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STAR DUST CYOA

Well, you've finally made it. After a long trip across the stars, you've arrived at the ever-popular Stardust Space Station; a massive 100 square-kilometre hunk of metal orbiting a deadbeat planet. Pirate and Federation goons alike abide by the station's cease-fire rules, and since this station is situated in quite literally the centre of civilized space, you can find all types of people here. You're here to start your galactic quest (whatever that is), and to do that you will need a ship. You might even buy multiple, plus a ship crew, your ship's weapons... you might need a calculator for this. Secretively, you pull up your holographic wallet and check to make sure that-yep, 100 million credits to your name.

(ORIGINS

You may choose one origin which will largely determine your standings

and who sponsored you for the 100m credits.

"Star Dust 2.0" Version 2.2.1

Federation Navy

Hostiles: Red Daggers, Talons, Luos Syndicate

+6m off of Federation Navy hull prices

The venerable Federation Navy is the largest military space armada in the civilized galaxy. Consisting of many thousands of ships across many hundreds of branches, there is simply no force capable going toe-to-toe with them. Granted, with such a big sovereignty, the Navy is oftentimes spread thin, mobilizing as one only for extreme circumstances. Training to be a part of the Navy is extensive, thorough and disciplined, but it's known to reward many benefits... if sailing across the stars in some of the best tech around isn't enough, that is.

Federation Spec Ops Forces Hostiles: Red Daggers, Talons, Luos Syndicate +4m off of Triglav and Federation Navy hull prices Amidst the Federation's military might are its veritable spec ops programs, and there are many to choose from. Everything from solving internal strife to deploying in the outer-rim systems where piracy is large is inclusive; your stay won't be boring. However, your identity is often concealed, your social life often thrown out the window, and you won't really have many people to talk to other than your brothers and sisters of the forces. To some, that's worth it for a handful of the best skills in the galaxy

+20m starting credits

Federation Civilian Hostiles: None

Not from the military? No problem! Renowned Federation schools like Rosette University or the University of Arcadia don't offer pilot training without a reason, and that's just two of potentially thousands. Space- faring might be expensive to most people, but all it takes is a good set of skills and a healthy amount of credits to find yourself out of the atmos- phere. Many from the Federation venture out almost aimlessly, often finding themselves a part of different factions. In fact, that's how many of these factions were born.

Red Dagger Pirates

Hostiles: Federation, Blackhawk Elite

+6m off of Red Dagger Pirates hull prices

The Red Dagger Pirates are more of a coalition of several pirate groups spanning across the entirety of the civilized galaxy. While each group or gang more or less operate independently, they all generally have good standing with each other and can collaborate when needed. When it comes time for large scale conflict, they have a surprising ability to unite and mobilize almost as a make-shift military group fairly quickly. They've established a surprisingly efficient production line and have massive networks of shipyards across the outer rims.

Talons

Hostiles: Federation, Blackhawk Elite

+6m off of Talon hull prices

Not much is known about the Talons to other factions, but they tend to operate within their own unknown purpose. Initially labeled as a pirate group by the Federation, the Talons are known to employ some of the greatest skilled individuals in the galaxy. They are known for their notori- ous reputation of a classy but skilled and intelligent touch. Unlike other 'pirate' groups, the Talons bolster technology that could rival the likes of the Blackhawks and Federation Spec Ops. A Talon appearance is rare and surprising, and often an indicator that something's going down.

Luos Syndicate

Hostiles: Federation, Blackhawk Elite

+4m off of Talon, Red Dagger, and Luos Syndicate hull prices

It has all come tumbling down for the Syndicate. A once large collective wealthy and powerful corporations, now crumbled and bombarded to dust by the recent Federation and Blackhawk galaxy-wide assault. Originally founded under the best of intentions while even establishing a big sovereignty and culture, corruption soon ran rampant, and the Syndi- cate found itself the centre of many shady trades. While not all of its members were inherently bad, all of its surviving corps and groups split, mainly between the feuding "Core" and "Outer" rings of organizations.

Blackhawk Elite

Hostiles: Red Daggers, Talons, Luos Syndicate

+6m off of Blackhawk Elite hull prices

As a collective of many mercenary groups, the Blackhawk Elites are known as some of the most elite mercenaries out there. They spend most of their time out in the outer rims, providing protection to those out of the Federation's protective reach and need it. They come into contact with bandits and pirates alike often, but that's the life that the Black- hawks strive for. Their society is highly militaristic, focused on bleeding discipline into its members because that's the type of mindset they need.

Hammerhead Industries

Hostiles: None

+2m off of all vehicles and mechs to a minimum of 1m cost As the largest hardware manufacturer in the galaxy, Hammerhead Industries have established their own colonies that are home to a lot of productive and skilled individuals. This multi-trillion credit company produces many much-needed mechanics and engineers for the ever expanding industry of space faring and exploration. Their ships are everywhere, used by civilians, security groups, PMCs, and bandits alike. Show your skills as a down and dirty soot-lover and it won't be hard to strike gold in the industry world.

Society of Dustkeepers

Hostiles: None

+1m off of kinetic weapons tier 2 or higher "Dustkeeper" is more of a title than a faction. However, if you ever find yourself spelunking the depths of space in search of adventure and fortune on your lonesome, you'll also find yourself talking with others like yourself very often. Whether it's for the thrill of finding things never seen before or for the heaps of credits that ancient Herald artifacts can bring you, to others, it's all the same; you're a Dustkeeper. Maybe you travel alone, or maybe you travel with a band of like-minded people. Your purpose is seldom spoken, even if you get asked about it a lot.

Beatrice R&D

Hostiles: None

+1m off of all drones to a minimum of 1m cost Easily the most renowned scientific research company, Beatrice R&D is one of the reasons that space colonization has become a thing. Full of brilliant minds that spearhead the advancement of sciences, they've become so efficient at space exploration and terraforming that they have become self-sustaining colony on their own. After earning their independence from the Federation, Beatrice R&D continues to earn its respect from all entities. If not for their passive nature, then for their promise for taking humanity into new age upon new age.

Gazer Hostiles: Unknown

+4m off of Blackhawk Elite, Talon, and Triglav hull prices Some say that getting an invitation to join the Gazers is less likely than passing some of the Federation's top SOF programs, and many wouldn't doubt that. Ominously shady with an origin unknown, Gazer operators are among the best in the galaxy, even if the group is very small. With no side but their own, they often take on the "big guys" despite the horren- dous number differences. Their motives? Nobody but they know, and even some Gazers claim to not even know. As far as anyone can tell, they cause a ruckus for their own amusement.

SKILLS

Choose Your Own Adventure Hostiles: None

+3m off of all ship hulls

Perhaps you want to have your own origins. How did you inherit the millions of credits? Who are your friends, and who are your enemies? You can choose what alignment you wish. This is your adventure, so make it your own.

You may take up to 6 courses that teach you a variety of skills. Taking additional courses costs

2m per course. You are only able to do one job in addition to being the pilot at the same time.

Basic Piloting Prerequisite: None

If you're going into space, it's probably a good idea to at least know how to fly a ship. This course will teach you the basics, and when you're through, you'll be able to adequately pilot almost any ship. Don't expect to outwit more experienced pilots, however.

Ship Gunnery Prerequisite: None

Learning how to fire a ship's weapons is almost an essential skill needed when space-faring. Hostiles. can find the sneakiest ways of getting you where they want you to be, so you best be prepared to defend yourself from them. You'll be able to ade- quately fire any ship weapon from this course.

Medical Prerequisite: None

People with medical knowledge are few and far between, but they're always in high demand. Having a doctor on board can improve the quality of life tenfold. Better yet, why not train yourself to become one?

Computer Science

Prerequisite: None

Information technology is heavily embedded into everything, so it's valuable knowledge to have. Especially when piloting a ship, it certainly helps to know how it works under the hood. Computer science is almost an essential skill to have for anyone hoping to travel the stars

Standard Piloting Prerequisite: Basic Piloting

This course will put you through much more realistic simulations, and even take you onto the field a few times. New techniques open up a wave of new possibilities for you as an aspiring pilot, and you fly confidently enough to go toe-to-toe with other pilots out there.

Ship Weapon Specialization Prerequisite: Ship Gunnery

This course highlights the advanced techniques in handling a certain ship weapon type. You can select either kinetic, energy, blaster, or explosive, boosting that weapon type's effectiveness when you're in command of the ship they're attached to.

Mechanics Prerequisite: None

Having no mechanical knowledge on your ship can lead to a boatload of problems; it's a no-brainer to have one on board. That said, knowing how to fix things yourself can't hurt, and it helps keep your mechanic doing more important things than trying to fix your robotic leg.

Cyber Security Prerequisite: Computer Science

Take information technology a step further and into the world of info-sec. For as long humanity can remember, hacking and cyber defence has been a volatile field that requires top-of-the-line intuition and craftiness. E-war is just as dangerous as conven- tional warfare, and some argue it is more so.

Advanced Piloting

Prerequisite: Standard Piloting

You're in the real world now, and you can't settle for anything less than the best when it comes to being a pilot. You'll be put in the most realistic conditions, enough that you're convinced that these are real situations they're throwing at you. Come out of this alive and you'll quickly become a respected pilot.

Standard Combat Training

Prerequisite: None

Hand-to-hand, long-ranged, you name it. This course teaches you the basics in combat defence and offence, skills you might find invaluable one day. The universe is not a friendly place, so knowing how to fire a weapon properly can bring you a long way.

Nuclear Prerequisite: None

Almost every ship nowadays is powered by nuclear technology, be it through fission, fusion, or even anti- matter. At least knowing the do's and don'ts of nuclear sciences may mean the difference between life and becoming atomized into oblivion.

Industry Prerequisite: None

All of this would not be possible if it were not for the industrious side of society. Everything from mining, refining, and processing is covered in this course. If you plan on sailing the stars to make profit off of them, then you're going to want to have this skill under your belt.

Diplomacy Prerequisite: None

As someone who's likely going to get into a lot of interactions with others, it's good to at least know how to handle situations into your favour. You'll become a great mediator and can convince most people you're right. After taking this course, you can hire up to 4 crew members hostile to your faction.

Advanced Combat Training Prerequisite: Standard Combat Training

Just pointing and shooting isn't enough; you need to know how to win, and this course can get you there. You'll be learning everything from valuable survival skills to the discipline of following and giving orders. You will be nothing short of a professional combat- ant in these times of conflict.

Mind-Link

Prerequisites: Medical, Mechanics, Nuclear, Advanced Piloting, Computer Science

+Can assume 3 jobs instead of 2, including piloting Experimental tech developed at Triglav that requires an immense amount of knowledge, patience, and fortitude to get through. With this skill, you'll be able to link your mind to your ship.

Mercantile Prerequisite: None

After all is said and done, you're going to want to be able to make profit, and lots of it. It's probably a good idea to have the know-how on how to barter and trade, since the whole product of industry is to not only build society but to acquire the means to do it even better.

TITLES

To gain a title, you must go through some sort of complication. But when you do, people who speak your name will acknowledge your achievement and respect you for it. You can only choose up to two titles to bear.

The Rogue

Bonus starting credits: 50m +Every additional traitor adds 30m \*Must be named crew members \*Limited to 5 traitors total One or more of your crew will betray you at some point while you are adventuring the stars. You best hope you have good security personnel... unless they're the traitors.

The Old Timer Bonus starting credits: 100m

\*Can't take nuclear fusion, mana core, or anti-matter energy \*Can't take aegis or mana shields You never saw the reason to upgrade. What you have is perfect- ly fine, and you don't need anything fancier to accomplish what you do.

The Ghost Bonus starting credits: 120m

For some reason, you appear as dead to all databases across the civilized galaxy. And whenever someone updates you as not dead, it reverts back the next day. This causes a lot of problems when you try to trade with others, gain acess to certain areas, or try to get people to take you seriously.

The Whisperer Bonus starting credits: 130m

It takes awhile for you to catch on, but you find out that your ship Al has began to develop a more... emotional personality. How it happened, you're not sure, but it's become moody and will reject your orders if not treated well... some- thing Al shouldn't do. It's probably best you don't piss it off.

The Leader Bonus starting credits: 140m

A hostile bandit group has a bone to pick with you. They will show up at the most inconvenient times, but almost never to confront you directly. Sabotage, traps, and spies await you when you least expect it. The larger your crew, the more likely they can infiltrate. You might want intimidating crew members.

The Saint Bonus starting credits: 150m

+Can get Alessia (combat) and Ricce (combat) for free The notorious (former) "Siblings of Death" both join your crew at the same time, unbeknownst to each other. However, they don't find out until you're in the middle of space, and they hate each other's guts with a violent zeal.

The Berserk Bonus starting credits: 170m

+All ship weapons permanently gain 1 point of damage per volley \*All ship shields permanently lose 2 points, to a minmum of 1 \*Shields cannot exceed 23/25 Something's wrong with the shields of your ships, but no matter what you do, it can't be fixed. However, your weapons seem improved.

The Nemesis Bonus starting credits: 180m Somewhere out there in the galaxy, someone sees you as the "Perfect Rival." They fly a similar ship or fleet doctrine that is every bit as good as yours. Their leader? A notorious pilot who has had a fearsome record of flawless victo- ries, winning with genius tact. Your hope is to not face them alone...

The Harbinger Bonus starting credits: 190m

You get horrendously lost and come across a huge ancient space station made completely out of Herald tech. However, you find yourself surrounded by a lot of mysterious Herald vessels. You know their ships are powerful, but they don't sem happy to see you. Better make a good impression...

The Prisoner Bonus starting credits: 200m \*Origin must have hostile factions \*Can only hire hostile or neutral crew members

\*Diplomacy skill effect reversed You've been captured by your enemies! To your surprise, instead of imprisoning you, they force you to work for them as a ship captain, seeing your skills as one.

The Space Cowboy

Bonus starting credits: 200m Someone unsavoury actively wants your head, and they've made that knowledge public. Anyone who wants to get in good with them or has something against you will be coming after you, knowing that there's a fat bounty reward waiting for them should they succeed.

The Sleeper Bonus starting credits: 210m

A group of mindless but well organized and well equipped rogue drones are always at your heels, determined to assimilate you, your crew, and your ships into its hoard. Why, you're not sure. You just know they're tough to deal with, as they have an almost endless arsenal of ships and weapons.

The Traveler

Bonus starting credits: 220m

A wormhole will open up at a random point in time while you are

in space and swallow you whole. You will appear in unknown space with no way to indicate where you are in the vast, empty universe. You may make it back eventually, but it will take years, at the least. Maybe decades... or never.

The Guardian

Bonus starting credits: 240m +Can get "Hailey" (co-pilot) for free After finding an abandoned facility on a remote moon, you find a woman. You take her in; she was put through many experiments, mostly involving mind-link tech. On hearing about this, certain shady Federation entities will seek to capture her for some reason... and also hunt you and your crew down, regardless of your standings.

The Sorcerer

Bonus starting credits: 240m +Can get "Comet" (gunner) for free While passing by wreckages littering the former Luos Syndicate, you come across an SOS signal coming from a supposed aban- doned station. You investigate and find a woman hooked up to some sort of machines. Upon saving her, the twisted, possessed pirates of the Fire Legion will try to seek and eradicate you and your crew.

The Hellraiser Bonus starting credits: 420m \*Cannot take The Leader, The Nemesis, or The Space Cowboy Receive all complications from The Leader, The Nemesis, and The Space Cowboy.

The Fatebreaker Bonus starting credits: 420m \*Cannot take The Whisperer, The Sleeper, or The Traveler Receive all complications from The Whisperer, The Sleeper and The Traveler.

The Demigod

Bonus starting credits: 440m \*Cannot take The Guardian or The Sorcerer Receive all complications and crew members from The Guardian and The Sorcerer.