

Stellaris 2.2.2 Starting Tech Options

Physics - 8

Energy grid

+10% orbitals

+20% research

Fusion reactor

+10% from worker type job (energy)

+5% research

Blue laser

Shields

Society - 7

Hydrofarms

+20% research

Ground defense

+10% orbitals

+10% from worker type job (food)

+2 unity + edicts

+10% pop growth

Eng -10

Afterburners

Carrier operations (interceptors)

Improved corvette hulls

+20% research

+10% orbitals

Powered exoskeletons

+10% from worker type job (minerals)

Corvette build speed

Armor

coilgun