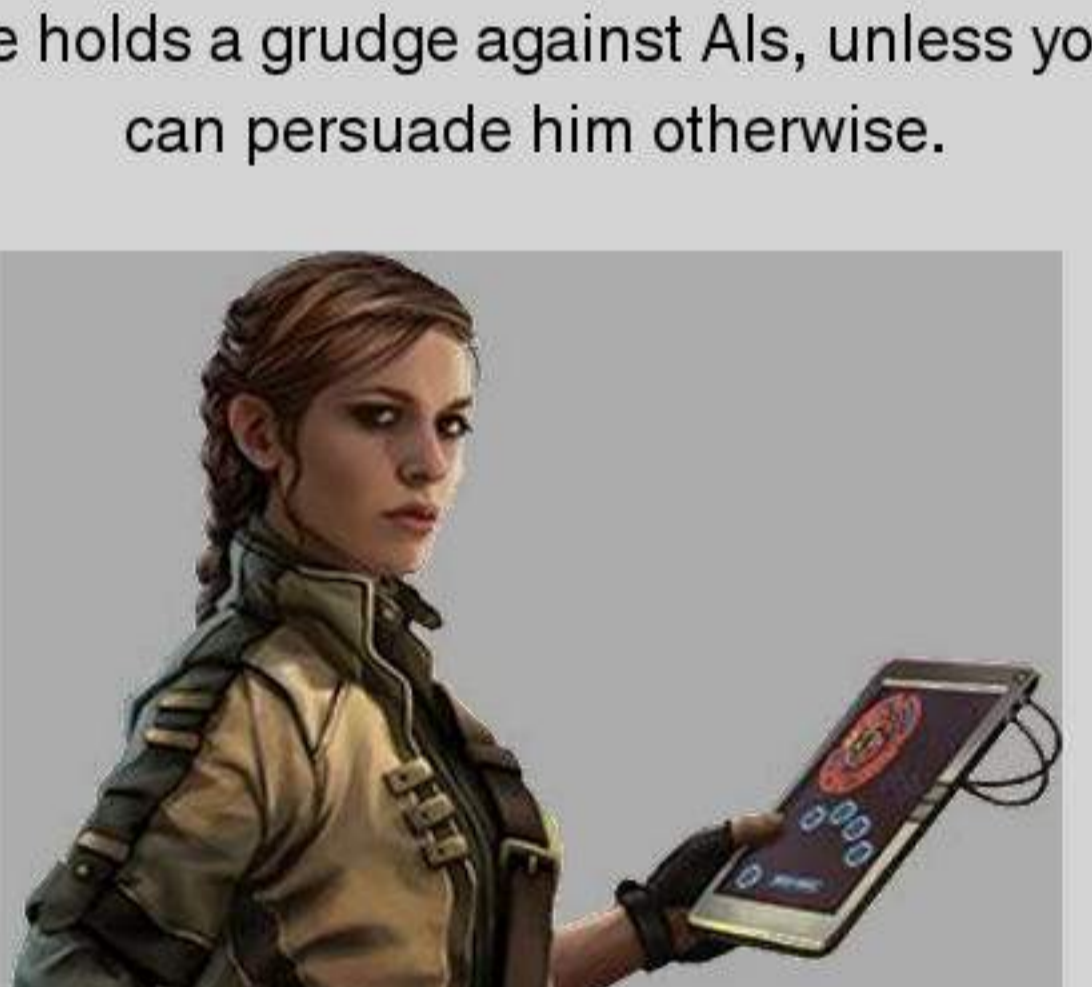
Ansetha

Origin: Denizen
Specialty: Aeonian
An Aeonian prodigy, Ansetha is proud of her powers. Her rebelliousness has prevented any lasting employment, despite her great skills. Actually very worried about her future and desperate to find a real friend.



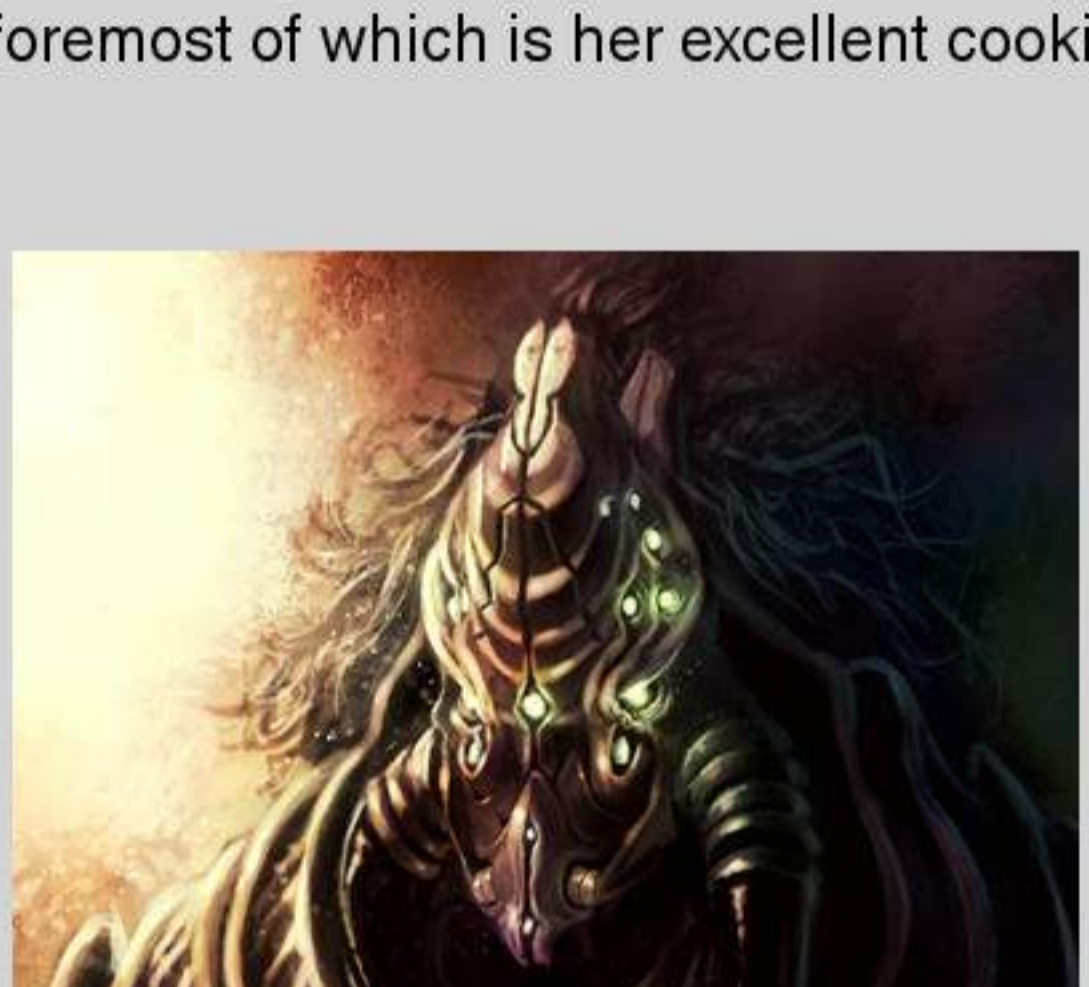
Uriephrr

Origin: Space Monster
Specialty: Engineering
Uriephrr's constant fang-toothed grin can be somewhat intimidating, but he is rarely actually thinking about what he is smiling at. His mind is near-constantly far away, thinking about new designs and technologies.



Aleksandra

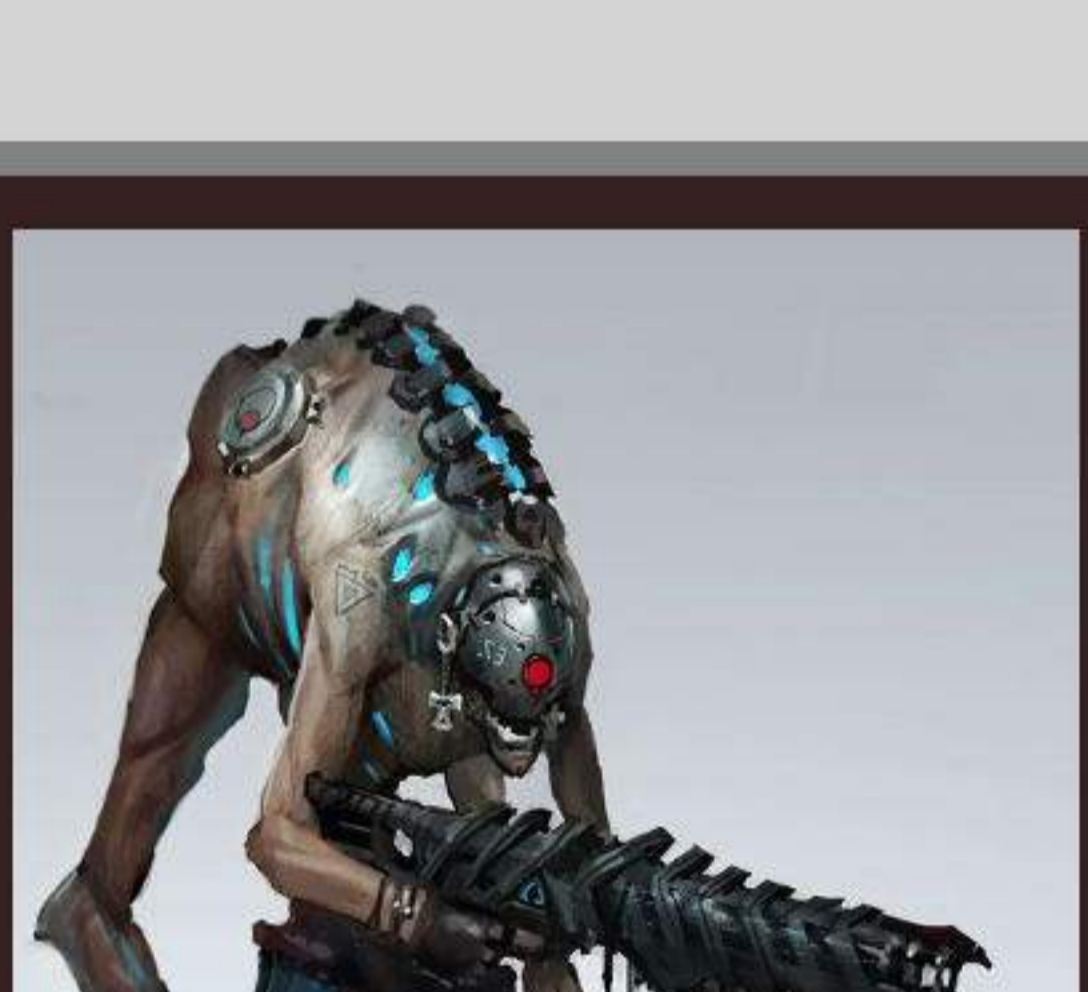
Origin: Reawoken
Specialty: Intelligence
If you need information, Aleksandra is your woman. An excellent analyst and observer, she can filter through huge quantities of data to find whatever you are looking for.



Neparth

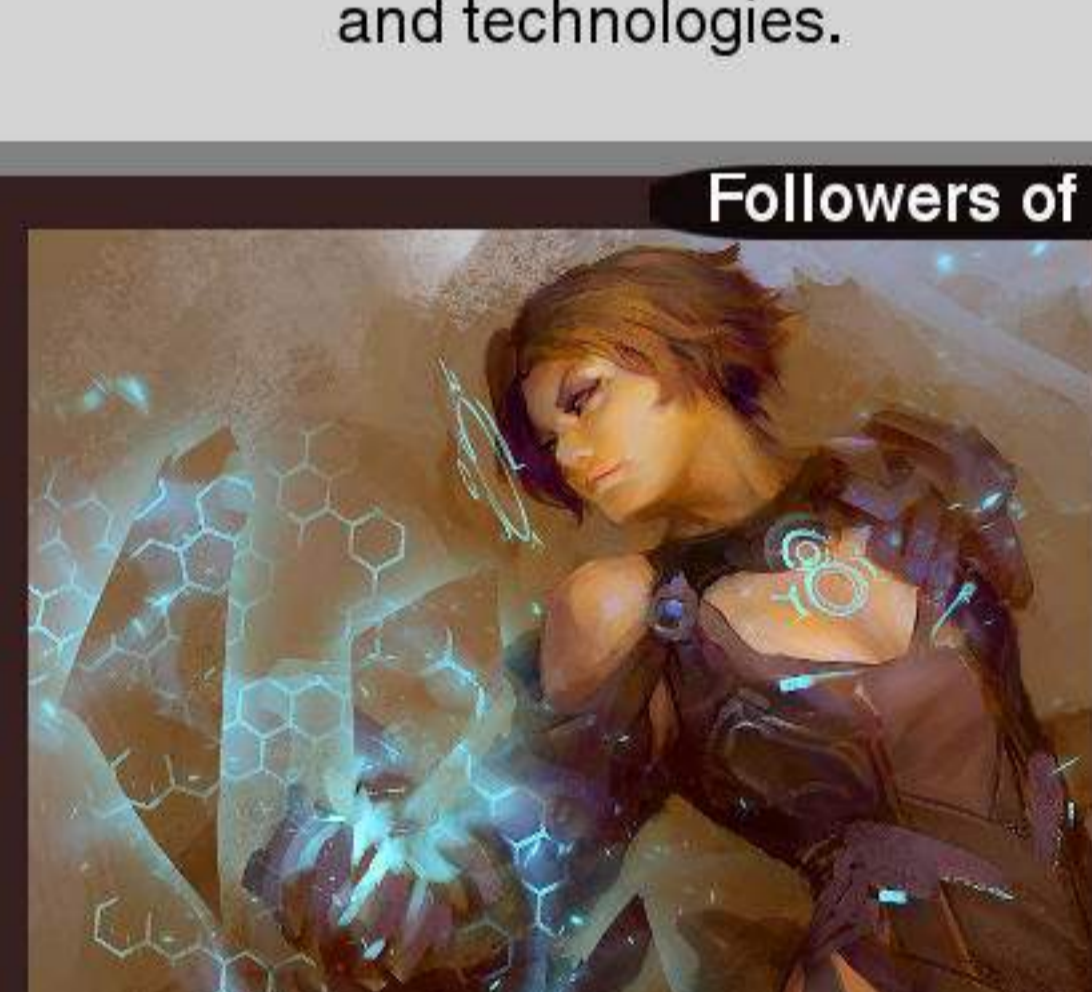
Origin: Denizen
Specialty: Persuasion
Very charismatic and likeable, Neparth knows how to pull the strings of hundreds of species. He's not bad in a fight, but prefers to avoid risks whenever possible. It's very likely he'll try to make you come around to his points of view.

Followers of Destiny Companions



Cyx

Origin: Denizen
Specialty: Heavy weaponry
Four arms make it a lot easier to operate large weapons and ship guns, which happen to be Cyx's main interests. The bigger the gun, the bigger his smile grows, and sufficient destruction often causes him to begin giggling maniacally.



Mabra

Origin: Generational
Specialty: Aeonian
The enthusiasm with which Mabra greeted the path of the FoD and embraced Aeonian Powers is far beyond fanaticism. Each night she dreams of Repose, and she is completely committed to whatever orders she is given to further the cause.



Ghzzath

Origin: Space Monster
Specialty: Production
Need something built, repaired, replaced, duplicated? Ghzzath is only too happy to show off his ability and flair. His huge form and minor Aeonian powers make him a decent fighter, too.



Veressa

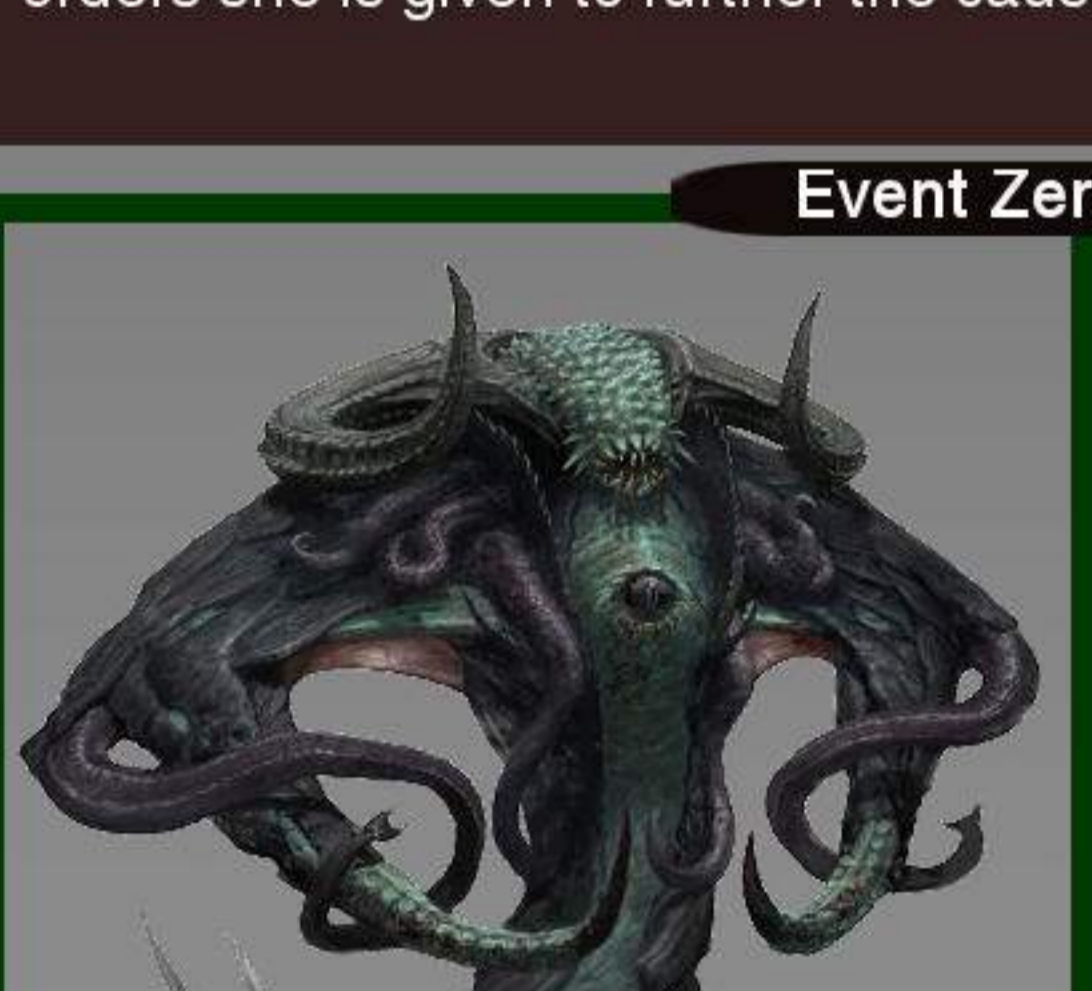
Origin: Denizen
Specialty: Long-range
Veressa likes causing pain. It just so happens that causing pain to her enemies is in alignment with the goals of the FoD, which she was brought up into. The best pain, of course, is that where the victim doesn't even know you exist.

Event Zero Order Companions



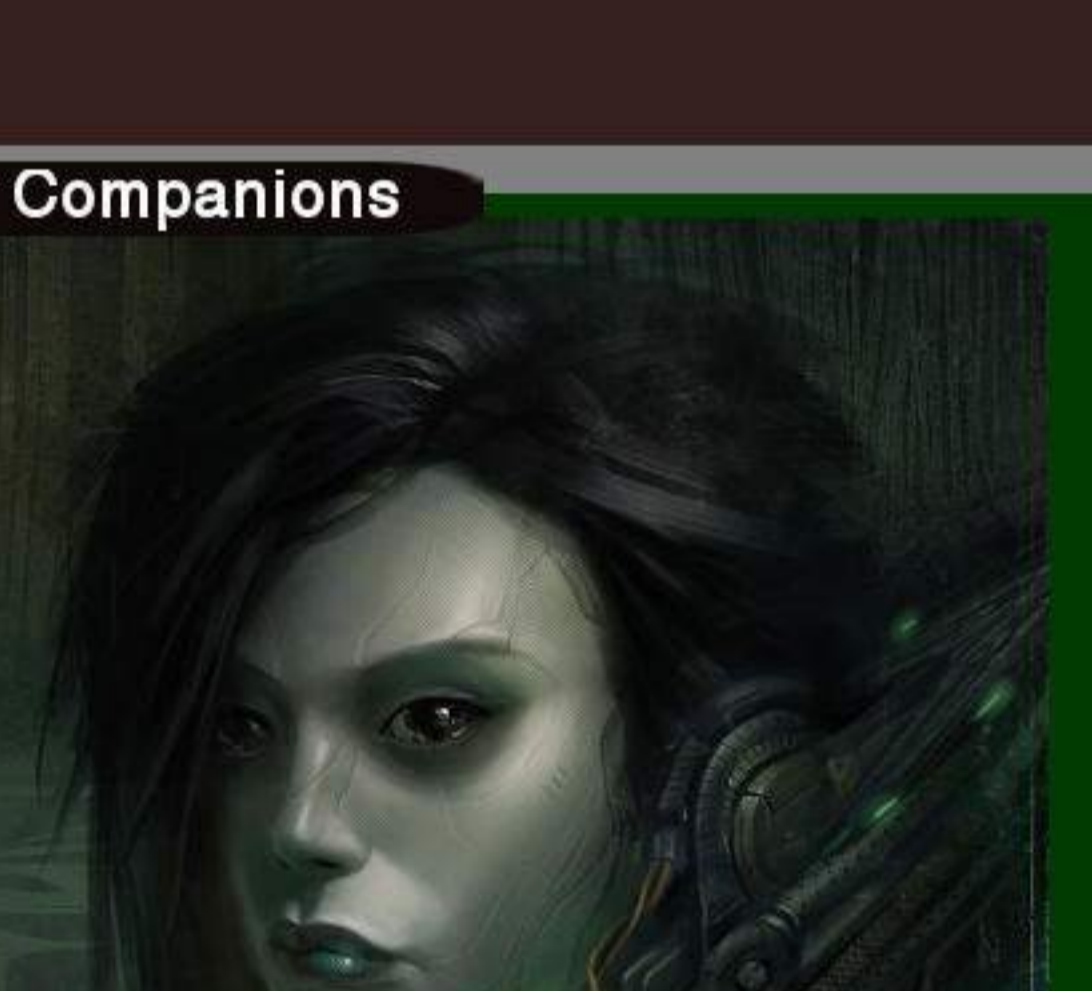
Danjou

Origin: Droid
Specialty: Resourcefulness
Any item, any tool, and even your own body have innumerable uses. Danjou looks beyond the obvious and always manages to find some way out of sticky situations. He's fairly good with almost any job you can throw his way.



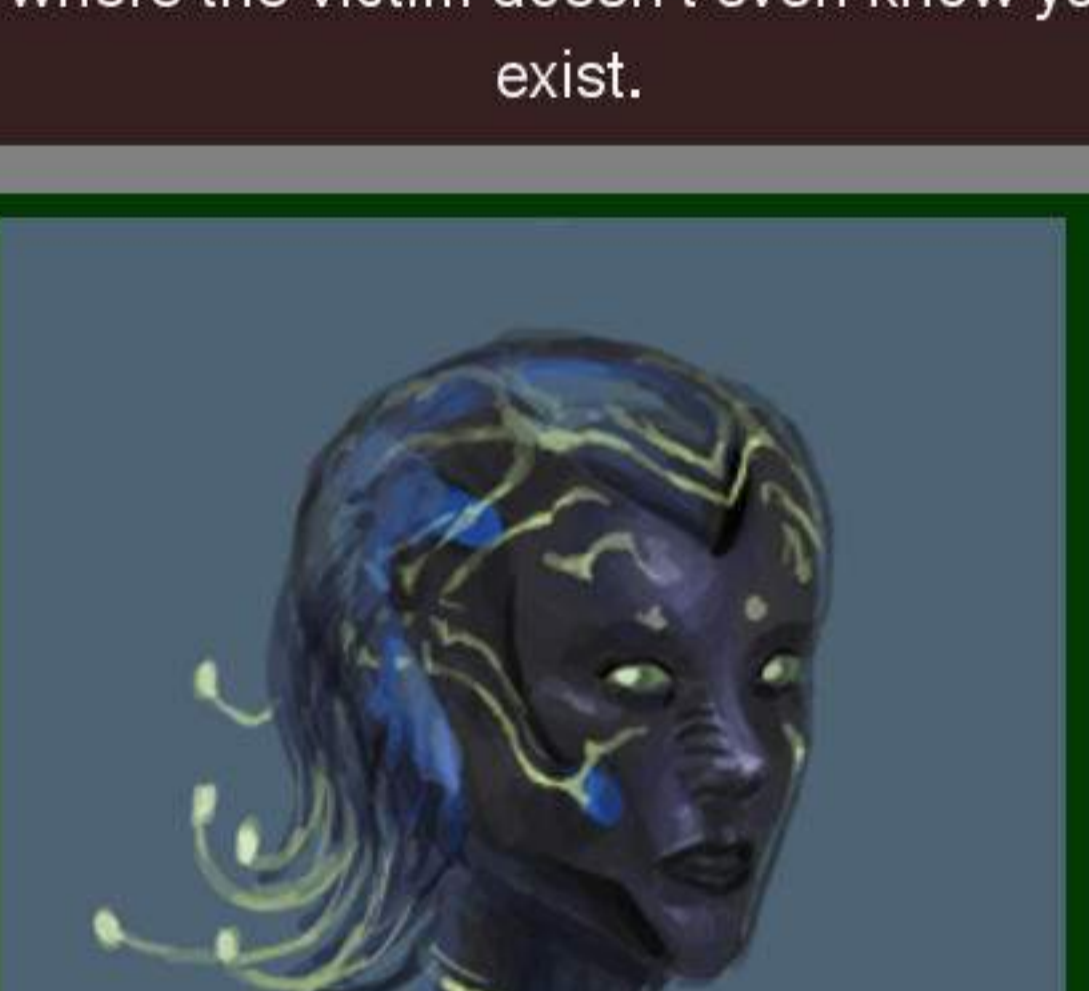
Jash

Origin: Denizen
Specialty: Psychology
A master psychiatrist, psychoanalyst, and interrogator, Jash knows his way around the minds of most known species. His calm and approachable demeanour fits strangely with his rabid carnivory.



Aeyna

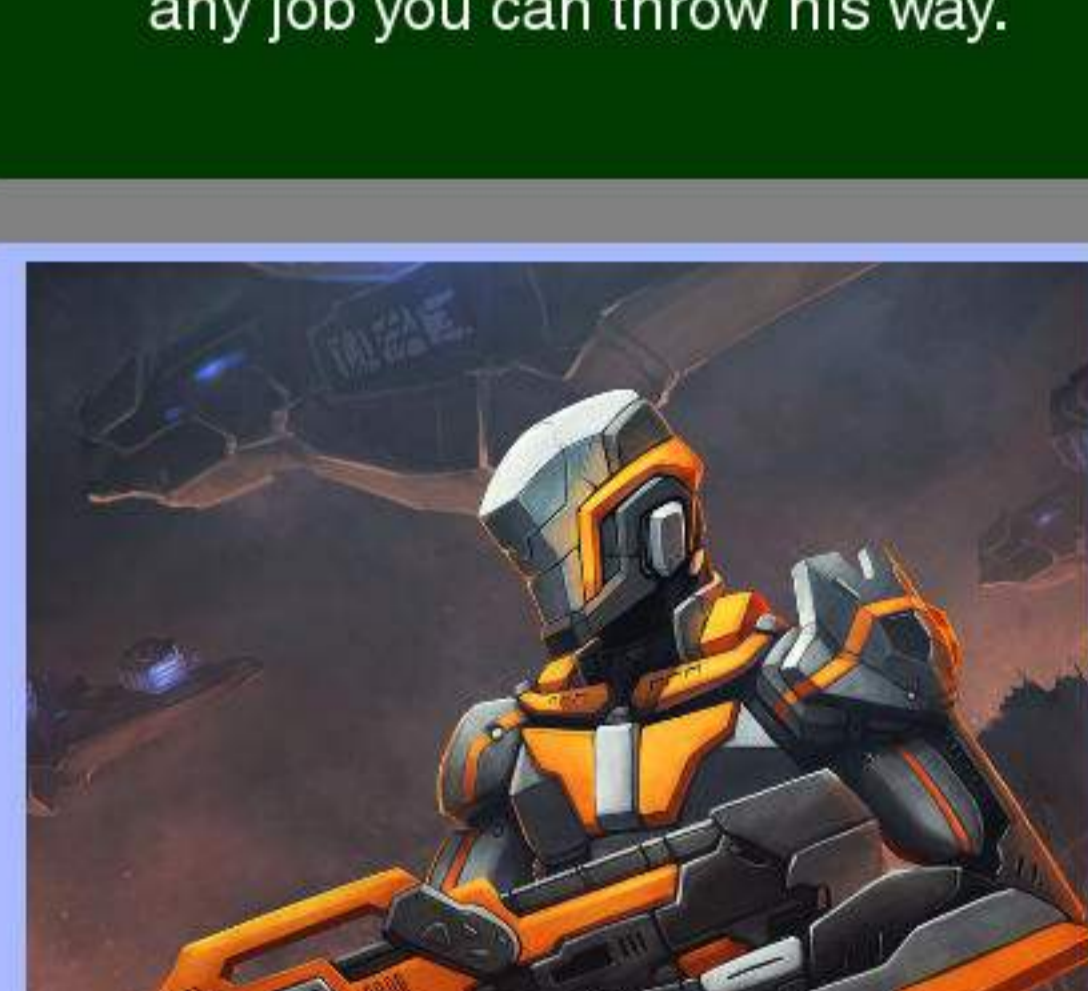
Origin: Reawoken
Specialty: Cyclic
Aeyna has many secrets and many surprises. She is capable with Cyclic Powers, often using them for day-to-day activities. No too social a person, she spends much of her time practicing and reading.



Vhada

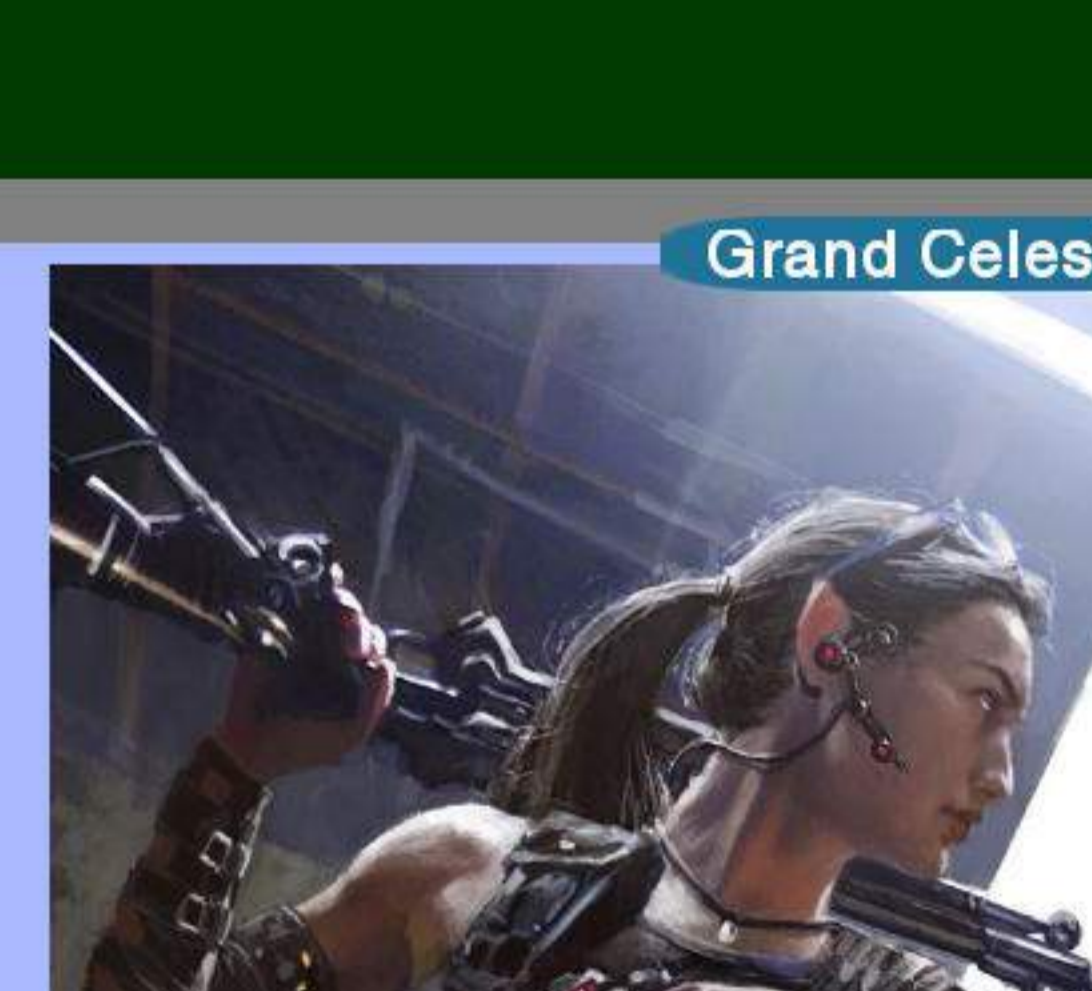
Origin: Neohologram
Specialty: Computing
Best known for her role in pioneering dynamic phase simulation, Vhada is very competent manipulating any kind of computer, and at a pinch, Als.

Grand Celestial Fleet Companions



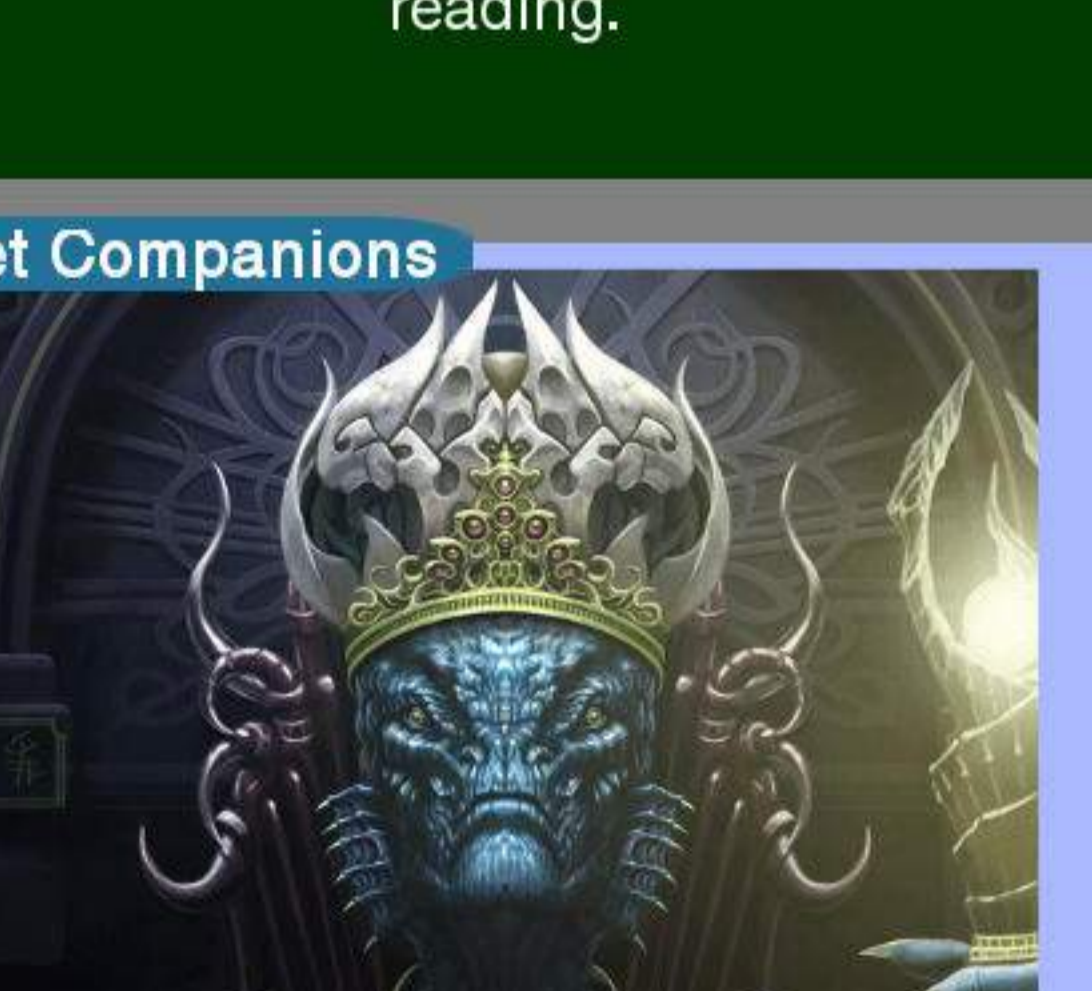
Equarus

Origin: Droid
Specialty: Crowd Control
A droid who has been in the security business for some time, Equarus is noted particularly for his discipline and ability to take the initiative at the proper times. He is an able soldier, particularly in a support role.



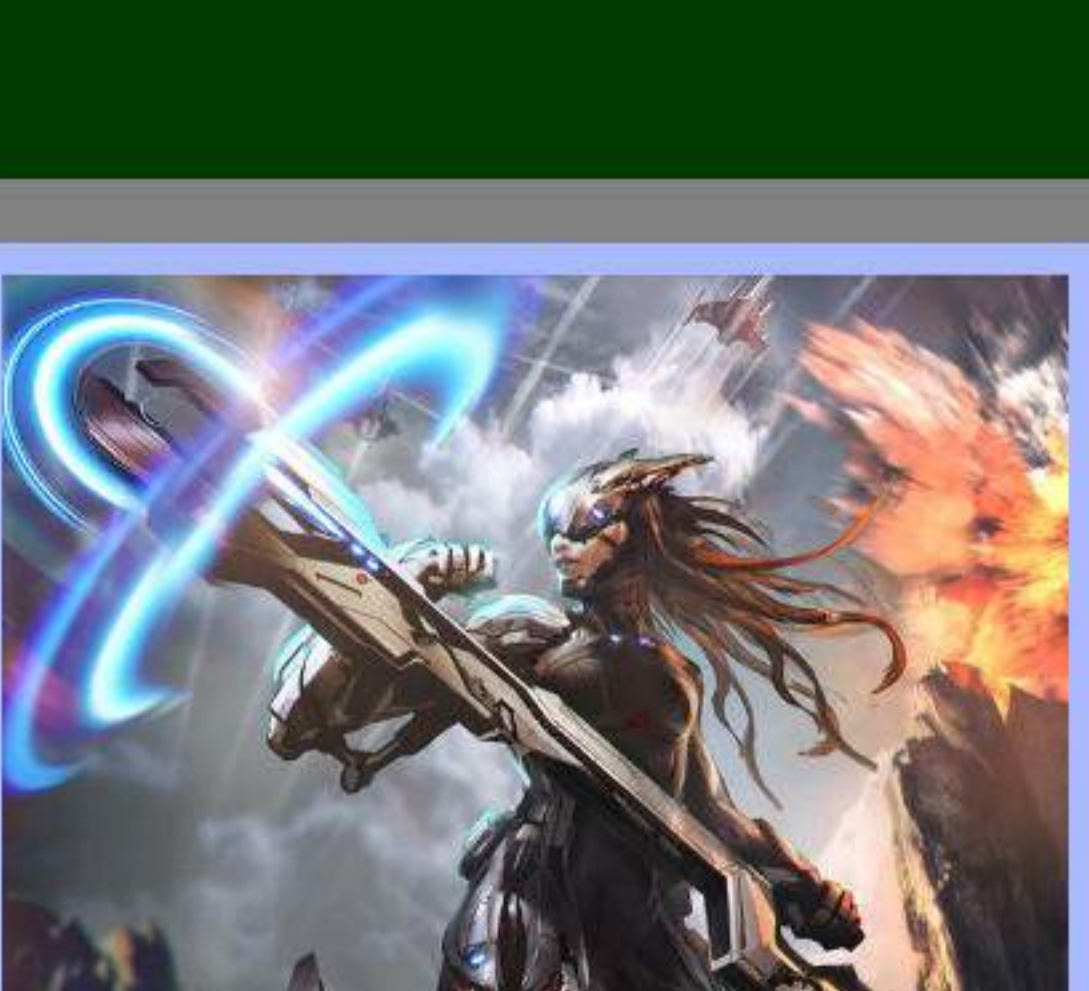
Eleyna

Origin: Denizen
Specialty: Smuggling
Previously a rogue smuggler taking underhand jobs whenever she could, Eleyna joined the GCF after the rest of her crew were killed by a Pact bomber. She has a strong desire for revenge, and to prove the Pact wrong.



Commodore Hulth

Origin: Denizen
Specialty: Command
Veteran of a number of fleet battles and previous commander of a flotilla, the ambitious commodore has become something of a laughing stock after a notable failure to catch a vital Drojnar picket. He is determined to prove himself once more.



Seraphine

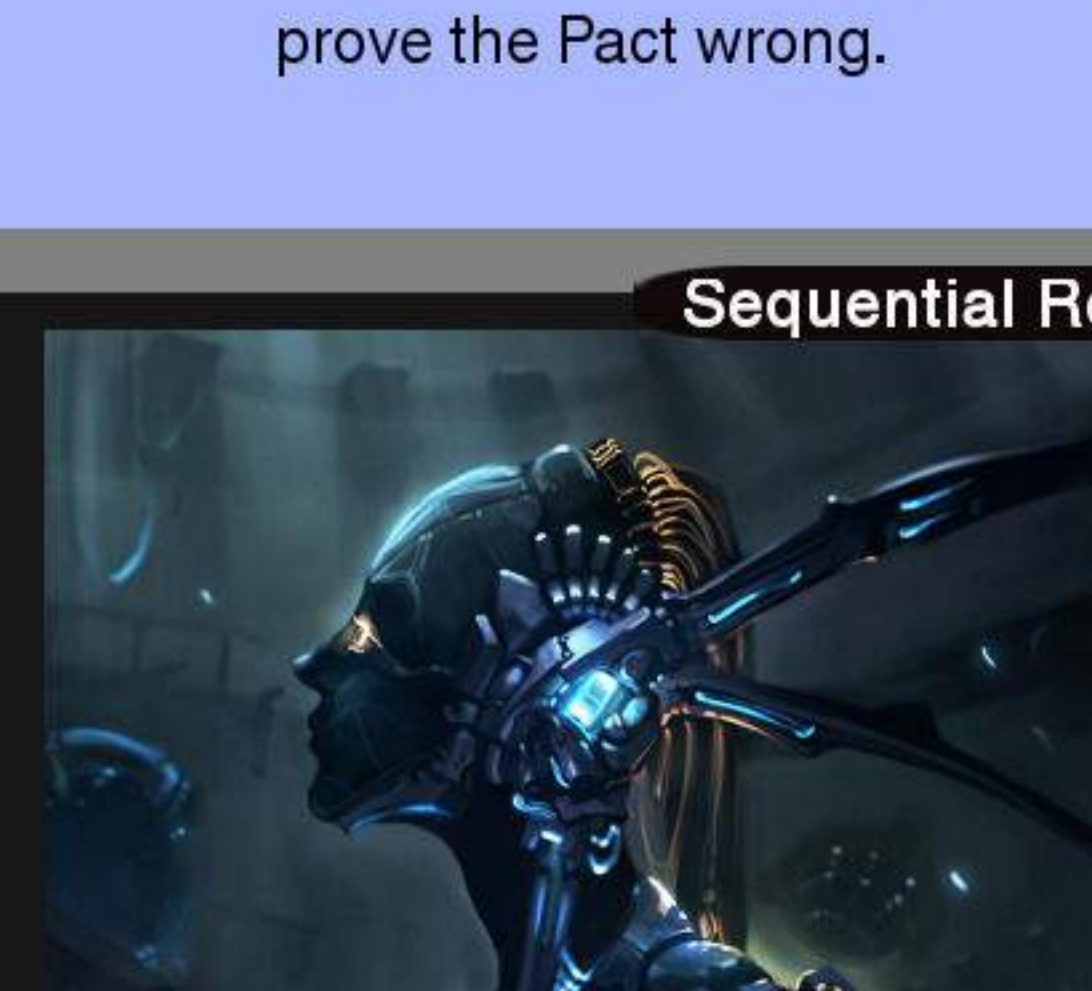
Origin: Reawoken
Specialty: Massive firepower
A user of Aeonian powers and keen weaponsmith, Seraphine constantly strives to improve her lethality. She is a little crazy, a firm believer in a number of conspiracies, and deeply paranoid.

Sequential Remnant Companions



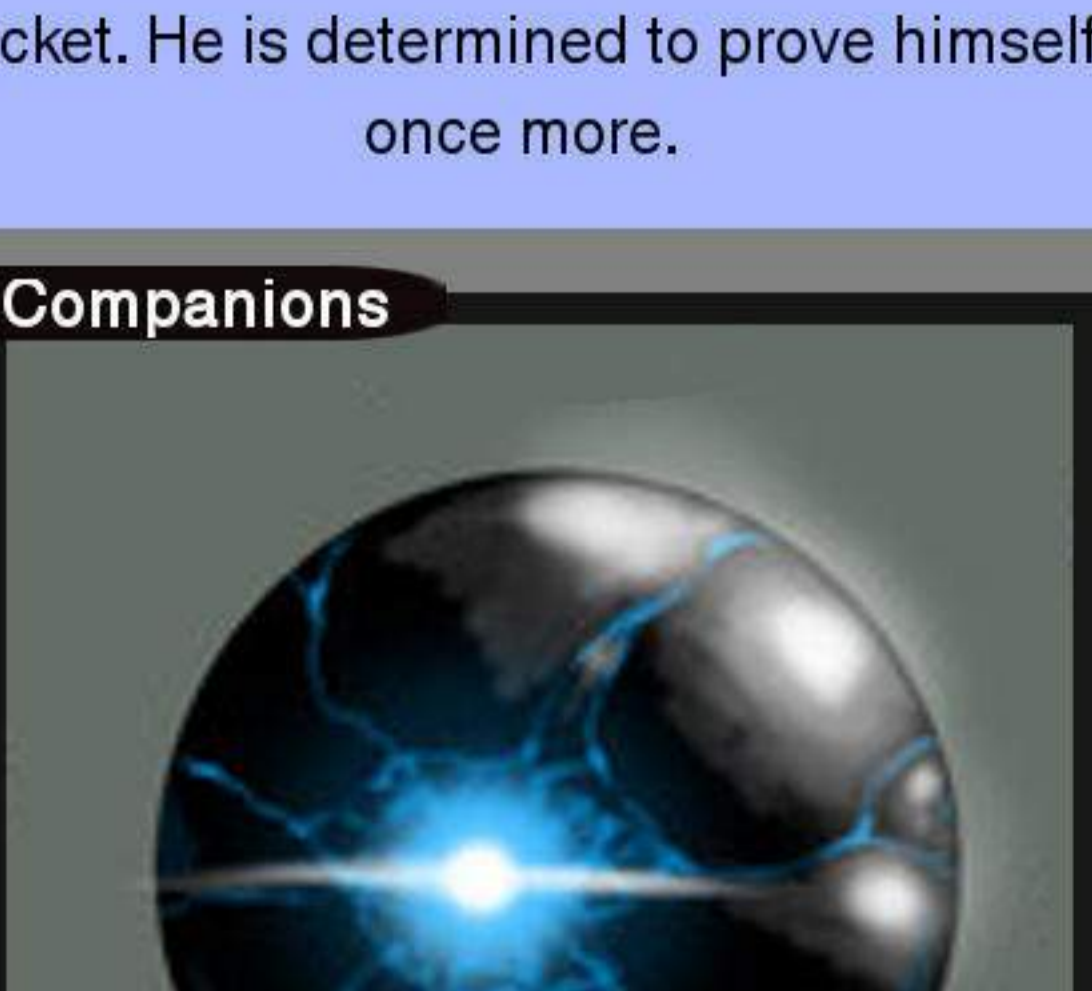
Irihn-Tael

Origin: Droid
Specialty: Sabotage
Genuinely enjoys messing with people. Practical jokes, random room rearrangements, and other methods to cause confusion keep Irihn entertained. When needed, he can turn these skills on the enemy many times over.



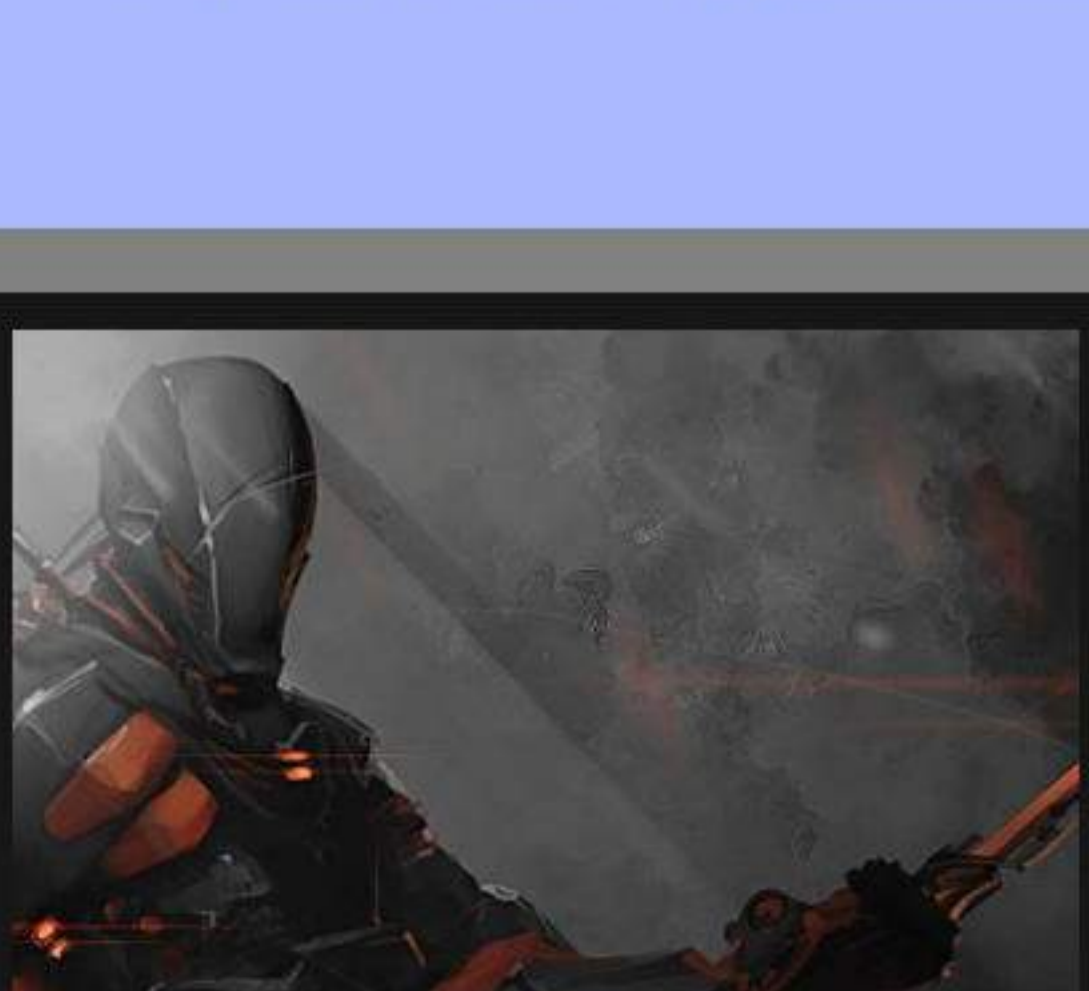
Kiina-Rothh

Origin: Droid
Specialty: Domination
Master of the mind, Kiina sees each foe as a tool to use, not an obstacle to break through. Unprotected brains can rapidly be altered to worship and serve her.



Ziind-Urur

Origin: Neohologram
Specialty: Repair
Unusually for a neohologram Ziind spends a lot of time in his core form, only using his body when needed. He is a very capable mechanic and can bring even the worst damaged machinery back to life.



Yiul-Vah

Origin: Droid
Specialty: Combat
Any weapon, any terrain, any enemy. Yiul has a barely contained dislike of wetware, and enjoys blowing or slicing it up in new and creative ways. Doesn't enjoy fighting other hardware, but will do so if needed.