



Extreme Technology

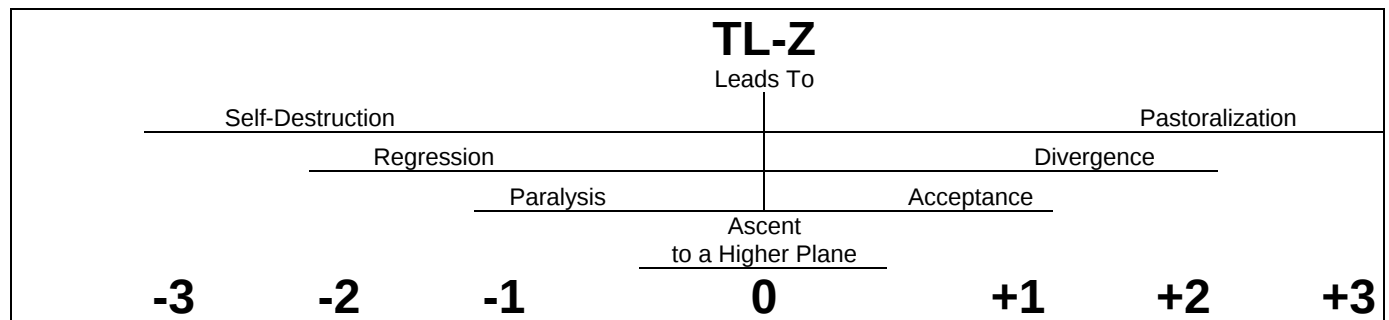
Technological Levels define the point in the technology continuum where specific objects can commonly be produced.

TL
Extremes

Flux= Pts=	- 5 - 2	- 4 - 1	- 3 - 2	- 2 - 1	- 1 0	0 0	+1 +1	+2 +1	+3 +1	+4 +2	+5
22			Individual Transformations.								
23	Grey Goo		Mythical "Hop" Drive					Rosettes		Practical PsychoHistory	
24	Planetbuster Bombs				Many Capsule Dyson Sphere			Portals			
25			Inertialess Maneuver					Psionic Engineering		Rapid Terraforming	
26	World Scale Physical Constructs				Socieneering			Rumored "Skip" Drive			
27			Group Personalities		Ring Worlds						
28											
29	Reality Manipulation				Rigid Dyson Spheres					Reality Manipulation	
30	Implantable Ethics		Stellar Scale Physical Constructs							Implantable Ethics	
31			Pocket Universes								
32											
Z	----- The Technological Singularity -----										

Levels above 21 are called Accelerating Tech Levels: each is of short duration and each leads at an accelerating pace to the next. The technology addressed by TLs above 21 is frighteningly powerful and susceptible to misuse or disaster.

Which Way? As a society progresses to each new Tech Level, Flux determines the focus technology column for the Level (although the other technology also becomes available). When the society reaches TL-Z, the sum of the Points for that technology is a DM on a single Societal Flux for Destiny.



0. Ascent To A Higher Plane. Society as a whole transcends its position as a tool making and tool using culture and progresses to a non-material existence, leaving behind ruins or relics of its former existence.

+3 or more. Pastoralization. Society transcends its dependence on, or focus on, increases in technology. The majority of society embraces a pastoral existence emphasizing social and familial relationships. There may be some level of (sophisticated, self-maintaining) technology operating in the background.

+2. Divergence. Society diverges along several paths (roll flux 3 times for the different paths).

+1. Acceptance. Society accepts some or all of its technological foundation and settles into a comfortable existence using what technology it has.

- 1. Paralysis. Society is overwhelmed by the power of its technology and is frightened into a period of inaction.

- 2. Regression. Society is overwhelmed by the power of its technology; factions within society fight for ascendancy and in the process create widespread destruction.

- 3 or less. Self-Destruction. Society is overwhelmed by the power of its technology, factions within society fight for ascendancy and in the process destroy society completely.

