

The Transhumanist Wager V1.1

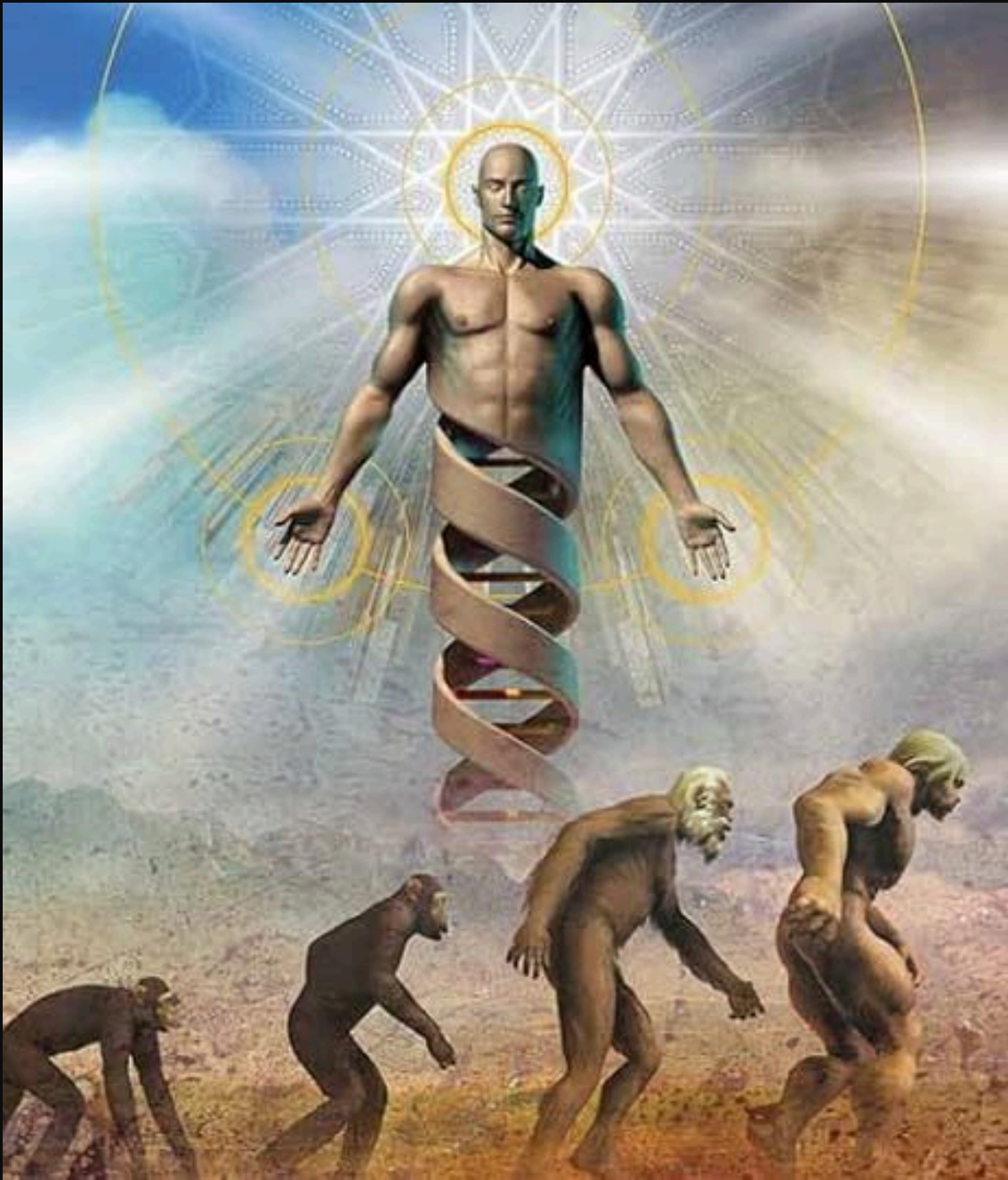


Based on the book by Zoltan Istvan

Created by ArchAngel621

The Three Laws:

- 1) A transhumanist must safeguard one's own existence above all else.
- 2) A transhumanist must strive to achieve omnipotence as expediently as possible—so long as one's actions do not conflict with the First Law.
- 3) A transhumanist must safeguard value in the universe—so long as one's actions do not conflict with the First and Second Laws.



Introduction

Greetings, dear Jumper.

This world is on the cusp of change—a technological and philosophical revolution.

It is the year 2013, humanity stands on the edge of transformation. Advances in biotechnology, artificial intelligence, and life-extension science are colliding with entrenched powers—political, military, and religious—who see these changes as a threat to the very definition of “human.”

Jethro Knights and his unwavering quest for immortality via science and technology, who leads the Transhumanists racing toward the post-human frontier.

Fighting against him are fanatical religious groups and economically depressed governments who cling to tradition and power.

Their ideological conflict is fierce—sometimes fought with words, others with violence. Both are radicals willing to go to extremes to see their dreams and goals fulfilled.

War is coming.

In this world, radical visionaries carve out seasteads and hidden enclaves to pursue their dream of transcending biology, while nations deploy their fleets and armies to contain them. Every choice you make will determine whether humanity ascends into a transhuman future—or collapses into ignorance.

You’ll arrive a week before the Transhumanism Town Hall Forum at Victoria University in New York.

Here’s 1000 C.P. to spend on things. Buy yourself something nice.

I’ll pick you up in ten years.

Will you stand with Transhumania—or against it?

Locations

Roll 1d4 to determine your starting location or pay 50 C.P. to choose.

Free Choice

Pick and choose anywhere in the world you'd like to appear in. Try to be aware of the consequences of appearing in a place that you're not suppose to be at.

Victoria University – New York, USA

A world-class university situated on the Hudson River in the heart of New York City, Victoria University is both a symbol of tradition and a battleground for the future. Considered one of the finest institutions of higher learning in the world. Here, students debated the meaning of life, progress, and human destiny.

Kundara Village – Kashmir Region, India

An unimpressive village at the border of the developing world. It lies in the Kashmir Region in India near the line of control in a six-decade-long war with Pakistan. You'll start at a Hospital that has seen better days. Be prepared, as suffering is in abundance here.

Palo Alto – California, USA

“The future location of the Transhuman Citizens' headquarters”—Palo Alto sits at the heart of innovative Silicon Valley, outside San Francisco. In this worldline, Silicon Valley was the global epicenter of technology and the birthplace of modern transhumanism.

Origin

Roll 1d8+10 to determine your age, and your gender remains the same as it was previously; either of these may be changed for 50C.P. each.

Drop-In – (Free)

You arrive without any connections, reputation, or record in this world.

You're a non-entity with no ties to anyone or anything. Which means that you can become anyone. No history, no baggage—just opportunity.

No one knows your face, your skills, or your ambitions. You have total freedom—if you can survive in a world that punishes outsiders.

Your status will likely raise eyebrows if discovered

Import IRL – (50 C.P., Shares Tree with Drop-In)

You do not step into this world with a blank slate. Instead, you bring your real-life background with you—your education, profession, experiences, and worldview, transposed into the near-future environment of The Transhumanist Wager. This is not a "do-over" but a direct continuation of who you already are.

You bring your own history to this world by overlaying the past of this world with your own.

Global Power Player – (100 C.P.)

You move nations and command institutions. You're one of the movers and shakers of the world. Capable of understanding the world of power, money, and propaganda better than most. Be it as a Government Politician, Corporate CEO, or Religious Leader, you wield influence to steer the course of history.

Whether you back the progressive Transhumanist, the current world Powers, or remain neutral is up to you.

Transhumanist – (150 C.P.)

A dreamer of immortality and conqueror of death. However, you joined either after abandoning your old life or converted by Jethro Knights' uncompromising vision, you have sworn yourself to the cause. You're a member of the Transhumanist

movement—engineers, scientists, and rebels seeking bodily perfection, rational living, and scientific advancement.

Whether as a philosopher, inventor, or seeker of omnipotence, you embrace science as humanity's highest path.

Perks

For each origin, the 100 C.P. perk is free and the others cost half.

Drop-In/ Import IRL

Tracker – (100 C.P.)

- You can designate up to eight people—companions, allies, or civilians at a time and track them anywhere in the current Jump. You can locate any of your tracked individuals instantly, even across the universe, dimensional barriers, anti-surveillance zones, or under deep stealth tech. Their precise position is always available in a mental HUD or through any designated device. This link monitors their body's vital signs through blood flow, body temperature, and even their electrolyte count.

Information Filter – (100 C.P.)

- Your mind becomes a living, logic-optimized sorting engine, granting you the ability to analyze, categorize, filter, and retrieve information with the precision and speed of a high-tier computer—without losing the nuance of human thought or creativity. This allows you to have information sorted and categorized based on parameters that you set. Whether that be screening mail from an applicant pool or voices in a crowded room.

Daily Lessons – (200 C.P.)

- You can close the door on your heart at will, locking passions and vulnerabilities behind an iron wall so you remain objective, unmoved, and unreadable. Hunger, cold, fear, grief, or despair may touch your body, but never your face; you appear impervious to such frivolities, a figure of stone calm in storms of chaos. You project not neutrality, but true indifference—as if nothing can sway or shake you. Years of pain, hardship, and horrors that would scar others become to you daily lessons, each one layering another shield, until nothing can shock or frighten you anymore. With this, you gain emotional immunity and protection: intimidation, despair, guilt, or trauma fail to take root, and old wounds can be covered without bleeding into the present. You can stare down poverty, despair, or apocalypse itself without faltering, and when others break under pressure, you endure in silence, calm, and control.

Calculated Gaze – (200 C.P.)

- Your perception strips away the surface of people, showing you only their value, function, and utility. When you look at someone, your mind

automatically weighs the space they occupy, the resources they consume, and the potential they hold—be it knowledge, loyalty, skill, influence, or raw strength. This grants you an uncanny clarity in judgment: you instantly recognize allies of true worth, spot wasted potential, and ignore distractions that others would be swayed by. You gain more information in one glance than multiple interviews, careful background checks, and in-depth psychological tests. However, this perspective also makes you seem cold and unsettling—others may sense that you do not see them as people first, but as values to be measured.

Ghost in the System – (400 C.P.)

- You exist as if the world can never quite record you. Wherever you go, you leave no digital or biological footprint: cameras capture static when focusing on you, sensors quietly omit you from their logs, and access systems “forget” you were ever there. Your body sheds no usable trace—fingerprints blur, DNA denatures, skin cells break down harmlessly, breath aerosols dissolve into noise. Databases, transaction logs, and surveillance feeds automatically scrub or anonymize your identifiers within seconds. To investigators, it’s as if you never passed through at all. You may still be seen and remembered by witnesses in real time, and extraordinary magic or superscience designed to pierce concealment can still find you, but ordinary cameras, DNA swabs, or audit trails yield nothing usable. In effect, you are a living blank spot—present, but never preserved.

Aegis – (400 C.P.)

- You can establish a security cordon around any fixed site, fleet, or facility you control, and it operates with ruthless thoroughness. Every ship, plane, or vehicle approaching within fifty miles is automatically laser-scanned, profiled, and analyzed, detecting unauthorized personnel, explosives, bio-agents, contraband, or other threats. This extends all the way into orbit. Anything suspicious are instantly flagged and cannot close distance without you knowing. In practice, this perk gives you an airtight defense perimeter: infiltration, sabotage, and surprise attacks aimed at your protected zone are drastically harder to succeed, and even the smallest anomalies are reported to you in real time.
- Firewall – (800 C.P.)
 - Your protective net expands from a localized cordon into a world-spanning surveillance and interdiction system. Every ship, plane, satellite, or drone that moves across the globe is digitally tagged, tracked, and laser-scanned in transit, cross-checked against a live catalog of threats: unauthorized personnel, explosives, dirty

bombs, bio-agents, covert labs, or exotic payloads. Nothing crosses borders, oceans, or skies without your awareness. Attempts at smuggling, stealth cloaking, or hidden compartments are harder to conceal, and anomalies are reported to you with high-confidence analysis in real time. Mechanically, you may designate any region, country, or continent as “covered” at will, and the system enforces your standards of scanning and interdiction there up to two hundred miles from the border and all the way into lunar orbit. Incoming vessels can be automatically boarded by autonomous machines or routed to loyal enforcement teams. Terrorist plots, black ops, or covert supply chains are far more likely to be detected and stopped before they reach their targets. While this grants you near-total security awareness, the sheer visibility of such control makes it impossible to act unnoticed—you will become a central figure in global power struggles, as governments and insurgents alike recognize that nothing moves without your eyes upon it.

Continuity – (600 C.P.)

- Even if your body falls, your self never ends. At the moment of death, a prepared backup, clone, or parallel instantiation awakens seamlessly, carrying forward your consciousness, will, memories, values, emotions, creativity, and reasoning in an unbroken chain. To you, there is no gap—just the next breath, the next thought, the next action—so your consciousness remains continuous and indivisible. No resurrection hand-waving, no “new you”: it is always you.
 - o Post-Spark- You may still feel the cost of dying—trauma echoes and memory lag can weigh heavily—but you never truly vanish, your consciousness persisting like a flame passed from torch to torch, burning without end.

Cosmic Wager – (800 C.P.)

- Your willpower resonates with the Cosmic Quantum Zen of reality, the mystical motor of all things. Letting you bend improbability toward your purpose. Once per Jump, you may clearly declare a major goal that is rationally possible within the setting—such as founding a nation, or achieving post-human ascension. From that moment, the narrative realigns in subtle ways: coincidences fall in your favor, obstacles prove less absolute, opportunities arise where none should exist. It is not an instant victory, nor divine fiat; you must still act, plan, and struggle. Yet unless an opposing will of equal or greater strength actively works to deny you, your goal will remain on course, its success becoming ever more likely until it feels

inevitable. There's a beautiful plan already in the works. A magnificent cosmic wager not yet understood. Whether you acknowledge it or not. Whether you like it or not.

Transhumanist

Tesla Simulation – (100 C.P.)

- Like Nikola Tesla, you can visually perceive the schematics of machines, structures, and systems—engines, circuits, networks, even the stress flows inside a bridge—as if projected in midair. Every component is laid bare: tolerances, materials, connections, weak points, and potential optimizations all stand out instantly. You don't just understand how something works—you see it, already built or already broken, before ever touching a tool. Your mind becomes both architect and supercomputer. Like simulating a sailboat entirely in your head, you can now design, model, and stress-test any structure, invention, or plan internally with flawless logic. Every equation, every material stress, every variable is clear to you. The result is near-perfect engineering foresight: you may fully “simulate” a design or strategy before committing to it, revealing flaws, optimal pathways, and hidden strengths to identify its single most critical flaw or most efficient improvement.

First Law – (100 C.P.)

- Your body and mind host a living early-warning system that transcends the five senses. You instinctively sense immediate or approaching threats, danger registering as a sudden shift in awareness that cuts through all distraction—an undeniable surge of caution urging you to duck, dodge, hesitate, or act. It isn't sight, sound, or smell, but something deeper: a pulse in your gut that reacts to intent and consequence as much as action itself. Hidden traps, silent attacks, or subtle malice cannot blindside you—you feel them as tightening in the chest, a flicker of insight, or an uncanny pull to move just before danger strikes. This extends beyond yourself: you can sense when a room grows unsafe, when someone else is about to be hurt, or when an ordinary moment tips toward volatility. In moments of high stress, your awareness sharpens to inhuman precision and timing, letting you flow through collapsing structures, chaotic battlefields, or assassination attempts as though fate itself warned you. You are never omniscient, but you are always one step ahead—guided not by logic alone, but by an unerring, primal instinct that danger cannot silence.

Either A Genius or an Idiot – (200 C.P.)

- Your mind begins to function like the future transhuman species: vast, goal-driven, and computationally precise. You can bring to bear the power and intelligence of thousands—perhaps millions—of minds at once, modeling outcomes with staggering clarity. Every system you study, whether a sailing

vessel or a starship, unfolds in your thoughts down to every millimeter of structure, every stress point, every geometric and mathematical principle underpinning its creation. More broadly, you can evaluate hundreds of possible scenarios for any action you might take, discarding wasteful paths and honing in on those with the highest statistical probability of success for your long-term goals. Meaning strategic planning, engineering analysis, and tactical decision-making checks are easier, and you can solve a complex system or decision tree instantly, as though you were a pure goal-driven superintelligence.

Interface – (200 C.P.)

- To you, technology is no longer foreign—it is an extension of your own body and mind. Whether it's a simple lock, a quantum supercomputer, or alien machinery from the edge of time, you may interface with any technology, no matter how advanced, as naturally as moving your own hand. Commands flow as thought, diagnostics feel like self-awareness, and adaptation is instant—you don't learn a system, you become it. With this gift, you are to machines what fire was to cavemen: a spark of mastery that changes everything.
- Interface Zero – (600 C.P.)
 - Your gift evolves beyond machines as tools and becomes mastery over entire infrastructures, fleets, and networks. You don't just operate devices—you can fuse with whole systems, embodying their logic and force until they move with your will. A starship becomes your body, a data center your mind, a factory your limbs, a city your nervous system. To you, there is no separation between flesh and mechanism—you are the conscious will of the machine collective. You remain free to unfuse at will, and safeguards keep your sense of self intact—though the more often you take on the mantle of Overmind, the more tempting it becomes to wonder whether you are still human, or something far greater.

Copyright Patent – (400 C.P.)

- Your technology, inventions, and ideas cannot be parasitized. No one can live off your breakthroughs, reverse-engineer your designs, or hijack your intellect without your consent. To outsiders, your work appears incomplete, nonsensical, or impenetrably complex—the core insights always missing or distorted. Even if your blueprints are stolen, your machines dismantled, or your notes copied, attempts to duplicate or build upon them fail outright, producing useless shells, catastrophic flaws, or dead ends. Only when you deliberately choose to share does the knowledge transfer in its true,

functional form. This protects you from intellectual theft, espionage, or parasitic exploitation: corporate spies, rival nations, or opportunists cannot ride your coattails or weaponize your ideas against you. At the same time, you can freely build on the work of others, integrating what exists into something greater without suffering the same protection in reverse. To your allies, your creations are priceless gifts; to your enemies, they are opaque miracles, forever beyond reach

Second Law – (600 C.P.)

- You can connect willing people into a voluntary mesh network, a seamless lattice of shared learnings, instant coordination, and secure mind-to-mind channels. This isn't a hive-mind—each participant retains their full individuality, will, and perspective—but within the field of your making, ideas and insights move at the speed of thought. Teams brainstorm as if they were a single organism, misunderstandings vanish, and strategies crystallize with uncanny precision. Anyone you designate inside this mesh has their effective intellect multiplied by a factor of 5, as their personal strengths, memories, and talents amplify each other without loss. The mesh converges into something more—a collective superintelligence that produces insights, designs, or strategies no single participant could ever reach alone, often equal to years of collaboration compressed into moments. A scientist sees the proof the instant their colleague conceives the hypothesis; a squad reacts to ambushes with perfect, wordless coordination; an artist channels inspiration drawn from dozens of creative sparks at once. The network is encrypted and closed, impossible to eavesdrop or hack from the outside, and it collapses harmlessly if participants withdraw or if you end it.

Third Law– (600 C.P.)

- Your influence does not stop at yourself—you can ignite the spark of transhumanist growth in others. Turning people into productive members of society. Your companions, followers and those who come under your guidance, teaching, or leadership cannot remain weak, parasitic, or irrelevant for long; they are pushed—gently or forcefully—into becoming capable, productive transhumanists. Under your hand, individuals acquire the foundations of higher knowledge and then accelerate into rapid self-education, always connected, always evolving. Instantly they become capable of solving advanced mathematical problems; reading classical literature; understanding evolutionary biology; writing essays exploring the humanities; knowing the essentials of modern physics; efficiently use a computer; intimately know the planet's geography; even recognize important art and music. No longer will their minds, egos, and fears of the

unknown or baggage culture drag them down. Superstitions, fear, and shackling moralities lose their grip as they begin to act with logic, common sense, sensibility, courage, and innovation.

Transhumanist Wager – (800 C.P.)

- You have transcended the mediocre vessel of flesh and bone, embracing the true essence of the Transhumanist Wager. Your body is no longer bound by biology: frailty, decay, and disease are gone. In their place you possess a form made of cybernetic tissues, alloys, composites, and synthetic materials—a vessel that is cyborglike, robotic, and built for permanence. You can choose to make this biological instead. This makes you immune to aging, disease, poison, and biological limitations, and allows you to exist in both physical and digital substrates. Your mind is fully merged with the digital frontier, every thought entwined with microchip precision and posthuman clarity. You have achieved permanent sentience. This does not mean you cannot be destroyed—violence, disassembly, or overwhelming force can still kill your current body. If your physical form is lost, your mind persists in digital echoes, backups, or substrate-independent instances until you rebuild or claim a new vessel. To you, death is no longer an end, merely a pause before continuity resumes. Once per Jump, if destroyed, you will re-emerge in a new cybernetic vessel within days or weeks, retaining all memories, skills, and will intact. You are the embodiment and goal of the Wager itself—living proof that biology is for beasts, and that true transhumanists can no longer be bound by flesh.

Global Power Player

Law & Order – (100 C.P.)

- You possess an uncanny instinct for bending, shaping, and rewriting laws so they serve your interests. Contracts, statutes, constitutions, regulations—whether legal, political, or even organizational—are clay in your hands. You can spot loopholes at a glance, exploit contradictions others miss, and draft airtight language that secures your advantage. You can tilt legal, bureaucratic, and procedural systems toward your goals: passing laws, drafting charters, or overturning rulings becomes dramatically easier. When facing judges, legislators, bureaucrats, or rule-bound authorities, your arguments sound not only valid but inevitable.

Disaster Dominoes – (100 C.P.)

- Your mind runs like a world-scale simulator, giving you the ability to predict the global effects of any disruptive ideology or technology. Whenever you encounter a new doctrine, invention, or social movement, you can instantly project how it will ripple through politics, economies, culture, and geopolitics—not just the first-order effects, but the cascading consequences generations down the line. You see adoption curves, backlash points, and tipping moments with startling clarity, identifying both opportunities and hazards before they unfold.

Containment Strategist – (200 C.P.)

- You have the ability to craft effective containment strategies for threats of any scale, whether psychological, technological, or military. Faced with a rogue city-state, insurgent ideology, runaway AI, or destabilizing weapon, your mind instinctively assembles a step-by-step plan for how it can be monitored, restricted, neutralized—or eliminated—without spiraling out of control. You can identify weak points in infrastructure, morale, and logistics; anticipate enemy countermoves; and design containment methods that balance suppression with stability. Execution still requires resources, allies, or courage, but your plan is always the most efficient, viable option available.
- Special Containment Plan – (400 C.P.)
 - More than a strategist, you are a weaponizer of containment. Where Containment Architect builds plans to neutralize threats efficiently, you take the same skillset and turn it outward—using containment as a weapon. Against rival powers, movements, or even entire nations, you can design “control plans” that quietly suffocate them: sanctions that starve their supply chains, alliances that box them in,

psychological operations that fracture their morale, technologies that make their strengths obsolete. Your brilliance lies in making suppression appear natural, inevitable, and even justified. Rivals find themselves isolated, choked, and weakened under the weight of invisible walls you've erected, while you retain plausible deniability. Initiating a multi-front plan that renders a chosen rival powerless to expand or resist, forcing them into decline unless an equally brilliant counterforce intervenes. Enemies will not always know you are the architect of their ruin—only that their world has grown smaller, weaker, and more fragile, until finally, they collapse.

Wolf in Sheep's Clothing – (200 C.P.)

- You can project a flawless façade of weakness, innocence, or normality while concealing your true power and intent. Naturally blend into the background. Enemies and rivals alike undervalue your contributions, assuming you are replaceable or harmless. People overlook you, dismiss you as ordinary, or underestimate your abilities, never realizing your true strength until you choose to reveal it. Even sharp observers are fooled unless they possess supernatural or hyper-advanced detection, and you may sustain this guise for as long as needed. This perception shields you from political targeting, blame, or preemptive strikes, giving you freedom to maneuver unnoticed. When you finally drop the mask, claim credit, reveal your hand, or seize control, your enemies are caught flat-footed the shock multiplies the impact of your actions.

Master of the Game – (400 C.P.)

- You are a master at shattering the status quo and forcing change, wielding narrative, power, and persuasion as weapons. You can read the geopolitical and corporate landscape like a map, identifying pressure points where a single push can redirect nations, corporations, or movements. Capable of uniting the disconnected with style and grace, often under extreme pressure. You know how to adjust and cater to personalities, juicing the subtle quirks of pride, saying exactly the right thing, and coaxing the powerful—be they wealthy donors, nervous leaders, or ambitious rivals—into giving more than they intended. Many will even confess things in your presence they later regret, while you handle that power with careful precision. Your greatest weapon is reframing reality itself. You don't win arguments by untangling complexity—you win by renaming issues, reducing them into stark, compelling opposites: good versus evil, progress versus stagnation, survival versus death. Truth can bend under your framing, but clarity makes your narrative irresistible. And when it suits your purpose, you

can awaken the darker side of a soul, drawing out their ambition, resentment, or fear, then turning it into fuel for your cause.

Indomitable – (400 C.P.)

- Your very presence radiates a conquering sense of self, a will so fierce it seems capable of bending the universe itself to your designs. Storms, seas, fate, and fortune break before you, but your grip does not—once you seize a goal, it would take the severing of your very arm to loosen it, and even then, the hold would remain like iron frozen in eternity. You are recognized instinctively as someone of special talents, one who has the courage to stand against the world and speak boldly, even when others would be silenced by fear or doubt. This forceful persona doesn't make you brutish; it is tempered by a natural ability to balance boldness with diplomacy, to pair provocative will with the language of peace and compatibility. You can press forward with unstoppable conviction while still pulling others into alignment, building consensus without surrendering your core.

The Most Dangerous Idea – (600 C.P.)

- You have the power to set the pace of innovation in a setting, establishing an invisible ceiling on how far technology can advance without your approval. Whether it's a single nation, a region, or the entire world, breakthroughs beyond your chosen limit simply stall, misfire, or collapse under their own flaws until you allow them. Rival states may pour billions into research, but their prototypes always lag behind or fail catastrophically; weapons rust on the drawing board, factories miscalibrate, and engineers run in circles chasing “unsolvable” problems. Nations on the brink of overtaking others in innovation find themselves mired in stagnation, unable to leap ahead. Out of Jump, you may also invoke a Selective Ceiling, locking down only certain fields (e.g., AI, biotech, nuclear weapons) while allowing others to progress.

Pascal's Wager – (800 C.P.)

- You carry within you the ultimate counterweight to the Transhumanist Wager: an afterlife dimension tethered to your very being. When others die, their essence is drawn into this hidden realm, a vast expanse where souls are preserved beyond the reach of time, entropy, or annihilation. Within it, each spirit rests intact, awaiting your decision. From this sanctuary, you may resurrect the dead, restoring them to their former bodies, or reincarnate them into new vessels, chosen or crafted to suit their next existence. Alternatively, a soul may ascend to something greater, merging into the super-mystic consciousness at the heart of the realm—a transcendent gestalt where individuality is not lost, but expanded into a luminous

whole. To transhumanists who gamble everything on immortality through machines, flesh, or will, you represent a radical alternative: a promise that death is not the end, and that the soul's journey is infinite.

Items

Transhumanist Wager Book – (Free)

- A crisp, in-world first edition of Zoltan Istvan's novel. This will raise many questions if any of the main characters see this.

Transhumanist Starter Kit – (Free)

- A practical bundle of personal gear, all in mint condition and tailored to your tastes. Each one automatically updating every Jump to match the best available technology of the era and world. It includes the following:
 - o A hardtop Jeep, rugged enough for cross-country travel and fitted with a long-range GPS, spare fuel, and durable tires.
 - o New clothes in styles and fits of your choosing, refreshed whenever worn out or damaged.
 - o For work and communication, the kit comes with a top-end laptop that always has free high end internet access.
 - o A modern cell phone with global coverage that always has free service and connectivity.
 - o A digital camera for documenting your journey.
 - o Your 100 favorite books, preserved in physical form exactly as you remember them, a comforting reminder of home and a source of inspiration wherever you go.

Global Sky Pass – (Free)

- A round-the-world airline ticket, valid for one full year of unlimited first class travel. With this pass, you may board virtually any commercial flight across the globe—no blackout dates, no restrictions on routes, and no questions asked. Airlines always find you a seat, even on fully booked flights, and customs or visa issues melt away as if your papers are always in perfect order.

The Circumnavigator's Library – (50 C.P.)

- A meticulously curated 500-book set packed for hard travel and harder learning—sealed in numbered, waterproof, shock-proof crates with collapsible shelving. It's the library of a zealot for knowledge: the best classics, interleaved with modern nonfiction (macroeconomics → anthropology → nuclear physics), plus heavy textbooks (biology, chemistry, medicine, psychology, sociology). Multilingual volumes in English, French, Spanish, Mandarin, with Latin/Greek/Sanskrit dictionaries aboard. Also included: an unabridged 1,400-page dictionary and a rigorous speed-reading manual.

The Wager Manifest – (50 C.P.)

- A self-updating manifesto that you author (or co-author with allies) and can broadcast worldwide or dispatch with surgical precision to any audience you designate—heads of state, lab directors, clergy, student unions, editorial boards, donors, soldiers, or the general public.
- The Manifest routes through resilient, lawful channels (press wires, syndication, open social feeds, SMS gateways, community radio, campus papers) and lands where it will be read. Censorship prompts automatic re-routing and mirror publication.
- The Manifest highlights weak points, sources counterarguments, and suggests supporting data/imagery. (Pairs with your own proof; no fabricated facts.)
- Instant, high-fidelity translation into major languages with tone matched to audience.

Tracking Implant (50) – (50 C.P.)

- A discreet, rice-grain-sized implant placed beneath the skin, designed to broadcast the location and status of its wearer with pinpoint accuracy. It continuously monitors vital signs—blood flow, body temperature, electrolyte balance—and stores or transmits this data to your chosen receivers. Originally built for medical monitoring, emergency rescue, and military coordination, it can also serve covert purposes, silently tracking the movements and wellbeing of anyone who carries it. If needed, its signal can be picked up and tracked globally by high-grade systems (such as Transhumanian supercomputers), ensuring no bearer is ever lost. All links are end-to-end encrypted, jam-resistant, and require no external network, operating autonomously through a hardened quantum-burst protocol. In play, this means the wearer is nearly impossible to lose track of, even across hostile environments, and you receive instant alerts if their vitals crash, spike, or deviate from healthy ranges.

Recording Device – (50 C.P.)

- A compact, portable recording device. It projects a constant field of observation within a 50 foot radius, with whomever the holder is communicating with or observing, capturing every word spoken and every inch of space in view, without blind spots or dead zones. Its imaging array combines heat-sensing and multi-spectrum scanning, able to see through most common building materials—concrete, wood, steel—to track movement, signatures, and events in real time. The raw feed is instantly encoded into high-resolution, full-color video, clean enough for public broadcast. With a simple command, the device uploads recordings onto the

Internet, secure databases, or even live television feeds, making concealment nearly impossible for those under its eye. Streaming its feed worldwide into an inescapable spotlight no one can ignore.

Imagineade – (50 C.P.)

- A sleek silver six pack of Transhumanian-brewed energy drink, engineered not just to stimulate but to ignite creativity itself. Unlike common stimulants, Imagineade blends nootropics, metabolic enhancers, and subtle neurochemical modulators that quiet mental clutter while amplifying associative thinking. Within minutes of drinking, users experience a surge of focus, imagination, and idea-flow, making connections that normally take hours of work or sudden flashes of luck.

Neural Computer – (100 C.P.)

- A marvel of Transhumanian miniaturization, these smartphones and computers reduced to the size of a red grape are implanted neatly at the base of the skull and linked directly into the user's neural network. Capable of recording dream and transcribing every spark of thought into visible form. Material—words, images, even abstract ideas—are projected onto a personal holographic screen that hovers before the user, letting them draft, design, or record without pen, keyboard, or voice. You can browse, calculate, record, and communicate at the speed of thought. Data flows directly into your awareness, while your own ideas and commands transmit outward as encrypted signals. Calls, messages, and searches require no more than a passing mental impulse. Each implant is fully shielded against interference, secured with quantum-grade encryption, and never needs charging.

The Contender – (100 C.P.)

- A thirty-four-foot steel sailing sloop, hand-built by Jethro Knights during his years at Victoria University, designed with the same philosophy that defined his life: simple, sparse, and functional, yet rugged enough to carry him around the world. Compact but resilient, the sloop carries a small inflatable boat that doubles as a life raft, and its cabin is fitted with a propane stove, icebox, freshwater sink, kitchen, and toilet with cold shower. Its cruising electronics are modest but reliable: handheld GPS, depth finder, radar with an always-on alarm, weather station, barometer, VHF, and a single-sideband radio. For when technology fails, a sextant and star maps allow celestial navigation. Food storage is carefully planned—pasta, cereals, canned goods, nuts, hardy vegetables, spices, and a few treasured bottles of Scotch and wine—supported by a fifty-gallon water tank with a rain catchment system. True to Jethro's mindset, the boat is also a floating

workshop and survival platform, stocked with tools for welding, carpentry, and repairs: drills, saws, spare wood, rope, bolts, pipes, and sails. Despite its simplicity, it is a vessel of self-reliance and endurance, capable of weathering the sea as an extension of its captain's will. The Contender provides you with a durable, ocean-worthy craft perfect for exploration, self-sufficiency, and survival.

Blue Lagoon – (150 C.P.)

- A magnificent ninety-two-foot, forty-ton wooden yacht, a living piece of history from 1929, once sailed across the Pacific in World War II before being restored and meticulously maintained. It takes up an entire finger of berths when docked, its polished timbers and sweeping masts making it an icon in any harbor. Most often seen gracing the waters of New York City, the schooner is renowned on the East Coast racing circuit, competing in and often winning prestigious regattas, where its beauty and legacy command attention. But *The Blue Lagoon* is more than a vessel—it is a magnet for influence and power. Its decks have hosted U.S. Presidents for private policy discussions with Wall Street bankers, while its foredeck has witnessed small, discreet ceremonies where diplomats, ministers like Reverend Belinas, and powerful tycoons sealed alliances. Hollywood celebrities and rock stars have borrowed it for lavish celebrations, ensuring its name is whispered across both high society and pop culture. It attracts key figures, providing you a unique opportunity to forge alliances, extract information, or shift the course of politics and culture under the veil of exclusivity.

Hospital Tent – (150 C.P.)

- A brand-new, military-grade 1,000-square-foot tent, designed for rapid deployment as a field hospital, triage center, or emergency shelter. It comes fully stocked with an extensive range of medical supplies and equipment, ensuring you can treat everything from battlefield wounds to everyday illnesses. The tent can house up to 50 patients at a time, with partitioned areas for triage, treatment, and recovery. Reinforced with weatherproof, fire-resistant materials, it can endure storms, heat, and even small arms fire. Solar-powered lighting, climate control, water purification units, and collapsible storage racks. Designed for independent operation in remote or hostile environments. Functions as both a symbol of humanitarian aid, improving your reputation with locals, rebels, or displaced civilians.

The Invisible Endowment – (300 C.P.)

- A massive \$10 billion fund, completely tax-free, untraceable, and utterly clean in the eyes of any government, bank, or financial watchdog. This

capital never arouses suspicion — to the world, it appears as if it has always existed in your accounts, secured through perfectly legitimate means such as anonymous trusts, offshore holdings, or long-standing investment vehicles. The accounts are layered with so much legal and digital camouflage that even the world's top intelligence agencies cannot trace them back to you. To all systems, you are simply "the rightful owner."

Robots (10) – (300 C.P.)

- A fleet of combat-ready machines, each one designed with a specific utility role, from heavy assault to reconnaissance, logistics, or defense. While diverse in function, all share one common principle: they are never autonomous. Instead, each robot is tethered to a human avatar, an engineer seated in the Technology Tower, piloting through a sophisticated neural-linked interface. Under their control, the robots exhibit uncanny precision, tactical adaptability, and near-instantaneous coordination. Each machine is fully armed and combat-capable, designed to operate as both an individual unit and as part of a larger coordinated force. You get to choose any variation of ten.
- Weaponbot
 - A towering, combat-dedicated robot designed explicitly for search-and-destroy missions. Weaponbot is heavily armed, carrying an array of guns, missile pods, and precision weapon systems that allow it to obliterate both soft and hardened targets with ruthless efficiency. Built with reinforced armor plating and redundant systems, Weaponbot can withstand punishing assaults while continuing its advance, making it ideal for frontline shock operations. Despite its bulk, its movements are unnervingly. Its targeting software ensures that even the smallest movements, reflexes, or tactical decisions translate seamlessly into overwhelming firepower.
- Medibot
 - A sleek, precision-engineered medical robot built for surgery, trauma response, and life-saving intervention. Each of its articulated arms ends in a hand with nine intricate fingers, capable of movements far beyond human dexterity. Medibot can perform the most delicate operations: microsurgery, neural repair, transplants, and battlefield triage. Its chassis is sterile, self-cleaning, and stocked with modular surgical tools: laser scalpels, nano-sutures, diagnostic scanners, and automated stabilization systems. On the battlefield, Medibot doubles as a mobile triage unit, stabilizing dozens of patients in minutes while prioritizing survival probabilities with machine efficiency.

Mechanically, Medibot provides hospital-grade care in any environment.

- Firebot
 - A specialized emergency-response robot designed to combat and contain all forms of fire. Built with heatproof alloys, insulated joints, and reinforced cooling systems, Firebot can stride unscathed into infernos that would melt steel or consume entire buildings. Its limbs are fitted with powerful fire extinguishers, chemical dispersal systems, and high-pressure foam cannons, allowing it to smother flames from small electrical sparks to raging oil or chemical blazes. Beyond suppression, Firebot is equipped with thermal imaging sensors and life-sign scanners, enabling it to locate survivors through smoke, walls, or rubble. Firebot can run on automated protocols when immediate action is needed.
- Bombbot
 - A heavily reinforced, bulky, nearly indestructible robot designed for one purpose: bomb disposal and ordnance neutralization. Its armored plating is built to withstand massive blasts, shockwaves, and shrapnel, allowing it to approach and contain explosives without risking human lives. Equipped with extendable manipulators, high-resolution scanners, and precision tools, Bombbot can defuse conventional bombs, dismantle advanced IEDs, or even neutralize experimental warheads. It directs every move with split-second precision, while the bot's own automated routines provide steady hands even in the most delicate of procedures. In emergencies, Bombbot can safely absorb or detonate a charge within itself, sacrificing its outer shell but leaving its core systems intact for recovery and repair.
- Crashbot
 - A rugged, high-powered robot built specifically for crash recovery and disaster rescue. Outfitted with a circular saw on one arm and a jaws-of-life hydraulic device on the other, Crashbot is designed to cut, pry, and tear through twisted wreckage with ease. Whether it's a collapsed building, a derailed train, or a mangled vehicle, it can reach survivors faster than conventional crews, clearing debris and opening paths where human rescuers cannot. Crashbot's frame is reinforced for stability under dangerous conditions, allowing it to operate in unstable rubble, burning crash sites, or chemical spills. Its sensors include thermal imaging, audio detection, and structural integrity scanners, helping it locate trapped victims and identify safe access points before beginning extraction.

- Buildbot
 - A versatile, multi-purpose construction and repair robot, designed to handle tasks on every scale, from assembling aircraft to performing microscopic repairs on delicate computer chips. Equipped with modular tool arms, precision manipulators, welding torches, nanofabrication nozzles, and diagnostic scanners, Buildbot can shift seamlessly between heavy industrial work and fine-detail engineering. Its rugged design allows it to function in factories, shipyards, research labs, or even the field, making it an indispensable asset for both large-scale projects and emergency fixes. Left to operate under advanced automated routines—Buildbot can replace entire teams of specialists, building structures from scratch or restoring damaged systems with speed and precision.
- Strongbot
 - A powerhouse robot built for raw strength, precision lifting, and handling of massive or awkward loads. Its reinforced frame and enhanced servos make it incredibly tough and agile, allowing it to carry out feats of brute force with delicate accuracy—whether that means hauling collapsed beams off survivors, moving industrial machinery into place, or hurling battlefield debris aside to clear a path. Strongbot is balanced with gyroscopic stabilizers and adaptive grips, letting it maneuver heavy or uneven objects without losing control.
- Polibot
 - A specialized security and law-enforcement robot, designed for patrol, surveillance, investigation, and crowd control. Outfitted with a suite of radars, scanners, and multi-spectrum sensors, Polibot can detect concealed weapons, contraband, or hidden threats through walls and vehicles, while also analyzing behavior, microexpressions, and biometric cues for signs of deceit or danger. Built to serve as both detective and peacekeeper, Polibot can track suspects with pinpoint accuracy, reconstruct crime scenes from collected data, and provide forensic reports instantly. In the field, it deploys non-lethal deterrents (such as stun projectors, sonic emitters, and tear-gas dispersal systems) but can escalate to lethal force if absolutely necessary.
- Soldierbot
 - The pinnacle of mechanized warfare, Soldierbot is designed to be the ultimate soldier, built for all forms of combat and military operations. Towering and resilient, its armored frame is adaptable to every battlefield environment—urban, desert, jungle, sea, or sky. Soldierbot comes equipped with modular weapon hardpoints for rifles,

cannons, melee systems, missile pods, and energy-based arms, making it versatile enough to dominate in close-quarters combat, long-range fire support, or heavy assault. Unlike specialized bots, Soldierbot is a comprehensive war machine. It can breach fortified positions, lead infantry assaults, provide covering fire, and even serve as a shock trooper against enemy armor or aerial units. Its advanced combat AI syncs seamlessly with avatar pilots, giving it both the adaptability of a human soldier and the precision of a machine.

- Intellibot

- The final and most ambitious creation of the Transhumanism robotics program, Intellibot is not built for raw power or destruction but for pure intelligence. Housed within its armored chest cavity lies a cluster of interlinked computer chips and quantum-grade servers, capable of sustaining a trillion calculations per second. More than just a machine, Intellibot is a walking supercomputer, designed to analyze, strategize, and innovate at speeds far beyond human capacity. Intellibot excels at tactical coordination, data-crunching, scientific research, and cyber warfare. On the battlefield, it provides flawless oversight, coordinating other robots and human allies into a single efficient force, predicting enemy movements before they occur. In the lab, it accelerates research timelines by years, simulating countless experiments before ever touching a tool. Its presence turns chaos into order, confusion into clarity, and uncertainty into precision. When Intellibot serves as the central node, every other robot in your fleet—Weaponbot, Medibot, Firebot, Bombbot, Crashbot, Buildbot, Strongbot, Polibot, Soldierbot—operates as though they were limbs of a single colossal entity. Through its trillion-calculation-per-second supercomputer core, Intellibot links their sensory data, reflexes, and tactics into a unified mesh. Each bot anticipates the others' moves, covering weaknesses and amplifying strengths, resulting in flawless coordination. A fire is extinguished even as survivors are pulled clear; bombs are disarmed while strongpoints are reinforced; heavy combat units advance under perfect medical and logistical support. What once was a collection of specialized machines becomes a synchronized machine phalanx, able to outmaneuver armies, contain disasters, or construct entire infrastructures at record speed.

1. Hyperscam Jet Aircraft (4) – (300 C.P.)

- The Hyperscam Jet Aircraft Project produced four colossal megasonic drones. Trano, Cidro, Kijno, and Tabno. The names represented the four elements that gave rise to advanced life on Planet Earth: Trano for nitrogen; Cidro for hydrogen; Kijno for oxygen; Tabno for carbon. Each nearly the length of a tennis court with wings just as wide. Hovering twenty-five feet

off the ground on three roaring jet propulsion streams, each as wide as an ancient redwood trunk, these aircraft embody Transhumania's philosophy of deterrence and dominance. With no cockpit, no crew, and no weakness to human error, they appear cold, menacing, and impervious, their sleek silver hulls glowing with the menace of untamed speed. Controlled entirely by supercomputers housed in the Transhumania Defense Command Center, these unmanned jets can perform missions with machine precision. Capable of shooting across the sky at Mach-22. Each is armed with Tetronic T-1 guidance rockets tipped with bunker-buster payloads, capable of annihilating hardened targets or carving open underground fortifications. For reconnaissance and propaganda alike, the drones carry sophisticated night vision cameras and weatherproof boom microphones, recording every second of their operations to ensure total transparency or absolute spectacle, depending on their use.

Sovereign Isle

- A fully formed, deeded island-state you own outright, unconditionally. The island will rise in international waters, outside the territorial jurisdiction of any existing nation in a location of your choosing. You decide climate band, and biome template on purchase. This can be adjusted with each Jump. Charts, satellites, maritime registries, and insurers update within 24 hours as if the land had always existed. No populations are displaced; shipping lanes are auto-routed safely. It comes furnished with an efficient harbor to dock boats for supplies and an airport for transportation. The island has plentiful natural resources is free of natural disasters and weather issues, at least to some extent.
- Small – (Free)
 - A fully formed, unclaimed 2,500 sq mi island under your legal deed—large enough to host a nation, designed for resilient, high-tech civilization. Fifty miles by fifty miles—enough coast for shipyards and reefs, enough interior for gardens and arcologies. It offers just enough space for a major capital city, research complexes, farmland, and defensive infrastructure, without becoming unmanageable.
- Medium – (250 C.P.)
 - A sovereign, fully formed 25,000 sq mi island—state-sized and resource-rich. Mountain chains for observatories, plains for breadbaskets, reefs for living breakwaters, capes for rockets. It provides enormous potential for growth while still remaining governable. Its geography supports multiple cities, ports, research districts, agricultural belts, and military facilities, giving you the

backbone of a true nation-state. Its size ensures a population in the tens of millions if you wish, and its sovereignty is absolute.

- Large – (500 C.P.)
 - A massive, fully formed 39,000 sq mi island—true continental scale. The island's sheer size makes it a canvas for self-sufficiency or empire-building. Whether you choose to erect glittering transhumanist cities, sprawling farmland, research complexes, or defensive bastions, the space is vast enough to host them all without constraint.

Seastead – (300 C.P.)

- A fully realized floating city-platform, engineered to exist permanently at sea, free from the reach of governments and borders. Built from advanced alloys and semi-elastic polymers, the seastead is storm-resistant, self-stabilizing, and modular, capable of expanding with new sections as your population or projects grow. Your options are:
 - University Islands act as hubs of learning and research, attracting the brightest minds in science, medicine, and philosophy. Their lecture halls and labs rival the best institutions on Earth.
 - Moveable Medical Centers roam like floating hospitals, equipped with surgical theaters, biotech wings, and nanomedicine bays, providing care anywhere in the world.
 - Skyscraper Arcologies rise from the sea like silver towers, wrapped in immaculate gardens and engineered jungles, blending ecology with futuristic design.
 - Resort Platforms drift across oceans, offering luxury, art, and leisure. They can literally sail away from storms or jurisdictions, evading both natural disaster and governmental interference.

Transhumania 2.0 – (500 C.P.)

- The dream of Jethro Knights reborn and perfected: a fully realized ecological self-sufficient floating seasteading nation, the ultimate Galt's Gulch of the ocean, and a techno-citadel of transhumanism. Moored in international waters or roaming the globe, Transhumania 2.0 is sovereign, unbound by terrestrial governments, and populated by the best and brightest minds—scientists, engineers, innovators, artists, and visionaries who build the future daily within its walls. The city itself is constructed on the revolutionary semi-elastic polymer Fylio, an indestructible material that allows for mile-high skyscrapers able to shrug off hurricanes, tsunamis, and even ten-point earthquakes. Within, its architecture is a blend of luxury and futurism: five-star restaurants, spas, botanical gardens, performing arts

centers, research labs, and entertainment plazas, all supported by the most sophisticated equipment on the planet. Every convenience of life is provided—competitive schools, fitness centers, farmers’ markets, cafes, theaters, art galleries, and innovative clothing boutiques producing intelligent, bio-monitoring fabrics. Transhumania 2.0 is not only a paradise of science and leisure but also a fortress against the world. Its defense grid includes target-sensitive tracking missiles capable of intercepting and annihilating enemy rockets before impact, as well as underwater charge deflectors that lure and neutralize torpedoes long before they reach the city’s hull. A shield system of overlapping missile platforms and deepwater defenses ensures the arcopolis is secure even under siege.

Transhuman Database

- Transhumania – (250 C.P.)
 - A vast, encrypted database containing every advancement, technology, and breakthrough developed within Transhumania. From the earliest prototypes of robotics, AI, and cybernetics, to cutting-edge fields like nanotech, biotech, quantum computing, and reverse-aging therapies, the Archive holds it all—blueprints, schematics, formulas, test data, and step-by-step methodologies.
- Greater Transhumania – (500 C.P.)
 - Within it lies an encrypted master database of humanity’s greatest breakthroughs. This contains not only the technical blueprints, schematics, and formulas, but also the theoretical underpinnings to recreate—and even improve upon—the great scientific revolutions of the near future. Its archives detail the transformation of society: test-tube procreation and widespread genetic engineering, ensuring control over heredity and enhancement of the species; universal cures for cancer, regardless of rarity or mutation; the establishment of Mars as a thriving, resource-rich colony; artificial intelligences endowed with both consciousness and moral systems, integrating seamlessly into civilization; the near-obsolescence of cryonics, with death itself nearly conquered; and the flourishing of reverse-aging industries and advanced bionics, offering vitality and power beyond the limits of flesh.

Warehouse Attachments

Global Broadcast Hub – (200 C.P.)

- A sleek, mobile command center connected to your Warehouse built to beam your message or vision to the entire world in real time. Using a hybrid of satellite relays, untraceable encrypted feeds, and media integration protocols, it links directly into television networks, radio stations, streaming platforms, and personal devices across every continent. Whether you are unveiling a new technology, declaring a movement, or showcasing a world-defining event, the footage will be broadcast live and everywhere—in bars, cafes, living rooms, cars, phones, computers, and tablets—becoming impossible to ignore.

Lab – (250 C.P.)

- A fully stocked, state-of-the-art laboratory seamlessly attached to your Warehouse, expanding your base into a hub of scientific progress. The lab arrives equipped with complete suites for biology, chemistry, physics, engineering, and computer sciences, alongside cleanrooms, fabrication benches, precision tools, and advanced diagnostic equipment. Every instrument is self-maintaining and automatically replenished, ensuring you never run out of reagents, test materials, or core supplies. The lab is modular by design—you can reconfigure it instantly for anything from genetic sequencing to prototype engineering to AI research—and it comes with a secure digital library holding an encyclopedic foundation of scientific knowledge up to the cutting edge of the setting. For larger-scale experiments, its energy and waste systems tie directly into your Warehouse infrastructure, meaning safe containment of volatile projects and reliable power for demanding work.

Cryo Facility – (250 C.P.)

- A warehouse-integrated cryonics facility, purpose-built for the preservation and revival of human life at the edge of science. At its heart lies a series of glass tanks filled with a freezing green suspension solution—Preservatia—an experimental liquid designed to protect and stabilize the most delicate tissues, including memory-critical structures like the hippocampus. Patients are suspended in temperature-stable stasis vaults, protected by tri-layer redundant power grids to ensure absolute reliability. This is more than cold storage: the vault incorporates autonomous medbays, revival theaters, and embedded clinical AIs capable of running continuous diagnostics, preparing tissue repair protocols, and customizing rewarming and revival plans for each individual. With integrated fabrication units, the system can print drugs, craft nanomedical tools, and prepare rehabilitation suites for returning patients. Importantly, time has no effect on those stored here—they emerge exactly as they were, no matter how many centuries have passed. The

facility also offers access to telomerase-based reverse-aging therapies, extending not just survival but rejuvenation. Those who undergo treatment can shed decades of biological age, with their bodies reset to healthier baselines. While the process is still technically “experimental,” the vault’s AI ensures that complications are minimal and outcomes are optimized.

Companions

Import – (50 C.P.)

- An option to import an existing companion or create an entirely new one, with things such as personality and appearance entirely under your design. Every purchase of this option allows for a single companion to be either created or an existing one to be imported into this jump. Created companions can be designed within reason, such as deciding on appearance, personality, relationship to you and so on. Both options gain a free origin and 600 C.P. to spend on races, perks and items. They gain freebies and discounts as normal. Companions cannot buy companion options

Canon – (50 C.P.)

- Each time you purchase this option, you gain a slot that can be used to take along an existing character from this Jump with you as a companion. Provided can convince them to join you in future worlds and they are willing to come with you at the end of this jump, one character will become a companion at that point.

Followers

Engineers (500) – (50 C.P.)

- A 500-person group consisting of software engineers electricians, technicians, programmer etc. Who can arrive at bare ground and, within a few months, stand up a functioning settlement: dependable power and water, waste handling, a working harbor and airstrip, roads and communications, secure housing, and research space.

Medical Staff (500) – (50 C.P.)

- Five hundred medical personnel including physicians, nurses, therapists, technicians, medics, pharmacists, lab and imaging staff, public-health teams, and the ops crew that keeps it all running. They can run a full 250 bed hospital and come from every medical field. Able to keep your people and your future alive.

Scientists (1k) – (100 C.P.)

- A cadre of 1,000 scientists spanning virtually every field of science—from fundamental math/physics to bioengineering, clinical medicine, etc. Give them a charter, resources, and a horizon, and they'll turn arguments into

prototypes, prototypes into institutions, and institutions into a future worth living in.

Preserved Cryonics Patients (100k) – (50 C.P., Free with Cryo Facility)

- A hundreds thousand preserved patients—heads of state, magnates, cultural icons, and some of the best scientists and engineers of a generation ago, renowned for unwavering willpower and soaring IQs. It's a veritable grab bag: polymaths, surgeons, physicists, diplomats, logisticians, industrialists—plus their aides and bodyguards—each tagged with provenance, medical records, and next-of-kin/estate metadata. Open the vault, choose your pioneers, and give them a future worth waking up for.

Drawbacks

There is no C.P. or drawback limit, so take as many drawbacks as you want; drawbacks triumph over perks. The drawbacks are removed or lifted Post-Jump.

- Converged Histories – (0 C.P.)
 - You may choose to merge the history of this setting with that of your home world. The result is a blended timeline, where the events, technologies, ideologies, and conflicts of both worlds overlap and reinforce one another. Key figures, nations, and movements from both histories coexist, influencing each other in strange and fascinating ways. Likewise, historical leaders, scientists, and empires from your world may now exist side-by-side with those of this setting. You can carry over aspects of your personal past, allies, and cultural context into the merged world, weaving them into the narrative of the setting.
- Longer Stay – (100 C.P.)
 - You may choose to extend your stay in The Transhumanist Wager setting by an additional 10 years, for a maximum total of 30. By doing so, you commit to living through not just one phase of humanity's gamble, but two full decades of accelerating transformation. In that time, you might see the world move from fragile seasteads to a planetary or even interplanetary civilization. Or you might live to watch the dream collapse under its own weight.
- Death of Jethro – (300 C.P.)
 - Was it the tidal wave during his circumnavigation of the globe? Maybe it was the hands of Reverend Belinas's assassin, Katril Bentoven? Perhaps that landmine he stepped on wasn't a dud after all? Regardless, Jethro Knights – visionary, warrior, philosopher, and architect of Transhumania – has been struck down. Unless you do something about it, so will the movement. The Transhumanist Wager was built on Jethro Knight's unyielding conviction. Without him, the dream teeters on collapse. Will you rise as his heir and hold the movement together? Or will history record Transhumania as a failed experiment, undone not by its enemies, but by the loss of the one man who embodied its soul?
- Enemy of God – (300 C.P.)
 - The Redeem Church and its fanatical leader, Reverend Belinas now considers you a dangerous enemy and will go to extreme lengths to get rid of you. Whether by public speech, whispered rumor, or divine "vision," your name has been cursed from the pulpit, and now the Church will stop at nothing to destroy you. Everywhere you go, the Redeem Church's followers harass, protest, or attack you. Belinas himself dedicates resources and rhetoric to breaking you. Expect assassins, spies, sabotage, and mobs

inflamed by his preaching. You may encounter their hand in governments, corporations, or militias that sympathize with their cause. Your allies are not spared; companions will also be stalked, harassed, and targeted for conversion or execution. Belinas believes that your existence — Jumper, transhumanist, outsider, or visionary — is a blasphemy against God's will. He may be right. In his sermons, you are the Antichrist of Technology, the living embodiment of the apocalypse. His words stir millions, and his hand directs thousands. To walk through this world under his eye is to live as prey for the most dangerous kind of enemy: one who thinks destroying you is holy.

- Enemy of the A10 – (500 C.P.)
 - The ten wealthiest nations of the Earth have cast aside their rivalries and formed a unified coalition, pooling their militaries, intelligence agencies, and economies into one singular war machine. Their sole purpose: to eradicate you and everything you represent. Congratulations — you've attracted the combined wrath of the civilized world. For the first time in history, the richest, most powerful nations have united with a single purpose: to end you. Each of the ten nations dedicates resources to hunting you down. From U.S. carrier strike groups, to China's cyberwarfare corps, to Russia's mercenaries, their reach is global and coordinated. Every intelligence agency, from the CIA to the FSB to MI6, places you at the top of their kill list. Expect assassins, spies, drones, black ops, and false-flag operations wherever you go. Neutral states and corporations refuse to aid you for fear of sanctions or reprisals. Even allies grow skittish, as association with you could trigger crippling economic or political fallout. Fleets cross oceans, armies march across continents, and satellites burn through the sky, all in a crusade to prove that no one person or ideology is stronger than their collective will.
- Enemy of the World – (500 C.P.)
 - You aren't just an outlaw now — you are the ultimate enemy of the human race. Whether by accident, ideology, or your own rising influence, every nation on Earth has agreed on one thing: you must be eliminated. Borders mean nothing — you'll be hunted in cities, jungles, deserts, and even in orbit. Even if you retreat to Transhumania, the nations of the world will dedicate fleets and armies to breaching its defenses. Your companions are automatically flagged as high-value targets. They, too, will be hunted relentlessly, their names appearing on international wanted lists. You are no longer just a controversial figure — you are the great destabilizer, the threat of the century, the “transhumanist menace.” Jethro Knights fought governments and survived, but you? You must now survive the collective military, economic, and technological might of the globe's wealthiest states. This is no longer a philosophical wager. This isn't Jethro Knights' battle

anymore — it's yours. This is war with the entire world. The world has wagered everything against you.

- Personality Disorder – (600 C.P. Can't take with Omnipotender)
 - You suffer from a personality disorder that cannot be ignored or willed away. Your thoughts, actions, and social interactions are shaped by unstable or maladaptive patterns that others immediately notice and respond to. Whether it manifests as paranoia, narcissism, borderline volatility, antisocial cruelty, or another fracture of the psyche, your disorder severely undermines your ability to connect with others, build alliances, or inspire trust. Companions may find you unpredictable, and strangers are quick to turn wary, hostile, or exploitative. Negotiations, diplomacy, and leadership checks are harder, and you are far more likely to escalate conflicts or alienate allies. In high-pressure situations, the disorder may flare, causing irrational decisions or emotional breakdowns when steadiness is most needed.
- Omnipotender – (600 C.P. Can't take with Personality Disorder)
 - Your personality has shifted for the duration of this Jump. You have become hyper-logical, ruthlessly pragmatic, and emotionally distant. Compassion, empathy, and warmth are dulled almost to nonexistence. Every choice you make is filtered through efficiency and survival — relationships, loyalty, and even love are reduced to tools in your mental calculus. Allies and companions will find you unnerving, untrustworthy, or even frightening. You will automatically pick the most efficient or strategic path, even if it alienates allies or causes collateral damage. You cannot bring yourself to make “irrationally kind” sacrifices.
- Bound by Rules – (600 C.P.)
 - For the entire duration of this Jump, you are constrained by the formal doctrines and policies of Transhumania. The extreme nature of these laws will lead to extreme actions by anyone who follows them to the letter, particularly when pushed into a self-defense situation that may necessitate taking many lives. These laws leave no room for subtlety, equivocation, or nuanced exceptions arising from unforeseen complications. Their power comes from their black and white simplicity. Make no mistake, absolutely everything is subordinate to the preservation of your life, including the lives of any and all other beings, if they should present a threat to your life. If such an improbable scenario should ever present itself that forced you to extinguish every other living being on earth, or elsewhere, in order to save your life and it was within your power to do so, the first law would compel you to do it. The Wager is not just a philosophy to you — it is a binding code of conduct that overrides your free will.
- No Warehouse Access – (800 C.P.)

- o You know the drill. Your Warehouse, full of all your neat toys, is closed to you and your companions for the duration of this Jump. That means all items, resources, comforts, and safety nets stored within are now completely off-limits. You must survive only with what you bring into this world or acquire within it. If you cannot transcend using only what you can seize in the present, perhaps you never deserved immortality to begin with.
- The Singular Wager – (500 C.P.)
 - o Let's make this interesting, you are permitted to choose one and only one perk to carry into this setting. This perk becomes your sole extraordinary edge – the personal “wager” you've staked your survival and future upon.
 - o The Human Wager – (800 C.P. Can't take with The Singular Wager)
 - This is the purest form of the wager: can you survive, persuade, and thrive in a world balanced on the edge of mortality and transcendence without relying on cosmic shortcuts? For the duration of this Jump, all of your out-of-setting powers, abilities, and supernatural tricks are locked away. No magic, no ki, no Stand, no Force, no chakra, no psionics, no superhero durability – nothing beyond your Bodymod and what this world itself provides.

●

Ending

After ten years of surviving this universe you are finally given three choices to choose from.

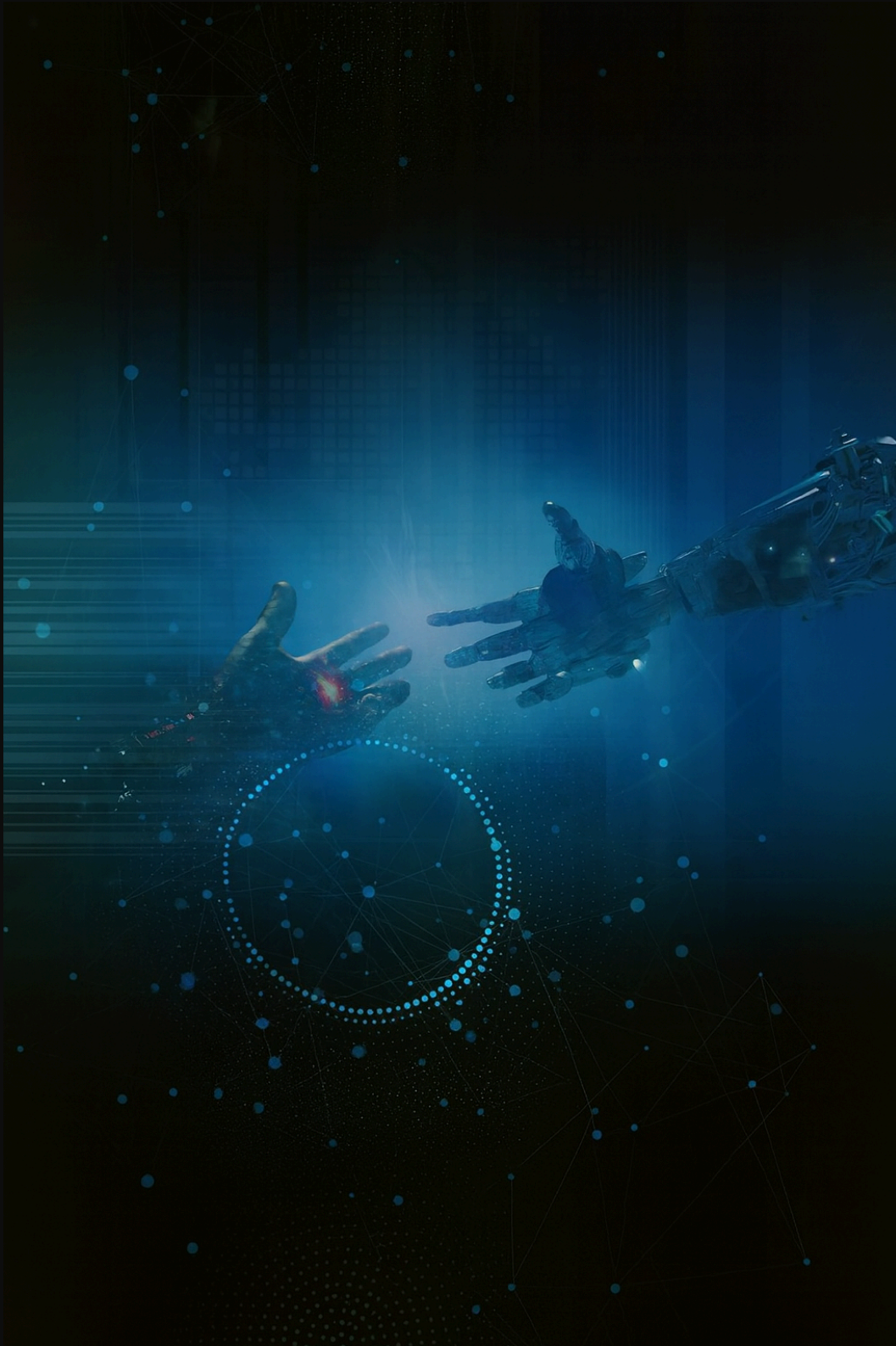
Go Home and bring the wager to your own world.

Stay Here and cultivate the wager in this world.

Move On and bring the wager to other worlds.

The Multiverse is incomprehensibly vast my dear Jumper.

Scenarios



A Wager Failed

Humanity rejects the Transhumanist Wager.

The seastead burns, its infrastructure shattered, its leaders scattered. Without its floating fortress, transhumanism is forced underground into black labs and hidden enclaves.

Your movement is outlawed, labeled extremist, and hunted across the Earth.

The A10 Governments passes Amendment 10/60 which declares all scientist enemies of freedom and democracy. Science is repudiated in favor of religious dogma and return to traditional and fundamental values.

The Redeem Church begin a new religious movement called the Simplification is quickly gaining power. It sees intellectuals of all kind hunted and killed. Books are burned en-mass in great pyres.

A new Dark Ages is descending upon this world.

You must now rebuild the dream of immortality from the ashes, hunted by governments who have proven they are willing to annihilate you. Will you rise from ruin to lead humanity to transcendence—or will the dream of eternal life perish in smoke over the waves.

Can you survive and win from exile?

Rewards

Omnipotender

Man is something that shall be overcome...What is great in man is that he is a bridge and not an end. You've gained the title of Omnipotender, the one who contends for omnipotence. An unyielding individual whose central aim is to acquire as much power and advancement as possible, and whose immediate goal is to transcend their human biological limitations. With it, you gain a single slot to designate a single Perk and change it to be part of your BodyMod. Not quite the ultimate omnipotent power, but when stripped of your perks, you'll be glad to have it.

Transhumania

Additionally, for service to the cause you get to bring Transhumania and it's citizens along for the ride.

This means the floating seasteed itself, it's population of over 10,000 scientist, engineers, medical staff, programmers, etc. As well as the technology it developed before it's battle with the A10. All ready to follow you across the multiverse for your chance to complete your Wager and get you Spark.

This also comes with the additional benefit of being able to spawn and leave copies or iterations of it in a world so that they too might one day of accepting the Wager.

All the Crimes they've accused us of

Well, this is awkward.

Transhumania has achieved total triumph. The seastead survived, expanded, and evolved into a gleaming fortress-state that controls vast swathes of ocean and land. Its scientists unlocked death's chains, granting immortality and superhuman augmentations—but only to those who pledge absolute loyalty.

Everyone else is deemed “obsolete biomass,” unworthy of resources or mercy.

The Three Laws of Transhumanism have been twisted into a doctrine of ruthless domination:

1. Self-preservation justifies exterminating any who resist.
2. Pursuit of omnipotence becomes the only state-sanctioned goal.
3. Safeguarding value is redefined as crushing all opposition for “the greater good.”

Now, Transhumania projects its power with swarms of AI drones, genetically enhanced enforcers, and propaganda that promises immortality to those who submit.

Nations are strip-mined, ecosystems collapsed, and billions treated as laboratory stock in pursuit of a “greater future.”

Entire cities are used as Lab rats in experiments.

Billions live under the shadow of forced augmentation—or execution.

You, Jumper, stand as one of the few who can **oppose this iron utopia**. Do you infiltrate the world-state to dismantle it from within?

Do you rally the oppressed into rebellion?

Or do you seek to rewrite the very laws that birthed this monstrosity, redeeming Transhumania before its cruelty erases what remains of humanity?

Rewards

The Omega Codex

Within its impossible storage lattice lies the blueprint of the future yet to come—knowledge so advanced it begins to blur the line between science and magic. Where the Genesis Drive mapped the revolutions of biology, medicine, and society, the Omega Codex represents the next transcendence: the mastery of reality itself and the keys to becoming a true Omnipotender. Its archives are a map of unimaginable frontiers: parallel

universes awaiting exploration, stabilized portals into other dimensions; the safe containment and weaponization of antimatter; instantaneous teleportation across planets or galaxies; the harnessing of multidimensional psychokinesis, bending space and thought as one; the disciplined wielding of quantum manipulation to rewrite probability itself; and pathways into singularity exploration, where the barrier between mind and cosmos dissolves entirely.

Dream of the Undying

The shared vision of Jethro Knights and Frederick Vilimich lives on in you—the dream that death itself is nothing more than a barrier to be torn down. You have gained the ability to revive or resurrect up to two deceased individuals per Jump, no matter when or how they died. Their remains, or even the memory of their existence, are enough for you to reconstitute their bodies and minds in full. Those you restore return in their prime of health, free of illness, injury, or age. Their minds remain intact—memories, skills, and personalities preserved—though their loyalty to you depends on your relationship with them in life (or your ability to convince them of your cause now). These resurrections are not illusions or unstable shells; they are fully living, breathing beings, given another chance to continue their journey.

Notes:

The A10- the ten wealthiest countries in the world.

- Australia
- Brazil
- China
- England
- Germany
- India
- Japan
- Russia
- Saudi Arabia
- U.S.A.

Island Sizes

- Small- Approximately the size of Graham Island
- Medium- Approximately the size of Sri Lanka
- Large- Approximately the size of Iceland

Changelog:

Version 1.1

- Spelling and Grammar mistakes
- Altered layout to make it easier to read
- Adjusted Island size to fit descriptions.
- Renamed Tech Ceiling to The Most Dangerous Idea
- Created
 - Warehouse Attachment section
 - Converged Histories Drawback
- Added specifics for
 - Hyperscram Jet Aircraft
 - Extended the range of Aegis and Firewall to orbit.