

Galactic Stage v1.3

CYOA by Charlemagne

On this CYOA you will go through a lengthy process of customizing your own interstellar alien civilization. This was my first attempt at a CYOA so please take that into consideration.

Stats

The first step towards this act of creation is to attribute statistics, you begin with 60 Points to split between the 6 statistics. Adaptability represents the capacity of your species to adapt to new circumstances and environments, for example the higher this is stat the easier it is to colonize and thrive on alien worlds. Growth is the stat that determines the populational growth of the species, which will prove vital in their spread across the stars, Culture represents the appeal and complexity of a specie's cultural and religious traditions, a species with a high level of culture is likely to assimilate its neighbors culturally or religiously, Science represents your species' rate of technological advancement, Industry represents the strength of your civilization's industrial and economic might. Lastly you have Combat Power which vaguely represents your species' ability to wage conflicts, at the end of this CYOA you cannot have any stat below 0.

Adaptability (Adp):

Growth (Gro):

Culture (Cul):

Science (Sci):

Industry (Ind):

Combat Power (Cp):

Archetype

On this portion of this CYOA you will decide the archetype of your new species which will serve to give you a general idea of its appearance but feel free to flavor it as much as you can, if you desire you can even create your own archetype with a +5 bonus of any stat you desire. (Choose one)

Humanoid: +5 Industry

Mammalian: +5 science

Reptilian: +5 Combat power

Avian: +5 Science

Arthropod: +5 Adaptability

Molluscoid: +5 Culture

Fungoid: +5 Growth

Plantoid: +5 Growth

Size

Now onto determining the size of your species, please be mindful that their size will influence certain aspects of their physiology and genetics, when a size trait mentions that you can take a genetic trait for double the cost it means that a negative trait that gives you for example +5 points will instead give you +10 just to clarify of course. (Choose one)

Miniscule: (-10 Combat Power, +10 Growth)

About the size of Terran insects.

Can take Ephemeral for double the cost.

Tiny: (-5 Combat Power, +5 Growth)

About the size of a rabbit or house cat.

Can take Fleeting for double the cost.

Small: (-2 Combat Power, +2 Growth)

About the size of a child or a dwarf.

Can take Weak for double the cost.

Medium: (+0 Combat Power, +0 Growth)

About the size of an adult human.

Can take Nomadic for Free or Sedentary for double the cost.

Large: (+3 Combat Power, -3 Growth)

About the size and mass of a hippopotamus.

Can take Strong for Free.

Huge: (+8 Combat Power, -8 Growth)

About the size of a very modest building.

Can take Enduring for half the cost.

Gargantuan: (+20 Combat Power, -20 Growth)

About the size of the largest megafauna of most planets.

Can get Venerable for half the cost and/or Aquatic for Free.

Genetic Traits

Finally, one the more complex portions of this CYOA, you must now choose the genetic traits that define your species and will influence it in its journey across the stars, at the end of this portion the total of Genetic Points must be either equal or higher than 0 and certain genetic traits restrain or are restrained by others, choose fairly and wisely. You start with 6 Genetic Points to spend on this section.

Ephemeral (+4 Genetic Points)

Your species' natural lifespan is about 5 years.

-20 Culture, -10 Science

Incompatible with other lifespan related traits.

Fleeting (+1 Genetic Points)

Your species' natural lifespan is about 50 years.

-5 Culture, -2 Science

Incompatible with other lifespan related traits.

Enduring (-1 Genetic Points)

Your species' natural lifespan is about 110 years.

+5 Culture, +2 Science

Incompatible with other lifespan related traits.

Venerable (-4 Genetic Points)

Your species' natural lifespan is about 300 years.

+50 Culture, +10 Science

Incompatible with other lifespan related traits.

Very Adaptive (-4 Genetic Points)

Your species can naturally survive on most habitable alien worlds.

+20 Adaptability, +5 Growth, +5 Combat Power

Incompatible with other natural adaptability traits.

Adaptive (-2 Genetic Points)

Your species can naturally survive on a decent range of habitable alien worlds.

+10 Adaptability, +2 Growth, +2 Combat Power

Incompatible with other natural adaptability traits.

Nonadaptive (+2 Genetic Points)

Your species can naturally survive on a limited range of habitable alien worlds.

-10 Adaptability, -2 Growth, -2 Combat Power

Incompatible with other natural adaptability traits.

Very Nonadaptive (+4 Genetic Points)

Your species can naturally survive only on a type of biome or conditions.

-20 Adaptability, -5 Growth, -5 Combat Power

Incompatible with other natural adaptability traits.

Charismatic (-2 Genetic Points)

Your species is naturally charismatic.

+10 Culture, +2 Industry

Can't take Autistic and can purchase Communal for free.

Autistic (+2 Genetic Points)

Your species is naturally autistic.

-10 Culture, +5 Industry

Can't take Charismatic and can get Solitary for double the price.

Communal (-1 Genetic Points)

Your species tends to gather and live in large groups akin to clans or families.

+5 Culture, +1 Science, +5 Industry

Can't take Solitary.

Solitary (+1 Genetic Points)

Your species tends to live in small groups.

-5 Culture, +5 Science, -5 Industry

Can't take Communal.

Conformist (-2 Genetic Points)

Your species has a natural tendency to conform to social norms.

+10 Culture, -10 Science, +10 Industry

Can't take Deviant or Decadent.

Deviant (+1 Genetic Points)

Your species has a natural tendency to deviate from social norms.

+5 Culture, +5 Science, -5 Industry

Can't take Conformist and can take Decadent for double the price.

Decadent (+1 Genetic Points)

Your species has a natural tendency for degeneracy.

-5 Culture, -5 Industry

Can't take Conformist.

Conservationist (-1 Genetic Points)

Your species has a natural tendency to not waste resources.

+5 Industry

Can't take Wasteful.

Wasteful (+1 Genetic Points)

Your species has a natural tendency to waste more resources than they need.

-5 Industry

Can't take Conservationist.

Docile (-2 Genetic Points)

Your species has a natural tendency to follow rules and their superiors.

+10 Industry, -2 Science, +5 Growth

Can't take Unruly.

Unruly (+2 Genetic Points)

Your species has a natural tendency to follow their own rules and be more rebellious.

-10 Industry, +5 Science, -5 Growth

Can't take Docile.

Industrious (-2 Genetic Points)

Your species has a natural affinity for teamwork.

+15 Industry

Ingenious (-2 Genetic Points)

Your species has a natural talent for making processes more efficient.

+10 Industry, +5 Science

Intelligent (-2 Genetic Points)

Your species has an IQ higher than most sentient lifeforms.

+10 Science, +5 Culture, -2 Growth

Can't take Stupid.

Stupid (+2 Genetic Points)

Your species has an IQ lower than most sentient lifeforms.

-10 Science, -5 Culture, +5 Growth

Can't take Intelligent or Natural Engineers.

Natural Engineers (-3 Genetic Points)

Your species has an affinity to technology and industry.

+15 Science, +15 Industry

Can't take Stupid.

Nomadic (-1 Genetic Points)

Your species, at least before civilization, was naturally migratory.

+5 Growth, +5 Adaptability

Can't take Sedentary.

Sedentary (+1 Genetic Points)

Your species, even in primitive times used to live in small regions, never migrating much.

-5 Growth, -5 Adaptability

Can't take Nomadic.

Quick Learners (-1 Genetic Points)

Your species is quick at learning new things.

+5 Science, +5 Culture

Can't take Slow Learners.

Slow Learners (+1 Genetic Points)

Your species is slow at learning new things.

-5 Science, -5 Culture

Can't take Fast Learners or Intelligent.

Fast Breeders (-2 Genetic Points)

Your species breeds rapidly, akin to rabbits.

+10 Growth

Can't take Large, Huge or Gargantuan Size.

Can't take other (Breeders) traits.

Rapid Breeders (-4 Genetic Points)

Your species breeds at an enormous rate, akin to certain bug species.

+50 Growth

Can't take Small, Medium, Large, Huge or Gargantuan Size.

Can't take other (Breeders) traits.

Slow Breeders (+2 Genetic Points)

Your species breeds slowly with each individual having on average 3 to 5 offspring during its life.

-10 Growth

Can't take Small, Tiny or Miniscule Size.

Can't take other (Breeders) traits.

Very Slow Breeders (+4 Genetic Points)

Your species breeds just enough to maintain a population or slowly grow it over centuries.

-100 Growth

Can't take Medium, Small, Tiny or Miniscule Size.

Can't take other (Breeders) traits.

Resilient (-1 Genetic Points)

Your species can tolerate much more physical punishment than most living things.

+25 Combat Power, +5 Adaptability.

Can't take Weak.

Weak (+1 Genetic Points)

Your species is physically weaker than most sentient lifeforms.

-10 Combat Power, -2 Industry

Can't take Strong or Very Strong.

Strong (-1 Genetic Points)

Your species is quite physically stronger than most sentient lifeforms.

+10 Combat Power, +2 Industry

Can't take Weak or Very Strong.

Very Strong (-3 Genetic Points)

Your species is physically much stronger than most sentient lifeforms.

+20 Combat Power, +5 Industry

Can't take Weak or Strong.

Poisonous (-1 Genetic Points)

Your species produces some kind of toxin, likely a relic of their evolutionary history.

+5 Culture, +2 Science, +5 Combat Power

Phototropic (-1 Genetic Points)

Your species can produce energy from photosynthesis.

+5 Growth, +5 Adaptability

Requires Plantoid Archetype.

Radio trophic (-2 Genetic Points)

Your species can produce energy from low energy radiation.

+5 Growth, +15 Adaptability

Requires Plantoid or Fungoid Archetype.

Asexual Reproduction (-2 Genetic Points)

Your species is capable of reproducing through spores, seeds, or single parent birth.

+15 Growth, -10 Adaptability

Aquatic (-2 Genetic Points)

Your species evolved in coastal regions and is adapted to survive well underwater.

+10 Adaptability, +5 Culture

Can only have Terran, Ocean, Artic, Savannah, Jungle or Gaia Planet Types for its Home world.

Flying (-3 Genetic Points)

Your species can fly for long distances.

+10 Culture, +10 Industry, +20 Combat Power, -10 Adaptability

Can't have Subterranean.

Strong Immune System (-4 Genetic Points)

Your species is naturally capable of resisting most pathogens.

+20 Adaptability, +10 Combat Power

Subterranean (-2 Genetic Points)

Your species lives mostly underground, either in nests or great subterranean biomes.

+20 Industry, +10 Science, -10 Growth

You get "Extensive Caverns" Planetary Trait for free in your home world.

Can't have Flying.

Star System

On this portion you will select the type of star system your species will start in, and the points acquired in this section will be used later. (Choose one System Type)

-Single Star (+4 Star Points) (+1 Star Slot)

You must choose 1 star type for your home system.

-Binary (+5 Star Points) (+2 Star Slots)

You must choose 2 star types for your home system.

-Trinary (+6 Star Points) (+3 Star Slots)

You must choose 3 star types for your home system.

Star Customization

On this stage you will utilize Star Points to customize the stars in your home system by selecting 1 out of 4 star types for each star but remember that the star type will influence the size of the goldilocks' zone, by the end of this CYOA your Star Points total must be 0 or higher. (Choose one for each star in your home system.)

Type F (-2 Star Points)

+Very Wide Habitable Zone

+3 Terraformable Worlds

+1 Habitable World

+High Luminosity

+25 Industry

Type G (-1 Star Points)

+Wide Habitable Zone

+2 Terraformable Worlds

+Stable

+15 Industry

-Type K (+1 Star Points)

+Medium Habitable Zone

+1 Terraformable Worlds

+Slightly Unstable

+5 Industry

-Type M (+2 Star Points)

+Small Habitable Zone

+0 Terraformable Worlds

+Unstable

-10 Industry, -5 Growth

Planet Classes

Now comes the portion where you select the planet type for your specie's home world and any bonus habitable worlds you selected in the previous section. (Choose one class for your home world)

Cold Ocean World (+0 Star Points)

+10 Industry, +10 Growth, -10 Science

Requires "Aquatic" Genetic Trait.

Your planet automatically gains the "Cold" Planetary Trait.

Arctic World (+0 Star Points)

+10 Industry, +10 Combat Power, -10 Growth

Your planet automatically gains the "Cold" Planetary Trait.

Antarctic World (+0 Star Points)

+10 Industry, +10 Growth, -10 Combat Power

Your planet automatically gains the "Cold" Planetary Trait.

Cold Terran World (+0 Star Points)

+10 Industry, +10 Adaptability, -10 Culture

Your planet automatically gains the "Cold" Planetary Trait.

Tundra World (+0 Star Points)

+10 Industry, +10 Adaptability, -10 Science

Your planet automatically gains the "Cold" Planetary Trait.

Boreal World (+0 Star Points)

+10 Industry, +10 Growth, -10 Adaptability

Your planet automatically gains the "Cold" Planetary Trait.

Frigid World (+0 Star Points)

+10 Industry, +10 Science, -10 Growth

Your planet automatically gains the "Cold" Planetary Trait.

Highland World (+0 Star Points)

+20 Industry, -10 Growth

Your planet automatically gains the "Cold" Planetary Trait.

Ocean World (+0 Star Points)

+20 Growth, -10 Industry

Requires "Aquatic" Genetic Trait.

Arquipelago World (+0 Star Points)

+10 Growth, +10 Culture, -10 Industry

Terran World (+0 Star Points)

+10 Growth, +10 Adaptability, -10 Science

Forest World (+0 Star Points)

+10 Growth, +10 Industry, -10 Science

Steppe World (+0 Star Points)

+10 Growth, +10 Adaptability, -10 Culture

Oasis World (+0 Star Points)

+10 Growth, +10 Culture, -10 Science

Alpine World (+0 Star Points)

+10 Growth, +10 Industry, -10 Culture

Warm Ocean World (+0 Star Points)

+10 Growth, +10 Industry, -10 Adaptability

Requires "Aquatic" Genetic Trait.

Your planet automatically gains the "Hot" Planetary Trait.

Atoll World (+0 Star Points)

+10 Industry, +10 Growth, -10 Culture

Your planet automatically gains the "Hot" Planetary Trait.

Jungle World (+0 Star Points)

+10 Industry, +10 Growth, -10 Science

Your planet automatically gains the "Hot" Planetary Trait.

Swamp World (+0 Star Points)

+10 Industry, +10 Science, -10 Culture

Your planet automatically gains the "Hot" Planetary Trait.

Arid World (+0 Star Points)

+10 Industry, +10 Culture, -10 Growth

Your planet automatically gains the "Hot" Planetary Trait.

Desert World (+0 Star Points)

+10 Industry, +10 Culture, -10 Science

Your planet automatically gains the "Hot" Planetary Trait.

Outback World (+0 Star Points)

+20 Industry, -10 Growth

Your planet automatically gains the "Hot" Planetary Trait.

Gaia World (+3 Star Points)

+40 Growth, +10 Industry, -40 Adaptability, -30 Combat Power

Can get Amiable Wildlife and Mild Climate for free.

Tidally Locked World (+1 Star Points)

+20 Industry, -10 Adaptability, -10 Growth

Your planet automatically gains the "Tidally Locked" Planetary Trait.

Planet sizes

Now comes the portion where you select a size class for your home world and any bonus habitable worlds but keep in mind that it will affect your choices for planetary traits later. (Choose 1 for your home world and one per each terraformable and habitable world)

Dwarf Planet (moon sized world)

+20 Industry

Quadruples the price of Low Gravity

Small Planet (mars sized)

+10 Industry, +10 Growth

Doubles the price of Low Gravity

Medium Planet (Earth sized)

+5 Industry, +5 Adaptability, +5 Growth, +5 Science

Large Planet (Larger than earth)

+10 Adaptability, +10 Science

Doubles the price of High Gravity

Super Earth (much larger than earth)

+20 Adaptability

Quadruples the price of High Gravity

Planetary Traits

On this next portion of the CYOA you must choose the traits for your home world and habitable worlds in your home system.

Low Gravity (+1 Star Point)

+10 Industry, -10 Adaptability, -10 Combat Power

Requires Small or Dwarf Planet size.

High Gravity (+2 Star Points)

+20 Combat Power, -20 Industry, -20 Growth

Requires Large or Super Earth size.

Hot (+1 Star Point)

+10 Industry, -10 Growth, -10 Science

Requires Warm Ocean World, Atoll World, Jungle World, Swamp World, Arid World, Desert World, Outback World, Steppe World or Oasis World.

Can't have Cold.

Cold (+1 Star Point)

+10 Science, -10 Industry, -10 Growth

Requires Cold Ocean World, Artic World, Antarctic World, Cold Terran World, Tundra World, Boreal World, Frigid World, Highland World, Alpine World or Forest World.

Can't have Hot.

Dense Atmosphere (-1 Star Points)

+10 Growth, +10 Adaptability, -10 Industry

Requires Medium, Large or Super Earth size.

Can't have Thin Atmosphere

Thin Atmosphere (+1 Star Point)

+10 Industry, -10 Growth, -10 Adaptability

Requires Medium, Small or Dwarf Planet size.

Can't have Dense Atmosphere.

Tidally Locked (-1 Star Points)

+10 Industry, +10 Science, +10 Combat Power, -10 Adaptability, -10 Growth

Requires "Tidally Locked" World Type.

Noxious Atmosphere (+2 Star Points)

+20 Adaptability, -20 Industry, -20 Growth

Requires Small, Medium, Large or Super Earth size.

Can't have Thin Atmosphere or Gaia world.

Dangerous Wildlife (+1 Star Points)

+10 Science, +10 Adaptability, -10 Culture, -10 Industry, -10 Growth

Can't have Amiable Wildlife or Gaia World.

Amiable Wildlife (-2 Star Points)

+10 Science, +20 Culture, +10 Growth, -20 Adaptability

Can't have Dangerous Wildlife.

Titanic Wildlife (-3 Star Points)

+10 Adaptability, +10 Growth, +10 Combat Power, +10 Science, -10 Industry

Can't have High Gravity.

Terrible Storms (+1 Star Point)

+10 Science, -10 Industry, -10 Growth

Can't have Mild Climate.

Mild Climate (-2 Star Points)

+20 Growth, +20 Industry, -20 Adaptability

Can't have Terrible Storms.

Irradiated (+3 Star Points)

+10 Adaptability, -10 Industry, -40 Growth

Requires M Type Star.

Frequent Meteor Impacts (+2 Star Points)

-20 Industry, -20 Growth, +10 Adaptability, +10 Science

Can't have Dense Atmosphere.

Weak Magnetic Field (+1 Star Points)

+10 Adaptability, -10 Industry, -10 Growth

Can't have Strong Magnetic Field or Very Strong Magnetic Field.

Strong Magnetic Field (-2 Star Points)

+20 Industry, +20 Growth, -10 Adaptability, -10 Science

Can't have Weak Magnetic Field or Very Strong Magnetic Field.

Very Strong Magnetic Field (-5 Star Points)

+30 Industry, +30 Growth, +10 Adaptability, -20 Science

Can't have Weak Magnetic Field or Strong Magnetic Field.

No Tectonic Activity (+1 Star Point)

+10 Industry, -10 Adaptability, -10 Science

Can't have High Tectonic Activity or Very High Tectonic Activity.

High Tectonic Activity (+1 Star Point)

+10 Adaptability, -10 Industry, -10 Growth

Requires Small, Medium, Large or Super Earth size.

Can't have Very High Tectonic Activity or No Tectonic Activity.

Very High Tectonic Activity (+3 Star Points)

+30 Adaptability, -30 Industry, -30 Growth

Requires Medium, Large or Super Earth size.

Can't have High Tectonic Activity or No Tectonic Activity.

Very High Abundance of Minerals (-3 Star Points)

+30 Industry

Requires Medium, Large or Super Earth and can't take any other (Minerals) traits.

High Abundance of Minerals (-2 Star Points)

+20 Industry

Requires Small, Medium, Large or Super Earth and can't take any other (Minerals) traits.

Abundance of Minerals (-1 Star Points)

+10 Industry

Can't take any other (Minerals) traits.

Residual Amount of Minerals (+1 Star Points)

-10 Industry

Can't take any other (Minerals) traits.

Very High Soil Quality (-3 Star Points)

+30 Growth

Requires Archipelago world, Terran World, Forest World, Atoll World, Jungle World or Gaia World and can't take any other (Soil Quality) traits.

High Soil Quality (-2 Star Points)

+20 Growth

Requires Arquipelago World, Terran World, Tidally Locked World, Forest World, Atoll World, Jungle World or Gaia World and can't take any other (Soil Quality) traits.

Good Soil Quality (-1 Star Points)

+10 Growth

Can't have Desert World, Outback World, Warm Ocean World, Ocean World, Cold Ocean World, Artic World, Antarctic World or Frigid World and can't take any other (Soil Quality) traits.

Bad Soil Quality (+1 Star Points)

-10 Growth

Can't take Gaia World and can't take any other (Soil Quality) traits.

Terrible Soil Quality (+3 Star Points)

-30 Growth

Can't have Arquipelago world, Terran World, Forest World, Atoll World, Jungle World or Gaia World and can't take any other (Soil Quality) traits.

Very High Concentration of Volatiles (-4 Star Points)

+30 Industry, +15 Science

Can't take other (Volatiles) traits.

High Concentration of Volatiles (-3 Star Points)

+20 Industry, +10 Science

Can't take other (Volatiles) traits.

Good Concentration of Volatiles (-2 Star Points)

+10 Industry, +5 Science

Can't take other (Volatiles) traits.

Residual Concentration of Volatiles (+2 Star Points)

-15 Industry, -5 Science

Can't take other (Volatiles) traits.

Great Crystal Formations (-3 Star Points)

+20 Industry, +10 Culture, +10 Science, -10 Growth

Exotic Gas Deposits (-2 Star Points)

+30 Science, -10 Growth

Can't have (Volatiles) traits.

Meta Mineral Deposits (-3 Star Points)

+10 Combat Power, +10 Industry, +10 Science

Can't have Abundant Meta Mineral Deposits.

Abundant Meta Mineral Deposits (-6 Star Points)

+20 Combat Power, +25 Industry, +25 Science

Can't have Meta Mineral Deposits.

Living Metal Deposits (-3 Star Points)

+20 Science, +10 Industry

Floating Islands (-2 Star Points)

+20 Culture, +10 Science, +10 Adaptability, -20 Combat Power

Can't have Weak Magnetic Field.

Extensive Caverns (-2 Star Points)

+10 Industry, +10 Adaptability

Unique Resource (-5 Star Points)

+50 Culture, +10 Science, -10 Combat Power

A resource that cannot be found anywhere else in the galaxy be it of organic, mineral, or other origin, a one of a kind resource created by the player.

Civilization

**On this next portion you get to decide upon the dominant ideological axis in the civilization of your species which will impact certain choices in the next portions but remember that you cannot choose opposite sides of the same ideological axis.
(Choose 3)**

Libertarianism

+20 Culture, -8 Industry

Can't take Authoritarianism.

Authoritarianism

+20 Industry, -8 Culture

Can't take Libertarianism.

Religious

+20 Growth, -8 Science

Can't take Materialism .

Materialism

+20 Science, -8 Growth

Can't take Religious.

Militarism

+20 Combat Power, -8 Culture

Can't take Pacifism.

Pacifist

+20 Culture, -8 Combat Power

Can't Take Militarism.

Xenophobia

+20 Culture, -8 Growth

Can't take Xenophilia.

Xenophilia

+20 Growth, -8 Culture

Can't take Xenophobia.

Government Type

On this next step you will decide upon the system of government of your civilization, keep in mind that previous choices might limit your options in this section.(Choose 1)

Democracy

Rule by officials elected by the people.

+20 Culture, +10 Industry, -10 Combat Power

Requires Libertarianism

Oligarchy

Rule by a council or cabal of wealthy individuals that can elect one among their number to be the leader.

+20 Culture, +10 Industry, -10 Growth

Dictatorship

Rule by a single nearly all powerful ruler.

+20 Combat Power, +10 Industry, -10 Culture

Requires Authoritarianism

Theocracy

Rule by either a council of priests or a supreme pontiff elected by a council of priests.

+20 Growth, +10 Combat Power, -10 Science

Requires Religious

Technocracy

Rule by either a council of experts or a supreme leader elected by a council of experts.

+20 Science, +10 Industry, -10 Growth

Requires Materialism

Eusocial Hierarchy

Like an ant colony, rule by a queen with an army of followers bred to be unquestionably loyal.

+20 Growth, +10 Combat Power, -10 Culture

Requires Rapid Breeders and Xenophobia and can't take Libertarianism.

Monarchy

A hereditary King or Emperor rules your society, dividing power with nobles, religious authorities or even a senate.

+20 Growth, +10 Combat Power, -10 Industry

Requires Authoritarian or Religious

Corporate Government/Mega Corp

One or multiple massive mega corporations run society.

+20 Industry, +10 Science, -10 Culture

Requires Materialism

Gestalt Consciousness

Your species is united by a single mind, one purpose, one voice.

+10 Industry, +10 Growth, +10 Adaptability, -10 Culture

Requires that you take at least Tier 1 "Gestalt Consciousness" Ascension.

Homebrew

A unique system created by the player.

+20 of any stat.

Major Historical Events

In this portion you will choose one major historical event that shaped your civilization before reaching the galactic stage, feel free to add some world building flavor. (Choose 1)

Golden Age

An age of prosperity unlike anything ever seen by the species with rising living standards, quality of life and a cultural boom preceded the arrival of your species into the galactic stage.

+15 Industry, +15 Growth, +10 Culture

Apocalyptic War

A war on a scale never seen ravaged the entire system before the discovery of ftl, with casualties in the hundreds of millions.

+35 Combat Power, +15 Industry, -10 Growth

Requires Militarist or Pacifism

Nuclear Armageddon

A major political disagreement that resulted in total nuclear annihilation of civilization across the system that took centuries to recover from.

+25 Adaptability, +25 Combat Power, -10 Growth

Requires Militarist

Finding of Alien Ruins

Ruins of alien origin were found on one of the planets in the system proving once for all that your civilization was not alone and providing valuable scientific knowledge from a more advanced extinct civilization.

+30 Science, +10 Culture

Requires Xenophobic or Xenophile

Alien Signal

Your species found out it was not alone in the universe far earlier than most others through detection of a signal of undeniably alien origin.

+10 Science, +30 Culture

Requires Xenophobic or Xenophile

Population Boom

A great population explosion happened on your home world, more than duplicating its population.

+40 Growth, +20 Industry, -20 Culture

Super Plague

Before nearly all diseases were capable of being cured by your medicine a super plague of natural or artificial origin ravaged your home world causing casualties in the billions.

+30 Culture, +20 Science, +10 Adaptability, -20 Growth

Religious Revival

A new faith emerged on your planet with dynamism and appeal never seen, with nearly the entire population having converted.

+50 Culture, -10 Science

Requires Religious.

Scientific Revolution

An unprecedented great leap on nearly all scientific fields unlike anything in recorded history with centuries worth of scientific discoveries happening over the span of a few decades.

+50 Science, -10 Culture

Requires Materialism

Great Conqueror

Your species has been united under a great conqueror and now looks towards the stars.

+50 Combat Power, -10 Culture

Requires Militarist or Authoritarianism

Alien Invasion

Your species faced an attacker from the stars and somehow managed to repel them from your home system.

+70 Combat Power, +20 Science, -25 Industry, -25 Growth

Requires Xenophobe

Ascension Paths

On this portion of the CYOA you will decide the ascension paths for your species now that they have reached the galactic stage, will they cast away their organic shells to become one with the immortal machine, perhaps become one being of single-minded purpose or even shape the very heavens to their wishes. Each tier of an ascension path has a cost of 1 Ascension Point which means that to get tier 2 on ascension path you spend 2 Ascension Points, you begin with 3 Ascension Points

Genetic Ascension (Can't take Cybernetic Ascension)

Tier 1 (-1 Ascension Point): Gain 5 Genetic Points to freely edit the genetic traits to your species.

Tier 2 (-1 Ascension Point): You gain an extra 10 Genetic Points for further edits along with new traits you can add.

Genetic Ascension Exclusive Traits:

Genius (-3 Genetic Points)

Your species is extremely intelligent, having an average of 180 IQ.

+50 Science, +20 Culture, -10 Growth

Can't have Intelligent or Stupid (Replaces Intelligent)

Fertile (-6 Genetic Points)

Your species propagates at a prodigious rate.

+120 Growth

Can't have any other (Breeders) trait or Infertile.

Ancient (-6 Genetic Points)

Your species' natural lifespan is about 1000 years.

+100 Culture, +20 Science

Can't have any other lifespan related trait.

Herculean (-5 Genetic Points)

Your species is capable of feats of immense physical strength.

+90 Combat Power, +10 Industry

Can't take Weak, Strong, or Very Strong

Robust (-3 Genetic Points)

Your species is capable of tolerating levels of physical punishment no living organism should be capable of.

+40 Combat Power, +20 Adaptability

Can't have Weak or Resilient

Super Soldier Species (-6 Genetic Points)

Your species has been changed to make the perfect soldiers.

+120 Combat Power, +20 Adaptability, -20 Culture

Can't take Weak, Strong, or Very Strong

Extremely Adaptable (-4 Genetic Points)

Your species has been changed in order to be able to survive one nearly any environment.

+80 Adaptability

Can't take Very Adaptative, Adaptative, Non Adaptative, or Very Non Adaptative.

Infertile (+8 Genetic Points)

Your species can no longer reproduce by natural means (New members of your species can now only be created through artificial means like cloning)

-120 Growth, -40 Culture

Can't take Fertile or any (Breeders) trait.

Psionic Ascension (Can't have Materialism or Cybernetic Ascension)

Tier 1 (-1 Ascension Point): Add 5 Psionic Points to purchase abilities.

Tier 2 (-1 Ascension Point): You gain an extra 10 Psionic Points.

Telekinetics

+15 Industry and +5 Combat Power for each Psionic Point spent.

Telepathy

+20 Culture for each Psionic Point spent.

Scrying

+15 Science and +5 Combat Power for each Psionic Point spent.

Combat Psionics

+20 Combat Power for each Psionic Point spent.

Mutations

+10 Adaptability and +10 Growth per Psionic Point spent.

Cyborg Ascension (Can't take Cybernetic Ascension)

Tier 1 (-1 Ascension Point): Add 5 Cyborg Points to edit your species' cybernetic traits.

Tier 2 (-1 Ascension Point): You gain an extra 10 Cyborg Points for further edits.

Brain Implants

+25 Science and -10 Growth for each Cyborg Point spent.

Combat Cybernetics

+25 Combat Power and -10 Growth for each Cyborg Point spent.

Entertainment Cybernetics

+25 Culture and -10 Growth for each Cyborg Point spent.

Environmental Upgrades

+25 Adaptability and -10 Growth for each Cyborg Point spent.

Work Modifications

+25 Industry and -10 Growth for each Cyborg Point spent.

Cybernetic Ascension (Requires Materialism, and can't take Genetic or Cyborg Ascension)

Tier 1 (-1 Ascension Point): Add 2 Robot Points.

Tier 2 (-1 Ascension Point): You gain an extra 4 Robot Points for further edits.

Ascension of the Machines

For each Robot Point spent add one multiplier to a stat, for example, 1 Robot Point spent in science is science*2, 2 Robot Points spent on science is science*3 and if you spend 3 Robot Points on a science it becomes science*4, you get the idea.

Gestalt Ascension (Can't have Gnostic Ascension)

Tier 1 (-1 Ascension Point): Gain +50 Culture

Tier 2 (-1 Ascension Point): Gain +100 Culture

Focus on Science

+30 Science for each 10 Culture spent.

Focus on Industry

+30 Industry for each 10 Culture spent.

Focus on Growth

+30 Growth for each 10 Culture spent.

Focus on War

+30 Combat Power for each 10 Culture spent.

Focus on Adapting

+10 Adaptability for each 10 Culture spent.

World Shaper

Tier 1 (-1 Ascension Point): Add 10 Terraforming Points for freely editing the planets in your system.

Tier 2 (-1 Ascension Point): You gain an extra 10 Terraforming Points for further edits.

Stellar Mirrors (-1 Terraforming Points) (Can be taken once per planet)

+20 Growth, +20 Industry and denies the buffs and debuffs of Hot or Cold.

Terraforming (-2 Terraforming Points) (can be taken once per each terraformable world in system)

Change one terraformable planet in your system into a habitable one, which you can customize like your home world, you start with 5 Star Points for that planet alone and each planetary trait costs the same but gives half the buff/debuff of each trait.

Space Elevator (-1 Terraforming Points) (Can be taken many times per planet)

+40 Industry per Terraforming Point spent.

Industrial Pollution (+1 Terraforming Points) (Can be taken 5 times per habitable planet, any planet that reaches 5 pollution debuffs gives an additional -50 Growth, +100 Industry to the species and becomes a dead world.

-20 Growth, -20 Culture per Terraforming Point gained.

Gaia Project (-2 Terraforming Points) (can be purchased one per each planet)

You can terraform any non-Gaia world in your system into a Gaia world and gain +5 Star Points to customize it, you don't get the adaptability and combat power stat debuffs of a normal Gaia World.

Climatological Improvement (-1 Terraforming Points) (Can be purchased once per planet)

You can use it on any previously terraformed world giving it the full bonuses of its traits instead of half.

Biosphere Modifications (-1 Terraforming Points) (can be purchased as many times as needed)

+20 Growth per Terraforming Point spent.

Atlas Project (-5 Terraforming Points) (Can be purchased as many times as 5 times)

You can add 1 terraformable planet to your system.

Terraforming Priorities (+1 Terraforming Points) (Can be taken as many times as possible)

-20 Industry, -10 growth per Terraforming Point gained.

Cosmic Engineer (You have Star Slots according to how many stars you chose for your home system)

Tier 1 (-1 Ascension Point): Gain 10 Engineer Points to purchase megastructures in your home system.

Tier 2 (-1 Ascension Point): Gain another 10 Engineer Points.

Space Elevator (-1 Engineer Points) (Can be taken many times per planet)

+40 Industry per Terraforming Point spent.

Stellar Mirrors (-1 Engineer Points) (Can be taken once per planet)

+20 Growth, +20 Industry and denies the buffs and debuffs of Hot or Cold.

Space Habitat (-1 Engineering Points) (Can be taken any number of times)

+10 Growth, +10 Industry, +10 Science, +10 Culture

Ringworld (-1 Star Slot) (-10 Engineer Points)

A ringworld of massive proportions runs around the star.

+200 Growth, +50 Industry, +50 Science, +50 Culture, -200 Combat Power

Can't have World Shaper Ascension, Binary or Trinary Star System

Lose all terraformable worlds and habitable worlds on the system besides the home world.

Nicoll Dyson beam (-1 Star Slot) (-10 Engineer Points)

A megastructure around your star of epic proportions that serves as a superweapon.

+350 Combat Power, -100 Industry, -50 Growth, -50 Science

Dyson Sphere (-1 Star Slot) (-10 Engineer Points)

A massive shell around most of the star collecting its energy.

+350 Industry, -50 Adaptability, -150 Combat Power

Star Lifter (-1 Star Slot) (-10 Engineer Points)

A massive complex of orbital structures that sucks materials out of the star.

+300 Industry, +50 Growth, -50 Science, -100 Culture, -50 Combat Power

Stellar Engine (-1 Star Slot) (-10 Engineer Points)

A colossal megastructure that allows you to move your star system at sunlight speeds.

+300 Culture, +50 Adaptability, -100 Industry, -100 Science

Matryoshka Brain (-1 Star Slot) (-10 Engineer Points)

A massive shell around most of the star collecting its energy to be used in a truly massive supercomputer capable of incomprehensible feats of computational power.

+300 Science, +50 Industry, -150 Combat Power, -50 Culture

Gnostic Ascension (Can't have Gestalt Ascension)

Tier 1 (-1 Ascension Point): Gain 1 Gnosis Point.

Tier 2 (-1 Ascension Point): Gain 2 Gnosis Points.

Conditional Understanding (-1 Gnosis Point) (Can be taken any number of times)

+200 Adaptability, -20 Growth, -20 Culture, -20 Science, -20 Industry, -20 Combat Power

Growth Conception (-1 Gnosis Point) (Can be taken any number of times)

+300 Growth, -20 Adaptation, -20 Culture, -20 Science, -20 Industry, -20 Combat Power

Scientific Explosion (-1 Gnosis Point) (Can be taken any number of times)

+300 Science, -20 Adaptation, -20 Culture, -20 Growth, -20 Industry, -20 Combat Power

Industrial Maximization (-1 Gnosis Point) (Can be taken any number of times)

+300 Industry, -20 Adaptation, -20 Culture, -20 Science, -20 Growth, -20 Combat Power

Post Sentience (-1 Gnosis Point) (Can be taken any number of times)

+400 Culture, -20 Adaptation, -20 Growth, -20 Science, -20 Industry, -20 Combat Power

Warrior Gnosis (-1 Gnosis Point) (Can be taken any number of times)

+300 Combat Power, -20 Adaptation, -20 Culture, -20 Science, -20 Industry, -20 Growth