

The Ultimate

HOMESTUCK

Franchise Jump



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A young Jumper stands in their bedroom. It just so happens that today, the 13th of April, 2009, is this young Jumper's birthday! Though it was thirteen years ago they were given life, it is only today they will be given a name!

What will the name of this young Jumper be?

> [Enter name.](#)

Welcome to Paradox Space, Jumper. It's going to be a complicated 10 years.

Your Ceramic Porkhollow is filled with **1000 Components of Preference.**



Let Me Tell You About Homestuck SBURB

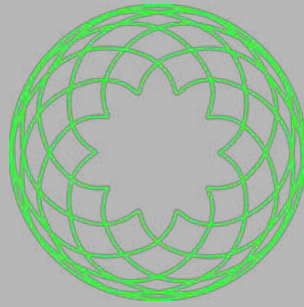
If you're a Homestuck veteran, feel free to skip ahead here. If, on the other hand you never really knew what the hell was going on in Homestuck, you can read this and probably pick the "Jumpchan's Fancomic" Continuity which lets you avoid the convoluted plot of Homestuck:

The very basic premise of Homestuck is centered around a computer game called SBURB. This game mysteriously appears in every universe through a complex series of spacetime shenanigans. Once the game is started, its players have the opportunity to enter an alternate dimension called the Incipisphere before SBURB destroys their planet with a barrage of meteors. Though there are many diversions along the way, the ultimate goal of SBURB is to create a new universe by breeding and then maturing a Genesis Frog.

Every player in a SBURB session has their own personalized planet within the Incipisphere, one of which contains a multitude of frogs that must be bred through advanced cloning technology to create a perfect frog. Each player must traverse their planet – fighting monsters, solving their personal planet's quest, and crafting equipment through the game's alchemy system – until they meet their Denizen, an immensely powerful being who guards an immense hoard of grist – a type of crafting material – that must be fed to the perfect frog so it can grow. Denizens can be killed, or they can be talked to, where they will present their player with The Choice, a personalized riddle that can advance a player on their quest based around facing your mortality.

Finally, the players must land on the Battlefield, a giant chess board-like planet located in the center of the Incipisphere, and defeat the Black King – the leader of the Army of Darkness – before he destroys the Battlefield. Once the Black King is defeated, the Genesis Frog must be placed inside the Forge on the Space player's Land along with the Black and White Queen's Rings, where it can be shot into the Battlefield to absorb all of the grist and mature into a new universe. The players are then able to enter their new universe and live as gods, a process known as the Ultimate Reward.

If you'd like further information, check out the [fan wiki's explanation of SBURB](#) for extra detail that wouldn't fit in a couple neat paragraphs. Feel ready, Jumper? Good luck.



Continuity

Homestuck canon is large and expansive. It's also convoluted by its metanarrative and its obsession with contorting it into fun shapes. That, on top of the rigid mess of its timeline(s), means that we'll have to specifically define what canon you're in before even getting to the proper Starting Location.

You must participate in SBURB within the first year of the Jump from your perspective unless specified otherwise. Choose one of the following.

Jumpchan's Fancomic

Most fancomics and fanfics for Homestuck struggle with the relative completeness of the Homestuck world. It's hard to have any big SBURB adventures when the main characters kind of blow up the universe... both of them... and the surrounding void between. This is especially true on Alternia which is unfortunately also Homestuck's most interesting planet. And so, a lot of them go with this solution: fudge it!

You will now start at your Starting Location in a version of Paradox Space that is devoid of the events of Homestuck. This means, assuming you arrived on a planet, that planet would not be created in the same way as in canon, the SBURB game that would have taken place there does not occur, and several other things. Each Starting Location will have a section (denoted by "JF") describing the differences made to accommodate this. Now you can be on Alternia and have your troll adolescent story without worrying about messing up canon.



Homestuck Canon

The proper canon story of Homestuck. You will show up at your Starting Location within the events of Homestuck. Now, you may worry that, assuming you don't huddle off on the other side of the planet to every other protagonist, you may accidentally derail the plot into a doomed timeline just by standing in frame. You will be happy to know that that's not how this will be working. You see, in Jumpchain, when you enter a Jump, you become a part of that world, including its timeline. This means that if a character from before you entered the Jump looked into their future, they would see you during your ten year stay, and a character from the far future who went back in time would already know all about your adventure. This works even in a world with Bootstrap Paradox-style time travel that is set in stone/predestined, although in an especially convoluted and intertwined world as Homestuck, it's good that we set a few ground rules.

Because everything is so unbelievably and inextricably self-causing in Homestuck, you may be unclear on what would happen if you were to change something important. After all, you have become a part of the world so your changes wouldn't be retcons nor would they create a doomed timeline. Well, essentially, to make sure this is still a Homestuck Jump while still giving you free reign to fuck things up, here is a list of things that will 100% stay the same, no matter what you do (feel free to skim if you don't plan on changing much of anything):

- Every player of five main SBURB games in the story (A1, A2, B1, B2, C) is born/arrives via meteor at the same time that they did in the story.
 - They are also guaranteed to play SBURB together in the same groups with the same server/client order as in the story (minus the hypothetical inclusion of more players, such as yourself and your Companions).
- Every universe *must* have a First Guardian besides Universe C.
- The Troll Universe (A) will be created by SBURB players who have (on purpose or not) abandoned their Ultimate Reward. This will result in the planet "Beforus".
 - The Beforan trolls will play SBURB until the session results in a Scratch. This will result in the planet "Alternia".
 - The Alternian session will perform the ectobiology which brings the troll players into the world.
 - Feferi will convince the horrorterrors to create the Dream Bubbles for the characters in the story.
- The Human Universe (B) will be incorrectly created in the Alternian session resulting in something from the Human Universe/Session to prevent the trolls from claiming their Reward and entering the universe. This will result in Earth.
 - Meenah of the Alternian Universe manages to enter the Human Universe, landing her sometime before 1923.
 - The beta players and Alternian players will get into contact before the end of their session.
 - All four beta players will ascend to God Tier before the end of their session.
 - The beta session will result in a Scratch.
 - All the beta players will survive/escape this.
 - All the beta players and at least two of the Alternian players will then take a journey to the Post-Scratch Human Universe or the Post-Scratch Human Session.

- The beta session's Tumor will successfully explode in the Furthest Ring, powered by the destruction of the Human and Troll Universes creating the Green Sun.
 - Obviously, the Human and Troll Universes are both destroyed by some means at some point to facilitate this.
- Meenah, in the Post-Scratch timeline, thrives and becomes a powerful figure on Earth.
- The alpha players get into contact with the session C (the session with Caliborn and Calliope) players before the start of their session.
- By the time of Dirk and Roxy's arrivals on the planet, society has collapsed and the Earth is dangerous.
- Before Dirk and Roxy enter their session, the effects of the universe dying begins to become a problem.
- The alpha session is a void session.
- The alpha players bodymod successfully before the other beta players arrive.
- After one or several big battles, a universe (C) is successfully created in the alpha session. An Earth is brought into Universe C.
 - Cherubs evolve into existence millions of years after the Ultimate Reward would place players into Universe C.
 - Caliborn and Calliope are born, witnessed by Gamzee of the Alternian Universe.
 - Calliope is killed before the start of the session.
 - Caliborn gets in contact with the Author during the session.
 - Caliborn loses a tooth and leg before the end of his session.
 - Caliborn gains the loyalty of a gang of time-powered leprechauns.
 - Caliborn gains God Tier before the end of his session.
 - Caliborn gains Unconditional Immortality.
 - Caliborn gains the House Juju.
 - Caliborn uses the House Juju to lock away the Pre-Scratch version of John, Rose, Dave, and Jade.
 - The House Juju is used at the end of the narrative to unseal these four and fight Lord English
 - Caliborn comes to respect Jake English enough to take his last name.
 - Caliborn gets his soul locked away in the puppet Juju known as Lil' Cal along with a Dirk, a Gamzee, and one other person.
 - Lil' Cal will be present in the Alternian Universe and session, as well as the Pre-Scratch Human Universe and session at some point in its loop.
 - Lil' Cal will be combined with a cueball and the First Guardian Code to become the First Guardian of Alternia. This version of Lil' Cal will also evolve into Lord English at some point.
- Lord English will attack several Horror Terrors and crack the Furthest Ring, only stopped by a Calliope destroying the Green Sun at the end of the narrative.

These conditions will be fulfilled in the same way they are in the story unless you specifically (directly or indirectly) make them happen differently. Some of these conditions are difficult to imagine being fulfilled in any other way, while others could be solved in much less convoluted ways than in the story. Feel free to lawyer your way into

technically fulfilling these conditions during your stay to create especially different outcomes for this world. Or just use these as a way to enjoy being part of the Homestuck story without collapsing literally everything. *Or* you could just have a session off in the distance and not get involved with any of this anyways.

With Extended Stay, (or just by starting at a reasonable time and getting to Earth C at the end) you can make it beyond the scope of the official narrative and into the realm of “Post-Canon” with all the metanarrative effects this may have. The events of Post-Canon will not, by default result in the events of the Beyond Canon Continuity unless you want it to, in which case it will follow the events of Meat (unless you manage to force John to stay, breaking canon and resulting in Candy). Read Beyond Canon for more details.





Hiveswap [600 CP]

Technically still part of the Homestuck Canon (and still has the same bullet list of conditions/events as the previous Continuity option), but it's a pretty self-contained story. This story follows Joey Claire (daughter of Jake Harley and a ballerina named A. Claire who passed away) and Tetrarch Dammek (a bronze blooded rebellious troll) who switch places accidentally through use of a Cherubic artifact. Joey Claire is helped by Dammek's moirail, Xefros Tritoh (a burgundy blooded friend) while Dammek is helped by Joey's brother, Jude Harley (a nerd conspiracy theorist).

Your Starting Locations are locked to either Joey's house or Dammek's hive, a day before they would switch. The Cherubic portal is guaranteed to be used at some point, and you Chain Fail if the Jump ends before everyone returns to where they came from. This is one of the Continuity options which does not require you to participate in SBURB (hence the CP cost). *Generally*, safer than other options. You're less likely to die at least, although also less likely to come back to life.



Beyond Canon (Epilogues/Homestuck^2)

The official (but not strictly canon) continuation of Homestuck that everyone asked for and everyone regrets asking for. This continuation is considered “Post-Canon”, which is a weird state of middling canon that has special properties. One, it is much easier for a SBURB player to access Ultimate Self (a state detailed in a 800 CP Perk of the same name), assuming they have a Classpect related to it (such as a Classpect which breaks down the walls between selves, or allows you to take in light) although this process is not really safe and will end up overwhelming a biological body, assuming you don’t have protections or are particularly powerful. Ultimate Self can also be forcibly unlocked in others by particularly powerful abilities such as Hope (although these are incredibly rare and even more likely to kill you). Two, the position of “author” of the story is an in-universe one, more so than the canon story (which at least had Hussie most of the time). Anyone with particularly powerful narrative manipulating abilities could take up the mantle of author. Narrative power levels are discussed a bit more in the description for the Creative Control Perk, but suffice it to say that if there’s no one around to contest you, even a scrap of metanarrative power will allow you the full abilities of said Perk. If there is a contest, you can basically just compare CP costs.

The Post-Canon stories take place in two separate Continuities. You do not necessarily have to participate in SBURB in either of them but if you don’t then you must at least take part in the main plot of either Continuity. Unlike in the Homestuck Canon option, none of the listed Post-Canon events have to play out in the story at all, although you still can’t stop any of the events listed in the Homestuck Canon option even if you managed to get back to a Properly-Canon part of Paradox Space. Choose below which Continuity you start in:





Meat

In the Meat Continuity, John chooses to fulfill his duty to canon, wrapping things up with Caliborn and Lord English before unfortunately passing away. Even more unfortunately, Dirk has gone Ultimate Self in this time, which (through his connection to Doc Scratch/Lord English) granted him a weak narrative control (about as strong as if you purchased the SNOP and Quasi-Lucid Meta-Awareness Perks) and generally made him a jerk. Alt!Calliope, through Jade's body, asserted her own, more powerful control over the narrative in order to stop Dirk's meddling, although she ultimately failed. Ultimate Dirk would then go on to manipulate Rose's own ascension into Ultimate Self (which was killing her) and transplant her into a robotic body. He then flew off into space (Terezi came too for some reason) to find his own planet and become a suitable villain for the narrative.

If you don't manage to stop Dirk before he fucks things up and escapes (which will likely be more difficult than you think, at least while he is the author), you'll have to join up with the rest of the protagonists and fly after him. Dirk (and Alt!Calliope) will know of you, at least to some degree.

You must choose Earth C or the Dream Bubbles as your Starting Location and you will start either right after John chooses Meat if you start on Earth C or nearby the Lord English fight, right as Vriska opens the box if you start in the Dream Bubbles. You could also choose the Your Own World Starting Location if you place your planet within a week's space travel from Earth C or Detritus.





Candy

The sweeter timeline... under certain definitions. This is the world where John decided not to fulfill his duty to canon, instead deciding to live in a blissfully non-canonical (mostly non-canonical) world. This decision (after a short period) causes his retcon powers to cease functioning. Him and his friends grow older, form relationships, have kids even, and live the lives they earned... except not all was well in paradise. In fact, it seems this sickeningly sweet ending has become more sickening than sweet. Jane became a xenophobic dictator, Vriska got accidentally cloned, Gamzee cuckolded Jake, and Rose cheated on Kanaya to ride Jade's dog dick and produce a child who is 25% dog and named Yiffany Longstocking Lalonde Harley (Yiffy for short). Awful.

Not only that, but this world is actually metaphysically (but honestly, kinda just normal physically) inside of the black hole created by the Green Sun in Meat's Furthest Ring. This has caused a lot of people to cross the border between worlds including the Meat versions of Vriska, a lot of ghosts, Aradia, the teen version of Jade that fought Lord English, Sollux, Meenah, and Lord English. The barrier between realities was, of course, one way. There was one exception however. Possessed by Alt!Calliope, Teen!Jade consumed Lord English's body, giving her enough narrative power to temporarily open a portal *back* out of the black hole, through which Aradia, Teen!Jade/Calliope, and Davebot (the Candy version of Dave ascended to Ultimate Self via Obama's Hope powers) go through.

You must choose Earth C as your Starting Location and you will start right after John chooses Candy. You must take at least one stack of Extended Stay (so that you can actually stay long enough to meet everyone) although you still get the CP for it. You could also choose the Your Own World Starting Location if you place your planet within a week's space travel from Earth C.



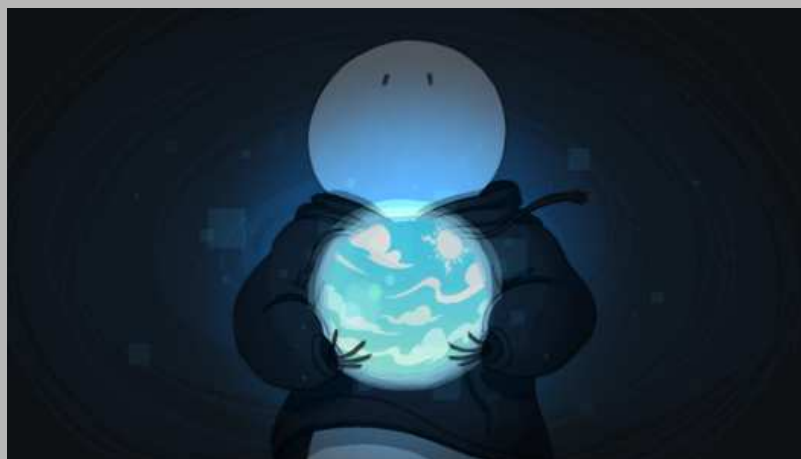
Friendsim/Pesterquest [600 CP/1000 CP]

This is a much nicer Continuity. After somehow crash landing on Alternia, the friend-shaped, allegedly human MC goes on a quest to befriend the various trolls who would appear in Hiveswap. Although their adventures begin as silly happy go lucky befriendings, they begin to learn the injustices of Alternian society, and soon even tap into the beginnings of Ultimate Self, feeling out the other timelines. Just as they find their place in this world though, they are shown the truth: they were sent on this mission by Doc Scratch for some nefarious purposes, and their drive to befriend others was artificially placed in them. Before they could strike out properly in righteous anger, they find and accidentally use the House Juju to gain retcon powers, sending them on a jaunt to befriend the 16 main Homestuck characters and mastering their new abilities. After confronting the author of their particular Continuity, Aysha U. Farah aka "The Director" aka the literal Narrative Director of Pesterquest and Friendsim. After this confrontation, they absorb power from the Green Sun and defiantly protect their version of the story away in its own Locked Timeline.

Also fun fact, it seems that the Beyond Canon Continuity is accessible through this one, as this one also counts as Post-Canon metaphysically.

You show up and are befriended by (or at least introduced to) the Friend who is guaranteed to go along and befriend every troll they are supposed to, read Homestuck, gain the retcon powers (which no one but them can get from this Continuity's House Juju, that would be too easy), befriend the Homestuck characters they are supposed to, and regain their memories and full faculties ~~Afterward~~ afterward. They will proceed with creating the Locked Timeline unless you explicitly stop them in some way. Although doing that will undoubtedly be bad for you since the other options either retcon Homestuck Canon back or vaguely destroy the universes. You can also replace them if you take the Jumper Friendship Simulator Scenario.

For 600 CP, you will arrive in this much (*much*) safer world but you'll still have to play SBURB. The Friend (at least at the end of their journey when they can actually do anything about it) will probably not be happy about this unless you do it really responsibly and safely and also invite them in some way (they like to be included). For 1000 CP, as long as the Locked Timeline is created (which, again, will happen unless you stop it) you don't have to play SBURB at all and you can just hang out with all of your friends for the whole Jump.



Someone Else's Fancomic [400 CP]

There are many fancomics to Homestuck and you are now involved in one of them. Choose any fancomic on mspfa.com which does not center around the events of Homestuck (so there have to be original characters, or it can be an AU of Homestuck as long as the events are different enough) and has at least 100 favorites. You don't have to play SBURB if that doesn't happen in the story although you do have to get involved in the plot. Any abilities not established in Homestuck are not fiatbacked outside of this Jump. In fact, they will cease to function altogether. You also cannot keep retcon powers, First Guardian powers, cueball weaponry, or any narrative manipulation abilities even if you obtain them successfully (you'll have to pay for them through the Jump properly for them to continue to work outside of this Jump).





Starting Location

Choose your Starting Location freely, but keep in mind any implications of your chosen Species. Unless you have some way to hide or disguise yourself, a human living on Alternia is going to draw attention in a violent way. Descriptions are written assuming that your involvement has not significantly changed the setting.

You enter your chosen location at any time which your Continuity allows.

Earth (Universe B)

A familiar locale, and the native home of humanity. You can choose to start on Pre- or Post-Scratch Earth. Pre-Scratch Earth is pretty similar to your Earth, just with some slightly more advanced technology courtesy of Skaianet. On Post-Scratch Earth, the shadowy Crockercorp controls much of the media, secretly spreading propaganda for The Condesce, an alien conqueror who will attempt to recreate her home planet using Earth, resulting in a devastated humanity crushed under her immortal thumb.

400 years in the future, Pre-Scratch Earth is a desert wasteland thanks to Skaia's meteors, only populated by a handful of carapacians who desire to rebuild civilization from the ruins. At the same time, Post-Scratch Earth is the flooded dictatorship of the Condesce, with humans completely oppressed by her army of robot drones.

JF: Pre-Scratch Earth is just like normal Earth, although your SBURB game can't start after whatever year you the reader are in right now in real life. You can optionally choose for Skaianet (without Jake Harley) to find the frog temple and release SBURB as they do in the story (although through ignorance at what they are releasing rather than on purpose like in canon). Betty Crocker is not an evil alien fish in this world.

JF: Post-Scratch Earth is much the same, although also quite different. Betty Crocker is Her Imperious Condescension, although she is from the planet Alternia in a very far away galaxy rather than another universe. This Alternia did not have Doc Scratch or the other canon characters. It also did not fall to ruin due to SBURB, Gl'bgolyb just didn't get

fed enough and killed off all the trolls for normal reasons. The Condesce used the last of her Helmsman's life to propel herself to the nearest planet with sentient life with much the same nefarious plans as in canon. She arrives in the 1920s and you cannot arrive earlier than the 1930s (don't know why you'd want to but still). Things otherwise turn out about the same.



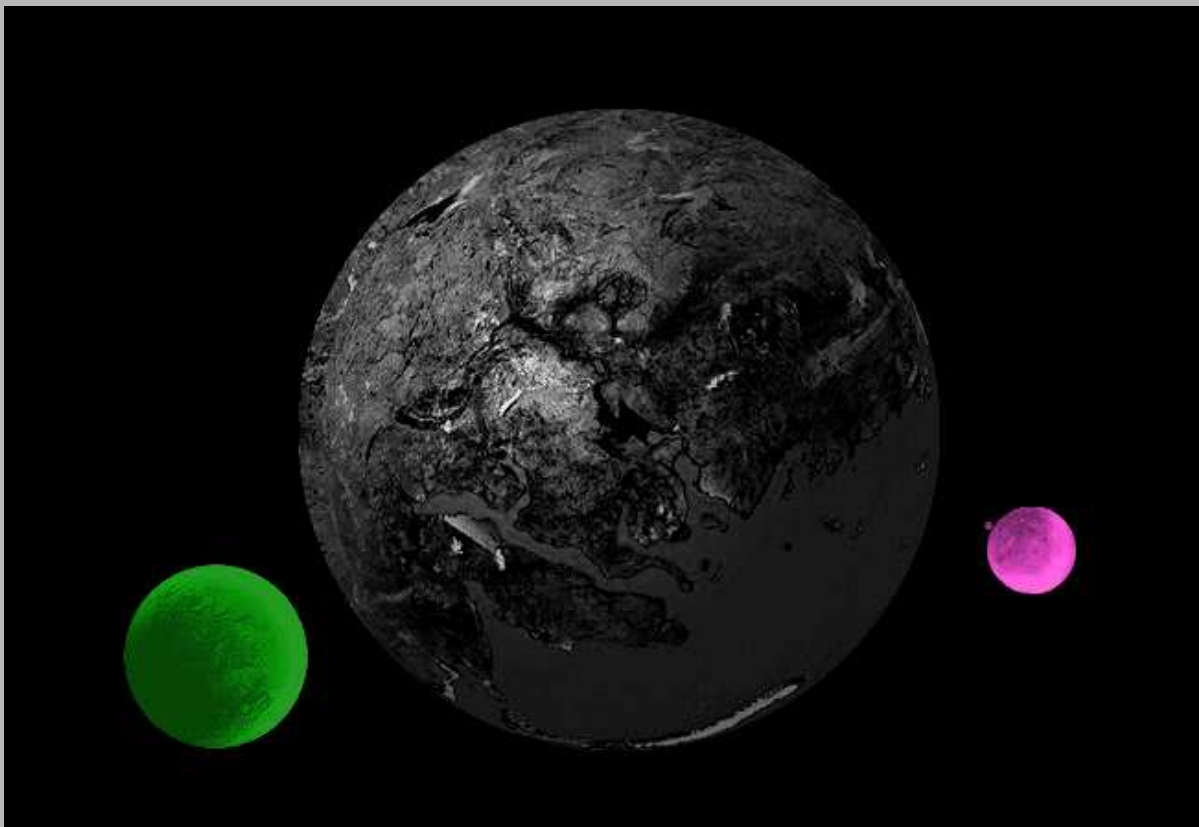
Beforus/Alternia (Universe A)

The home planet of the trolls. You can choose to start on either Alternia or its Pre-Scratch counterpart, Beforus. Both planets have a similar range of ecosystems to Earth, but are notably populated by extremely dangerous creatures, from dragons and giant spiders all the way to eldritch abominations. The sun is really really hot here also so most creatures are nocturnal. You're also free to choose either planet's moons. You may also start years in the future of Alternia (the home of the Felt Mansion).

Alternia is an extremely violent planet that grooms its inhabitants into vicious warriors. Upon reaching adulthood, trolls then leave the planet to join the forces of imperial conquest, so all trolls on Alternia are juveniles. In contrast, Beforus is a very different place. For starters, it has no green moon (due to lack of Doc Scratch). Its society is also much more peaceful, with adult trolls living on-planet and taking care of their own young.

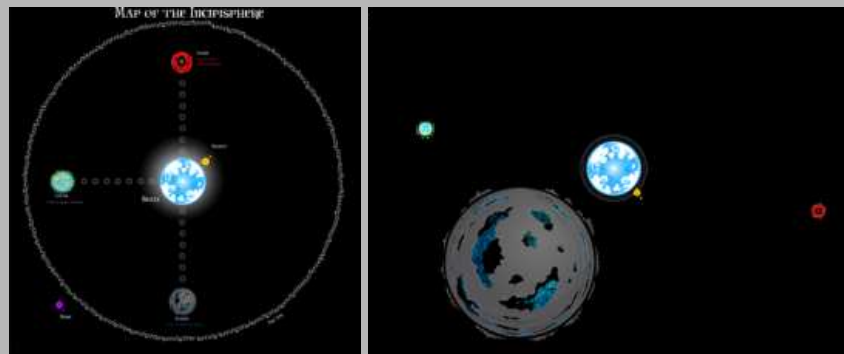
The future of Alternia is similar to that of Earth: a desert wasteland populated by a few carapacians trying to rebuild a society and, within a couple hundred years, with cities and casinos populated by carapacians, as well as mobster gangs having rivalries and shootouts.

JF: Beforus is just as it is, although without the main characters obviously. Alternia is as it is minus the main characters, including Doc Scratch, although the green moon is still there with the Felt Mansion and the Felt (minus Snowman). They just spawned out of moss there. It happens with leprechauns, trust me bro. Her Imperious Condensation is still here, and so is the Grand Highblood. Gl'bgolyb is also here, and may cause problems, despite being taken care of by Trizza Tethis.



Incipisphere [+100 CP]

You start inside the Medium of an already underway session of SBURB (there must be a session which occurs in the Continuity that you choose in order to choose this). You can freely choose to start on the Battlefield itself, the orbiting kingdoms of Derse or Prospit, a meteor in the Veil, or one of the personal planets of a participant of this SBURB session. You're free to enter any of the SBURB sessions seen in the canon of whatever Continuity you are in or drop-in to an entirely new session made up of your Companions. Obviously, you can't be a player (in the SBURB sense) in the session that you enter in this way. You can start at any time between the session starting and the last player entering. Your Companions can take this option too, even if you don't, to join your session part way through (they'll get the CP instead).



Earth C (Universe C)

The new home of both trolls and humanity, created by the joint efforts of three SBURB sessions. Carapacians and consorts also have large populations here, there are a couple of sprites, and exactly one cherub. You can choose to start here at any point from when Earth C is placed into the universe, to when Earth C is seen for the last time in the Homestuck Credits, to when the Beyond Canon events would take place, to when it is occupied by Hussie's Mansion, to the time it is unoccupied and apocalyptic, to Caliborn and Calliope being around. This thing sees a lot of use.

Only the time between the Homestuck Credits and the time of Hussie's Mansion, as well as between the time of Hussie's Mansion and the time of the cherub children count as Post-Canon.

JF: You can start on Earth C, although all of the players of the Earth C session have passed away peacefully by the time you get there. You can't start at Hussie's Mansion. You can start when the cherubs *would* have arrived, although there isn't much on the planet at that point.



Dream Bubbles (The Furthest Ring)

Incompatible with Jumpchan's Fancomic and Friendsim/Pesterquest

Are you already dead? These bubbles, created via a favor from the great horrorterrors of the Furthest Ring, allow SBURB players to keep existing as ghosts in dreams after their own deaths, as well as allowing those with dead dream selves to astral project into these bubbles. Because they're created from the combination of memories of their inhabitants, the architecture inside can be quite unique. Don't know how you are planning on playing SBURB from here...



Your Own World

If you happen to own your own planet, feel free to use it as the main staging location for your Jump here! You can place it in any universe that's in a Continuity that you are in, or a newly generated lifeless universe if you are using the Jumpchan's Fancomic option. Whether that's Cybertron, Apokolips, or something else entirely. Also be aware that using your planet like this will end up with it being destroyed via the Reckoning (assuming you don't have a way to stop the meteors that fall) but you can have it be restored at the end of this Jump anyways.

Age and Gender

Your age can be whatever you want in this Jump, but if you want a suggested default, go with 13 to 16 for humans, or 6 to 8 sweeps for trolls.

Your gender is yours to decide.

Mythological Role

This Jump has no Origins. Instead you'll be determining your mythological role: a combination of an Aspect and a Class which, if you are a SBURB player (or just a God Tier) allows you to manifest related powers. Due to your nature as a Jumper, you're free to choose this for yourself, rather than leaving it up to SBURB to determine how you fit in. If you'd like some guidance, <http://hs.hiveswap.com/ezodiac/> offers an official test to determine an Aspect, or you can use any of the multiple fan-created quizzes online.

Aspect

These twelve elements make up everything that exists in Paradox Space, and the one assigned to you determines what you'll be able to affect with your powers. Each one has a complementary Aspect it is paired with.

Several Aspects have not been seen fully-manifested in canon, and thus are vague about their specific applications. Fanwank responsibly.

Choose One.



Space: One of the two basic fabrics of reality, and thus necessary for a successful SBURB session. Space players can usually affect the size and velocity, and positioning of people and objects. This Aspect is often tied to creation, and its players are tasked with breeding the Genesis Frog, the creature containing a new universe that is key to completing the game.

Time: The second of the basic fabrics of spacetime. Time players can control time, traveling back and forth across timelines, and even freezing enemies in place. Any successful SBURB session requires a Time player to manage Time Shenanigans and help all players avoid ending up in a doomed timeline. Time is loosely connected to death, the afterlife, and technology.



Light: This Aspect is tied to both luck and knowledge. Light players have been seen to bend light itself, bolster the luck of themselves and their allies, and hinder their enemies with misfortune. Light is related to history and discovery, and has ties to water.

Void: The Aspect of nothingness itself. In contrast to Light players, who are all about discovering things, Void players are extremely good at staying hidden. Void players have been known to turn invisible, and interact with the concept of nothingness. Roxy, a Rogue of Void, was able to steal the nothingness from the idea of an object, making real objects from nothing.





Breath: This Aspect grants its players a connection to the wind and the concept of direction. Breath players are often forces of change, and have been seen to unleash great gusts of wind, and even turn into wind to avoid attacks.

Blood: Blood refers to “the blood of the covenant,” in other words, relationships. Blood players have an uncanny ability to unite people and manage allegiances. The powers of a Blood player might involve altering morale, or affecting the coordination and cohesion of group tactics. Blood players can likely generate and control their own blood as a weapon.



Life: While Space may be tied to creation, this Aspect is tied to the innate force behind all life. Life players can extend lifespans, heal wounds, and even resurrect people from death (usually only once per Jump per target).

Doom: The opposite of Life, Doom is related to futility, death, destruction, and sacrifice. Doom players often sacrifice something to help others, and are more attuned to imminent disasters. The powers of a Doom player involve shielding allies from Doom and inflicting it upon enemies.



Hope: Hope is tied to hope itself, as well as holy powers. Hope players have been seen unleashing massive blasts of white light, summoning mysterious angel-like beings, and using deadly “white science” blasts. The power allows you to bring your beliefs to life, if only slightly. Just believe in it really hard and it’ll become slightly less fake.

Rage: The Aspect of negative emotions and anger. Rage players tend to have greatly enhanced strength, and have been seen channeling their Aspect to enter a berserker state, dealing massive damage to enemies. Rage is also tied to sanity and madness, and may be able to affect these for foes and allies as well.



Mind: The Aspect of logic and decision-making. Mind players are acutely aware of how specific courses of action will play out, and often have a connection with karma or justice in some way. Mind powers may involve muddling enemy thoughts or boosting the logical capabilities of a friend.

Heart: Heart is all about emotions, personality, and the self. Heart players can interact with people’s souls, able to extract or trap them. They’re unusually resistant to damage to their psyche, more able to stay who they are. Heart may also relate to abilities involving reading or altering people’s emotions.



Class

Your Class indicates your interactions with your Aspect. It describes your subconscious fated relationship with your Aspect, but also your conscious ability to manipulate your Aspect, assuming you are a SBURB player.

Classes are split along an axis of active or passive. These alignments are flexible, however, and don't lock you into only using your powers in one way. Lord (the most active Class) and Muse (the most passive Class) are Master Classes, stated to be significantly more powerful than the others, and thus are the only Classes to cost CP. You will be able to access these two Classes' powers even if you are not a SBURB player since you are paying CP for them. While several Class names seem to indicate a gender restriction, you're free to choose any one you like, and can even change the name to an equivalent that's more fitting if it makes you feel better.

Only the Prince, Bard, Thief, and Rogue Classes are fully defined so the rest of these Class descriptions are suggestions. Feel free to fanwank any particular definition that would be consistent with how it works in Homestuck.

You may also choose a FanClasspect if you took Someone Else's Fancomic and it appears in said story, although its fiat-backing won't last after this Jump, being replaced with a different Classpect of your choice.

Choose One.

Active Classes

For the most part, active players alter their Aspect directly, and often for their own gain.

Thief: The active relocation Class, and counterpart to Rogue. A Thief steals their Aspect, or steals by using their Aspect. A Thief of Breath may literally be able to steal wind, disabling sailboats or suffocating enemies, or they may steal via wind, using wind to snag valuables away from their owners.

Prince: The active destruction Class, and counterpart to Bard. Princes destroy their Aspect, or use their Aspect to destroy things. This naturally leads to powerful offensive capabilities. A Prince of Light may use their abilities to destroy their enemies' knowledge, while a Prince of Time may rapidly age obstacles and enemies to dust.

Witch: The active manipulation Class, and counterpart to Heir. Witches manipulate their Aspect directly. A Witch of Space was able to shrink entire Lands to the size of a baseball, and a Witch of Mind would be able to control someone's perceptions or even thoughts.

Mage: The active information Class, and counterpart to Seer. Mages are able to obtain knowledge related to their Aspect, such as a Mage of Doom being acutely aware of a course of action that would bring ruin to them, or a Mage of Blood able to decipher the most minute of social cues in an entire army.

Maid: The active creation Class, and counterpart to Sylph. Rather than manipulating their Aspect like a Witch, Maids can create their Aspect, or create by using their Aspect. A Maid of Life was able to bring herself and her friends back to life, once each, and a Maid of Rage may be able to induce debilitating rage in enemies or powerful berserker states for allies.

Knight: The active application Class, and counterpart to Page. Knights are often thought to 'equip' themselves with their Aspect, and use their abilities to protect themselves and

their Aspect itself. A Knight of Void may use incredible stealth powers to defend helpful deceptions from being revealed, while a Knight of Time would protect the timeline from disruption via time jumping.

Lord [1200 CP]: The most active Class, with the ability to rule over their Aspect, or rule by using their Aspect. A Lord of Time would have time go their way and come to power through a series of convoluted temporal loops and shenanigans. They would have the ability to time travel and have an innate understanding of temporal mechanics. A Lord of Light would be nigh omniscient at full power, incredibly known/important, and they would be unbelievably lucky. They could also shoot laser beams and such. A Lord of Mind would be able to mind control others and manipulate the possibilities in their favor, rigging the game before it even begins (not to mention the intelligence and willpower that would be granted at full power). No Lord is undefeatable, although they are very powerful.



Passive Classes

In contrast to active players, passive players are typically acted on by their Aspect, and have powers that are suited for benefiting their allies.

Rogue: The passive relocation Class, and counterpart to Thief. A Rogue steals their Aspect just like a Thief, but generally has abilities more suited to redistributing that Aspect to their allies. A Rogue of Light may steal luck from their enemies to empower their allies, while a Rogue of Hope could curse and demoralize enemies and reward their allies' faith.

Bard: The passive destruction Class, and counterpart to Prince. Bards typically are able to destroy their Aspect or via their Aspect, but are unique among the Classes for being somewhat of a wildcard. While helpful for their overwhelming power through which they channel their Aspect, oftentimes that power can be just as detrimental to allies.

Heir: The passive manipulation Class, and counterpart to Witch. Heirs tend to let their Aspect manipulate and flow through them. An Heir of Rage would often be controlled by their anger, but those bouts of rage would often be advantageous to the Heir, their emotions carrying them to the truth. An Heir of Breath would have their direction generally told to them, but would be able to summon the wind to help them, and transform into wind themselves.

Seer: The passive information Class, and counterpart to Mage. A Seer can see through their Aspect. A Seer of Mind could see the possibilities before them, while a Seer of Light could see the most relevant and fortunate path. This one is relatively self-explanatory.

Sylph: The passive creation Class, and counterpart to Maid. Sylphs are very close to Maids, but while Maids' personal journeys are more about discovering how their relationship with their Aspect can help them, Sylphs try to discover how their relationship with their Aspect can help others. A Sylph of Blood could foster and create connections between people. A Sylph of Time could create more time, stalling for others.

Page: The passive application Class, and counterpart to Knight. Pages are a special Class, potentially the most powerful besides the Master Classes. A Page starts out with a lack of their Aspect, often making them seem like a player with the opposite Aspect. Others will instead attempt to give them their Aspect (often leading to the stereotype of them being pitiable). If a Page were to achieve their true potential, they would have a mastery over their Aspect which could (and has) rivaled a Lord, although this state tends to be somewhat temporary if a Page ever reaches this stage at all. A Page of Breath would have others give them direction, while lacking it and freedom themselves. Fully realized they could inspire a whole army to follow them into battle. A Page of Life could be a ghost or perhaps robot which others try to help learn and grow. Fully realized, they would be nigh unkillable with unbelievable regeneration.

Muse [600 CP]: The most passive Class, able to inspire on a cosmic level. In the comic, a Muse of Space manipulated the Green Sun to collapse in on itself, got her brother to stabilize space in the Furthest Ring simply by existing, and inspired the successful propagation of creation (the creation of the second matriorb, the creation of Universe C) with her presence. This Class gives you the least in the form of actual powers, (although it does enhance any powers you have related to your Aspect) but arguably the most in the way of fate manipulating due to your presence. Muses of Heart would inspire people to be their best selves and would likely be able to manually grant someone Ultimate Self. Muses of Void could lead the most effective possible assassins' organization ever. The list goes on, making this a great Class for someone who wants to command or lead others, or just wants to take on a support role (unless you're a Muse of Doom or something of course).



Species

Since this Jump has no Origins, your background in this Jump is completely up to you as long as it makes sense in your Continuity or Starting Location, and doesn't give you any unreasonable advantage you didn't pay for with CP. Whether you want to be an adult slacker, a teen lawyer, or just a Drop-In, you're free to choose.

Human [+50 CP]

Originating from Earth, and later, Earth C. No special powers to speak of, but the familiarity will help as you acclimate to your new environment. Gives you +50 CP if not taken with any other Species option. Comes with two arms.



Robot [Free]

Must be taken with another Species option

You are now a robot version of yourself. This makes you slightly stronger and more durable at the expense of not being able to heal and being weak to electricity and other technology-affecting abilities. y0u als0 0pti0nally talk like this.



Troll [+100 CP/Free/200 CP]

Humanoid aliens from Beforus, Alternia, and Earth C. Distinguishable from humans by their gray skin, multicolored horns that grow in a wide array of shapes, and eyes with yellow sclera and black irises. They also have pointed teeth, and black hair. You can choose to have an abnormal number of eyes and or pupils.

Notably, trolls' blood can be one of twelve different colors, starting with burgundy, and progressing through the colors of the rainbow until it reaches fuschia. Usually they match up with your star sign (Aries is burgundy, Taurus is bronze, etc), but you can choose whatever blood color you'd like. Blood color is the basis for the hemospectrum, a caste system in troll society on Alternia and Beforus, where burgundy bloods are at the bottom of society, and fuschia bloods are royalty. A troll's blood color also determines their lifespan, with burgundy bloods only living 20-30 sweeps (43-65 years), and fuschia bloods living for hundreds, or even a couple thousand, sweeps.

To gain +100 CP, you can have mutant **candy red** or mysterious **lime** blood, a rare trait that places you outside the hemospectrum and as such, makes you an oppressed minority. You'll face ridicule from other trolls at best, and culling from Imperial Drones if you aren't able to hide it (on Alternia at least, elsewhere you'll just be prosecuted).

You may be a troll of the following blood colors (**olive**, **jade**, **teal**, **indigo**, or **purple**) for +50 CP.

You may be a troll of the usually psionically gifted blood colors (**burgundy**, **bronze**, **gold**, or **cerulean**) for Free.

For 200 CP, you may be a sea dweller (**violet** and **fuschia** bloods). Sea dwellers are the two highest castes on the hemospectrum, and come with fins and gills, giving them their name. As a sea dweller, you can enjoy a ridiculously extended lifespan, a place on top of society, increased strength and durability, and the ability to breathe and maneuver underwater like a fish.

If you are a jade blood, then for 300 CP, you may gain the potential to become a mythical creature called a **Rainbow Drinker**. If you die while in your troll form and most of your body is intact, you will resuscitate after a short period as a Rainbow Drinker. You can choose to start the Jump as a Rainbow Drinker instead though. Rainbow Drinkers are the troll equivalent to vampires, and enjoy greatly enhanced speed and stealth, glowing skin and eyes (which you can switch on and off), and an ability to feed off of sunlight. You will not have an inherent thirst for blood, but you can choose to consume it for a boost in overall abilities.

For 50 CP, you can also have personalized, blood-colored, butterfly-like wings. They let you fly and can be comfortably tucked away. Just be careful not to let people find out you have these, you may be culled depending on your Starting Location and Continuity. You can get this from becoming a God Tier (as explained later) as well.



You may be one of the trolls blessed with psychic powers, a trait more common in lower blood colors, but existing throughout the hemospectrum. While specific blood colors tend to have similar powers, you can choose any one you like regardless of your blood color. You may be a sea dweller with telekinesis, a mutant blood with chucklevoodoos, or a jade blood with psionics, but each type of psionic has discounts for certain blood colors (shown by their highlights). Psionics purchased here are affected by any explicitly psychic-/psionic-boosting abilities you have, letting you access the effects of a higher tier or tiers than what you purchased. You do not need to pay for earlier tiers of the psionic abilities you purchase (so the prices do not stack).

- **Ghostly Communion:** The ability to commune with the dead. Not only does this let you see dead people, but also communicate and perhaps control and summon these spirits. Works on any ghosts/spirits and such in future Jumps.
 - **100:** Lets you sense ghosts nearby, and make them appear visually and audibly with a lot of focus (though this will give you a bit of a migraine).
 - **200:** It's easier to make ghosts appear visually/audibly, although it still requires focus. You are also able to slightly influence non-sentient ghosts.
 - **400:** You can easily make ghosts appear visibly/audibly. Non-sentient ghosts can be controlled to help you in your goals, although this requires you to maintain the power.
 - **600:** You gain the new ability to manipulate ghosts with a sort of spiritual telekinesis. Stronger spirits can resist this. This also enhances any exorcism abilities you have, and gives you the ability to summon forth ghosts using locations or items related to the deceased, if there are any.
 - **800:** Weak-willed sentient ghosts can now also be influenced similarly to the 200 CP version on non-sentient ghosts. Your spiritual telekinesis is now much more powerful than before. Your summoning of ghosts is much easier than before. The range of all your ghost communion abilities becomes several miles (roughly the size of an Incipisphere), as long as you know what you're doing (ie are able to see that far or look through a camera or something).
 - **1000:** You can now greatly influence sentient ghosts as long as their willpower is weaker than yours. Your range is now infinite and (only if you can see what you are doing) can work across universes, sessions, and

even the Furthest Ring. You can summon any ghosts which exist in your current universe/session if they don't successfully resist you.



- **Animal Communion:** This power allows you to communicate with and influence animals (any creature with a brain that is not sentient). Using these powers on a target regularly for a week or so can increase the effectiveness of these psionics by one tier. These descriptions assume that you are using your power to psychically befriend and influence animals, but you can assume direct control similar to the Body Control power. This is harder to do (as though you had psionics that were a tier weaker) but it does allow you to assume more precise control and force them to take actions that are harmful to them (to defeat enemy beasts). Your range is infinite and (only if you can see what you are doing) can work across universes, sessions, and even the Furthest Ring (although doing so makes it more exhausting and functions as a tier weaker than it should).
 - **100:** You can communicate your thoughts to a creature.
 - **200:** You can make one creature who doesn't dislike you to do something you want it to do.
 - **400:** You can influence small non-hostile creatures to like you more (enough to control them).
 - **600:** You can influence medium and large non-hostile creatures to like you more. You can also affect more than one creature at once.
 - **800:** You can influence even hostile creatures to like you more and can control several dozen beasts at once.
 - **1000:** You can influence even pure evil creatures and creatures under other forms of control (if they are controlled by a person, it is a battle of willpower). You could control hundreds of creatures at once.



- **Telekinesis:** Very simply, allows you to exert force on objects and people with your mind. This either has a faint white glow effect (as with burgundy bloods) or a crackly lightning effect (as with gold bloods, using the same color as their eyes). The descriptions below are written as if you are a normal fit adult, they do not actually scale with your physical strength. Each tier allows you to achieve the level of the next strongest tier if you exhaust yourself, and the tier above that if you don't mind your brain exploding on top of that.
 - **100:** You can lift small objects within 10 meters, light enough to be lifted with a finger. You can move them at the breakneck speed of one mile per hour.
 - **200:** You can lift small objects within 30 meters, light enough to be lifted with your wrist. You can move them fast enough to cross a normal-sized room in only a second or two.
 - **400:** You can lift objects within 100 meters, light enough to be lifted with your full body strength. You can move them at speeds that could be dangerous if aimed at someone.
 - **600:** You can lift objects within a mile, as light or lighter than a car. You can move them at speeds approaching 60 mph.
 - **800:** You can lift objects within a mile or which you can see, as light or lighter than a two-story building. You can move smaller objects at speeds approaching 200 mph.
 - **1000:** You can lift objects within a mile or which you can see, as light or lighter than the veil meteor. You can move smaller objects at speeds approaching Mach 1.



- **Eyebeams:** Choose up to two colors. These are the colors of your cool laser beam eyes. Gold bloods usually have their eyes take on these colors permanently but you can choose not to (with them only appearing when you use the power) if you'd like. Each tier allows you to achieve the level of the next strongest tier if you exhaust yourself.
 - **100:** Your eyes can produce a relatively bright light of your colors at will.
 - **400:** You can shoot a short blast of energy from your eyes. Is enough to KO a weaker person and kill small underlings.

- **600:** You can shoot a proper beam of energy. Is enough to kill a weaker person instantly and KO most normal SBURB players (assuming a direct hit).
- **800:** Your beams are as strong as Sollux's able to contend with Hope beams for a short time, and have relatively significant AoE as well. You can now kill most SBURB players and underlings almost instantly.
- **1000:** Your beam attacks are as strong as the Helmsman was. With a little bit of time and effort, you could take down a carapacian Battleship with one of these.



- **Psionic Energy Manipulation:** Choose up to two colors. These are the colors of your cool psionic energy powers (matches your Eyebeam powers). Gold bloods usually have their eyes take on these colors permanently but you can choose not to (with them only appearing when you use the power) if you'd like. Each tier allows you to achieve the level of the next strongest tier if you exhaust yourself. You can throw around and make shapes out of psionic energy. This energy is more controlled but less potent than Eyebeams. It can be produced from any part of your body but is easiest to make from your eyes (though this can be inconvenient in its own way).
 - **400:** You can create small quick energy orbs like those in the picture below. You have a range of about 15 meters. They are not very powerful and it would take about five of them to kill a small imp.
 - **600:** You can create energy orbs twice the power (or just twice the size if you want), and make them into simple shapes. You have a range of about 40 meters. They are strong enough to KO most normal SBURB players after 4-6 shots.
 - **800:** You can create energy orbs that are six times the power and have a range of 100 meters. You can make them into pretty much any shape and they are able to KO a normal SBURB player in one shot, and easily do worse with more.
 - **1000:** Your energy orbs are 15 times as powerful and if you focus you can make them safe to touch, allowing you to stand on or wield your energy constructs.



- **Voidrot:** Voidrot is a sort of psionic cancer that affects a minority of gold bloods. Turning their eyes black (optional for you), they gain the ability to drain the psionic energy of others to sustain their own life. Usually, this comes at the expense of their natural psionic abilities and they would require feedings to survive, but you only need to deal with that if you take a certain Drawback.
 - **800:** You can drain someone without any psionic potential to exhaustion in a second or two, and to death in about 15 seconds. Draining a powerful psionic like the Helmsman to exhaustion would take an hour and to death, just a bit more than that. You can use about half of the psionic energy you absorb as your own life force or psionic energy.
 - **1000:** This tier is exactly the same as the last one except there is now a maximum amount of time it will take to drain someone to exhaustion. That being, one full 60-second minute. This doesn't do anything if you could already do this to someone (like for example, a normal non-psionic person) but this means that people it would take more than a minute to drain will now drain way faster in order to succeed within a minute.



- **Body Control:** The ability to control the body of your targets. Does not allow you to control any powers they have, only their brain's signals to their muscles. All Cerulean psionics have the following restrictions: Only works on sentient people with brains. Your range is infinite and (only if you can see what you are doing) can work across universes, sessions, and even the Furthest Ring (although doing so makes it more exhausting and functions as a tier weaker than it should). In this Jump, non-trolls are resistant to this power, so they'll act as though you are using a tier less than what you are actually using (this is only a problem during this Jump). Each tier allows you to achieve the level of the next strongest tier if you exhaust yourself.
 - **100:** You can successfully use your abilities on a child (or similar level of mental strength) as long as your willpower is greater than theirs.
 - **200:** You can successfully use your abilities on a teen/adult (or similar level of mental strength) as long as your willpower is greater than theirs. You can control the previous tier easily.
 - **400:** You can successfully use your abilities on a strong-willed adult or 100+ year old (or similar level of mental strength) as long as your willpower is greater than theirs. You can control the previous tier easily.
 - **600:** You can successfully force your target to use their powers/abilities including their own psionics if they have any. You can control the previous tier easily.
 - **800:** You can successfully control a dozen people at once, although doing that many is difficult. Everything in the previous tiers is easier than before and your psionics act as though you have 20% more willpower as you actually do.
 - **1000:** You can successfully control about a couple hundred people at once, although doing that many is difficult. Your psionics act as though you have twice as much willpower as you actually do.



- **Somnikinesis:** The ability to put someone instantly into unconsciousness or instantly wake them up. Has the standard Cerulean psionic restrictions.
 - **100:** You can successfully use your abilities on a child (or similar level of mental strength) as long as your willpower is greater than theirs.
 - **200:** You can successfully use your abilities on a teen/adult (or similar level of mental strength) as long as your willpower is greater than theirs. You can use the previous tier easily.
 - **400:** You can successfully use your abilities on a strong-willed adult or 100+ year old (or similar level of mental strength) as long as your willpower is greater than theirs. You can use the previous tier easily.
 - **600:** You can successfully use your power on a dozen people at once, although doing that many is difficult. Everything in the previous tiers is easier than before and your psionics act as though you have 20% more willpower as you actually do.
 - **800:** You can successfully use your power on about a couple hundred people at once, although doing that many is difficult. Your psionics act as though you have twice as much willpower as you actually do.



- **Telepathy:** The ability to read someone's mind. You can only read surface thoughts and emotions. You can read thoughts on what your target thinks about themselves (giving you a good idea of who they are) if they qualify for the tier weaker than what you have. You can probe their minds for specific memories and such if they qualify for two tiers lower than what you have. Has the standard Cerulean psionic restrictions.
 - **200:** You can successfully use your abilities on a teen/adult (or similar level of mental strength) as long as your willpower is greater than theirs.
 - **400:** You can successfully use your abilities on a strong-willed adult or 100+ year old (or similar level of mental strength) as long as your willpower is greater than theirs. You can use the previous tier easily.
 - **600:** You can successfully use your power on a couple people at once, although doing that many is difficult. You can use the previous tier easily.

- **800:** Everything in the previous tiers is easier than before and your psionics act as though you have twice as much willpower as you actually do.
- **1000:** Your psionics act as though you have ten times as much willpower as you actually do.



- **Chucklevoodoos:** Are these even psionics? Seemingly not, since they aren't affected by your psionic-boosting abilities from other Jumps, nor do they count as one for any other purpose. These abilities are straight up motherfucking miraculous. And not in a good way.
 - **600:** You have the ability to induce and reduce madness in the weak-willed with direct eye contact. This ability works best when used repeatedly over time, as it is more of a subtle power. The madness takes whatever shape you'd like.
 - **800:** You can now also manipulate dreams in whatever way you'd like. This would in an odd way with Homestuck's dreaming mechanics, allowing you to force someone's dreamself (as long as that dreamself is still asleep) to do things, and to summon or alter things that are in their dream spire (which usually just matches whatever their room looks like).
 - **1000:** Your voodoos are truly powerful now, able to completely take over the weak-willed, giving them an alternate personality with glowing purple eyes that is loyal to you. They cannot remember anything about when you force this personality to the forefront but you can do this at any time.



Cherub [600 CP/900 CP]

A legendary interstellar species, cherubs generally appear as green-skinned humanoids with skull-like heads. They have patterns on their cheeks denoting their blood color (either **lime** for good cherubs or **candy red** for evil cherubs) that fill in to solid color circles upon reaching maturity. If you are not particularly noble or villainous, feel free to choose whichever color you want. Their heads, while skull-like, have lips of sorts. They also have claws, sharp teeth, and forked tongues. In childhood, a cherub body has two separate and opposing personalities that trade off consciousness and control of their body. You won't have to worry about a second personality in your cherub body unless you take a specific Drawback. Cherubs are stronger, faster, and more durable than humans and trolls (although this is not particularly noticeable until they are older). For 600 CP you can be a child cherub.



Upon reaching maturity, one of the personalities “wins” and takes over completely, and the cherub grows large energy wings in either white or black, depending on the cherub’s alignment. For 900 CP, you can be an adult cherub instead (at a level of physical maturity you would not reach unless you were at least 200 years old). Cherubs eat like humans as children, but survive off of solar energy as adults. You will also be completely capable of surviving in and traveling through space. You gain a unique power allowing you to fly between solar systems faster than the speed of light, but cannot use this level of speed for any purpose other than traveling in a vacuum. You can fire beams of energy from your jaws. Your might will be enough to threaten or protect civilizations (although you won’t be able to end them in one attack like a First Guardian could). Cherubs also possess the ability to transform into massive serpents that are one astronomical unit long (or 149.6 million kilometers). While this ability is normally reserved for mating, you can transform at will, though it will cause a legendary amount of exhaustion, leaving you weak for at least a year afterward. If used for mating, your serpent form will render you indestructible aside from damage inflicted by your mate.



Regardless of age, cherub souls (especially once they win over their sibling) are especially dominant. In your cherub form, if your soul is ever merged/put into contact with someone else's, your soul will always dominate and remain the primary force. In the case of a merge/fusion specifically, your core personality will be the same even if you absorb some minor traits from your components. You'll even get the best skills/traits/powers of anyone you are merged with. The only exception is other souls who are either cherubs or very very powerful (like gods). For 100 CP, you can keep this trait among all of your altforms.

Cherubs are also predisposed to narrative abilities. This grants you the Quasi-Lucid Meta-Awareness Perk for Free. A cherub will also generally outdo anyone with similar metanarrative abilities (again, discussed in the Creative Control Perk).

Sprite [300 CP/700 CP]

Can be taken with other Species options

A construct of SBURB, sprites start out as colorful floating orbs called kernels that later gain abilities and personalities when they absorb another being or object, of which they can absorb two. While you could prototype yourself into a sprite manually, purchasing it here will let you avoid two large downsides that normal sprites have: behavior compulsions and accidental prototyping. Sprites have insider knowledge about SBURB and how to complete it, but are compelled to be cagey with the information to their player, as well as being unable to accompany their player through the Medium, and eventually being drawn to the Battlefield where they tend to die. On top of this, sprites normally get prototyped with the first two things or people they touch, but you'll be able to choose what you get prototyped with. You cannot prototype yourself with another person unless they consent. And it has to be very informed and thought-out enthusiastic consent too. This shit is permanent after all, no fucking around.

You start as a Sprite prototyped with yourself. You can freely choose your color. You'll be able to fly, create energy beams, summon objects, heal players, and manipulate objects telekinetically. You can prototype yourself one time further with anything or anyone you can find, gaining any abilities that thing or person has. Unlike other sprite abilities, you can continue to utilize the abilities of whatever you prototype yourself with in other altforms (although this is optional on an altform-by-altform basis). You can choose how this manifests aesthetically (for example, it can manifest like Jade's part-dog form or as some sort of tattoo). Normally, a sprite prototyped with two living beings has its two halves mentally influence each other, with two sentient beings fusing into a new personality, or a person fusing with an animal gaining a few personality traits of that animal. You will be able to ignore this mental influence and subsume any additional personality you prototype. Again though, only with *thorough, informed, non-coerced*, consent.

For 700 CP, you can instead start as a squaredsprite, a sprite prototyped with another sprite. This gives you two available prototypings instead of one. You also get the Ultimate Self Perk for Free, as do any beings you prototype yourself with. In addition, squaredsprites are the only sprites to have legs, so that's fun.



Incipisphere Native [+50 CP/Free]

You can be a Carapacian, Consort, or Leprechaun. These people are constructs that SBURB creates to populate the Incipisphere, but once created they're as conscious and living as any other species. Although consorts aren't usually as self-aware as you'll be.

The carapacians are split into two groups: the white living on Prospit and the black living on Derse. Due to the structure of the game, these two factions are destined to engage in a grand war on the Battlefield, which black will always win unless hindered by the players. All carapacians have a hard exoskeleton with a durability similar to that of basic armors, but are otherwise similar to humans. By default (giving you +50 CP), you are a Pawn (aka normal).

For Free instead, you can choose to be a Rook (massive muscled carapacians that are physically much stronger than others), a Bishop (higher ranked carapacians skilled with weapons), or an Agent (physically identical to pawns, but the highest possible rank under the King and Queen, providing untold social benefits).

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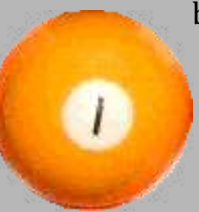
For +50 CP, you can be a Consort. Consorts are anthropomorphized reptilian and amphibian creatures standing about three to four feet tall. By default, they occupy their player's personal planet and help them complete simple tasks. They don't have any extraordinary physical abilities, but you'll receive a small boost to rallying and coordinating groups of people for mundane (non-combat) jobs.

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You can be a Leprechaun for Free. Leprechauns are much rarer, typically only appearing if a player starts a Dead Session as a replacement for other players. Their physical abilities are equal to a baseline human's, but they have green felt skin like the surface of a pool table.

As a leprechaun, you can gain a limited time-based ability, like those exhibited by the numbered members of [The Felt](#). You'll be able to use these abilities in any altform. You can purchase multiple abilities, although each one after the first costs 100 CP more (so the third ability you buy will cost an extra 200 CP on top of its original price, and the fourth would cost 300 more). Some "abilities" are actually Jujus, that can therefore not be taken from you unless you willingly give them away or die.

1. **400:** Speed up your own personal time (up to 10x speed), effectively making you move and react with superhuman speed.
2. **50:** Slow down your own personal time (down to 1/50x speed). This effectively makes you move and react with superhuman slowness, which can help mitigate pain, although isn't useful for much else (barely worth the 50 CP).
3. **400:** At your discretion, you can see a visual trail of someone's past locations and actions (up to 24 hours ago), appearing like a smoky afterimage that you can follow. This works even on people you aren't aware of being in a location. Be careful though as past trails have two-way interaction. This means you can interact with them, and they can (although unable to see you) interact with you too.





4. **1200:** You are as supernaturally lucky as Clover. This means things will almost always work out for you and very lucky things will happen to you often. This will not stop mild inconveniences or other deterrents that couldn't be considered particularly unlucky (like being hit with a newspaper). Also don't forget that there are several luck manipulators in this Jump and your luck powers don't work/don't take into account other people with luck/fate manipulation, so you aren't without weaknesses. (Wait is this even a time power???)



5. **400:** At your discretion, you can see a visual trail of someone's future locations and actions (up to 24 hours in the future), appearing like a smoky ~~afterimage~~ ^{beforeimage} that you can follow. This works even on people you aren't aware of being in a location. Be careful though as future trails have two-way interaction. This means you can interact with them, and they can (although unable to see you) interact with you too.



6. **1000:** You are now in possession of a small doll with 14 pins in it. Each corresponds to a member of the Felt, although Snowman's pin is missing. If you take out the pin corresponding to a Felt member and are in the same universe/session as a timeline in which they are alive, you will be taken to that timeline. The inverse will happen if you put the pin in the doll. If you do this while not in a universe/session where there is a timeline where they are alive/dead, they will instead be summoned/unsummoned. This is essentially a Felt Companion option as they will all be loyal to you... although only if they are confident they won't get killed by Lord English for it. Other than that, these goofballs will be calling you boss from now on. Also, Die's actual doll in canon does not function Post-Jump like this one does so don't think you can just nab it for less CP.



7. **200:** This is just a discount on the Crowbar's Crowbar Item in the Items section.

8. **600:** This is just a discount on the The Clock Strikes Eight Perk.

9. **400:** You have a collection of nine human-sized featureless dolls hung on green ropes, whose bodies function as voodoo dolls. They become linked to whoever is wearing the same hat that you put on their head. The hats only have to be mostly the same, and you have to be thinking of the person you want to link them to. The doll's injuries and the person's are then linked until the hats are switched. If the person dies, the doll will incinerate instantly. It will be recovered at the start of each Jump. Buying this also makes you a damn good tailor.



10. **200:** Whenever you take damage, you can reactively trigger this power to send you and your attacker to a different random point in time without changing your location in space. This can be any point in time where you and your attacker won't instantly die, although it tends to be places with relevance to you. Specifically: there is a 1/5 chance that you end up sometime completely random (although not imminently dangerous), a 2/5 chance that you'll end up somewhere relevant to you although not really relevant to the specific scenario you were just in, a 1/5 chance to be somewhere relevant that you don't really want to be, and a 1/5 chance to be somewhere relevant to you that you do want to be. If you roll some random time in the Jurassic era though, you can always just injure yourself again and hope to return somewhere useful.



11. **400:** By jumping into an active instance of fire, you can travel in time to any point that a fire was, is, or will be burning. You have to be able to physically fit inside





the fire, but you won't take any damage from it when using this power. You also have to actually be thinking of a specific destination, you can't just jump through willy nilly. You can bring other people and things through the fire with you (optionally with the same protection against being burnt as you) with a little focus, although bigger things require more willpower. The last user of this power carried around a fire extinguisher to stop his other selves from clogging the place up. Might want to adopt the practice.

12. **200:** You get an egg timer with 60 ticks on it, usually used for baking, although this is used for time travel instead. If you wind it up, you will instantly be taken that many seconds back in time. It will, of course, ring once the seconds have passed, signifying that you've reached the present. If you think of a different unit of time while winding it up, it will use that unit of time instead (ie minutes, hours, years, etc). It can be wound back again while it's still ticking down to send you back in time again (although still only by how much you twist it, so it'll still ~~obnoxiously~~ helpfully ring when you are in the present again). You cannot change the units of time used when you wind the timer while it's still ticking down. You cannot force the timer back to 0 to return to the present. Don't over use this though or there'll be a shit ton of you idiots running about.



13. **100:** This is an oven. It has the incredible power of moving you to the future at a staggering rate of one second per second. Okay it's pretty useless, but not completely! It does have an *actual* power. Anything inside the oven is in stasis, and no time passes for it until it exits. When you enter the oven you must choose a time that you'd like to get out of the oven and from your perspective you will instantly arrive at that time. From everyone else's perspective you just sat in an oven for a while but ya know, practicality over style. You can also be released from its stasis early if the oven is opened from the outside. Also fun, the oven does not count as having people in it while it is closed for the purpose of anything which works on objects but not people, including your Warehouse (so you could put someone in your oven and into your Warehouse and close it). You somehow can't lock this oven in any way.



14. **100:** You have a collection of seven coins with no faces. You can pair the faces of each coin to any person you touch it against (having a symbol to represent them). Any coin cannot have the same face on both sides. When someone flips the coin (with their thumb, not just by throwing it or dropping it), it will summon the person whose face lands face up. If the person on the other side of the coin is present, they will switch places. When touched to someone with multiple personalities you can use the coin in the same way to cause them to switch personalities.



15. **500:** Punch your enemies into next week, literally. This power depends on how hard you can already hit. When you attack someone, you can forcibly send them forward through time: the more damage the attack would do to the recipient, the further you can send them (if you need an estimate, every joule of energy is a second into the future). You can't use this power on the same person until they arrive at their destination in the future and at least 30 seconds have passed (from their perspective). The user of this power also uses it to punch people across panels in [S] Collide and punch someone into a horse calendar but you can't do that with this power because I have no idea what that was supposed to represent him doing at all.





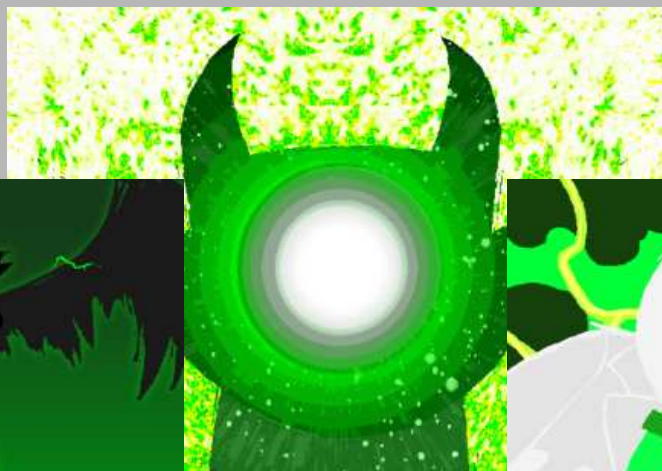
First Guardian [1200 CP/1400 CP]

Can be taken with another Species option

Every planet destined for intelligent life has such an entity meant to protect it, and facilitate the creation and initiation of SBURB. A First Guardian is typically almost as old as the planet itself, and each has a unique, circuitous origin through the knots of Paradox Space. They can be born into a great diversity of forms, though they all share a common, especially potent genetic sequence. The code grants them near omnipotence, and when merged with a host of great intelligence, near omniscience as well. This can be taken as a modifier to all your altforms (optionally adding aesthetic changes like white hair or green eyes) for 1400 CP, or as its own altform for 1200 CP.

By using the power of the **Green Sun**, you can teleport yourself, objects, and/or other people to destinations of your choice (although there is a volume limit equal to roughly one Land for how much you can teleport at once). You can also use your body as a portal for the same effect. You also gain a form of remote viewing, allowing you to spy on anywhere within range. The range of your powers is only limited by the universe/session you are in. This means you wouldn't be able to teleport to or spy on anything past the edge of an Incipisphere. Your powers work in the Furthest Ring, although much wonkier due to the link between Aspects out there. The Green Sun itself always counts as "in-range" for your powers while you're in this Jump. By harnessing the energy that makes these rifts possible, you can project powerful destructive beams. However these energy blasts are not without collateral damage, leaving proportionally sized areas surrounding you devastated on use. Your strength, speed, and durability are also drastically boosted to roughly multi-continent level.

Your powers are fueled by the Green Sun, and if you are at a place in spacetime when it is destroyed (such as Earth C), you would be left without any of your First Guardian abilities. By purchasing this here though, this will no longer apply to you Post-Jump, able to access the power freely. You can choose to buy this option discounted. If you do this, instead of getting the powers from this Perk, you are simply given this last bit about not needing the Green Sun for First Guardian powers in future Jumps, meaning you have to gain the powers of a First Guardian during this Jump manually in some way (genetic copying, modifying an ectobiology station, power copying, etc). You could already get these powers manually of course, but they would cease functioning in future Jumps without this. Discounting it to 600 CP means this cheat will only work for one altform rather than all of them for 700 CP.



Perks

You can discount three Perks that cost 100 CP, two at 200 CP, two at 400 CP, and one in the 600+ section. Discounted 100 CP Perks are Free.

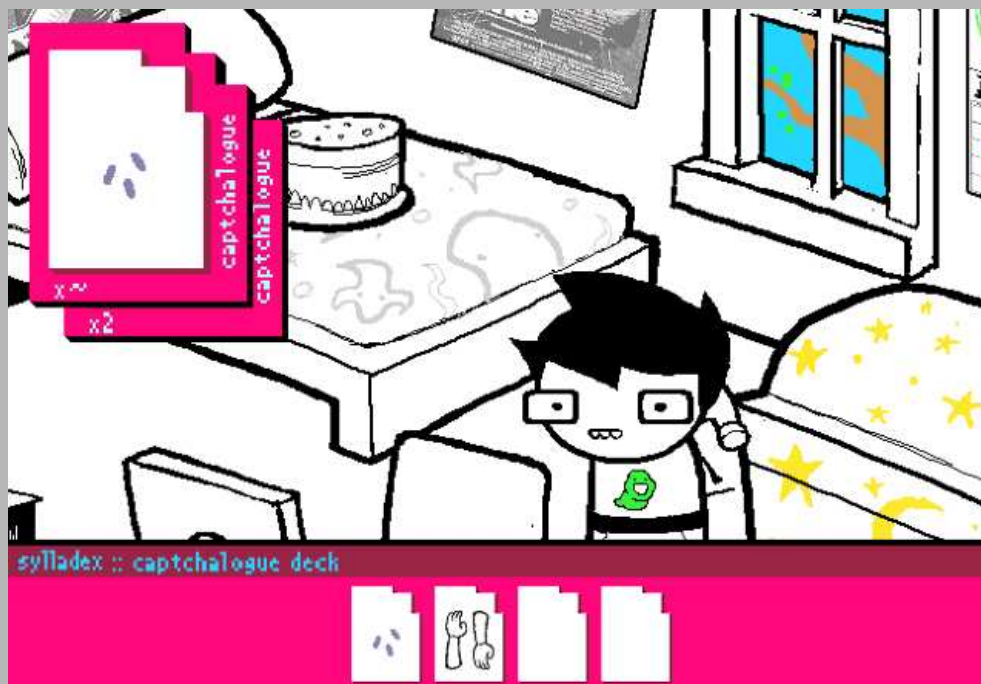
Freebies

These are the basics that you will now have access to. You can't use your discounts in this section.

Sylladex [+100 CP/Free/50 CP/100 CP]

The inventory system that is typically used by humans, trolls, and cherubs, but you can have one regardless of species. By using captchalogue cards, you can store all sorts of items in a personal hammerspace. The item's weights are negated while stored, but the default sylladex has a size limit that is about equivalent to whatever you could hold with both arms (a TV is fine, but a moped would be too big). You can't captchalogue people who are alive, although apparently consorts don't count as people. Your captchalogue cards exist simultaneously as physical cards and game constructs, whichever is more convenient for you to access. Captchalogue cards also provide you with captcha codes for the stored item on the back of each filled card, which is used in punchard alchemy, as described later. Your sylladex can seamlessly interact with any other inventory systems you may have as well.

You begin with six captchalogue cards. You can have any fetch modus that does not have any particular advantage over the Array fetch modus (the standard modus which would allow you to store and retrieve any item from any card with no hassle) for Free. This includes (but is not limited to) [Tree](#), [Stack](#), [8-Ball](#), [Hash Map](#), and [Queue](#). They'll be mildly inconvenient but usable inventories, with no particular downsides outside of being a bit silly or slow. You can have the Array modus for 50 CP if you want to be boring.



However, if you *aren't* boring, you can gain +100 CP to have an explicitly bad fetch modus. It has to have a significant downside that makes using it as an inventory even more inconvenient than the silly inconveniences of the above examples, and has no upsides over the Array modus. An example would be the Encryption modus which, instead of storing cards in any form of hammerspace, just puts the card into a really heavy card-shaped safe which must be hacked into to release the item. Another would be the Recipe modus which, instead of displaying the codes for items on the back, simply displays some possible alchemical recipes for the captchalogued item (this means you'll have to rely on others to captchalogue stuff and tell you what codes are on each item, making solo alchemy all but impossible).

For 100 CP, you can instead start with a modus with a significant advantage over Array (even if it also has disadvantages). For example, the Wallet and Pictionary fetch modus. Wallet is nearly identical to Array, but allows you to capture massive items. John was able to store an entire car, as well as a bomb over ten times his height. The Wallet can also be physically passed to others, letting them access the stored items even when away from you. The Pictionary modus manifests a drawing tablet, and forces you to draw nearby items in order to store them. However, the advantage to this modus is that it allows you to draw anything you can imagine. If the thing you draw isn't within range, the modus will capture a "ghost image" of the item. The ghost image can't be used in any tangible way, but the card will provide the same captcha code as the real item, letting you use an item you don't have access to in punchcard alchemy. The recognition of your drawings can be finicky, especially if you're attempting to draw something complex, and it tends to interpret things as robots. Other examples include: [Puzzle](#) (which can store huge objects and produces its own captcha cards for capturing) and [Chastity](#) (which spawns a key to open whatever you capture somewhere that you'll only find when you need to open the card).

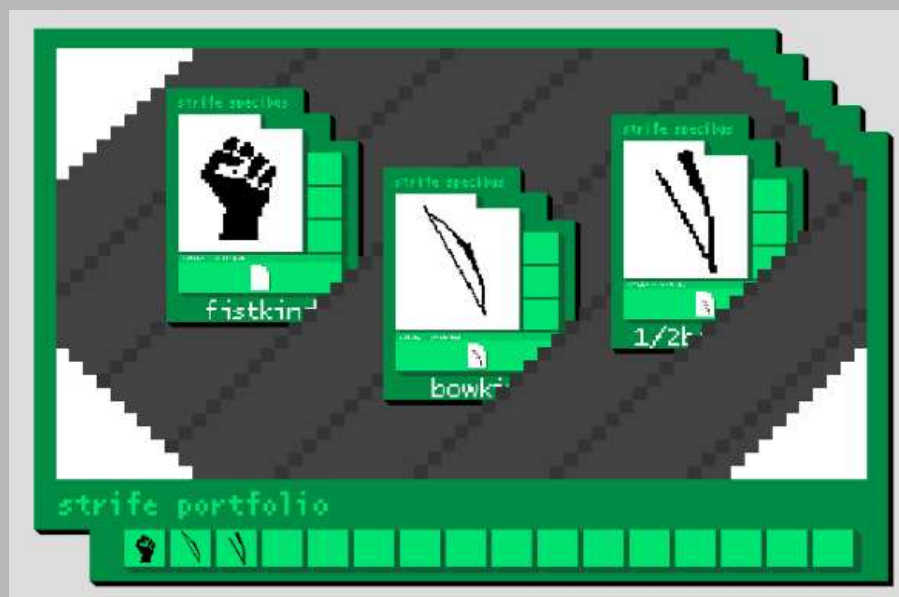
For the +100 CP, Free, and 100 CP price tiers, you can make up a fanmodus (or use a pre-existing one) for yourself as long as it has a theme and fits into each price tier's definition.



Strife Specibus [Free/100 CP]

As SBURB has a large focus on combat, it's no surprise that there is a secondary inventory system just for weapons. Plus, it makes sure you don't have to deal with... inventory shenanigans when it comes to your weapons at least. You get a strife specibus, a hammerspace inventory identical to the Array modus, except that it can only be used to store a specific kind of weapon of your choice. By storing a weapon in your sylladex, you can move the card into your strife deck, letting you instantly access that weapon while in combat. If you add multiple weapons, you can even swap them in and out with just a thought. The only limitation is that your strife specibus can only be assigned to use a single kind of weapon. For example, if you allocate "swordkind" to your strife specibus, you'll be able to store as many swords as you like, but will be unable to store a rifle. Once allocated, you can't change your kind abstratus, and will have to obtain additional specibi to gain these benefits with another type of weapon.

For 100 CP each, you can purchase additional strife specibi to form a strife portfolio, letting you use multiple kinds of weapons in as rapid succession as you like.



Dreamself [+100 CP/Free/100 CP]

An extremely useful mechanic of SBURB: those destined to eventually play it are born with an alternate self already existing in the Incipisphere, and now you have one as well. Whenever you fall asleep as your real self you wake up as your dreamself, and when you fall asleep as your dreamself you wake up as your real self. If you don't require sleep, you can choose to sleep whenever you like and swap between your selves. Your dreamself begins on one of the moons within the Incipisphere of the SBURB session you are a player of: Prospit or Derse (your choice). If you do not play SBURB in this Jump, your dreamself instead wanders the Furthest Ring near some Dream Bubbles (or you can choose to not have one during this Jump if you don't trust your dreamself to float in space safely). A dreamself's body is typically what a person views as their real natural self. Your dreamself shares all your abilities and can also fly even if your real self cannot.

Dreamselves' true purpose is to serve as both an extra life for players and to facilitate reaching God Tier. If you die as your dreamself, you wake up as your real self and

continue as normal perfectly fine (although maybe not as much psychologically). Your dreamself will revive at the beginning of a new Jump, or every 10 years, whichever is sooner. If your real self takes damage, that damage will be copied to your dreamself with about an hour delay. If you die as your real self and someone kisses your dead body (on the lips) before your dreamself succumbs to their injuries, you will wake up as your dreamself, which will become your new real self. There is one further revival method: if you have reached the top of your Echeladder by leveling up through combat and other game tasks, you can ascend to God Tier. By dying on your Quest Bed (a stone bed with your Aspect's logo emblazoned on it, housed somewhere remote and hard to find on your Land) or having your dead body placed on your Quest Bed while your dreamself is still alive, your real self and dreamself will merge and you will obtain God Tier (see the God Tier Perk below for further information) while losing access to your dreamself permanently. If you lose your dreamself or get revived as your dreamself and then die on the Sacrificial Slab (a similar stone bed to the Quest Bed but contained within the moon of your dreamself's origin) then you will also ascend to God Tier, which also bars access to your dreamself. In future Jumps, your dreamself will spawn into any sort of existing dream realm, giving you the ability to traverse there. If there is none, it can simply spawn somewhere remote, like a distant mountain range or another planet. If you are an Incipisphere Native who starts in an Incipisphere, your dreamself will spawn on the planet which originated the session.

For Free, you have a dreamself on one of the moons that is already aware and ready to be swapped to whenever you like. For 100 CP, you can have two dreamselfs: one starting on Prospit and one starting on Derse. You can choose which self to swap to when you sleep. All three selves will fuse when you get to God Tier. To gain +100 CP, you can start this Jump with your dreamself "asleep." Your dreamself will still exist on the moon of your choice, but you'll be unable to consciously access it until you awaken by facing a harsh truth about yourself or your life/circumstances, such as learning that your Guardian isn't at all who you thought they were. You can take both the +100 CP and 100 CP options of this Perk at the same time.



**Ghostly Apparition [Free for this Jump/300 CP to keep]
Not Free for Hiveswap Continuity**

Normally in Jumpchain, dying without a 1-Up leads to instant Chain Failure. However that seems... unfair in this Jump, considering people die and come back all the time in Homestuck, and often die on purpose! In fact, dying is crucial to certain elements of SBURBs gameplay! As a result, for Free during this Jump, you will instead become a ghost in the Dream Bubbles when you die instead of Chain Failing. There you can hang out with other dead people and perhaps find a way to return to the living world. If you are a ghost by the end of the Jump, or suffer from Double Death, you will still Chain Fail but this puts you on even ground with everyone else in this Jump.

For 300 CP, not only do you get to keep this in future Jumps (still Chain Failing if you stay dead by the end of the Jump) but you get a bit of agency in your ghostliness. You get to choose which afterlife your ghost appears in upon death, or instead choose for your ghost to remain in the land of the living. By default, when you are in the land of the living, you will just be spiritual and intangible (so I recommend some form of telekinesis to interact with the physical world) version of yourself, but if the Jump you're in has rules about how ghosts work then you work like that instead.



Echeladder [Free/50 CP/100 CP/150 CP]

Like most RPGs, SBURB has a leveling system. This one is known as the Echeladder and has one hundred Echeladder Rungs (levels). You ascend each Rung for succeeding in combat, unique alchemy, and you get a small amount of XP for cool tricks. Each time you go up a Rung (all of which have silly names very vaguely themed around your Classpect and interests), you get a set amount of Boondollars which increases each Rung. Boondollars can be used as the currency of the Incipisphere, but are otherwise useless. Mostly it's the fact that each Rung increases your Cache Limit (the max amount of grist you can hold) as well as making you slightly stronger and take slightly more hits to bring down. It's not very much but each level gives you +0.5% physical strength and +0.5% health. At max level you can hold infinite of every type of grist. You get to keep the Echeladder and its boosts for Free.

For 50 CP, you can cheat a little, getting you 30 Echeladder Rungs from the start. Assuming you don't have anything out of Jump that would make combat easier, this will

make early- and mid-game combat much easier. For 100 CP you get 80 Rungs. Enough that you'll have to level up a few times (which will be harder with enemies so far beneath you) before becoming God Tier, but you'll still be way stronger. For 150 CP you start at the top of your Echeladder.

If you are already God Tier through the God Tier Perk, you can instead just pay 50 CP to skip to the end of the Kiddie Camper Handysash. It's discussed in the God Tier Perk don't worry about it.

100 CP

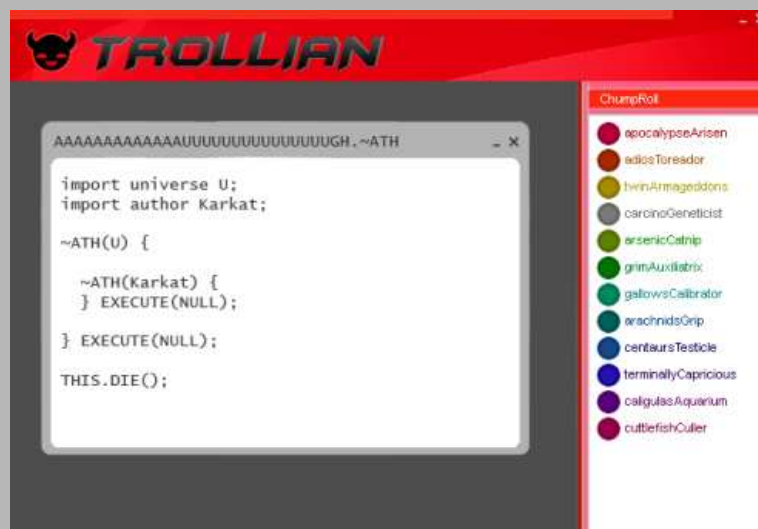
You Have a Variety of INTERESTS.

Everyone is someone, and anyone who's someone is going to have hobbies that flesh out that someone-ness. Kids in this world have interests ranging from bad movies and sick beats to psychoanalysis and nuclear physics. You can choose any non-combat related hobby or interest and gain an expert's level of knowledge and/or skill in that subject, whichever is applicable.

Apeshit Bananas at Computers

Coding and computer games are a large part of this world, whether you're on Earth boning up on data structures, or on Alternia trying to figure out why anyone would make a coding language based on infinite loops. Luckily, you have this Perk to give you the computer-smarts you need to be an excellent hacker (more so than the You Have a Variety of INTERESTS Perk would give you). With this Perk, you have expert level knowledge in coding and hacking, as well as an inherent understanding of sylladex data structures and punchcard alchemy (see the Items section).

Also, if you're doing anything with a computer that you know how to do, you can choose to accomplish it by rapidly pecking at the keyboard while the monitor displays green text on a black background that projects out of the monitor to reflect on your face. For this to work, you have to say "I'm in." afterward.



Trollsona

You may have heard of people bathing in sharpie dye to get their cosplays just right, but you won't ever have to do that. You are a master at costuming. Realistic plate armor made out of foam? You can accomplish it in a couple of hours. Disguising your 6-foot-tall muscled self as a waifish spellcaster? You can practically knock that out in your sleep. This ability is completely mundane, your cosplay skills are simply *that* good. You won't be able to disguise yourself as a specific person if you're up close with someone they know, but you can pass as a particular person from a distance easily, and you can create a flawless generalized disguise that will hold up to any scrutiny short of you removing the costume yourself. Your skill is such that you could live on Alternia as a human and pass yourself off as a troll perfectly with just your cosplay ability, or infiltrate an enemy castle as a soldier. If you make a cosplay for someone else, it won't be quite as good as your own, but it would easily make it to the Top 3 at any cosplay competition.



A Hell of a Mystery No One Thought Was a Mystery and Didn't Even Really Need Solving but Damn if It Didn't Just Get Solved So Nice Work

Mysteries just tend to resolve themselves when you're around. You have a sixth sense for finding clues and piecing bits of info together when you're actively trying to figure things out. Even when you aren't putting any effort into mystery-solving, you have a Shaggy-like level of luck when it comes to bumping into the person you're looking for, or sitting down to eat your sandwich right on top of the secret button that reveals a hidden passageway. You can toggle this off if you really want some peace and quiet without bumping into leads all day long.

Not-so-flighty Broad

Whether it's the fact that you like to sprinkle big words into your conversations, or that you just give off a serious aura, people tend to believe that you know what you're talking about. This doesn't apply to lies or deceptions, but when you talk about something you're knowledgeable about, people don't question it. This is really great if you're 13 but have the knowledge of someone with a nuclear engineering degree, or otherwise just know things that it seems like you wouldn't.

Irons in the Fire

Like a certain eight-eyed troll, you have a knack for managing plans and multitasking. You'll never get your wires crossed, and could manage pulling off intricate plot

turduckens with the ease of ordering a pizza. You can also maintain multiple trains of thought at once, to the point you could micromanage a dozen-person heist crew while they're all in action.

STRIFE!

This Perk makes you a real threat to any imps or other creatures you come across. Whatever weapon you assign to your specibus, you become as familiar with its use in combat as a black belt would be in karate. This also gives you a slight bonus in learning speed with your allocated weapon: you become more skilled twice as fast as normal. These benefits only apply to weapons allocated to your strife specibus, but if you obtain or create additional specibi later, these boosts apply to those weapons as well.



SNOP

You can snap the artstyle different. Only noticeable by you and any other meta-aware/fourth wall-breaking entities. It can be any artstyle you want, although in most Continuities, it's likely that Hussie snaps it back and keeps it there if you make it too shitty. Counts as a metanarrative ability for the sake of Post-Canon narrative control, but only *barely*. You would have the weakest, dinkiest version of Creative Control if this was the only meta Perk you had Post-Canon.



200 CP

Fraymotifs

As with any combat system worth its cake mix, the one in SBURB has super-powerful and flashy moves. These are them. Fraymotifs are as varied as the players that use them, but usually take the form of “cool spells” or “battle techniques.” Think of them like finishing moves themed after your Aspect’s powers. There are solo fraymotifs as well as combination fraymotifs that are performed by multiple players for greater power. They can only be used once per hour.

In canon, a Light player and a Void player were able to perform a fraymotif that consisted of constructing a cage of light around a target and then using Void powers to fill the cage with objects.

You can purchase fraymotifs in the Incipisphere for Boondollars or purchase one here for 200 CP (and additional ones for 100 CP each), which you can do even if you aren’t a SBURB player/God Tier.



Perks Like That Are Why You’re Our Leader

Whether you’re an iron-fisted manipulator or a happy-go-lucky friend-leader, this Perk gives you that spark that makes groups of people want to follow you. You’re skilled at working out interpersonal conflicts within your group of followers, and your followers find themselves acting more competently under your care. You’ll also find that, while normal teamwork may make $2+2=5$, teamwork under you can make $2+2=15$, with you and your followers benefiting three times more from teamwork, whether that’s team attacks or working together to build a spaceship.

Troll/Human Sloppy Makeouts

Emotions run rampant during SBURB, from fear to excitement to triumph. So why can’t one of those emotions be love? Or at least passion. This Perk makes you quite a bit more romantically competent, giving you the emotional intelligence to pick up on tiny hints of interest, opening possibilities even among those only subconsciously attracted to you. In addition, if you have a crush on someone, this Perk will conspire to give the two of you time alone together. This Perk also allows you to slightly nudge the relationships between other people by maintaining a shipping chart. You won’t be forcing any mortal-enemies-to-lovers storylines, but you can give people a little supernatural push toward a quadrant of your choosing. You can also choose to enable troll romance at the start of each Jump, and people will just inherently understand and be able to feel those feelings (assuming they felt romantic feelings at all).



Sleepwalker

Normally, the only way to switch between controlling your real self and your dreamself is by sleeping. But with this Perk, you can switch between yourself and your dreamself whenever you want. Swapping between the two is instant, and you have a low-level sense of any danger approaching the self you aren't controlling at the time, giving you an opportunity to swap. With a great amount of practice, you may eventually learn to control both simultaneously with immense effort – piloting and taking in information from two bodies at once is no simple task. If your dreamself is asleep, this Perk will activate when it awakens for the first time. If you have three dreamselfs, you can control all three with the same amount of effort as controlling the standard two.

Quasi-Lucid Meta-Awareness

You have become aware. But not self-aware. Rather, you have gained an awareness beyond the- hey, you. Yes, you. I'm talking to you about your cool power, stop looking at me all confused. You feel perhaps confused at the fact you are "hearing this" among other things. You definitely thought that, just now. And that too.

Okay this might be easier if I turn off the Perk while I describe it to you. Anyways, you've now gained an awareness of the narrative prompt, as well as the similar Exile prompts. With this awareness, you'll be able to hear (and more helpfully, resist) the written narrative. This will also give you a general fourth-wall-sensing ability which can be used to see various non-literal visual elements, and sense when someone is watching you (including the fourth-wall generally). It's up to your personal headcanon on Jumpchain whether or not this lets you sense Jumpchain-related meta things (despite what the above paragraph's flavor text implied) like the authors of various Jumpdocs or the written narrative of the story that you, the reader, writes about them, etc etc. This Perk will never let you get around any fiat-backing though, no matter your headcanon.

In future Jumps, this may not work quite as well depending on the medium of the Setting, although if it's a meta story, it may work even better than before. It will let you resist any explicitly metanarrative forces in future stories if there are any.



400 CP

Mind Over Matter (And Game Abstractions)

Psychic powers tend to be limited to certain trolls, but you're special. With this Perk, you can use your powerful psychic abilities in any altform. If you did not choose Troll in the Species section, gain +400 CP to spend in the troll's psychic section. If you did choose Troll in the Species section, gain +300 CP to spend there.



Ironic Rapping Roof Ninja

While some people prefer to fight slow and steady, defeating enemies with singular powerful attacks, you like to fight fast and steady. This Perk increases your short-range

speed to a ridiculous degree thanks to years of training. To be specific, you're as fast as Dave's Bro when fighting, who was so fast he was able to leave after-images and even dash in and out of combat quickly enough to puppet a doll to look like it was the one doing the fighting.



Multifaceted

Almost every Homestuck character has a Classpect by which they are defined. They have plenty of other traits (like INTERESTS of course) but their story and character can generally be described by their Classpect. However, real people don't tend to be so easy to pin down, growing and changing and being generally three-dimensional. And so, you can now represent that in having more than one Classpect. Choose another Classpect (pay for it if it has a price) and gain its abilities. Optionally, it can not come with the associated ramifications on your destiny, only the superpowers which can be manifested through playing SBURB and/or ascending to God Tier (ie a Sylph of Doom who only wants the part where they can shoot death beams and not the part where they are implied to bring ruin to anything they are involved with). Can be purchased multiple times.



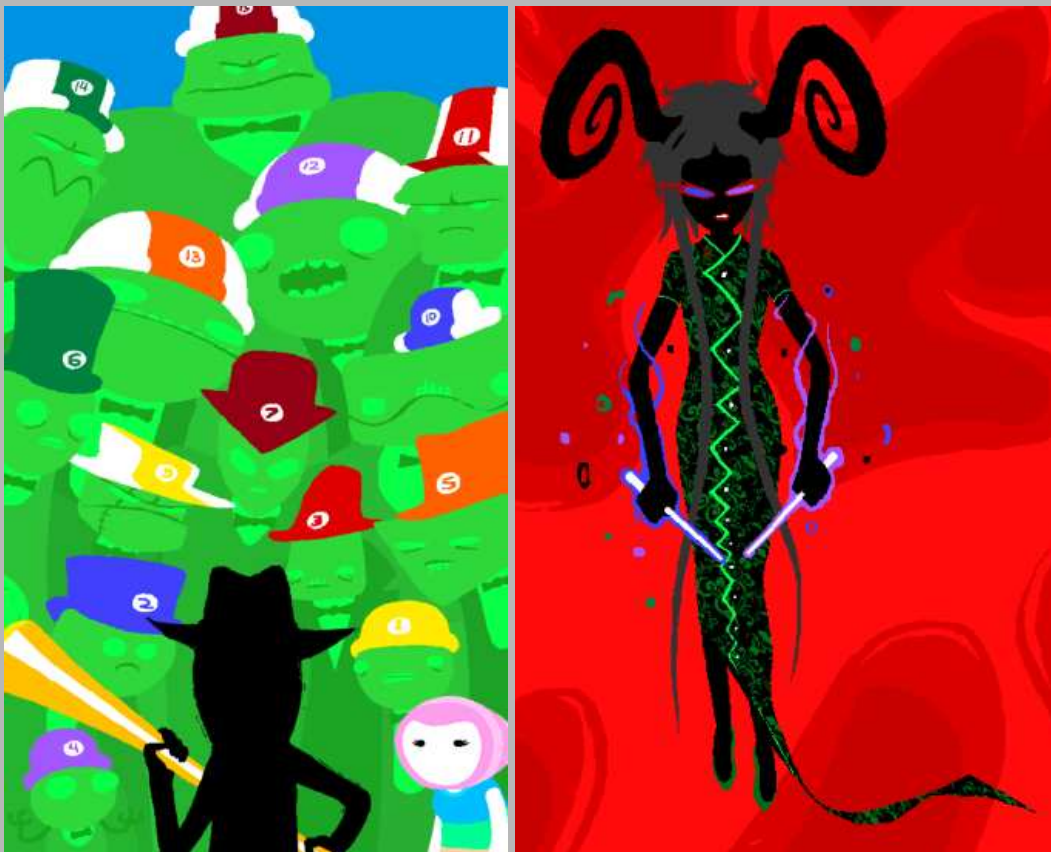
GAMEBRO's Journalism Mode

I didn't know SBURB even had an easy mode. Now all your consorts are even more helpful than usual, the puzzles will be easier, the Denizen will offer you a no-brainer

Choice/go easy on you in a fight, your sprite will be more straightforward etc etc etc. Basically any game construct specifically made to fight you is less difficult and any game construct made to help you is more competent. This means you can focus on more important things like shipping, dumb alchemy, and other teenage shenanigans. Post-Jump this extends to other games (card games, board games, video games, etc) and will give you luck in any competition you are a part of (both of these effects are toggable in case you want to play fair).

Clockwork Majyyks

You now have access to Clockwork Majyyks, although not as stable as the one that the Handmaiden would wield. With this Perk, you can purchase the abilities of the Felt without having to be a leprechaun. If you did not choose Leprechaun in the Species section, gain +300 CP to spend in the Felt powers section. If you did choose Leprechaun in the Species section, gain +400 CP to spend there.



600+ CP

Don't Turn Your Back on the Body [600 CP]

When people turn their back on your body, you can go from all dead to mostly dead and slip away. Specifically, this makes you more resilient than before, able to hang on slightly longer than you should. You are also slightly sneakier than before. People will assume that you are dead without checking more often than before. And finally, once per Jump or per 10 years, when you die, you will be able to return a *little* bit to life the next time nobody's looking. This doesn't work if you are completely vaporized or otherwise are unrecoverably killed.

Grimdark Mode [600 CP]

You slip into the fabled blackdeath trance of the woegothics, quaking all the while in the bloodeldritch throes of the broodfester tongues. In other words, you've gone completely off the deep end. You gain access to the power of the Grimdark transformation. What does this do you ask? Unclear. Well for one, it gives you magical power, especially if you have a suitable means to channel it (like a wand or two) enough to rival (although not surpass) Bec Noir, an endgame boss with the powers of a First Guardian. Specifically, this gives you: telekinesis good enough to let you fly and take apart small islands casually (although not enough to throw whole Lands around) as well as dark energy attacks. You will aesthetically change into a dark and/or inverted color scheme. It also generally boosts your main abilities and powers. Usually this power would come with the downside of your morality being removed or something but your version will instead just make you generally a little colder to people than you would be otherwise, and you'll be able to toggle it at will. Not-so-stubborn throes when you're around.

Trickster Mode [600 CP]

By assembling and licking the Uroburos Juju, one could gain the magical Cherubic transformation that you have now unlocked: Trickster Mode. This transformation gives you a colorful and eyestrainingly bright color scheme. Your design is also related to some sort of candy or dessert, if only vaguely. You will gain the ability to fly, talk to people (like with Gift of Gab), regenerate completely, create life on a massive scale (although seemingly only painfully colorful and silly plantlife), instantly kill undead creatures (turning them into zillium), and see things which are invisible. This power will also make you incredibly silly. You can technically resist this silliness but only if you have good mental resistances and are really really cool (and even then, you'd still engage in shenanigans, you'd just be cool about it). Unlike the canon transformation, you will have some safety rails on your magic drug trip. You are guaranteed to not tell anyone a secret you wouldn't want to reveal (like revealing you have a crush on someone by asking them to marry you). You're also guaranteed to not do anything you'd find immoral. This power is contagious when you want it to be, allowing you to put other people into Trickster Mode with physical contact. You can optionally give them the same safety rails you have. You can toggle this transformation on or off at any time (although you are unlikely to be willing to detransform once you are in Trickster Mode so the transformation has a 30 minute time limit before bringing you back to sobriety automatically). Whether or not you are in Trickster Mode, you can revoke this power from anyone you've given it to at any time, and they cannot force you back into Trickster Mode if you don't want them to.

Combining this with Grimdark Mode is terrifying so probably don't do that.



God Tier [600 CP]

There is a secret powerful transformed state in the game of SBURB, which enhances and channels the power of one's Classpect. Well it's not that secret at this point, but SBURB is designed as though it was secret. This state is known as God Tier, and purchasing this means that you don't have to climb your Echeladder and do it the proper way, having this state at the start of the Jump. By the way, doing it the proper way will replace the Dreamself Perk with this Perk with all the same fiat-backing and stuff. Anyways, this gives you a great number of benefits:



Firstly, this gives you an enhanced connection to your Aspect. While (if you are a SBURB player) you already have the ability to access powers based on your Classpect during this Jump, they will require a lot of effort and focus to use. The power of a God Tier allows you to access these abilities with ease, giving you instant mastery of them. This transformation also grants you flight (like every other thing in Homestuck) and wings if you're a troll.

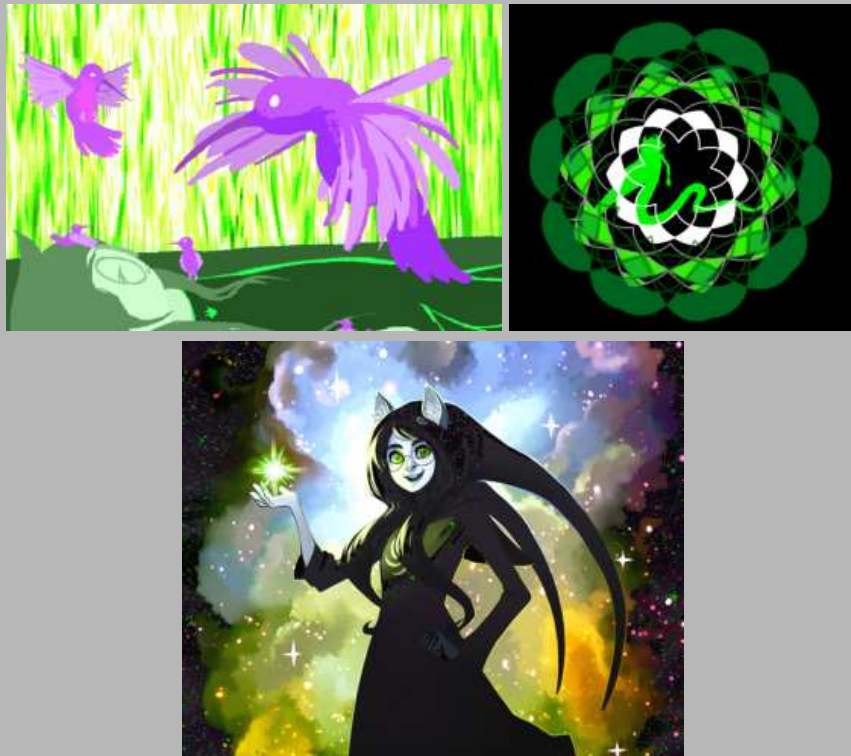


You also get magical pajamas with a design based on your Class and a color scheme based on your Aspect (you can check the designs [here](#)). These pajamas will always fit you, and have magical self-cleaning, self-repairing, and comfort enchantments. Outfits alchemized or otherwise combined with the pajamas keep the same properties. Only the original outfit has the property of being able to summon it at will though. You'll also unlock the leveling system above the Echeladder, which grants you access to your Kiddie Camper Handysash. This is a game abstraction which grants you Achievement Badges for everytime you level up. The Achievement Badges have the following effects (you get the first one as soon as you God Tier):

- Gift of Gab: Grants the gift of being able to talk! Yeah this one is mostly useless except in ignoring certain narrative rules.
- The next badge allows you the ability to pick things up without captchaloging them! Again, this one is kinda useless for you (unless you take a Drawback).
- The third one allows you to use a weapon without allocating it to a specibus! That means you can use any weapon Jumper! Wow. Again, useless without Drawback.
- There are then nine unnamed badges which help in your interpersonal relationships. Nothing super helpful but you'll find yourself being a better friend and/or romantic partner if you choose to.
- After all of the interpersonal relationship badges is the last badge, the Skeleton Key badge, which stands out in that it's actually useful. It allows you to unlock any lock with a simple touch. This does not include digital locks like passwords, but it would work on a magical lock like a seal.



The final ability granted by God Tier is Conditional Immortality. This allows you to ignore the negative effects of age. It also allows you to return from the dead as many times each Jump as you want... on one condition. Your death must have been neither Heroic nor Just. If you die Heroically (by trying to save someone or protect something or stop someone malicious) then you will not be revived. If you die Justly (trying to hurt someone who isn't attacking you or destroy something or stop someone benevolent) then you will not be revived. These judgments are more given out as a game system (with certain rules and points values assigned to certain situations, actions, and intentions) rather than an objective moral statement. Also dying due to a Drawback in any way will count as a Just death after the first time each Jump/10 years, even if it isn't (dying from a Drawback-induced enemy or threat is almost always going to result in a neutral ruling, since it isn't good or evil to die from someone trying to kill you for no reason, which would break the balance of a lot of Drawbacks without this once per Jump/10 years cap).



Here are some additional clarifications you can skim (or just look at the [examples](#)): committing evils while under the influence of a mind-altering substance only reduces the chance of being ruled Just (although fully not having control of your actions would absolve you). For some reason, suicide is ruled Just (probably just so that you don't HAVE to live forever, not as a statement on the morality of killing yourself). Trying to save someone evil and trying to save someone even when it's pointless is deemed Heroic. Having the intention to save or avenge someone would not count as Heroic if you are killed before you can attempt it (presumably the same is true of malicious actions). Succumbing later to injuries sustained Heroically or Justly still counts. In the case of close calls, luck can play a factor, although there is a maximum amount that luck can affect this process and it's not a lot. Either way, the revival process (assuming you do revive) takes about a couple minutes to activate and a couple seconds to complete.



By the way, you cannot gain Lord English's Unconditional Immortality during this Jump except through the "The Big Bad at the End of Time" Scenario.

Unreal Power [600 CP]

Your power now shatters reality itself. By using up stamina (ignores all your stamina-increasing and stamina-regenerating abilities), you can add a modifier to your attacks and abilities. This modifier allows you to break reality much like Lord English did to the Furthest Ring. This creates cracks in space around your attack (cannot pass into solid objects like people). These cracks are impassable and can even form shards which you can use to block attacks or jump across. That's not really reliably helpful though, and outside of the Furthest Ring, reality will heal up and fill in the cracks after like half an hour. More helpfully, you can use this power to break basically any reality warping effect. If you know that someone is going to stop time, you'd be able to break out of it. If you see someone attempting to warp space around you, you could crack the area around you to force it to keep its shape. This also works on a lot of magical effects. If someone tries to bind you with magical chains or seal you away, you could shatter their attempts into a million pieces (does not work on the House Juju). This isn't an all-purpose durability negation (you can't use it to just break anything), but it works great against anything supernatural that is not just an attack.



Ultimate Self [800 CP]

The Ultimate Self state grants access to the memories of all alternate versions of you, giving you an extremely strong sense of self, which resists any mind-altering effects and even changes to time and reality. Usually, this would kill you instantly, but buying this here guarantees that won't happen. This does not give you access to memories of your own future, nor does it give you memories of future alternate timeline versions of yourself (so your mind won't ever spoil itself, unless a version of you from the present or past has seen or been to your future). Other than that, other universes, doomed timelines, even retconned timelines are all available for you to connect to versions of yourself. You are the culmination of every version of you, with aspects of yourself which you like being brought to the forefront more than elements of yourself that you dislike (especially skills which have all been retained and refined against each other). This means that any version of you with the Ultimate Self Perk can count as the primary Jumper (so not just *any* version of you, can't be an AI copy or clone unless they are given the Perk), depending on what's convenient. If the original dies but a Post-Retcon version of you survives, then you won't Chain Fail. After all, you are all one.



Unstuck [800 CP]

You gain a strange power as a result of being unstuck from canon. This power allows you to teleport anywhere in the story. That essentially means anywhere in space, anywhere in time, and any universe, Incipisphere, or part of the Furthest Ring. Literally anywhere you could be in your Continuity is accessible to you (in future Jumps this lets you get to literally anywhere in the whole Jump). With focus, you can learn to augment your other abilities with this one, and teleport other people and things with you (although transporting a whole Land like John did is difficult and takes time like it did for him).

This also allows you to teleport to a special space which will follow you into future Jumps: outside of canon. This space is not an extra dimension or another realm and it's not connected to any "outside of space and time" locations in future Jumps. It is outside of the whole damn story. This space is infinite, although everything you put in it will be close enough to fly between easily. The sky there is not black, but instead a well-lit transparent (it is literally opacity 0 sky, don't stare at it too long unless you want a headache). You cannot time travel or retcon through time in this space, as its timeline is linked to you. This means if you leave the extra-canonical space and hop around the whole timeline, the amount of time that passes outside of canon will only be however long it's been from your perspective. Anyways, you can use this as a place to escape to, or to store stuff that you don't want to store in your Warehouse (and that you don't mind time passing for), or something else I can't think of! The only things that can get in or out besides you are people with similar meta abilities (like Monika DDLC) and things you take with you when you enter the space.

Retconning through time is different from time travel (here and in future Jumps) and you can do it in several ways. One way is to literally overwrite what happened originally, in the way that a retcon would. Another, is to create a new timeline when you go somewhere with your retcon. This, of course, is not a literal timeline, and is inaccessible to others in the same way that the "outside of canon" space is inaccessible. You can retcon between retconned timelines freely. Lastly, you can use the retcon powers to time travel normally, in a nice way accounted for by in-Jump metaphysics, rather than outside of those rules (this is what allows John to create a "stable retcon-loop" that one time). During this Jump, Paradox Space accounts (in the bigger picture) for your retcon powers, even if individual Alpha Timelines do not (hence why the cherubs could be an integral part of the whole story despite only existing due to all the retcons). In future Jumps, no temporal abilities can account for your influence.



Creative Control [1000 CP]

This Perk gives you the effects of the Quasi-Lucid Meta-Awareness Perk while active. You now have an ability that very few people have in Homestuck: the ability to write the story. Now before you get too ahead of yourself, this may not be quite as strong as you think it is initially. You can't just write "I win" or "I gain omnipotence and everyone loves me" into the narrative prompt and expect anything to happen. There are several limits to this, although there are still plenty of boons.

Firstly, you have a limited form of omniscience. You passively have a sense of everything happening that is important to the narrative (that being the literal story of your adventure in whatever Jump you are in). It'll only be generalities but it's enough to keep track of any plot threads you could be commenting on (and sense certain dangers before they arrive if your enemy is doing something important to try to stop you). If you want more detail though, or want to focus in on anything, you'll have to actively use your abilities to describe what is going on at a location. When you are doing this, your omniscience becomes a lot clearer in that space, even able to lightly mind-read anyone who isn't meta-aware or otherwise particularly resistant to mental attacks.



Secondly, when describing something, you're able to influence events and people, although only so much. Let's go over your limits on events first. Everything you influence with this power has to be *believable* in some sense. For example, you can't just say that someone standing outside on a sunny day gets struck by lightning. This is impossible. You can't just say "and then a thunderstorm rolled in after a few seconds" to instantly summon a thunderstorm, because that is also not really possible in such a time frame. You can't say someone in a thunderstorm gets struck by lightning seven times in a row because such a thing is dramatically unlikely. Events which are more unlikely require more effort to will into existence, with most especially unlikely events being completely impossible to force (infinite willpower wouldn't help). What you can do, is make things more likely by setting up several more likely events over time, which justifies the later events you really want to happen (ie "a storm began brewing that morning" "Eridan thought today was a good time to stand on a roof, not noticing the storm" "Eridan brought Ahab's Crosshairs" "the storm was very rough" "Eridan got

struck by lightning several times due to the high ground and metal on his back”). Technically, you can make *certain* impossible events occur by enabling or disabling a layman’s understanding of physics. You can decide whether or not Superman can pick up a plane with his hands rather than the pressure just breaking the part of the plane he’s pushing with his hands. You can decide that unsheathing a sword makes a noise, even though in real life it is actually quite silent. This can only be used for little (usually aesthetic things and does not enable cartoon physics (like toonforce). Has to be within suspension of disbelief.

When it comes to people, it's much the same. You're able to not only read the thoughts/emotions of the characters in the scenes you describe, but also interpret those thoughts through description into the narrative. The closer your description is to how they would feel normally, the less likely your meddling will be resisted. You could, for example, help a grieving person deal with their emotions, sensing how they feel and describing their path to accepting the pain in their heart. You could not, however, try to convince them that they don't feel bad or miss the person at all, nor can you force them to cheer up via insistence. The same is true for decisions/choices/ideas, which you can place in their head. If they don't think it's a bad idea/not what they want to do and aren't suspicious of this thought's origin, they'll probably go along with it. If you try to force someone to accept any of your prompts into their mind, they may not only resist it, but actually be able to tell that they are being messed with. If they figure out there's something to listen for, they could even begin to hear the whisper of your shouting narrative voice on their unconscious. If they know of you this is a little easier and they could even identify you from this. If they know that you have this power, it'll be pretty hard *not* to tell when you are describing their thoughts and what you're generally saying.



In this Jump, there will be several potential forces which can fight against you for control of the narrative. This is partially a battle of wills but mostly it depends on how much

narrative power you have. You can beat out Ultimate Dirk just by having this Perk (he only has the power to control the narrative due to being related to Lord English and there being no one to contest him). You can be the equal of Alt!Calliope with this Perk if you are also a cherub. You can be the equal of Doc Scratch if you are an adult cherub with this Perk and either have Ultimate Self, retcon powers, or some Perk from another Jump giving you narrative weight and/or power. You cannot wrestle control from the in-universe Hussie unless you have this Perk, SNOP, Ultimate Self, retcon powers, and probably some Perk from another Jump. It'd be easier to just KO him though and take control that way (he's exceptionally pathetic). There's also the fact that he's likely to give up control to you anyways (for a couple Act Acts or Intermissions anyways) as long as you aren't too disruptive. The Friendsim/Pesterquest Director requires similar levels of narrative power and she doesn't give a shit what you do as long as her protagonist befriends everyone they're supposed to by the end.

Post-Jump, since there is no one to contest you, it would be unfair to let you keep this power as it is in future Jumps. As a result, in future Jumps, you are able to toggle this Perk on or off (including the passive parts of this Perk like the Quasi-Lucid Meta-Awareness), but you can only have it toggled on for a combined total of 612 hours per year. This is about 25 days, assuming you had it on for all 24 hours of each day. Plenty to work with, but still limited. You'll have a big Reckoning-style countdown in your mind which tells you how much time you have with your power at any given moment so you can keep track. Also, no matter your headcanon on the metanarrative structure of Jumpchain, you cannot mess with fiat-backing and Drawbacks and other Jump stuff.



Friendship Is Magic [1000 CP]

Are you ready to make some friends? That was a rhetorical question, of course you are. You now have the powerful friend-making skill of the Friendsim protagonist (often known as MSPA Reader). Specifically, even murderous racist psychopaths who would normally kill you on sight, now find you more of a curiosity, and will give you a chance to be useful. Despite the fact that you definitely shouldn't be able to befriend these people, trying your best to appeal to them (and holding back any comments on how you may or may not disapprove of their habit of painting the walls with blood) will likely to at least make them enjoy your presence and not kill you unless they have to for some reason. On anyone normal, you're likely to make an actually really healthy and close friendship, and you have the ability to easily handle being friends with many many people at once. This won't work on beings who are literally incapable of being friends with anyone (such as those made of evil). This also is not a redeeming Perk, you can't turn someone away from their horrible ways with this alone (although it does give you a better starting point for that). This does not change their goals on its own, it at most exempts you from them. That being said, if their goal involves killing you specifically, then this Perk is likely not to work on them at all (unless you can show them a way to their goal that doesn't involve killing you).



The Clock Strikes Eight [1200 CP]

You now have the abilities of the enigmatic Snowman. You're not tied to the life of whatever universe you are in (that'd be a bit much). You are, however, able to fade teleport like Snowman can, as well as remote view places in the universe/session you are in and see possible outcomes like a Seer of Mind. Also, everyone who wants to kill you will know instinctively that succeeding directly will lead to their doom. And it's true. If someone unambiguously is the one who killed you (they were trying to kill you and succeeded personally in the act), they will also die, if it is possible for them to do so (so it wouldn't really work on Lord English). This doesn't give you a 1-Up to survive this nor does this stop your killer from reviving if they can. Still a nice incentive for your enemies to shove off.



Can't Keep Down the Clown [1200 CP]

It seems you have the most potent and literal of in-universe plot armors: clown bullshit. You cannot be killed in most standard ways. Firstly, unless your brain is damaged beyond repair, you will be able to stay alive. Minor brain damage will seemingly not affect your mental faculties at all (minus the extreme pain of course). This means that you are immune to headshots that take out less than half of your brain. Your heart will not stop unless ripped to unrecoverable scraps. Your blood will be endless. If you ever take enough damage that you won't be able to function properly even with the inexplicable survival ability of this Perk (such as taking enough bullets to the torso that you start to not have enough musculature to move), your older wounds will close up and repair themselves. This includes reattaching limbs. The only ways for you to be killed (using only attacks against your body at least) are things that kill you in one shot (such as vaporization, vertical bisection, or complete pulverization). How is this all possible you ask? MiRaCLES >:o)



Items

You can import any similar Items you wish. You can discount two Items that cost 100 CP, two at 200 CP, two at 400 CP, and one in the 600+ CP section. Discounted 100 CP Items are Free.

Unless otherwise stated, all Items here reappear if lost or destroyed within a month or at the start of the next Jump, whichever comes first.

Freebies

Soundtrack

Homestuck has a lot of really great music, and now you have free access to it all. You can choose to listen to any music track from Homestuck's 20+ albums, or have appropriate music play based on whatever you're doing with all the regular stipulations of Jumpchain music options. You can control the volume, and whether anyone around you can hear the music as well.



Computer

You're going to need a computer to boot up SBURB in the first place, so if you don't have one already, here's a serviceable (if not very flashy) desktop computer with SBURB already installed and waiting to go, and a basic chat client with your Companions' accounts already befriended. Optionally this also has Trollian installed... although that may be more of a headache than it's worth unless you are temporally separated from your Companions.



Phernalia Registry

One of SBURB's biggest advantages it gives to its players is the ability to perform alchemy. In game, you would have access to these items for free anyway, but they're being granted here for free fiat-backing! This Item includes all the basics you need to get started alchemizing all sorts of items.

Cruxtruder: Expends an unlimited supply of cruxite dowels.

Punch Designix: Punches captchalogue cards, converting them into punched cards.

Totem Lathe: Reads punched cards, and carves cruxite dowels into differently shaped totems based on the card used.

Alchemiter: Reads carved totems and generates items by using grist.

These items in combination can be used to duplicate anything that you have a captchalogue code for, or punched cards can be combined by overlapping them in different ways to create combo items. Assuming you have the grist for it.



100 CP

Phernalia Registry 2: Electric Boogaloo

While the purchase above gave you the basic tools needed for alchemy, this one gives you some extra cool stuff that makes the basic alchemy process easier, and lets you do new, cooler things. These can all be purchased within SBURB for grist, but can be purchased here to get rid of the hassle.

Jumper Block Extension: A device that can attach to the Alchemiter. By placing punched cards into it, it alters the function of the Alchemiter based on the card you insert. For example, by using a punched card of a Darkroom Enlarger, the Alchemiter was able to vary the size of created objects. It can also use the cards of other objects in the Phernalia Registry to condense their functions onto the Alchemiter.

Holopad: Provides a holographic preview of the item that will be created from a punched card.

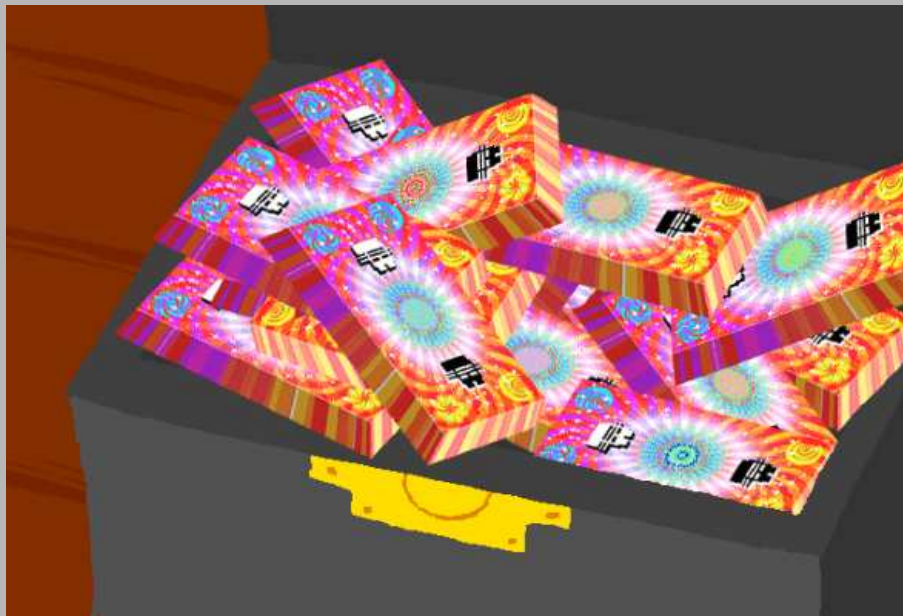
Intellibeam Laserstation: Extracts otherwise unreadable captchalogue codes, such as the code for a SBURB game disc.

Gristwidget: By paying Boondollars, converts a captchalogued item into grist.

Boondollars

The currency used throughout the Incipisphere. This can be used for anything from paying a Dersite parking ticket to purchasing special moves called fraymotifs.

Boondollars are also used in the process of converting items to grist for alchemy with a Gristwidget. Each purchase of this option gives you 100 Boonbucks (equivalent to 100,000,000 Boondollars), which is enough to purchase a mid-level fraymotif, or 6 million milkshakes. By purchasing this, you'll also have a passive income of Boondollars coming in at a rate of 100 extra Boonbucks per year. Can be purchased multiple times.



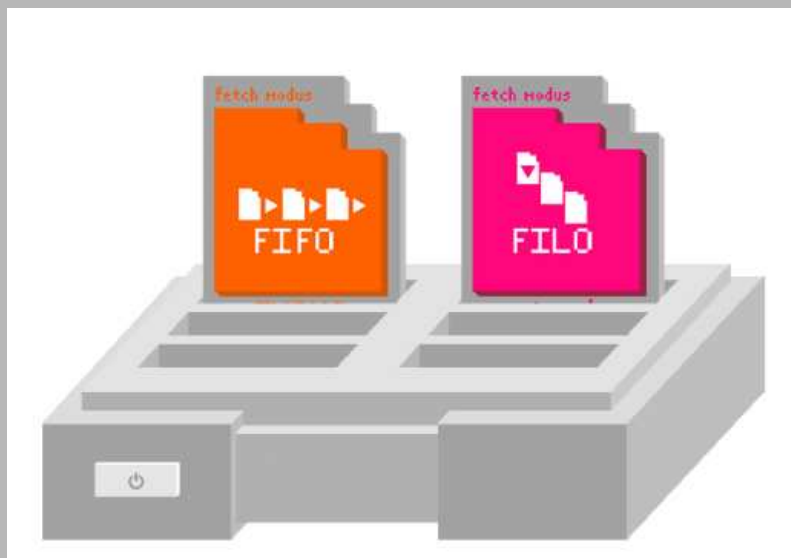
Grist Hoard

Grist is a resource with multiple variations used in SBURB for crafting, building onto a player's house, and eventually, creating a new universe. This purchase won't give you enough grist to let you skip out on obtaining the grist from your Denizen, but it will be

enough that you'll be able to alchemize almost anything you can get a code for right out of the gate. In addition, this purchase ensures you'll have a slow but steady trickle of grist coming in through GristTorrent, enough to equal a second purchase of this Item after 10 years. Can be purchased multiple times.

Modus Control Deck

You gain a Modus Control Deck. This Item, when enabled, can be used to combine the mechanics of up to six fetch modi. For example, combining Queue, Stack, and Array would create an Array of QueueStacks which allows cards to be accessed from the very beginning or end of each row. You can make even wackier combinations by plugging different or more modi into the device. Buying this also allows you to buy more fetch modi from the Sylladex Perk (although each one costs at least 50 CP).



Captcharoid Camera

The result of combining a DSLR camera with an empty captchalogue card via alchemy, this device can be used to take a picture of anything, which is then printed out as a ghost image on a brand new captchalogue card. You can't use items that are only stored as ghost images, but they still have the same captcha code on the back as a normal item, making them useful for alchemy. Great for grabbing codes for stuff you can't ordinarily pick up. Dave was even able to get a captcha code from an item that was too expensive to alchemize by taking a picture of its holographic preview on the Holopad.



Wardrobifier

This is an advanced wardrobe which can fit an infinite amount of clothing inside it. It can also automatically equip and swap out these outfits for you from any distance instantly. You can even program it to switch them out for you randomly or at certain intervals.

Weapon/Object Duality

A holdover from the physics of previous mspa works, certain benign objects can have a second form (usually a weapon). For example, the Midnight crew have several playing cards which they convert into weapons like a sword or C4, but they also have a card which can be turned into candy. Lord English has a cane which can turn into an assault rifle. Now you can apply Weapon/Object Duality to two things you own, as long as they are of similar size. When held, you'll be able to switch between them at will. Others can also switch them, although unlike you, they also have to deal with the usual silliness that happens when you try to address an object with Weapon/Object Duality. Tends to switch by itself to whichever one frustrates them more. Can be purchased multiple times to create different weapon/object pairs.

SBURB Walkthrough

While learning the ins and outs of playing SBURB, Rose spent some time updating a GameFAQs walkthrough with her findings. Eventually, she uploaded it to a server within the Furthest Ring, letting it exist outside the normal flow of spacetime. You will be guaranteed access to this walkthrough, which will continually be updated throughout your time here with extra information that it definitely should not have to help you figure out what to do within the game. In any future Jumps involving a game, you'll find additional walkthroughs on the same server to help you clear them more easily.



Robotics Dispensary

For some reason it's very easy to replace body parts or your whole body with robotics in Homestuck. If you've got a limb cut off you can just plug a robotic version right onto the stub! And thankfully, now you do. You are now the owner of a machine which can produce robotic limbs once a week. These limbs will mysteriously perfectly fit onto any person, even matching the strength and durability of their previous limb. It can also create a robotic version of any person you know, once a month. It's useless on its own but this robot has the special property of being a great vessel for a soul. It will have the physical capabilities of the person it's modeled after (as long as their soul is inhabiting it).



PCH00000 Rocket

PCH00000!!!!!!! Multiple characters in Homestuck have different variations of rockets that let them fly at high speeds, and can be further alchemized into different forms. This purchase gives you an infinite-fuel rocket of your choice: a Rocket Backpack, a Rocket Board, Rocketboots, a Rocket Car, Rocket Wings, or you can of course import an Item to gain surprisingly-effective-and-easy-to-use Rockets.



Juju Chest

A Juju is a mysterious artifact which is enigmatic in its origin. There can only be one true version of it throughout reality and it cannot be taken from its owner unless they die or willingly give it away. You now have a chest meant for containing Jujus (although you can place anything inside) which, is itself, a Juju. It has a mystical locking mechanism which can only be locked/unlocked by its current owner. While it is locked, it cannot be destroyed. It isn't invulnerable (although it is very durable) but instead has a form of fate manipulation which keeps it from being in situations where it would be destroyed. Great place to put your secret stuff.

Fenestrated Planes

This gives you a set of four advanced window-like objects. Unlike the windows used by the alpha kids, these windows operate under their own power and don't need to be plugged in. You can see through the other windows no matter how far apart they are, and travel between them instantaneously by jumping through them, deciding which windows are connected with a channel system like walkie-talkies. Use them for surveillance, fast travel or anything else your imagination can conjure.



Timetables

In a story this twisted up, it'd be nice to have a method of manually traveling through time. You are now granted two music-themed time travel devices which work together to allow you to freely go to any point in the past or future of where you are standing. Not suggested unless you have a handle on time travel mechanics. Also if you are a time player do note that completing some of your Land quest will probably get you some (although they won't come back if destroyed like these fiat-backed ones) and reaching God Tier will almost definitely do the same.



Mind Honey

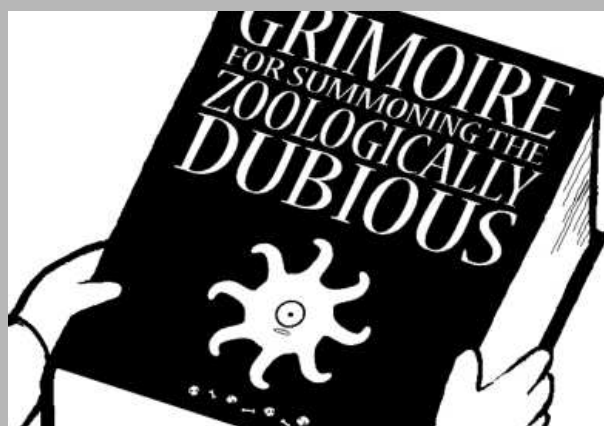
Mind honey is produced as a byproduct of beehouse workers in an apiculture network mainframe. When consumed by someone suffering from a mental affliction, it assuages the affliction significantly and returns one's faculties to normal levels. When consumed by someone with no mental afflictions, it gives a sick high. When consumed by someone with psychic powers, it also gives a sick high. Oh and it causes those abilities to activate involuntarily, uncontrollably, and at quadruple the efficiency. Careful there.



YOU DO NOT UNDER ANY CIRCUMSTANCE EAT THE MIND HONEY

Grimoire for Summoning the Zoologically Dubious

Perhaps some of Paradox Space's strangest and most powerful residents are the horrorterrors – mysterious eldritch beings who exist outside of the normal flow of spacetime in the Furthest Ring – and this tome holds all the info you need to get in contact with them. A focus for the dark arts, this book was able to create extremely powerful black magic artifacts through alchemy at the cost of mental corruption by the horrorterrors. By purchasing the book here, you will be able to make use of this black magic with no corruptive effects, and by using it to get in touch with the horrorterrors, will make them a lot more likely to like you. But beware how much trust you place in inscrutable eldritch entities... just because they like you doesn't mean their morals and goals align with yours. Outside of this Jump, any dark arts from this book or items alchemized from it will continue to function as normal, they will simply lack a connection to the horrorterrors unless you have some way of bringing the entities along with you.



Legendary Piece of Shit

There are dozens of powerful weapons in Homestuck. Unfortunately the massive amount of shenanigans present in the narrative means they are often overshadowed by other things. Still, I'm sure you'll get some use out of these. Choose one of the following for each purchase of this Item:



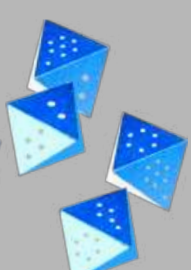
Quills of Echidna: The literal quills off of the back of the mother of all monsters, Echidna. In their natural state, these are huge, but they have been shrunk down for your use. On top of being really good, they also allow you to initiate the Scratch when used on the Scratch Construct (although it's unclear if this is a property unique to them or if they can do it just because they are powerful enough to do so).



Ahab's Crosshairs: A powerful energy rifle capable of killing whales in one blow. Takes about a minute to recharge between shots though. You can manually recharge it with a source of electricity although it takes a lot. Still, a very powerful weapon, likely capable of one-shotting most characters. It did once belong to Eridan though sooo upsides and downsides.



Fear No Anvil: Hephaestus' hammer (shrunk down for your use). This hammer is capable of freezing its targets in time, allowing for incredible combos. This is less effective the more powerful the enemy is compared to its wielder so a God Tier would be able to freeze imps for a couple minutes but freeze end tier bosses like the Black King and Queen for less than a second (when used against equals, they are frozen for about 2 seconds).



Fluorite Octet: A set of 8d8. These magical blue dice have a number ($8^8 = 16,777,216$ specifically) of unique effects, usually attacks to be used upon rolling them. Without insane amounts of luck (aaaaaaaall the luck) you would basically never be able to roll a full set of eight eights, triggering an insanely powerful transformation. Still, most of the attacks on the dice are very helpful, so this qualifies as being legendary on average.



Unbreakable Katana: What it says on the tin. This katana is literally unbreakable although that doesn't mean it will cut through anything, it just means your strength and skill in wielding it is its only limit (unless you try to cut something else invincible/unbreakable of course). Costs 100 more undiscounted CP than the other weapons here.

Other options that are just good and require no additional explanation: Royal Deringer (a greatsword), Ψdon's Entente (a two-pronged trident), The Zillium Weapons (Warhammer, Battlespork, Flintlocks, Cutlass, Blunderbuss, Thistles), Skaian War Fork, Caledscratch.

Custom: You can have your own Just Really Good weapon of your specibi's kind abstratus here too although, again, you can probably just get one from your Land, albeit sans the fiat-backing.



400 CP

Uber Bunny

An iconic fixture from an even more iconic movie, this purchase grants you a stuffed bunny souped up with enough advanced technology to fight off kingly foes. The bunny can't speak, and only has about enough intelligence to fight, follow you around, and do basic tasks. It also comes with an installed infinitesimalator and monstrosifier, to shrink and grow objects (not people) between 1% size and 100x size. Purchasing the Uber Bunny also grants you up to four discounted purchases of Legendary Piece of Shit, to give it something to fight with (discounts do not stack). Comes with a box to put it back in.

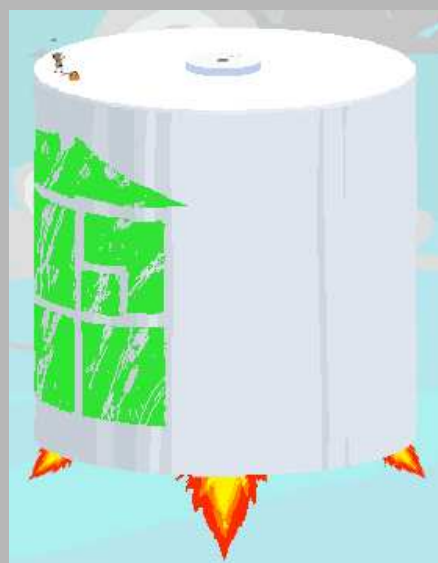


Land of __ and __

Congratulations, you're now the proud owner of your own planet! A small one, anyway (roughly the surface area of Connecticut). Every player of SBURB has their own Land specifically created for them, and is the main stage of their gameplay once inside the Incipisphere. Even if you don't play SBURB, paying for this Item will give you one. Your planet will be themed around your Aspect (Space players' planets must have Frogs), and has a population of friendly consort locals you can interact with. Your Land will also spawn unprototyped underlings endlessly while in future Jumps (they won't leave the Land so you don't have to worry about infestations), allowing you to continue gaining grist in the future. Your Denizen will only be there if you got the planet through SBURB and will not come with you into future Jumps just by buying this.

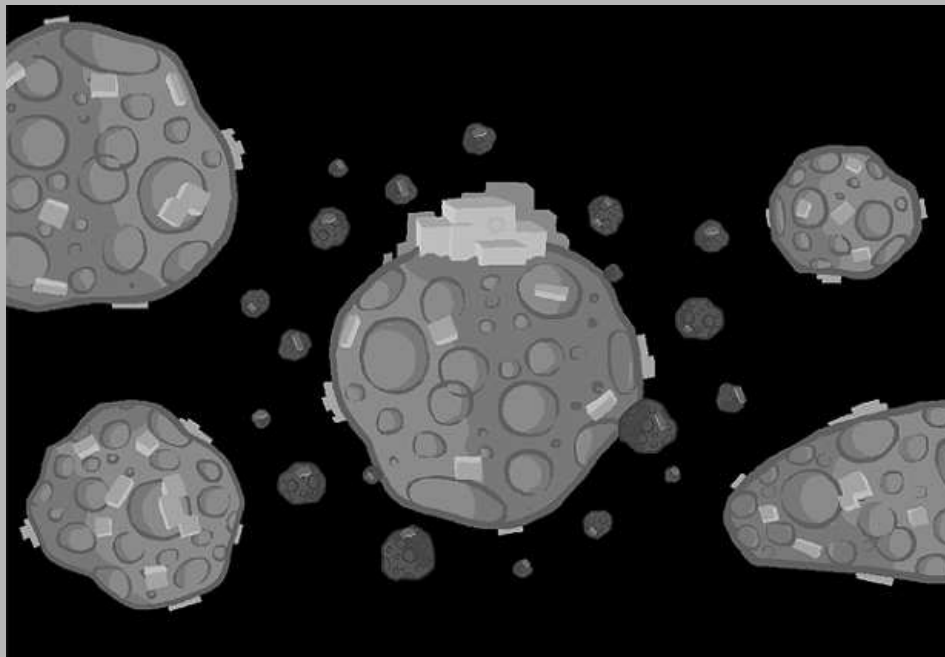
Command Station

The size of a small house, these bases normally crash down on the players' planets via SBURB's meteors to be found later by carapacian Exiles, but this one is yours! Intended for interaction between players in SBURB and Exiles, these bases contain living supplies and SBURB-related gadgets such as appearifiers and sendificators (devices that transport objects to and from the station across spacetime). The appearifiers and sendificators can only send things to and from the universe you start in and a session from that universe. Post-Jump their range will cover up to four universes/pocket dimensions of your choice in whatever Jump you are in. Your base has these gadgets spread out over 2-3 rooms, and contains enough canned food and miscellaneous living supplies (such as soaps) to last one person for about a week, refilling mysteriously at the end of each week. Your base is made out of regular metal: a regular person wouldn't be able to damage it, but a rocket launcher would blow a hole in the side. You can power down your base for 6 hours to divert power to fully repairing itself, or wait a year to get a new one if it's completely destroyed. Your base also has some method of moderate speed locomotion, whether that be flying with rockets or a propeller, walking with legs, or something else of your choice within reason (no hyperdrives or teleportation or whatever). Your base has an unlimited power source that can only be used to power its own movement and gadgets. You can also choose the shape of your base. Examples in canon include cylinders, spheres, eggs, dog heads, giant spiders, mother grub skulls, and puppet heads.



Veil Meteor

Much the same as the Command Station, this Meteor is a safe location filled with supplies and SBURB gadgets. The Meteor contains significantly more supplies, having a weekly supply of nutrition for eight people rather than one. Instead of a sendicator and an appearifier, there is a modified appearifier meant for ectobiology. While this functions as an appearifier, its main use is purposefully failing to appearify something, which creates a pile of paradox slime. This slime contains the genetic code of whoever it was made from, and can then be recombined in the surrounding machines to either create new beings, or paradox clones. Paradox clones are clones which are destined to grow up to be the person who they were cloned from (so they're the past version of who you took the sample of). Seemingly only SBURB players are paradox clones. This device has the same range restrictions as the Command Station devices. The meteor has more rooms than the Command Station and they're connected by vents. The meteor does not have a repair function nor a method of locomotion. However it is *incredibly* durable, so you can pretty much fling it to wherever you want it to be at anything but relativistic speeds and not only will it be okay but so will everything inside. It will also still respawn after a year if destroyed.

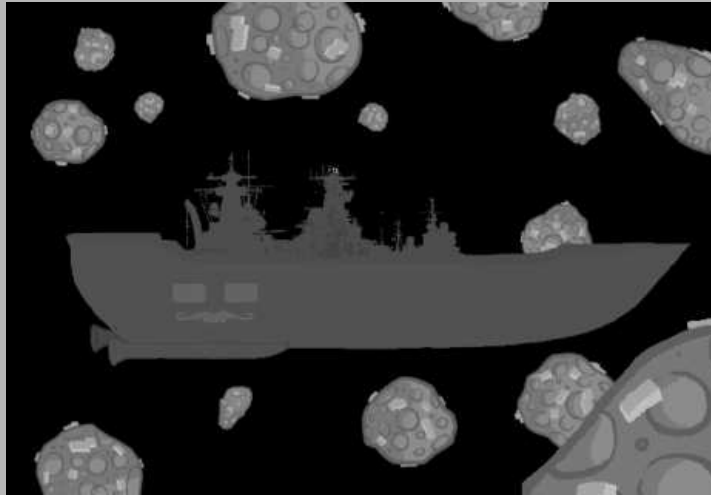


All-Purpose Transportalizer

You've been granted a fully-capable Transportalizer in your Warehouse or in a more convenient location you own. It has the functions of a sendicator, an appearifier, and even ectobiology attachments which you can take off and put on at your discretion. It has access to only universes/sessions you've visited before and cannot access the Furthest Ring (due to its non-euclidian nature). In future Jumps, it has access to every universe/reality/dimension from the start, although it still cannot access non-euclidean spaces. A technologically savvy Jumper could use this technology very nicely, and if you manage to miniaturize and integrate this tech, you might even be able to replicate the teleportation powers of a First Guardian (albeit in the arguably less cool way of just appearifying and then sendificating things).

Battleship

Flying battleships are a common sight here, and now you have your very own! The size of a real-world airship carrier, these ships are capable of charging up and accelerating for lightspeed flights in a single direction. They hold ship-to-ship weaponry capable of taking out other similarly-sized ships, and cannons that can fire to the ground below. Each ship contains enough supplies and living facilities to support a dozen people for at least three years (does not replenish on its own). The ship will respawn if destroyed after a year. You can choose between a yellow Prospitian ship, a purple Dersite ship, a red Alternian ship, or a personalized ship of your own design.



Crowbar's Crowbar

Paradox Space loves paradoxical items, and particularly magical ones are known as Jujus. There are Jujus that can let people travel through time, jump between timelines, and even get people “unstuck” from the canon of reality. This crowbar doesn't do any of those things, but if you come across any mystical, metanarrative, and/or time altering items, it'll do a damn good job of destroying them. This Crowbar will destroy any temporal artifact and completely negate its effect on the timeline. As time travel tends to be accounted for here, don't expect to fuck up anything significantly by doing this but still.



600+ CP

Magic Cueball [600 CP]

Offers a set of two pool balls, one being a 'magic' 8-Ball that always seems wrong, and the other being a cueball that is said to give startlingly accurate advice and answers. The only catches are that the cueball has no glass to see the answer through, and the cueball itself is connected to a very powerful omniscient being who doesn't take kindly to others being in possession of his things. Thankfully, that second issue is null and void with this purchase, allowing you consequence-free question asking to a white orb. Its only weakness is Void and other clairvoyance-blocking effects. Now if only you could see inside the dang thing! If you're a First Guardian, you can detonate it remotely.

Caledfwlch/White Magnum [600 CP]

The most legendary pieces of shit of them all. Caledfwlch was made (with a lot of grist) by combining an already legendary sword with Doc Scratch's Cueball. It is capable of piercing any durability, invulnerability, intangibility, and/or regenerative ability. Even already being dead, or trying to revive after the fact cannot protect you from total death. Any (successful) strike against anyone with this sword is completely unrecoverably lethal, if not instantly then within moments. Of course, you still have to hit your enemy successfully for this, and not be disarmed. Plus, your enemies can still break the sword itself since it is not unbreakable (as long as they are careful not to get cut by it while they do). Similarly, the White Magnum's bullets are impossibly lethal. You get one bullet to shoot it with (you get a new one a week after it is used each time). The White Magnum also has weapon object duality, able to turn into a wand. While the wand itself is not legendary in its ability to channel your magic, while loaded, it does allow you to enhance one spell you cast with the infinite lethality of cueball weaponry, using up a bullet. Can be purchased twice to have both weapons. You can spend an undiscounted 200 CP each to purchase additional bullets for the White Magnum, up to a full set of six (they will replenish on separate one week timers so you only have to wait a week if you shoot all six of them in a row).

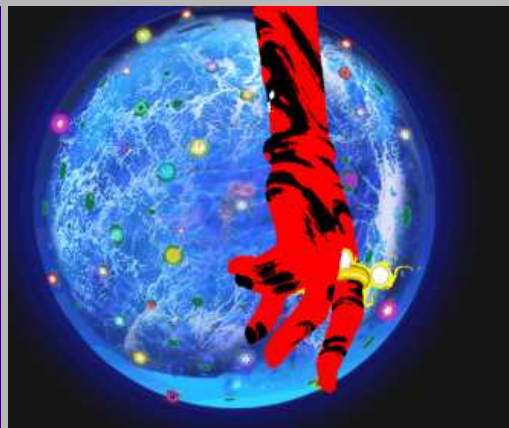
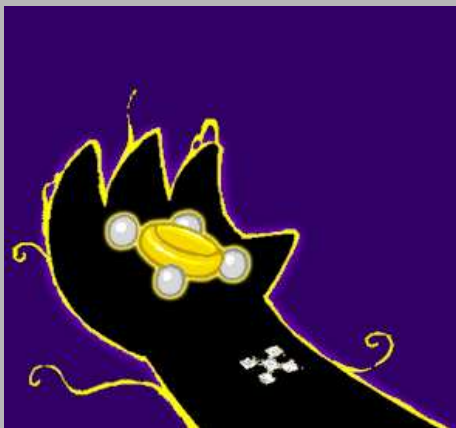
While you can alchemize these objects (and others) using methods in the Jump (or use out of Jump methods to transfer this property to something else), they will not be as effective outside of this Jump. They do not pierce *everything* like these do, they only pierce any form of supernatural invulnerability (ie not just high durability), and any regeneration ability (it does still kill your target if you hit them successfully). It does not ignore intangibility or durability, and your target can still revive using Non-Homestuck methods. Still really good but don't think this 600 CP is for nothing.



Ring of Orbs Fourfold [800 CP/600 CP]

The source of much of the Black Queen and White Queen's power, you can get this gold band with orbs floating around the edge for 800 CP. The number of orbs is usually determined by how many SBURB players there are in a session that have prototyped their sprites before entering the Incipisphere, but yours has four. By touching someone or something for several seconds with this Ring while wearing it, you can absorb a copy of their attributes into an orb as though prototyping it. Each orb would then be able to grant the features and powers of those things to its wearer in the same way as the Sprite Species describes (except that prototyping people will cause some of their behaviors to rub off on you no matter what). For example, in the beta kids' session, their sprites were prototyped with: A damaged harlequin doll, a crow with a sword through its stomach, an eldritch princess doll, a cat, and a First Guardian dog. The Ring in this session gave its wielders physical features and powers from each of these: A scratched eye, a lost arm, a harlequin's hat, a pair of wings, a sword through the torso that could be removed and replaced at will for use as a weapon, extra tentacle limbs, a dog's head, and the awesome spatial powers of a First Guardian. In canon, these transformations are limited to Carapcians, but your Ring will allow you to be transformed regardless of species. In addition to the transformations, your Ring also allows you to use the Red Miles, a powerful attack made up of flaming tentacles that expand from the Ring and pierce through and crush anything from buildings to moons. The Miles were seen to cause significant damage to the Battlefield. Your Ring can keep the same prototypings as you go through different Jumps, or you can choose to reset one or more orbs at the start of a new Jump.

Instead of having a set four orbs for you to prototype freely, you can opt for an alternative method that costs only 600 CP, assuming you participate in a SBURB game. You can instead get a Ring linked to that session. This means it will have as many orbs as there are prototypings and the prototypings will be linked to the sprites rather than what you touch. If you can manipulate everything that gets prototyped in your session, this can be an extremely powerful tool, although you will have to fight enemies enhanced with whatever you prototyped as well, so it can be pretty risky to make it too powerful. You can reset some of the orbs at the start of a Jump in this version as well, in which case the Ring will release a sprite for each orb reset. Each sprite will be able to prototype only once unless the orb that was reset was double-prototyped before entry. The sprites produced by this process will be out to make you suffer so you'll still have to be careful with what you prototype, but thankfully you only have to deal with them for the Jump they're in.



The Treasure/House Juju [800 CP]

This mystical Item is a white Juju in the shape of the SBURB house. It has two main states, both with special functions. In its initial state, it is a powerful sealing weapon. By opening the box containing the Juju (or just holding it up if it's already out of the box), you can designate up to four targets that you can see within 50 meters to inescapably seal into one of the four compartments of the Juju. Even the retcon power cannot escape it. Entities sealed within the Juju are conscious and can communicate with each other, although they will never deal with boredom, age, or other things that usually come with the passage of time. This can be used multiple times before the Juju progresses to its second state assuming that you haven't filled all four slots.

In the Juju's second state, it loses the protections that Jujus have against being stolen (meaning you can lose it even if you don't die or give it away). You also cannot willingly keep it in your Warehouse or any other space which is inaccessible to everyone but you. In this state, it also loses its tangibility, only being affected by the floor, Juju chests, and telekinesis. If a person gets near enough to the Juju to look at it, they will understand that it can be used against you, and that it cannot be held. If someone were to successfully bring it to you, they could activate it to release all four beings stored inside (who will presumably want their vengeance). In this state, if someone (including you) were to push into the Juju with a part of their body for more than a second, they would gain the powers described by the Unstuck Perk (although technically not the Perk itself for the purpose of Perk sharing abilities). At the start of each Jump while in this state, it puts itself in a Juju chest, and teleports to a random narratively important location in the Jump (preferably you'd decide by picking some possibilities and rolling for it, but that's by no means required). It is masked by Void Aspect, making it impossible to scry its location instantly in any way, or to teleport it/teleport to it. You'll have to find it manually, before someone else does and tries to use it against you or (arguably worse) gains the ability to retcon.



Rings of Life and Void [800 CP]

A pair of unprototyped Queen's Rings from a void session. Each ring grants different powers, and you can purchase them separately as 600 CP Items that are discountable as normal.

Ring of Life: The White Queen's ring. When worn, this ring prevents death or resurrects someone already dead as long as they wear it. If worn by a living person, they cannot die while the ring is worn, though it possesses no properties keeping it from being removed (although it's implied that its regeneration would be effective enough that slicing off the body part it is worn on wouldn't necessarily be a win). To resurrect someone dead, the ring just has to be placed on the finger of either their body (which will revive) or their ghost (which will turn corporeal). The person will be perfectly fine and alive as long as the ring is worn, but if it is removed, they will quickly die again or turn back into a ghost. If you possess other abilities that can revive someone, they can be used on a dead person or ghost currently being revived by the ring, in which case they will fully return to life and can safely remove the ring. You do not have to worry about damage returning if used and then removed by a living person. This ring can physically pass between real life and any dream realms or afterlives if held by a player who falls asleep or astral projects into them.

Ring of Void: The Black Queen's ring. While wearing this ring, you can turn completely invisible, inaudible, odorless, and intangible for an unlimited duration. This also applies to anyone using any kind of supernatural surveillance or vision enhancement. It can only be negated or seen through by someone in Trickster Mode or otherwise using a powerful true sight ability. This ring also grants you the ability to use the Red Miles, as described in the Ring of Orbs Fourfold Item.



Companions

All of these except the first two can be purchased multiple times unless specified otherwise.

Enter the Medium [Free/50 CP each/200 CP]

You can use this option to import Companions. They are Free to import if they also accept the obligation to play SBURB with you during the Jump. If not, they are 50 CP each or 200 CP to import all Companions. They get to go through this Jump with 600 CP each. They get to have their own Starting Location as long as it is the same Continuity as you and makes sense. If you plan on playing SBURB, make sure you have a Space and Time player or things are gonna go south so badly.

A Gaggle of Rascalions [100 CP/200 CP/400 CP]

A group of up to three other people to play SBURB with you (or not). Outside of the things that you can purchase for them, you can design these characters in any way that makes sense for the Continuity you're in. They get the same CP and Location restrictions as imported Companions. You can instead create up to seven people for 200 CP, or up to eleven for 400 CP. If you don't have any other Companions, halve their CP cost (100 becomes 50 not Free).

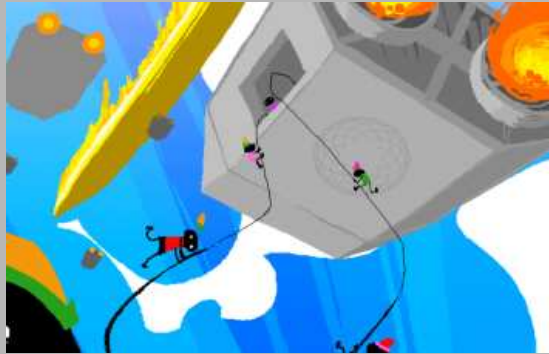
Canon Companion [50 CP/100 CP/200 CP/400 CP]

So you want to take any other existing character from this world. Well then this option is for you. You will be guaranteed to meet them at some point during your stay and have to convince them to come with you. The powers they have by the end will be fiat-backed as the equivalent options from this Jump. It costs 50 CP to bring along non-SBURB playing characters with no superhuman abilities. It costs 200 CP each to bring along any of the eight main humans, Meenah, Aranea, Calliope, or any of the twelve Alternian trolls. It costs 400 CP to bring along people with First Guardian powers, metanarrative powers, or Snowman's abilities. It also costs that much to take full power Condesce or any version of Caliborn. Everyone else is 100 CP.



Carapacian Pawn Squad [100 CP]

16 pawns from the Army of Light and/or Darkness (your pick). They aren't as smart/versatile as a whole Companion would be, but they count as followers so you can have some soldier guys. They have individual personalities too by the way, if you care. Can be upgraded with a Rook, Bishop, and/or a dropship for 100 CP each.



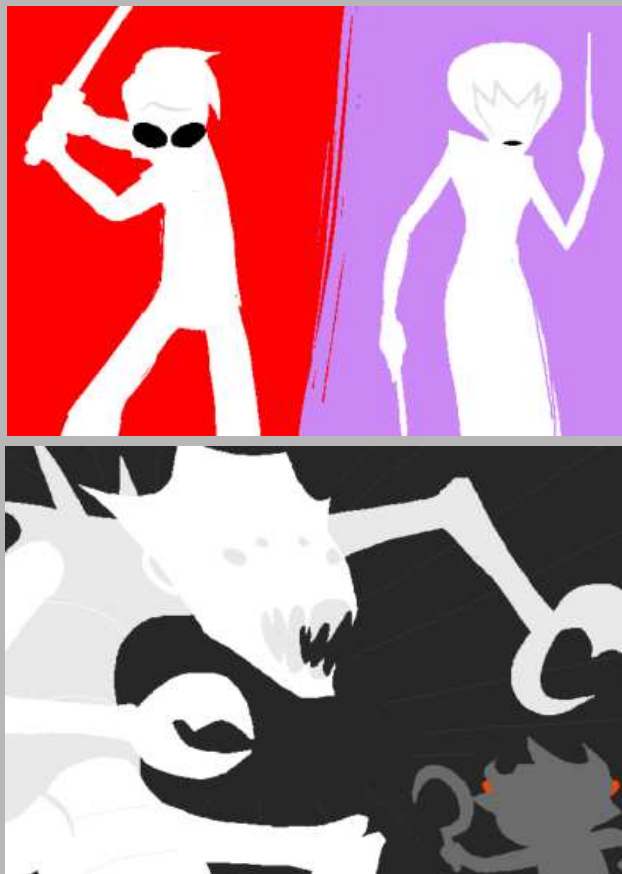
Patron [200 CP/400 CP]

You now have a Patron. This is a person (you can decide the species, although they gain no special powers) who is immortal, and sits in a room which is completely inaccessible. They have access to a computer from which they will have access to your entire timeline for this Jump, which they can scroll back and forth through. It only allows them to see the information from the Jump that they are currently in and Void Aspect can block out certain portions. Your Patron can message at any point in your timeline using their Trollian application (which is compatible with any messaging platform you use). Your Patron, at their heart, wants nothing but to help you. However, they go about it in the stupidest ways. They will skim around the whole timeline, haphazardly spoiling themselves, and interacting with you in a non-linear order. They will hate directly spoiling you for anything, and will only directly tell you the future a couple times a Jump (they can't be affected by charisma or mind control to be forced to either). For 200 CP, they will be ornery, and pretend to not like you very much. They'll have an annoying or otherwise bad personality trait. They'll still be likable but you will clash often. For 400 CP, they'll be a lot more reasonable. They'll still insist on doing things in their haphazard way, but they'll be more competent and agreeable. You'll still butt heads on occasion though, over less important things. Over the years, you're likely to become good friends, although your relationship will also be... confusing to say the least. You can meet them in person Post-Spark. Cannot be purchased multiple times.



Guardian/Lusus [50 CP/200 CP]

For 50 CP, you now have someone watching over you who wants to take care of you. They have the STRIFE! Perk, are the same Species you purchased in the Jump (not First Guardian or Robot), and are adults with backgrounds in your setting. If you choose Guardian, they are someone who looks out for you and is relatively distant but also overall a good parental figure. If you choose lusus, choose any type of lusus except dragon (including a made-up one if it doesn't have any particular powers and fits in with other lusii). They are surprisingly comforting to be around considering they don't say anything, and talking to them about decisions you want to make generally ends up with you deliberating a better decision. You do have to feed and pick up after them like a pet though. For 200 CP, your lusus can be a dragon, with explosion-summoning vision attacks and a psychic connection to you. This connection could be exploited if you don't have airtight mental defense Perks but it does allow you to be in perfect sync with your lusus if you two were to fight together.



Horrorterror [300 CP]

You now have a horrorterror friend much like Gl'bgolyb (although not *nearly* as powerful or large). You can import them into a Jump in a nearby appropriately large body of water you own, or in a Warehouse extension which is just a large aquarium tank. They don't actually need water, they can survive in space and the Furthest Ring, but gaseous atmospheres fuck them up (so you can import them around a satellite you own or something too). They are much like the Lusus Companion except they can grant you access to a less powerful version of the Grimdark Perk, similar to the power Rose wielded before becoming Grimdark. They only grant you this power when they think you are in mortal danger or when they think you've been good. "Good" by their

standards may be a tad eldritch but it'll never be evil. You'll have to decipher what specifically they want from you over time as reading their mind only produces headache-inducing gobbledygook, even if you have "can understand eldritch things" Perks. Also, they are very surprisingly cuddly and comfy. Cannot be purchased multiple times.



First Guardian Pet [500 CP]

Choose a normal Earth animal smaller than an elephant and at least as large as a mouse. Either from being combined with the genetic code written on the walls of dreamself's rooms during your SBURB session, or just appearing out of nothing, there is now a First Guardian version of that animal. This pure white creature has gotten emotionally attached to you and will try its best to protect you. It doesn't require food but enjoys being fed (especially with irradiated versions of a treat their component animal enjoys) which can be used to train them for good behavior. Petting them also makes them happy. The animal is smarter than the average beast but they can still make mistakes in protecting you (see Bec prototyping himself to protect Jade). You cannot absorb, copy, or replicate their powers in any way, including fusion. Requires at least the 1000 CP version of Animal Communion to affect them. You've gotta purchase First Guardian powers to get First Guardian powers. You can import a pet to gain First Guardian powers and the rest of these properties.



Drawbacks

There is no limit on CP gained from Drawbacks. Drawbacks are revoked at the end of the Jump.

Drawbacks which can be taken by Companions are marked with a  and you count as their Companion for any part of that Drawback which mentions Companions.

Drawbacks with  will also give CP to Companions if you take them.

The Ride Never Ends [-500 CP/-1000 CP]

There are a lot of options in this Jump that you may want to take, but there's only so much CP and some options are mutually exclusive. Well thankfully for you, you can take this Jump again with a different Continuity option. When you do, you must take this -500 CP option. Meat and Candy count as separate Continuity options for this purpose. A different fancomic than used the first time with Someone Else's Fancomic counts as a different Continuity option for this purpose, although this costs -1000 CP instead if used in this way. You do not get a second one of any of the things that you got for Free before. You do not get any of the Stipends or discounts that you already used up (although of course you can use any Stipends or discounts that you *didn't* use up the first time). You do not get CP for a Drawback you've already taken twice. You cannot affect things that happened last time you were in this Jump, nor interact with yourself in any way. This includes in the funny Homestuck way of "oh wow it turns out that mysterious unexplained thing that happened when I took the Jump the first time was caused by me from the future!" It also includes a version of you with Ultimate Self sensing a version of yourself from a future stay in this Jump. If you want something like that, you'll have to take the Splintered Across Canon Scenario.

Ultimate Reward [+0 CP]

You can leave the Jump once you use the Ultimate Reward door on the session you participated in instead of waiting 10 years. Can't take with Extended Stay. If you choose to participate in the Post-Scratch Earth SBURB game in the Homestuck Canon Continuity, you must succeed without John retconning anything to qualify for this, meaning you can't just rely on the fact that that session is guaranteed to produce a universe.

What-ifs in Paradox Space [+0 CP]

Have any minor headcanons or alterations you want to apply to your time here? Here's your chance to apply them. This isn't meant for anything that would heavily change the world and rules of the Jump, but if you want to canonize some of the [Paradox Space](#) comics or John being an egg (in the trans way) or something else not important nor explicitly contradicted, then go ahead! You can also decide to visit NamcoHigh after the Jump ends, although I don't know why you would. You can't keep anything you gain from NamcoHigh although you also can't Chain Fail there.

Extended Stay [+50 CP each]

For each purchase of this your time here is extended 10 years. You can only take this Drawback up to nine times for a total of 100 years and 450 CP. With The Ride Never Ends or Splintered Across Canon, ignore any rules about taking Drawbacks multiple times giving you double CP or having some limit or something. Instead you apply Extended Stay as normal and it has a maximum CP output of 900.

Isn't It Ironic That This Would Happen Around Horses? [+100 CP]

It really isn't... but you can no longer tell that as you have lost all sense of irony. From the act of ironic enjoyment, to the complex layered irony, to even the simplest forms of situational, dramatic, and verbal irony, it will all go over your head. Also horses now give you an inexplicable sense of foreboding.

Zoosmell Pooplord [+100 CP]

Unfortunately, when you were being named, there was no one around to stop you from being named something absolutely ridiculous. You can choose to be named Zoosmell Pooplord, Bulgereek Nookstain, or something else that sounds like a vengeful hoard of forum users just wanted to ruin your life. Any attempts to convince anyone to call you a less stupid nickname will be unsuccessful.

R1D1CULOUS TYP1NG QU1RK [+100 CP]

"K17H7H MY CH4GR1N 7UNK3L Y0U 5N4NK 4ZZ CHUM8UCK357"

While many people in this world have unique typing styles, yours is particularly difficult to read at times. You won't be able to stop yourself from replacing letters with numbers and other symbols, and will be prone to typos when trying to communicate with people via text. This also extends to your voice somewhat. People will be asking you to repeat yourself pretty often due to your volume or some other issue such as slurred speech. Both issues can be solved with enough exposure but even then, it'll take a little longer to process.

Unsealed Paint [+100 CP]

It'll be easy for people to tell where you've been for the duration of your stay here, as anything you touch with your bare skin will get stained with the color of your skin, like you're a novice cosplayer wearing cheap paint that rubs off on everything. After about an hour, you can wash the color off of things, but it's going to take a laundry cycle or some elbow grease to clean off. Hopefully you don't mind monochromatic furniture!

OwO What's This? [+100 CP]

notices your CP there UwU~. You now have the insatiable urge to occasionally RP in similarly cringey manners. This urge will stop during the most serious of moments but outside of that, it'd be hard to have a conversation where you didn't do this at least once. At least some people might find it endearing.

NYAK NYAK NYAK [+100 CP/+200 CP]

Requires Consort

By taking this Drawback for +100 CP, you will now be locked to your consort form. This isn't particularly awful since you aren't specifically less strong or fast or anything. You're just a lot smaller and your proportions aren't really made for most tools and devices. Plus, it's kinda hard to be intimidating when you're small. For +200 CP instead, you also can't help but do consort-like things sometimes, like inserting your animal's noise into sentences randomly, or collecting weird things, or just being cute and dumb. These little

outbursts will only last a minute or so, but they'll happen a couple times an hour (although much less often when alone). They won't happen in combat at least.

Logged [+200 CP/+100 CP]

You, like the rest of the people of this world, are bound by its... well... *stupid* rules. This one specifically will not allow you to speak to others outside of certain conditions. You can only communicate via messaging systems (Pesterchum, Trollian, etc), when in a dream bubble, or when in a conversation involving a sprite or God Tier with the Gift of Gab. Besides that, you'll have to make due with writing, drawing, and/or wildly miming things to people. This Drawback only gives +100 CP if one of your Companions has the God Tier Perk.

Fruity Rumpus Asshole Factory [+200 CP]

There are a lot of time shenanigans in this world and you're now guaranteed to interact with yourself from another time period several times during this Jump. Not only that, but you for some reason have difficulty getting along, usually due to circumstances and (ironically) bad timing. Regardless, you can't help but get a little annoyed any time you have to deal with yourself this way. Your future seems like a total a-hole. At least they aren't as bad as your idiotic past self.



Minimum Wage [+200 CP]

Grist gains are greatly slowed. And by greatly, I mean three times slower. This will make alchemy way way slower. Thankfully this does not affect the process of creating a universe with the Ultimate Alchemy, but still.

King Pondsquatter [+200 CP]

Requires you to be a SBURB player

You have an inherent hatred of frogs. I mean, look at those things. Slimy. Kinda vacant-looking. And yet you can tell they feel so damn smug about themselves, like they're better than you. Suffice it to say that you will try your best to stop any universes from being created unless it would cost you your life/Chain Fail you to do so. Even if it

would Chain Fail you or cost you your life for a universe not to be created, you refuse completely to *help* a universe be created.

The Slow Climb [+200 CP]

Incompatible with God Tier

Your Echeladder progress is now greatly slowed. Normally, maxing out your Echeladder is fairly easy, enough that John and the other kids were able to do it even in their especially accelerated session. Your progress is 10x slower, meaning it'll take you a lot longer to grind up the XP to reach God Tier. You can't take anything but the Free version of the Echeladder Perk if you take this Drawback.

Romance's Nine Charms [+200 CP]

Did you know that leprechauns have nine types of romance which can be strung together in several hundred possible combinations to describe unique relationships? Unfortunately for you, every type of romance is now just about that level of indecipherable to you. You're confused by other people's intentions with regard to romance and relationships in this Jump. You can't tell when someone is being platonic or sexual, caliginous or conciliatory. What's worse is it's difficult to tell if someone is even aware of the quadrants or not. Is this person trying to be your kismesis or do they not even know what that means? You guess isn't gonna be great. This does not affect your previously established relationships. Also you inexplicably perfectly understand leprechaun romance. This understanding leaves when this Drawback does.

Quadrant Filler [+200 CP/+400 CP]

Among the many things that Homestuck is known for, troll romance is definitely one of the most talked about. With the four quadrants ([matespritship](#), [moirallegience](#), [kismesissitude](#), [auspisticism](#)) there are a lot of fun pairings and dynamics to be had. It is the goal of many young trolls on Alternia to one day fill all four of their quadrants. Now, this is your goal too. If you do not fill all your quadrants by the end of the Jump you will Chain Fail. Well, you won't actually, but you'll think that you will, which in practice, is almost the same. This is worth +200 more CP if you take Romance's Nine Charms.



I Will Explode In Your Face [+200 CP/+400 CP]

You're missing either two limbs, one limb and an eye (if you have a nonstandard amount of eyes, remove eyes until you have only one), or all your eyes. You can only replace and or heal them by in-Jump methods and even then, the only healings that work for this purpose are reaching God Tier naturally, using the Ring of Life, or when a Life player revives you. For +200 more CP, these are not healable by any methods, and cybernetics will require daily replacements.



The Ultimate Riddle [+200 CP/+500 CP]

Technically, by default, you could wait out your whole 10 years in the Incipisphere if you wanted. With this though, you are required to claim the Ultimate Reward by the end of your stay or you will Chain Fail. This should probably be what you were doing anyways so this only gives you +200 CP. It gives +500 CP instead if you have King Pondsquatter.

Brainless Feathery Asshole [+200 CP/+600 CP]

Requires you to be a SBURB player

Your sprite will be prototyped with something annoying and dumb. This won't be particularly bad, mostly just really annoying, even if you have protections against being annoyed. It will also end up being around you a lot even if you manage to get rid of it somehow. Honestly it's kinda ridiculous how this thing keeps coming back. For +600 CP, it is also prototyped (pre-entry) with something incredibly dangerous from your Warehouse. You can only get CP from this if you have anything in your Warehouse that could actually pose a threat to you if given to the Black King and Queen. You will recover the prototyped object at the end of the Jump.



No Sweet Dreams [+300 CP]

Incompatible with Never Alone

Your dreamself is long dead. This will have the annoying effect of making you incredibly tired all the time, even if you would be immune to such things. Dreaming in the dream bubbles will be your only reprieve from your tiredness and the grumpiness that likely comes with it. Also your dreamself will literally be a corpse in the Medium (or, if you never play SBURB, taxidermied in your house in a way which will flat-backed creep you out), so make sure no one revives it because it *will* be annoying and it *will* give you a headache.



The Server Disc Fell Off a Cliff [+300 CP]

Requires you to be a SBURB player

There's an itty bitty problem with your server/client chain Jumper. The person meant to be your server player will have lost their SBURB server disc. They will only be able to recover it after entering the session, and for some reason the only server disc that works for them is in their Denizen's lair. This means you'll be quite a while late to the session which could be problematic.

100% STRONG [+300 CP]

This Drawback requires that you have superhuman strength. Your strength is now uncontrollable, no matter how many self-control abilities you have. You will constantly break things you try to hold, especially weapons. You're much better at this with people that you're not fighting, just try not to hug them too tight.

A Small Case of Major Brain Damage [+300 CP]

Requires **Voidrot**

Now voidrot affects you how it should. Your brain is literally rotting, with no healing ability from this or any other Jump being enough to help. You have about three days before you die. The only way to delay this death is by absorbing the psionic energy/life force of others. A powerful psion like Sollux would have enough energy that you could drain them every hour or so safely with no negative effects for either of you. Normal psionic trolls can be drained from you every hour or so to keep you healthy although

they will be tired and have weakened psionics. A weak psion or a normal person, would be killed if you tried to use only them to sustain yourself. Underlings barely give you any energy if you drain them (assuming they aren't prototyped with something which would change that), although they do give you *some* energy. Enough that you could reasonably survive off of only that for a week or two. Your dreamself does not have voidrot but if you corpsesmooch-revive into your dreamself then it becomes your real self and gains voidrot. The same is true of reaching God Tier.

Incapable of Romance [+300 CP]

Incompatible with Quadrant Filler and Romance's Nine Charms

Calliope believed that she, as a cherub, could not feel the emotions required to partake in the other three quadrants of troll romance, due to the fact cherubs are a solitary species who only partake in pitch feelings. In much the same way, some of the trolls think that humans aren't capable of feelings besides matespritship. It is implied repeatedly that this is not the case, and all sentient alien species presented in the comic have a full range of emotions, only limited by what their cultures choose to label (and who to have sex with). Anyways, you are the exception. You can't feel feelings involved with any of the four quadrants. This gives half CP if you are already aromantic.

Null Session [+400 CP/+100 CP]

Requires The Ultimate Riddle and Jumpchan's Fancomic

You will not succeed in your session. Whatever the reason is, it is already decided. The Scratch may be your only path to victory. Scratching will make a new universe which is the same in every way except one of your parents from before Jumpchain will be your age and play SBURB in your place. If you don't have parents (or don't want them included in your Jumpchain in any way), then it can be another parental figure you've met throughout Jumpchain (albeit, without any powers or memories they had, and matching whatever race you chose in this Jump) including the Guardian Companion option (not the Lusus one). If you don't have any of those either then a parental figure of the same race as you will be generated. The same is true of all your Companions. You and your Companions will have to get to the new Scratched session somehow, as they are missing some vital component of SBURB needed to finish the game (and also the fact that you probably don't want to be Scratched). This only gives +100 CP if you or any of your Companions have any method of instantly teleporting across sessions (including Matchstick's Felt power, Unstuck, the Command Station, All-Purpose Transportalizer, or the House Juju).

sord..... [+400 CP]

Whether you think this is just too funny to stop yourself, or you have some kind of problem with your Alchemiter, everything you alchemize is unspeakably shitty. Even if you use the proper codes and everything, whenever you specifically try to create something with alchemy, it inexplicably becomes an absolute conksuck jpeg version of the item that you'll have trouble even holding due to its shittiness. You'll have to rope your friends into alchemizing new equipment for you this Jump.

Bone Up on Data Structures [+400 CP]

Incompatible with God Tier

Every SBURB player in this world, much to their displeasure, must deal with the sylladex system. While the inventory system is really helpful it's also quite janky, and using it whenever you want to pick up or put down *anything* can be very tedious. Plus, although the Strife Specibus system is much less of a headache, it's also the only way you can wield a weapon. Any other type of weapon is completely unusable in combat, no matter how nonsensical that is. You are normally exempt from these rules (no one will think it's strange), but now, not so much. The only way to get rid of these dumb restrictions is to get to God Tier and level up three times to get the Achievement Badges allowing you to ignore these mechanics. But hey, it's not so bad. The characters in the story managed to deal with it at least.

Warehouse Lock [+300 CP]

You seem to have misplaced that Warehouse key (or equivalent) as you have lost access to all your Items from previous Jumps as well as your Warehouse itself.

Power Lock [+400 CP]

You have lost access to all your Perks, Powers, and supernatural abilities from previous Jumps. This leaves you in your bodymod, with your only ability outside of anything purchased here is your access to your Warehouse.

Metaknowledge Lock [+600 CP/+400 CP] *

Arguably the worst of the Lock Drawbacks, you are without any of your preexisting knowledge on the Homestuck setting (includes any written or recorded knowledge of Homestuck if you have a copy saved on your computer or something). If you are living on Alternia as a troll, you get the very basics of the knowledge that a troll of your kind would have so you can blend in. You don't get to know about the Sacrificial Slabs or any of the bullet points in the Homestuck Canon section or Lord English's story etc. You also don't get to know about any fancomic you send yourself to. This only gives you +400 CP if you are in the Jumpchan's Fancomic or Friendsim/Pesterquest Continuities.

*Taking this Drawback applies it to all your Companions and gives them +400 CP instead of +600 CP.

Premature Domination [+500 CP]

Requires Cherub

Incompatible with Never Alone

For whatever reason, you didn't absorb your other half like you were supposed to. This means that you didn't fully mature, leaving you emotionally stunted and unable to ever grow wings. You will be like a child, as emotionally immature as Caliborn, but tailored to your specific personality. You will be this way the whole Jump.

Doomed [+400 CP/+600 CP]

You start out in a doomed timeline. If you end up playing SBURB then you can start out in the Incipisphere. The only way to get rid of the "Doomed" tag is to use a method of revival. You will count as dead to any method of revival (Sacrificial Slabs will grant you God Tier, the Ring of Life will keep you alive while you have it on, it could burn one of

your 1-Ups if you want it to, etc) which will rid you of your Doomed tag. God Tier Conditional Immortality does not get rid of the Doomed tag. If you have the Doomed tag at the end of the Jump you Chain Fail since you count as dead. Your alpha timeline self doesn't know you count as the real Jumper. For +600 CP instead, you don't know either.

Never Alone [+600 CP]

Requires Cherub

You now have a second, opposing personality in your body that swaps in whenever you fall asleep. If you didn't need to sleep before, you do now. Trying to stay up longer to stall them will only make them do the same. For most Jumpers your alternative personality will be the red-cheeked evil one, but if your Jumper is vile enough that a green-cheeked alternate personality would be more problematic then they have that instead. Their name will start the same as yours and they will be of the opposite gender identity (if applicable). They dream on the opposite moon to yours if you play SBURB. They know of the trick to kill your opposing personality early, and will attempt to hide their dreamself to prevent this. They won't try to send assassins towards your dreamself though unless you would. If you do manage to kill their dreamself, then you will fall under the effects of the Premature Domination Drawback (granting no extra CP of course) for the rest of the Jump. Getting to God Tier will actually count as your dreamself dying for the purpose of this, so if you get to God Tier and then sleep, you'll die and then probably revive assuming you weren't being heroic or evil about it. If you die on the Sacrificial Slab as your dreamself however, it will just give your dreamself God Tier and change nothing else about the situation.



This other personality will be exactly the kind of person you hate, and they are surprisingly competent too. Someone saying your name will instantly swap you into the

awake personality, while the same is true of your Cherubic sibling. Don't think to abuse this too much though, because enough sleep deprivation will put you in a coma from which your name can not wake you up for 24 hours. They will have all the same Perks as you, as well as access to your Warehouse. Alternatively, you can have neither personality's dreamself able to access your Warehouse and Perks from previous Jumps so that the waking self has all the powers. They will generally hope to predominate (preferably naturally) by the end of the Jump, which would of course Chain Fail you. This is actually quite likely, as their willpower by default is just a bit higher than yours. You'll have to gather strength from the people and things that make you want to keep fighting in order to predominate over them instead. Predominating over them will make you a more complete and self-understanding person, as well as generally making your soul stronger. By the end of the Jump, it is most likely one of you will predominate, although technically, it is possible that you both survive until the end (especially if you spare your twin when you could predominate like it was implied Calliope was doing). If you do both survive, and they agree to it, you can choose to keep them as a Companion, either with the same-body dreamself-switching deal (they will not be able to predominate you from that point on) or in their own body.

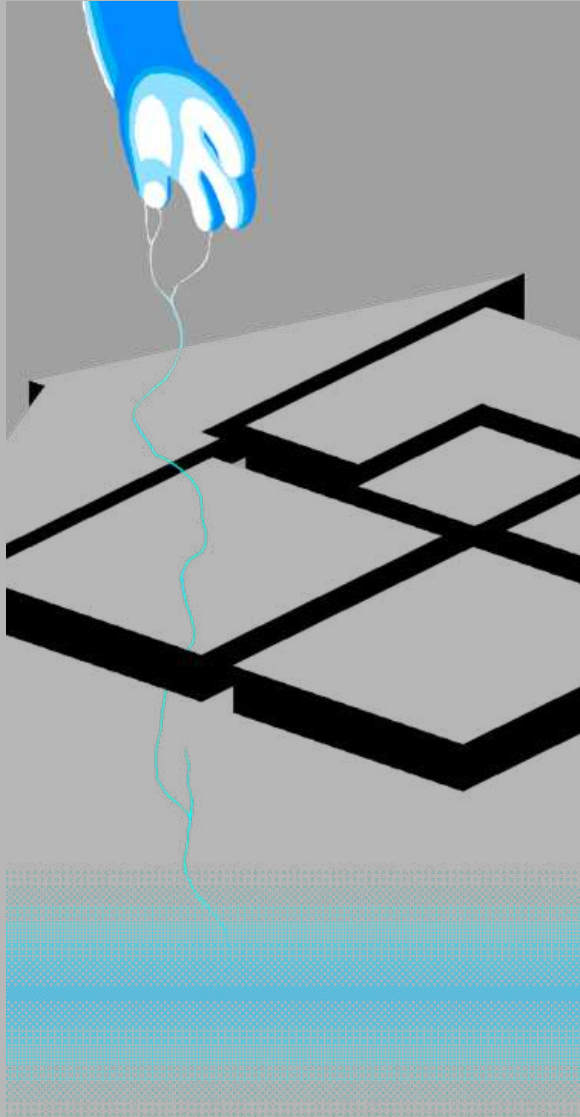
The Green Candle Burns Low [+600 CP]

Requires Homestuck Canon

The last bullet point in the fiat-backed Homestuck Canon list "Lord English will attack several Horror Terrors and crack the Furthest Ring, only stopped by a Calliope destroying the Green Sun at the end of the narrative" is now removed. It is replaced by a bullet which says "there will not be a Calliope that predominates successfully" and a bullet that says "the Green Sun will never be destroyed". This means that Lord English will never lose his First Guardian abilities, and the canon of Homestuck will not end. Lord English must be killed by the end of the Jump or you Chain Fail, meaning you're gonna have to kill him yourself (or at least help the protagonists do it) somehow since the main characters will not be able to defeat him by themselves. Good luck.

Scenarios

You may take as many Scenarios as are compatible with each other and your other choices in this Jump.



Splintered Across Canon [+1000 CP/+900 CP] Can only be taken the first time you take this Jump Incompatible with Ultimate Self

You will now appear in every Continuity option at once, with the optional exception of Someone Else's Fancomic (if you do go to Someone Else's Fancomic as well, you get +900 CP instead of +1000 CP). Each of your selves will have to survive for your full stay here (from their perspective). You can choose for certain Perks, Items, and/or Species options to only apply to certain selves (as long as those selves could take those things, so no giving troll psionics to a human self without the Mind Over Matter Perk). You can selectively give out Drawbacks to your selves if they are applicable (if only one of you is a cherub, only they can be affected by Never Alone). If more than one of you Chain Fails, then all of you do. There are no consequences for only one of you Chain Failing besides the fact that you'll be dead or something. The exceptions are Chain Failing from The Ultimate Riddle and The Green Candle Burns Low Drawbacks which will properly Chain Fail all of you. You fuse back together at the end of the Jump. Here are some specific limits on certain selves:

Jumpchan's Fancomic: This is the one where Companions will spawn with you. If they want to appear with you in other Continuities, they can pay 100 CP per Continuity. Beyond Canon counts as one Continuity for this (they'll appear in Meat and Candy).

Homestuck Canon: You can wait in this Continuity's Earth C to get to Beyond Canon.

Hiveswap: You do not have to pay 600 CP. Your Hiveswap self will have the Power Lock and Warehouse Lock Drawbacks for no CP. They won't have access to Species options or Perks from this Jump that cost more than 500 CP (ignoring discounts). They also won't have access to Items besides the Soundtrack and anything they have from their background. Careful using Extended Stay, because at some point this version of you will get to 2009 so... careful not to die is what I'm saying.

Beyond Canon: There will be a version of you who is born on Earth C and regains all your memories (not the ones of your other selves in this Jump to be clear) as well as

Perks/Items etc at the age you choose right as John chooses Meat/Candy. If your Homestuck Canon self makes it to the events of Beyond Canon then they will count as your Beyond Canon self instead, resetting their timer for the Jump back to 10 years (or however much longer with Extended Stay). If you want to for some reason, you can have both happen, although the Earth C self will not regain memories, just their Perks/Items and stuff. They will also have to be an age that is younger than your Homestuck Canon self is. The Candy version(s) of yourself will be under the effects of one stack of the Extended Stay Drawback for no CP. Your Meat self(/selves) is guaranteed to undergo the process of ascending to Ultimate Self. You'll have to find a way to survive this (regeneration, enhanced constitution, robotic body, whatever Dirk did, etc) during this Jump. Their Ultimate Self will include all other Continuities of themselves. Optionally, if your Homestuck Canon self and Earth C self are separate, you can choose for one (not both) of them to not be guaranteed to go Ultimate Self. Only Beyond Canon selves will be allowed to use Creative Control.

Friendsim/Pesterquest: This version of you is the same as your Hiveswap and/or Homestuck Canon self, except MSPA Reader ends up meeting you and derailing whatever you were doing with FRIENDSHIP. You get the 1000 CP no SBURB required version of this world. For +400 CP, this version of yourself must play SBURB. If you stop the creation of the Locked Timeline, this will not mean that the events of these games will occur in the Homestuck Canon Continuity but instead that the timeline will collapse, erasing everyone inside.

Someone Else's Fancomic: Your Companions can choose to come here for Free.

Unlike the Ride Never Ends, all your selves can fuck with each other if they can get to each other, including in time-fucky self-causing ways. Have fun.

Reward

The extra CP for this Scenario is equivalent to what you would get for taking the Jump several times via The Ride Never Ends. You get double CP for Drawbacks which apply to multiple of your selves. You cannot give Drawbacks to selves which are already under their effects.

By succeeding, you also get the proper Ultimate Self Perk for Free so being Ultimate Self will no longer kill you.



The Baby Is You [+800 CP]

Requires Warehouse Lock, Power Lock, and Metaknowledge Lock

Incompatible with Friendsim/Pesterquest Continuity and/or God Tier

For the fully immersive Homestuck experience, you are going to truly live through this from beginning to end. Not only will you have no memories of Homestuck, but also no memories at all! Assuming that you play SBURB, the Jump now lasts 13 years/6 sweeps longer than it originally would, and starts that long ago at your birth (or rather at your paradox clone landing on the planet in most cases). You'll then have to live through whatever reasonable backstory you gave yourself. Once you enter the Medium, you will have a flashback, regaining the memory of the moment you left on your Jumpchain. You won't know what it means yet, but as you get closer and closer to the end of the session you will regain more and more memories of your original life before Jumpchain, and the rare one or two memories from each Jump you've been to. You'll also instantly know any and all goal Drawbacks (such as Quadrant Filler) and Scenarios instinctively, although they'll just manifest in your mind as things you really really want rather than as Drawbacks. Which memories you obtain depend on your Aspect (Heart players would get emotional moments which showed them who they were, Light players would get big important moments, Blood players would get moments with those they cared about etc). When you obtain memories also depends on your Aspect (Mind players would get them when it would help them to make a decision, Void players would get them when nothing important was going on, Breath players would get them when they need motivation etc). Dream Bubbles will take from all of your memories, including ones you have never and/or will never unlock. You cannot speed up this process through Ultimate Self or any other similar means. By the end of the session you will have all your memories of your old life as well as one or two memories from each Jump you've been to. You will not regain memories past this point until the Jump ends, but you will know instinctively that anyone you convince to come with you can join you on your universe hopping adventures. Some circumstances change this Scenario such as:

- If you don't play SBURB because you are in Hiveswap then you start gaining your memories when the portal gets activated (regardless of if you were one of the ones that went through) and finish obtaining them when both characters are swapped back.
- If you don't play SBURB because you are fucking around in one of the Beyond Canon Continuities, then you start the Jump 23 years before instead of 13 and you are born a natural resident of Earth C. You begin gaining your memories when John chooses Meat or Candy and only finish gaining memories when either Meat!Dirk or Candy!Jane is defeated.
- If you don't play SBURB because you chose Someone Else's Fancomic, fanwank appropriate starts and ends.
- If you start in the Incipisphere, pay 400 CP since you miss out on the cool parts of having a backstory. Also you start gaining memories when the last player enters.

All imported Companions also take this Scenario with the same restrictions, although they don't get the Reward except God Tier if they didn't already have it. You're allowed to selectively give this Scenario to applicable selves with the Splintered Across Canon Scenario (only Continuities your Companions are in while you have this Scenario active will be forced to take the Scenario).

Reward

You get the God Tier Perk if you didn't get it already through in-Jump means. If you do already have it through in-Jump means, get +600 CP worth of something else from this Jump. You can also take as many Companions as you can convince to come with you, and they will be exported as though through the Canon Companion option (meaning that everything they have at the end of the Jump becomes fiat-backed).





Jumper Friendship Simulator [-400 CP]

Requires Friendsim/Pesterquest Continuity, Warehouse Lock, Power Lock, and Metaknowledge Lock

Incompatible with Ultimate Self, Unstuck, and Friendship is Magic

You will now replace the Friendsim protagonist. You will have complete amnesia. You will not have any of your Companions. You will not have anything from this Jump, including the Species option (you can't get CP from Human either) as you will instead be a friend-shaped being, with exactly one aesthetic-only accessory or character design detail which is reminiscent of your Jumper. You are now going to have to befriend every troll that has to be befriended in Friendsim in any order. Thankfully (under some definitions of "thankfully"), this version of Doc Scratch has been paid off by the Director to help you get through this, so he has enchanted you to be subconsciously attracted to places where you would run into them. You will also have the Friendship is Magic Perk. Befriending the trolls themselves is not necessarily the hardest part of this challenge though. I mean, have you *seen* Alternia? With no metaknowledge, you are going to have to survive on the planet for what seems to be months. The protagonist adapts over time, learning the culture, terminology, and technology of the Alternian trolls. They also eventually earn several possessions from the occasionally generous and wealthy friends including a scuttlebuggy (a car) and hide out in a cave which they made their home. Let's hope you're at least half as crafty. You'll also have to settle down any conflicts between your friends, which the Friendship is Magic Perk does not directly help with. During the Jump, you'll be able to slowly start sensing other versions of yourself who failed along the way and (if you lean into it and practice) unlock a weaker version of Ultimate Self. Once you succeed at befriending everyone, you will find the fourth wall, and be taken to Doc Scratch who will return most of your memories, except the ones that include the end of the Friendsim and any of Pesterquest. He'll trick you into gaining the retcon powers, at which point the Director will take your memories away again for you to befriend the Homestuck protagonists. You can slowly regain your memories again

over time (although still not of Pesterquest). Once you befriend all the Homestuck protagonists you can confront the Director. The Director will give the same spiel as normal, and you'll have to decide to either fix canon or stubbornly attempt to defy fate. You will not be able to use the Green Sun and Lock the Timeline... unless you do this challenge with a weaker version of the Friendship is Magic Perk which only protects you from them wanting to kill you rather than also improving your friend-making skills. This will make things harder since you'll have to do things of your own power (I mean, look how many bad ends there are in the game), but if you truly care for your friends and refuse to allow them to suffer through what they are going to suffer through, you can attempt it. You can take this with Splintered Across Canon.

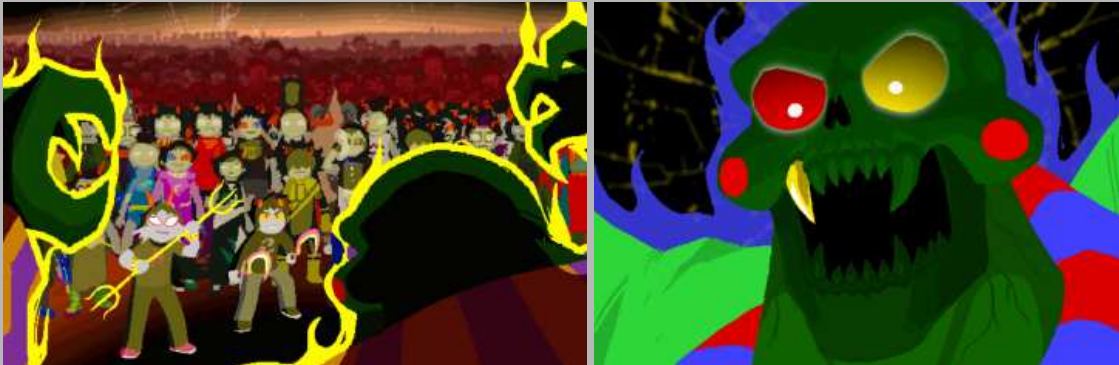
Reward

You gain the Ultimate Self, Unstuck, and Friendship is Magic Perks. You can keep the friend-shape as an altform. You can also take as many Companions as you can convince to come with you, and they will be exported as though through the Canon Companion option (meaning that everything they have at the end of the Jump becomes fiat-backed).

If you used the power of the Green Sun to create a Locked Timeline, and spent 600 or 700 CP on the First Guardian Perk, then those abilities will be fiat-backed in future Jumps.



The Big Bad at the End of Time



You must have a way of negating magical artifacts (such as Crowbar's Crowbar) and be God Tier (either by purchasing it now or obtaining it during the Jump) before you will be allowed to interact with this Scenario. There is now a group of SBURB players, somewhere out in the Furthest Ring. Their universe is out there in an Incipisphere, with gods who have abandoned them, similar to a universe in the Jumpchan's Fancomic Continuity. They are of a humanoid alien race and will all play SBURB together. Assuming you don't sabotage them, they are guaranteed to create a universe successfully. However, due to a fluke in its genetic code, and your nature as a Jumper, a mutation created/summoned a God Tier clock into their universe. *Your* God Tier clock. They will be told during their session (by one or several of the various possible ways of gaining prophetic signs in a SBURB session) about you and the fact that your clock will reside in their world. They'll also be told or figure out that if you manage to destroy the clock, you will become essentially unkillable. All of them will strongly believe that no one should have such a power, and they will do everything in their power to stop you. It also doesn't help that you bear an aesthetic and thematic resemblance to an infamous untrustworthy figure in their culture.

There will be one of them for every two Jumps (Supplements count) that you've taken before this one (minimum 4, maximum 16). Their Classpects will be tailor made to counter you and complement each other. Additionally, one of them (the one who enters the Medium first, performs ectobiology, and is therefore the leader) will have the exactly inverted Classpect to yours (the complementary of your Aspect and the opposite active/passive version of your Class). Their leader also has 1200 CP worth of Perks and/or Items from this Jump (no discounts or stipends) that are best to counter you which they will have/obtain by the end of their session. Each other player gets 800 CP for the same purpose. They all get the standard stuff that SBURB players get as well, and at least four of them are likely to gain God Tier without intervention (this does not cost them CP). They cannot buy Unstuck or the House Juju unless you have it, in which case at least one of them will have the same. They can't buy a different Species besides First Guardian and/or Robot. They can't buy Canon Companions or "A Gaggles of Rascallions". They don't know what Jumpchain is, but they know you are a universe hopper and have ways of learning most of your important abilities and Items. They will know that you can be banished (Chain Failed) by being permanently killed and also any other method you can Chain Fail in this Jump if you have any.



They will not interfere with you until you are done with your SBURB session/the plot of your Continuity, unless you interfere with them before you're done. You can interfere with their session as much as you want (assuming you can get to them before they win), although keep in mind that if you hinder them enough that they don't succeed in creating a universe, your clock won't even spawn in. And also remember that by appearing in their session multiple times in an obvious way, you may become their top priority, distracting them enough to lose SBURB. You also can't do any of the important game steps for them (killing the black king, breeding the frogs, dealing with Denizens, obtaining the rings, etc) or else the mutation glitch which spawns your clock will not occur, so don't think you can kill them while they are weak and then finish the session yourself. This would be too easy if you could convince them all to stop with your Jumper charm, so you can only convince a maximum of one of them to switch sides (although even that will be difficult without a charisma Perk or some specific points). You can also only mind/soul manipulate a maximum of one of them into giving up/switching sides. The rest you'll have to either avoid/incapacitate/distract long enough to get to your clock, or just outright kill if you have to (or if you want to I suppose, you monster).

The clock will be lathered up in Void Aspect so don't think you can find it easily. It will be absent from every form of scrying you attempt. You will also have no way of perfectly tracking the SBURB players (tracking can only narrow it down to about a small state's worth of space), although you can still scry on them if they don't have a Void player/Grimdark player to protect against that. The SBURB players will have a 6th sense for where the clock is at all times (you won't be able to telepathy the location out of their heads directly). You will know if it's in the same universe/session as you and by meditating, you can tell (very very roughly) how close you are to it. Even if you manage to destroy the clock with your Crowbar (or with whatever ability/Item allowed you to produce the same effect) and gain Unconditional Immortality, they would still try to hunt you down so that you can't inflict your immortal will on any other worlds. That being said, once you've gained Unconditional Immortality, they lose their protection against being convinced or mind controlled so do with that what you will.

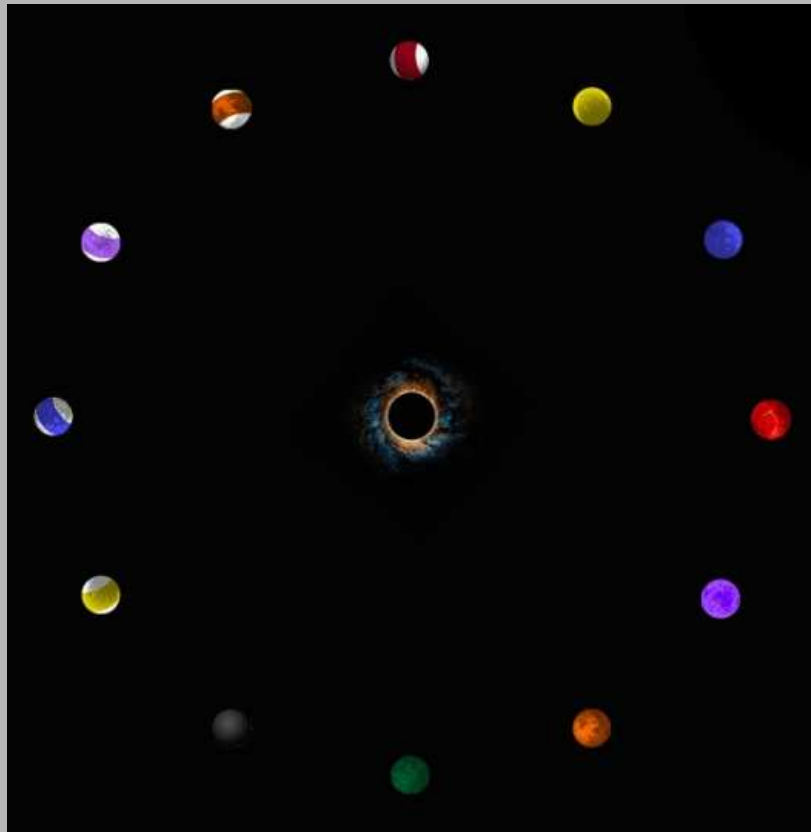
You can only take this for one of your selves in Splintered Across Canon. Don't underestimate them. After all, look at what the protagonists of Homestuck managed to do to that English fellow.



Reward

As soon as you break your clock, you gain the Unconditional Immortality Perk (cannot be replicated by other Perks/Items in any way). This grants you a 25% boost to all regeneration (health/stamina/magic/chi etc) and allows you to regenerate from any injury which does not kill you. Comes with togglable rainbow eyes or pool ball eyes. This Immortality can also still revive you like a God Tier but faster and with no Heroic or Just judgements involved. Although, every time you use this power to revive from a Heroic or Just death after the first time each Jump/10 years, a cueball weapon (in a form appropriate to the setting) will spawn somewhere in the Jump where someone else will find it within a week. Anyone who picks up the weapon will understand its use. Now, who it spawns near to is truly random (ignoring luck/fate manipulation) so most of the time it's just going to be some guy in the middle of nowhere who poses no threat to you. Still, if you make enough of a name for yourself (especially as "that unkillable a-hole") and/or spawn enough cueball weapons, it might start showing up in the hands of your enemies real fast.

If you manage to gain Unconditional Immortality without permanently killing any of the SBURB players who tried to stop you (ie none of them can be a ghost by the end of the Jump unless your actions didn't cause their death) then once the Jump ends, you also gain almost endless regeneration of all the kinds that were boosted by 25%, allowing you to regenerate from near fatal injuries in an hour, and most normal wounds within minutes (assuming you don't have any other methods of regeneration for this to stack with).



Dead Session [END JUMP SCENARIO]

If you enter a dead session during this Jump, it will function the same way as it did for Caliborn, except that there will be no narrative terminal (the one Caliborn uses to make Homosuck, not the tower that he uses to talk to Hussie which is still there) and no specific reward for beating the challenge by defeating Yaldabaoth. That's not what we're here to discuss though. You see, if you take this Scenario, then at the end of the Jump (assuming you didn't Chain Fail obviously), after all Drawbacks are lifted and all other Scenarios are done, you will be sent (by yourself) to a specially made Dead Session.

Your "Land" will be a version of Earth (henceforth called Earth J for Jumper) even more barren than the one Caliborn grew up on. Your version of the tower will connect directly to your Jumpchan/Benefactor, who is under no obligation to answer you if you try to communicate to them (the Crowbar trick won't work on them). Your Incipisphere will be held, not in the Furthest Ring, or even in the same Continuity, but rather within an empty Pocket Jump (meaning it counts as a different Jump for the purpose of Once per Jump stuff, among other things). Your session will spawn 15 numbered planets which you must get into the black hole in the center. Each one will refuse to move from its orbit under any circumstances except by you defeating their challenge and activating their cueball-themed explosive (henceforth just called a cueball for simplicity) at the correct spot on their surface, knocking it into the black hole. They are not all the same time trial that Caliborn's session was, but instead each an individualized and scaling challenge of various kinds which you must do in order. You can fail to complete up to three of the planet's challenges without failing the Scenario overall. You know what all the challenges are before you get there unless specified otherwise. The challenges are as follows:

1. You must find the cueball which is somewhere on the planet's surface and place it at the correct spot in a limited amount of time, just like the default challenge that dead sessions usually deal out... except that you must complete it within a minute. After 60 seconds, on the dot, from the planet's perspective, the cueball will detonate. And the cueball is hidden by Void Aspect so it cannot be scried or found instantly through some spell or something. You also can't find it from orbit before starting properly because it doesn't spawn until you land on the planet and begin. You've gotta be either super fast (and ironically patient), be able to successfully comb through the entire Land-sized planet with time travel spam (while not getting in your own way too much so that you can actually find the damn thing), or have some method of finding it instantly that doesn't involve a "finding things" ability (like really over the top echolocation or something). You will know instinctively how much time is left at any given moment.
2. When you get to this planet, a massive, one-way, star-sized warpgate opens up (you can't close it) in open space beyond the edge of where the Incipisphere for this session would be if it were in the Furthest Ring. Through it, comes the entire Alternian Empire. All drones, battleships, psionic warlords, juggalos, and even Her Imperious Condescension herself. All the trolls have gotten over their blood racism and they are all motivated to stop you. They will throw themselves on you, but as they learn your abilities, some will try to contact other ships with info, and generals will attempt to strategize the armies to kill you more tactically. They aren't dumb either, the Alternian Empire was very effective and ruthless. They were also a galaxy-spanning empire so there are a shitton of them. Specifically, there are about 100 Billion of them, who will come through the warpgate as fast as they can fit through it. You will be given a Boredom Immunity Perk for this challenge if you don't already have one. You have no limits in how you deal with this threat, and these trolls are not really sentient even though they will act as though they are in every conceivable way. Once you've defeated the Alternians, the cueball will fly through the portal at high speeds, smash into the right spot on this planet, and explode, cleaning away any remaining traces of the Alternians from this space and knocking the planet into the black hole.
3. When you land on this planet, a clone of yourself will spawn on the other side. They will believe you are the evil clone and cannot be convinced otherwise. Also, this clone isn't just a clone, it's a clone of you from the end of your first Jump. After killing them successfully, a clone of you from the end of your second Jump appears, and this continues until you've fought back through your whole Chain. You have up to 30 minutes between clone spawns and they will always spawn on the opposite side of the planet from you (if you trap that area then your trap gets existence erased). You cannot gain any power from fighting your own clones. Your clones have separate Warehouses (obviously). If you've had more than ten Jumps before this one, the clones from Jumps before that spawn in twos (so if you've gone to fourteen Jumps before this, your first two Jump clones spawn together, as well as your third and fourth Jump clones). If the clone has God Tier Immortality, it will always count as Just. You do not have to fight the version of you from right before entering this Scenario. The final clone drops the cueball bomb when killed. You can have the consciousnesses of the clones transfer to you once the planet falls into the black hole if you feel weird about this morally (they *are* just clones, they're not really you, but still).

4. This planet is actually populated by a carapacian city much like that created by the Midnight Crew. This is because this planet is owned by a version of the Midnight Crew. You will have to start on this planet in a specific location: a casino placed on the planet's black hole facing side. You must then win enough DeadSession-Dollarydoos at the casino to buy the cueball bomb they have there legitimately (you can't get it from anywhere but the casino games). There are some catches though. One, on this whole planet, all your luck/plot armor/fate Perks are disabled, and you have one-billion-to-one bad luck instead. This will make winning games the normal way completely impossible. This means you'll have to cheat to win. Two, if you get caught using any supernatural powers, you will lose all of your earnings and have to start cheating again from zero. They have to actually see you do it, or be noticeably under the effect of your powers. You won't be able to steal or mind control people into giving you Dollarydoos because they are spawned on successfully (or "successfully") beating a game. Keep in mind they will have luck on their side when it comes to catching you (mostly just looking in your direction when you try to do sleight of hand and stuff), so your cheats will have to be fool-proof. Once you actually purchase the cueball bomb, you will find that it is incredibly fragile and volatile. Not only would anything rougher than a tap on the surface of the cueball cause it to shatter (losing you the planet), but also moving it faster than 3 mph (average walking speed) will cause it to explode. It will hum as it gets close to the velocity threshold. You must (slowly) bring the bomb across the city to the other end of the planet where it can explode and win you the planet. However, don't forget that you still have bad luck. Additionally, the Midnight Crew will not be happy about you winning their bomb so they'll be trying to stop you from winning. You can have the carapacians teleport to Earth J when you win too if you want.
5. When you step on this planet, you will be reduced to bodymod. You'll also lose all your memories of Jumpchain. This planet will be a museum of your adventures, in quite some detail. The museum will be perfectly accurate and give a pretty full view of your time in Jumpchain (which again, you don't remember at this time) up until the start of this Dead Session with one exception: your name is replaced with another name and instances of you are memetically unidentifiable as yourself. You will be confused on why you were just taken from your homeworld with no context or warning but you'll also instinctively know that you will have to learn all you can about the mysterious individual who this museum depicts in order to know what happened. While you will never figure out that the Jumper depicted is you, once you've learned everything you can about the individual, a secret part of the museum will open for you, where you will be presented a choice. There lies two buttons upon a console. The screen above the console will light up to inform you of your choice. You must judge the Jumper that you have learned of based on their actions and their goals. Their character and their morals. One of them indicates that pressing it will take away the powers of the Jumper, returning them home and refusing them the prize of their Spark. The other, in turn, grants the Jumper their Spark, and therefore free reign to move across realities as they please. You are assured beyond a shadow of a doubt that the Jumper will not be able to enter your home reality no matter which option and therefore you will never have to interact with them regardless of choice. This means you must simply decide whether or not you feel they are deserving of such power. Whether or not you respect them or trust them enough to move across

worlds like that. Or maybe you just think they need a break, and are willing to force them to do so. No matter what, the museum is thorough enough in its information to provide an informed choice. Of course, in reality, both buttons are lying in their exact function (although they are *somewhat* accurate). Both buttons return your memories and powers and such. The button which would send the Jumper home instead loses you the planet. The button which would give the Jumper their Spark instead transforms the console into the cueball bomb which you can use to complete the challenge.

6. There is an altar on this planet where the cueball rests. This challenge is not for you, but for your Companions, who are summoned to this planet to do this challenge. If you do not have any Companions, then your closest friend (who must consider you their good friend as well) of your entire Jumpchain will compete instead. If you've never had anyone who you'd consider a close friend (or anyone who would consider you a close friend), then you instantly lose this planet. Each of your Companions will be able to choose 3 of the 13 planets besides this one and number eight to complete. They will have all the Items they personally purchased in their own Warehouse, mostly for planets where that matters. You cannot help them in any way before they are transported to their own version of the planets they chose, in order. You will be able to watch them one at a time on a terminal nearby, similar to the Exile's Terminals, although you'll have no way of influencing their performance. At least half of your Companions must complete all three challenges for the cueball on this planet to explode. By the way, your Companions have been watching your attempt of this Scenario on a flat screen tv in an inaccessible waiting room, and they will return there after this challenge (I'm sure they are cheering you on).
7. The cueball on this planet is not where it is supposed to be, it is impossible to move elsewhere, and it will explode within 2 minutes from your perspective. There are several chess boards across the planet which are in various states of play. To make sure that the bomb doesn't explode in the wrong spot, you must make moves on these chess boards, as each move will give you another couple seconds. However, the bomb will explode instantly if you ever make a move that is not the absolute best possible move in any given board. Some of the boards are playing variant chess (including 5D Chess with Multiversal Time Travel) and there are a very small handful of boards that aren't even chess (Mahjong, Checkers, and... is that Warhammer 40K over there? Probably not). Still, if you have the intelligence to solve them all, you should come out with a lovely time profit. However, once you've finished all of them, a 612 by 612 chess board will spawn. Making moves on this chess board does not give you time, so you must win within the time you earned thus far. Winning the game will teleport the ball to the correct spot where it can explode at the end of the timer.
8. The eighth planet must be skipped over, and only confronted at the end. You will otherwise not know what the challenge of this planet is until you land. When you do arrive on this planet, you will be reduced to your basest form. You are without your Items, Perks, Scenario Rewards, even your bodymod will be stripped from you, leaving you as you were when you started your Chain (if walking aids or other accommodations are required, they will be provided). Don't worry about what dropping from a 5th-dimensional supermind to a normal human one will do, you'll be protected from the mental effects of that. You will have to make a 4.13 mile trek to where the cueball bomb rests upon an altar. The only underlings

which will spawn on this planet are basic imps, and they will be scarce enough to avoid if you put the effort in to do so. If not, you'll have to beat them with your bare hands (perfectly possible, if unpleasant). Once you reach the altar (which is backed by a full-length Cherubic mirror), you will find that the cueball bomb has taken the form of a weapon of your choice. To activate the bomb, you must truly face your own mortality, killing yourself with the weapon upon the altar. The bomb will detonate on top of you, instantly vaporizing your corpse and pushing the final planet into the black hole. The black hole will then collapse in on itself in a burst of rainbow light, reviving you back to full power. You can then proceed onto the next step.

9. This planet is covered in consorts. Every consort has a slightly different taste in art, covering the widest possible range of opinions among all of them. "Art" in this context meaning any physical/digital object which has been made as a form of expression with the intent to make the observer feel something. You will have as much time as you need to create some form of art. If you already have some art, then you can use that. No matter what, your art has to be something that *you* made. It cannot be made in any part by another source, whether that be AI or some CP-backed Item of yours. You can't copy anything anyone else has made either (although drawing inspiration is allowed). Other than that, it could be a story, a piece of music, an act, a game, clothes, or some weird 4th dimensional sculpture. Whatever you want. Once you have selected it, you must present your creation to the consorts. They will have a global gathering where they will review your art on a scale of one to one hundred, as well as giving thorough reasons why they did or did not enjoy it (that second part is just for your benefit and does not mean anything for the challenge). You must get a score of at least 85% to succeed (I recommend checking IMDB User Ratings to see how hard that might be). If you pass, they will award you with the first place prize: the cueball bomb necessary to blast the planet into the black hole (the consorts will be safely sendificated to Earth J before the explosion). The consorts are immune to anything you could do to influence their opinions by the way. Includes memetic hazards. You'll just have to make something actually good.
10. At the pole of this planet not facing the black hole, the cueball has taken the form of a box upon a pedestal. This challenge is simple, you must place your hand within the box and keep it there for 11 minutes and 11 seconds. However, there's obviously a catch. While you are on this planet, every Perk or ability you have that reduces mental or physical pain gets disabled. You also lose any determination/willpower Perks while you're here. When you have your hand in the box the box will decide to torture you. Over the course of your time with the box, you will feel a fraction of every bit of suffering that you've ever been the cause of over the course of your Chain. It's a low enough fraction that a normal person putting their hand in the box at the end of their life would feel a stinging pain and mild sadness but otherwise be alright. However, you Jumpers live a lot longer, and have a much bigger impact on others lives. The pain given by the box is lessened by up to 90% if you completely accept what you did to cause that pain (either because you feel justified in your actions or because you have understood and learned from your regrets). The box will also gain an illusory avatar of whatever would make you feel the worst. The avatar will be able to bring up illusions of past or possible events to torture and guilt trip you further, all while mocking you and goading you to give up. Their guilt tripping and mockery will

also have the goal of lessening your acceptance for the suffering you inflicted, making it hurt worse as a result. Even a noble Jumper or especially headstrong evil Jumper will find that this is one of the most painful things they've ever experienced. If they take their hand out of the box, the pain stops but the cueball becomes inert and the planet is lost. Most Jumpers should be able to complete this challenge with a lot of willpower and acceptance, but it will be difficult.

11. There are Dersite and Prospitian carapacians on this planet. Depending on whether you are a Derse or Prospit Dreamer, you must help that side defeat the other. The cueball bomb is contained within the body of the final enemy carapacian defeated, whoever that may be. Unfortunately for you, your side is greatly outnumbered, outskilled, and outgunned. There are ten enemies for every ally carapacian, each of which is a master of martial arts and with all melee and ranged weaponry. Not only that, but they are twice as physically fit as your carapacians. They also have tanks, ectobiologized monsters (like on the Battlefield), better weapons (each sword, spear, and gun equivalent to one of the Legendary Piece of Shit Items), and also they are led by Snowman (minus the "universe blows up when she dies" power) and the Condesce working together. You are barred from actually helping them directly though, as easy as killing the enemy carapacians would probably be for you. Your *only* way to influence events on this planet and succeed is by helping your side's carapacians be strong enough to win on their own. They will start out in a bunker, and while they are in there, the other side will not attack. This bunker is the only place you are allowed to influence on this planet. You should spend as much time as possible equipping them with weapons, enchanting them with buffs, creating technology for them to use, etc so that they have the best possible chance, because once you decide you're ready (or after 24 hours have passed, whichever comes first), the bunker will open and you will be forced to spectate their war. Assuming they are successful, you are then able to go to the planet and pick up the cueball bomb to be placed in its rightful position. Or you can wait for the very proud of themselves carapacians to bring it back to you (they would like this very much). Oh also, all the enemy carapacians are evil enough that each of them has individually eaten at least one puppy while it was still alive, and all of the ally carapacians get teleported to Earth J when the bomb goes off instead of falling into the black hole with the rest of the planet so no moral issue with this on either side.
12. This planet is... a headache. Any Perks or abilities which help you understand time travel easier or allow you to defy fate are disabled on this planet, as well as any intelligence boosters. There are a very large amount of puzzles on this planet all linked together in a big underground maze. You must solve all the puzzles in order to get to the center of the planet (any powers you could use to cheat your way to the center of the planet or otherwise cheat at discovering the solutions to the puzzles will fail). These puzzles will be the types of puzzles in a point-and-click adventure crossed with the design principles of Portal and similar games. That being that it has one main mechanic which is then used in conjunction with several different smaller mechanics which are introduced and then used with each other throughout the adventure. The one main mechanic, unfortunately for you, is time travel. If you do not have a method of going backwards and forwards in time then a copy of Aradia's Music Box time machines (weird, it's got a bit of purple blood on it) will be provided for you. All of the

puzzles involve time travel as a core mechanic in some way, and there will be auxiliary puzzle mechanics based on your other powers introduced over time. You must solve your way through the difficult (around the difficulty of the hardest levels in Portal) puzzles all the way through to the center of the planet in a process which should take you about a full day (assuming you don't really take breaks). The only way to lose is to give up, but there are around a dozen puzzles in the planet which you'll have to be careful not to softlock (which would force you to give up). You won't be told when you are softlocked either so when you are stuck on a puzzle you'll have to figure out if your past self softlocked you or if you are just missing the obvious solution. I suppose the only other way is to brute force a time paradox (can only happen on purpose), which would usually result in a doomed timeline but will instead explode the planet, losing you that planet as well as your life (although presumably just triggering a 1-Up).

13. This planet is populated much like planet number four. When you land on this planet, you will be placed in a body which is a replica of you in human form (uses your bodymod's physical stats). You lose access to your Warehouse when this happens. You will still have your Perks and any Items you had on you unless they had supernatural elements. None of the Perks or Items that you still have can be anything which breaks under normal metaphysics. You can still have really impossibly high skills though, as long as you don't accomplish anything impossible with those skills (like being so good at using a sword that a blunt sword could cut a man cleanly in half). The general rule outside of that is you can keep Perks which affect your mind but not ones which affect things outside of yourself. You will know all of that beforehand so you can prepare. This planet is populated by (non-sentient) androids, human enough that you wouldn't be able to tell the difference unless you examined their brain. One such android stole an important artifact of this world (the cueball) and is Wanted on the loose. You will have to track down the criminal with your skills alone. They haven't been super sloppy in their work but they're no master criminal either. The local police force have given up on the investigation, but some of the androids working there could be convinced to tell you what they know if you're clever, charismatic, and/or trick them. Or you can bypass them and investigate the crime scene directly. Whatever you need to do to find this criminal. Once you find them, they'll break out into a run across the city and attempt to escape you. They are a master at parkour and will take strange routes. If you lose them, it shouldn't be too hard to find them again. If they think they are cornered they'll try to fight you, and they are a pretty good martial artist. They will not have the bomb on them but instead it will be at their gang's hideout. You'll have to break in or sneak in to get the bomb, get out, and take it to where it needs to be. If one week passes or you die, you lose this planet. If you get the bomb where it needs to be, it blows up automatically (you won't be killed in the explosion).
14. Choose Perks or Items. There is a cherub on the other side of the planet from you with blue cheeks. They have five leprechaun minions (no powers) with them. If you choose Perks, then the cherub and their leprechauns steal your Items and access to your Warehouse. Any Items that only work for you, instead only work for them. If you choose Items, then the cherub gets all your Perks to distribute among themselves and their minions. Either way, they get 24 hours to prepare to fight against you. The cherub must distribute at least one tenth of Perks or Items to their minions. The cherub and their minions (*rolls dice on what moral excuse

there is for this challenge*) will actually be sent to heaven if defeated and they super deserve to go to heaven according to your morals. You get all your Items and Perks back, undisturbed and in the same condition they were before.

15. It seems we forgot to put a cueball on the last planet Jumper. We'll lift the restriction on it being locked in orbit so that you can push it into the black hole yourself. It's only the size of a Land so it should be easy... except that it weighs several hundred times more than that. This planet has the mass of the sun. The planet is invulnerable to your attacks so don't worry about breaking it. You cannot teleport or portal it to the black hole. The black hole does not have any gravitational pull on this planet either. To make it worse, once you start pushing, you have 3.14 minutes to put it into the black hole before the cueball in its center vaporises the planet and you lose the challenge. Oh, did I say we forgot to place the cueball? Must have misspoke.

At the end, you must confront your Denizen (which is the same as the one you had in Jump if you had one) at the core of Earth J. The core is a non-euclidian space which is large enough to survive the collateral damage of you going all out. You've got 24 hours (from your perspective) of prep time before you have to give up or enter the chamber to start the fight. You must battle your Denizen, who has several immunities (all of which you are made aware of before the start of the fight). For Conditional Immortality, deaths against your Denizen are Just. Their physical attributes and attacks are as follows:

- They have 1% more durability/health than is necessary to survive exactly one of your strongest possible, all-out, no-holds-barred attacks.
 - For every Companion you decide you would like to fight alongside you, the Denizen gains +50% health.
 - They also get +50% health for every 1-Up you have which could revive you to full health during the fight.
- Their physical strength is more than yours by 10%. Instead, they could be just strong enough to break through the strongest barrier you can put up after a couple strikes. Whichever of the two makes them stronger.
 - A "barrier" in this context is anything you could reasonably put between you and them to use as a shield (summoned objects, constructs, personal shielding, even beam attacks of your own).
 - If you have a barrier which is invulnerable, it does not count for this. If the invulnerable barrier can be put up indefinitely then they can break through it regardless of their physical strength.
- They also have beam attacks from their face which are strong enough to kill you within about three seconds of actually hitting you (assuming you don't have a way to heal/regenerate to slow that down).
 - They can be absorbed with energy absorption if you have some (although for only a fraction of the energy).
- They will be fast enough to react to your attacks, even with all your super speed stacked on you. You will be at most twice as fast as them.
- They have regeneration of 0.5% health per second. Their regeneration only starts up if you don't successfully attack them for 10 seconds or if you retreat to heal.



The stats of the Denizen have a minimum of normal Denizen power level, which is to say it's endgame SBURB boss at minimum. The Denizen is also

intelligent, although not absurdly so. The measurements of your physical attributes happen right before the fight. Don't think that a simple trick like turning off your Perks and putting Items in your Warehouse will lower it. It accounts for any tricks you could do to be weaker at the start and stronger in the fight. Just remember their health doesn't scale off Companion damage in the same way. Friendship is magic and quite tactically effective as well. Anyway, the next bullet list is the Denizen's immunities so that you know which of your powers work and which don't quite (TL;DR you'll have to fight Denizen by actually attacking it while dodging and/or blocking their attacks. Crazy stuff, I know):

- They are immune to mind control, body control, and soul manipulation of any kinds (including forced fusion/possession).
 - Blood/biological control and paralysis/petrification count as body control.
- Instant kill effects instead take away 5% of current health at a time (this includes cueball weaponry). There is a cooldown of 1 second between instant kill effects dealing any damage.
 - Antimatter, black holes, and existence erasure attacks count as instant kill effects.
 - If you are wondering if something is an instant kill effect for this purpose, think: "does this instantly kill the opponent?" Haha, but seriously, just consider it responsibly.
- They have endless stamina unless you use stamina draining effects which can only make them a little slower in their actions. They cannot be knocked unconscious.
- They are immune to forced transformation.
- They cannot have their attributes/abilities copied, stolen, or negated.
- They are immune to reality warping used for anything but an attack.
- They can make their attacks hit things which are intangible (though any means of intangibility besides being in an alternate dimension) with some focus, making ghostly sucker punches only work if used sparingly.
- You cannot affect their internal organs directly (you're mostly just not allowed to teleport/telekinesis them).
- Luck/fate manipulation can only help so much since there isn't anything in the environment. There isn't any way to kill them through luck alone, since none of their internals can fail like a heart could, so it would only help your attacks land and stuff.
- They are immortal and unchanging so it doesn't help to age manipulate them in either direction.
- Radiation damage (actual radiation not the types of radiation which manifest as energy blasts), harmful diseases, and poisons all do damage over time instead of what they would normally do to their cells.
- They can pierce any invulnerability abilities you have which could last indefinitely (so they can't pierce invulnerability abilities you have which could not be used for the whole fight).
- They will break out of attempts at sealing, taking 5% of current health each time and being immune to that form of sealing for the rest of the fight.
- They can be frozen with cold manipulation but can become immune to it by sacrificing 25% of current health.

- They can break free of time stop after ten total seconds of time stop, and then they are immune to it for the rest of the fight.
 - This works on general time-slowng effects you place on them.
- They can travel through dimensions/realities at will.
- They are immune to matter manipulation (you cannot mess with their subatomic particles).
- They have as many spatial dimensions as you.
- Obviously, narrative manipulations (especially of forms higher than in this Jump) that achieve these effects will be similarly blocked.

Once defeated, you have officially earned the following Rewards...

Reward

You get to keep Earth J which is a barren world the size of Earth. You'll find that there are valuable minerals and resources in the planet, and that the land is surprisingly fertile ground. You can use it for whatever you'd like.

More importantly, of course, you gain your Spark. It is in a Juju chest at the end of the chamber which has now unlocked with your victory. Absorbing it gives you full reign to move across Jumps as you please, and can truly uncap the range of things like high tier psionics, First Guardian powers, Creative Control, and retcon powers. Nothing can stop you now, as you have truly conquered Paradox Space, and Jumpchain itself. Congratulations Jumper.

Oh? What's this? It seems a copy of the SBURB Server and Client Discs have spawned in your Warehouse. Hmm... I'm sure you could find a use for those... (or vaporize them instantly for safety, the propagation of creation in this specific way is perhaps not worth that much headache).

The Choice

All Drawbacks are lifted. You have three options...

[Go Back](#)

If this Jump is your breaking point when it comes to Jumpchain, that's very fair. Here's a little gift since you're on the way home though. It's on the house.

One (1) SBURB Client Disc Get!
One (1) SBURB Server Disc Get!



> [Jumper: Stay](#)

Stay and enjoy your current life. You'll likely live a long time if you learn to ignore the shenanigans.



Move on to the next Jump, and the next world. You hear the note that desolation plays on your way out, as the world of Homestuck bids you adieu and thanks you for playing.



Notes

-Oh boy, that sure was freaking something. Ironically, I think this Notes section will be shorter than my usual ones just due to the fact all of the exceptions and clarifications I'd usually put down here just kinda vomited out of me onto the actual main parts of the Jump. This also means this is probably the least required-to-read Notes section I've ever made, so feel free to go make your build and ignore these last couple of pages.

-For those of you still here, welcome to the next couple minutes of your life I guess.

-This Jump has a bit of a backstory. [u/leaftempo posted the WIP of this Jump](#) on June 11, 2022. From the start, it was really promising and I left quite a few suggestions. Leaf was making slow progress, updating things every week or couple of weeks, and responding to comments too. After around a couple months though, there wasn't really any progress. After many more months of this Jump fading into my memory and no response, I was suddenly reminded of it when I had finished my Obra Dinn Jump ([shameless plug](#)) and scrolled through my list of Google Docs shared with me. After seeing the lack of activity, I slapped a couple suggestions on there to hope that leaf would be reminded of the Jump and continue because this had the potential to be a Jump that was a lot more all-encompassing than other Homestuck Jumps. After about a week of no response, I messaged them directly on Reddit. After a couple days of no response there either, I decided to adopt the Jump and finish it myself. I really hope that they don't mind if they end up finding this eventually. If they do, I hope they like it. But yeah, there's that.

-Let's see, anything else of no consequence to put in here before actually discussing anything vaguely important... uhhhh, oh yeah, here's what leaf had as the original Notes section (I couldn't bring myself to remove it):

- Shoutout to <https://mispaintadventures.fandom.com> for helping me out with a lot of the phrasings and such in the descriptions of different perks.
- Another huge shoutout to [u/TheHyperDymond](#) for tons of editing, phrasing, and balancing suggestions.

-Alright now on to actually mildly important stuff.

-You may be wondering how fate immunity Perks work in this Jump... listen, don't use fate immunity Perks in this Jump. Even if you are a diehard libertarian free will enjoyer, just put it down for 10 years, it isn't worth it. If you don't have a toggle for your fate defiance, you can choose now to turn it off for the Jump. If not... well essentially, you will be like a perma-spam-retcon entity. Paradox Space, not being able to properly account for you, will instead have fate determine that you are about to disappear and never return. People from your future, visions of the future, everything shows that you stop existing after any given moment. However, of course, you don't actually stop existing, you continue existing, and then the very next instant, Paradox Space

recalculates fate as though you disappear in the next instant. Time loops, paradox clones, everything processed again in a way which is logically sound accounting for all your past actions and none of your future ones. This happens every instant for as long as you are here. What a headache. Anything which views across timelines (such as Trollian) will not function towards timelines you are in because that doesn't really work or make sense. Get ready for doomed timeline versions of people coming back from doomed timelines which no longer exist because you've soft-retconned them out of existence walking around a little bit. Also don't think this can get you out of the bullet list of canon events in the Homestuck Canon Continuity, those will still happen despite your meddling, with increasingly insane methods. If somehow there is no reasonable bs that Paradox Space can cook up to make a bullet point event occur (only possible if you deliberately attempt to) then Paradox Space will manually cause the bullet point to occur anyways without any excuse to justify it, and also you will be instantly killed by the knockback of reality asserting itself. Hope you have a 1-Up.

-Despite listing a lot of power First Guardians are able to wield, I didn't really touch the other miscellaneous stuff they can do, like yell loud in a weird metaphysical way, melt bullets, move and react faster than bullets, sense and blow up consoles which remote view them, and instantly remote zap things to death (although this last power will be limited to foes so much weaker than you that this provides no benefit besides convenience). Basically, as a First Guardian, pretend that you have magic green sun prestidigitation and can therefore produce a bunch of very minor "the OP character is showing off in a minor way" tricks (like lighting a fire remotely or dramatically surrounding yourself in an anime-esque aura of energy). Fanwank responsibly blah blah blah. Although you aren't allowed to shrink people like Bec does that one time because that was kinda dumb and never used again.

-One of the things made by leaf that I didn't understand but didn't really remove either is "Your sylladex can seamlessly interact with any other inventory systems you may have as well". You'll notice that I didn't give examples on how this works and that's because I cannot imagine how a sylladex would "seamlessly interact" with other inventories. Or anything at all really. They barely "seamlessly interact" with *themselves*. I would keep these and your other inventories separate if I were you but feel free to fanwank how it interacts with other inventories if you'd like.

-Shout out to Ryan Meedler for the Magic Cueball Item description, they were one of the only commenters besides myself in the original document.

-Whatever the opposite of a shout out is (a callout perhaps?) to Google Docs for hating the word "cueball" and making me manually "ignore grammar suggestion" to make it two words. I WANT IT TO BE ONE WORD GOD DAMNIT, NOBODY SAYS "Cue ball" WITH A SPACE WHEN THEY SAY IT OUT LOUD, IT'S LIKE SAYING "Dave Sprite" IT'S TOTALLY FUCKED UP AND WEIRD.

-The retcon powers allow John to go into and out of fictional worlds. While it's unclear the metaphysical status of something like the Homosuck story that John retcons into (considering it was created by the cherub Caliborn using metanarrative terminals available to him, which is basically the same way that Homestuck itself is written and Homestuck definitely has physical existence in the Homestuck story so...) he also appears in Con Air. The movie's universe, not on the film set, and Con Air is definitely not a real metaphysically present location in Paradox Space. So, while you're here, Unstuck can go up and down fictional layers (as long as the fiction has some visual media) but things with very little metaphysical reality (like Con Air) will boot you out after a couple seconds and you can't return there. No hiding out in a fictional world for 10 years to avoid the consequences of your actions. Also nothing you take from a fictional world will retain supernatural effects. In future Jumps you can only go into fictional worlds that are established to be enterable in the Setting (so worlds that other characters have gotten into/out of). You can also retcon yourself into simulated worlds with Sword Art Online or Matrix level accuracy. This will cause you to metaphysically inhabit the sim world rather than be a player/user or something, meaning you don't have to play by the rules. You can also leave at any time the same way, and will be booted out automatically if the simulation ever turns off. If you're in a Jump that is canonically a story and therefore has a "real world", you can only escape there for about 20 minutes at a time, and you cannot make any changes to the main fictional world of the Jump by influencing the authors in the "real world". Also obviously, you don't exist in the "real world" of these Jumps as per normal Jump rules.

-Did you know the Dead Session planets are vaguely themed around the Felt? Vaguely... listen I prioritized different and balanced challenges over theming so some of them are vaguer than others. I will resist the urge to self-indulgently list each one and its theme (lord knows this Jump has enough lists). You'll just have to look back on it yourself, nod, and go "wow, so cool and awesome that it has so much thought put into it". Don't bother with planet 11 though, it used to be planet 14 but the cherub idea was a better match and I couldn't think of anything fire related on that planet. I'll tell you what though, if you set fire to yourself on this planet, I'll give you the "thematically appropriate" achievement on your Steam account and/or Kiddie Camper Handysash (it doesn't do anything).

-I wish I could put some more stuff in this Jump but it's big enough already and I don't want to. Here's some examples:

-I wanted to name something Mobius Double Reacharound but I couldn't think of anything that makes sense for that sadly.

-Same for "that's all there really is to say on the matter".

-I wanted to make a "i warned you about the stairs" Drawback but that would have to be "you're gonna fall down some stairs this Jump" but that isn't really worth even +50 CP unless it was fiatbacked to hurt but then it's no longer as funny.

-I wanted to put this into the STRIFE! Perk or something but it'd mess up a bunch of formatting and also I only thought of it really far into the Jump-making process. Basically it would allow you to activate (only at the start of a battle) the more videogamey, somewhat turn-based fighting style of the strife animations. Each attack would do 1/10th the damage that it normally would and no wounds actually appear until the fatal blow, when HP drops to zero. If HP drops to 0 you could optionally have it be nonlethal instead, KOing them as long as you do it in a way which could actually KO someone instead of killing them (no KOing with swords but you can punch them into it). Tell you what, for reading this far into the Notes section you can have the Perk for free during this Jump. You're welcome.

-Alright have a nice life everyone, good luck on your Chain, have fun, etc.