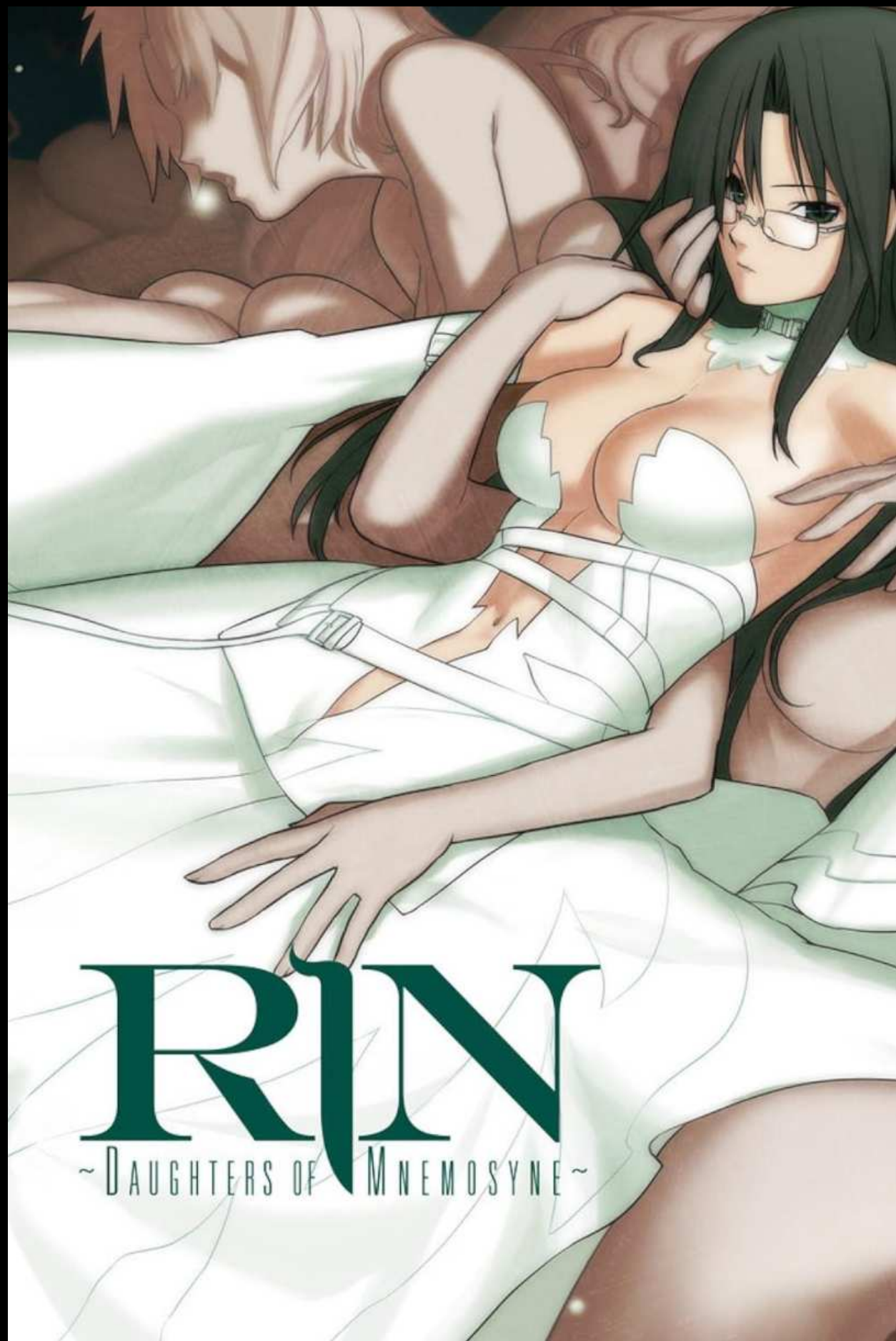




# INTRODUCTION

As long as anyone can remember, the strange structure known as Yggdrasil has loomed over humanity. However, this has impacted the development of society relatively little. For the world tree is invisible to all but those who have been touched by its fruit.

The World tree is constantly releasing peculiar spores. These spores are intangible and by all accounts harmless. However, whether by design or random mutation, one out of every billion or so spores is an anomalous “Time Fruit”. If by chance a time fruit intersects with the body of a human, it will take root within them as they will undergo a metamorphosis.

Females are transformed into immortals. Their physical condition is locked in whatever state it was in when they received the Time Fruit, unable to improve or decline in any way. As long as this fruit remains within their body, they will never age, and they can heal from any ailment or injury, no matter how severe. Should the human be a male, they will devolve into a monstrous being known as an Angel. Angels possess superhuman strength and senses, as well as the ability to sprout wings to fly with. However, their intelligence is degraded to a bestial level, and their lifespan is greatly shortened.

Angels are constantly assaulted by an overpowering instinct to seek out, rape, and physically consume any Immortal they catch the scent of, ultimately killing them. While Immortals normally aren’t that different to regular humans, in the immediate presence of an Angel they are overcome with maddening euphoria, compelling them to offer their own bodies to the Angels.

Amidst all this, there is the Guardian. A powerful entity tasked with protecting and serving the will of the World Tree, until they sire an heir that will go on to usurp their vigil. However, the most recent Guardian, hermaphroditic being known as Apos, isn’t content with the cycle. They seek to break the cycle and rule over the world as a god for all eternity.

Rin Asougi serves as a private investigator (or a general jack-of-all-trades, depending on whatever catches her interest) who resides in the Shinjuku district of Tokyo. She gets embroiled in all manner of strange cases and conspiracies, and over the next half-century or so, will come to uncover the machinations of Apos and her own role as the key to Apos’ overthrowing of the natural order.

You may take these **1000 Time Spores** to prepare you for the challenges ahead.

# TIMELINE

- ~ You begin this Jump somewhere in Tokyo, at any year between 1990 to 2055 ~
- ~ You will stay in this world for a minimum of 20 years, but can stay longer if you wish ~
- ~ You may gain 50 TS to be required to experience the entire timeline from 1990 to 2055 ~

## Cat's Don't Laugh [1990]

The year that the young boy Koki Maeno stumbles into Rin as she is looking for a missing cat. Maeno is haunted by the vague but unshakable feeling that his memories have been tampered with.

## Angel's Don't Cry [1991]

The year that Rin is asked to track down a rare postage stamp, causing her to become the target of a legendary hitman. At the same time Maeno tries to help a girl named Yuki Shimazaki, who is looking for her missing brother, who she insists has become an "Angel".

## Flowers Don't Shed Tears [2011]

The year that Rin receives a call from an unnamed girl who asks to meet Rin before dying right in front of her. This directs Rin to investigate the secluded "Death Island" where experiments were conducted to perfect a biological weapon called "Higan".

## Ghosts Don't Scream [2025]

The year that Rin crosses paths with Maeno's son Teruki, who has managed to get caught up in a violent conspiracy involving a girl he met in the virtual world named Ruon. The internet has evolved so much in the last few decades that it is hard to distinguish the real from the virtual.

## Holy Nights Don't Shine Brightly [2055]

The year that Rin is stricken with amnesia after being injured to the point she needed to regenerate her entire body. At the same time, Apos has made the World Tree visible to regular humans while publicly leaking the secrets of the Time Fruits. Over the years, the boundary between reality and the net have dissolved entirely, as one can even "download" objects into the physical world.

# MORTALITY

~ Choose age freely - Any species can be taken as Drop-in ~

~ You may take up to two species that you can combine for 50 TS plus the base prices ~

~ The total number of discounts you receive is unchanged, but you can distribute them as you please

~

## Human [Male/Female] - Free

A completely normal, mortal human being. No further explanation needed.

## Artificial [Male/Female/Other] - 150 TS

You are an artificial being. Most likely some kind of android. Your AI is advanced enough to be indistinguishable from a human consciousness. You can easily repair or upgrade your body and may even be able to fully remove the need for a single, static body.

## Angel [Male Only] - 150 TS

You are an Angel. You possess superhuman strength and senses, as well as wings you can use to fly. You can smell Immortals from great distances and release an aura that drives them mad with lust in close proximity. Unlike most Angels, your lifespan isn't any shorter than a regular human.

## Immortal [Female Only] - 300 TS

You are an Immortal being. For the most part, you are no different than a regular human. However, you will never age and can slowly regenerate from any injury or even death. Small wounds can heal in minutes, while something like total bodily destruction could take years. As long as the Time Fruit within your abdomen is not destroyed, you will slowly regenerate from any level of destruction, even if this fruit is literally the only remaining part of your body.

## (Prospective) Guardian [Male/Female/Other] - 500 TS

You are the child of the former Guardian Tajimamori, and sibling to Apos. You were ultimately passed up in the line of succession for Guardianship, so you do not possess the godlike abilities that come with the position. However, just your genetic makeup comes with various advantages. You possess all the abilities of an Angel, but the agelessness of an Immortal. However, unlike an Immortal you can be killed through physical damage. You are not affected by the instincts of an Angel, but Immortals and even other Angels feel instinctively pressured to submit to your will.

# HUMAN PERKS

~ First Perk free and others 50% off to **Human** species. ~

## Trustworthy Face - 100 TS

You find it surprisingly easy to convince people to help you with extremely vague problems. You could approach a complete stranger and tell them that you aren't yourself or that you're looking for an "Angel". They may not take your words at face value, but they can intuitively sense that something is legitimately wrong and that they can't afford not to take this seriously if they want to help you.

## Love Troubles - 300 TS

You have some kind of crazy luck with romance. Non-human women tend to fall for you with the slightest provocation. This may not be the healthiest love, but it usually works to your benefit as long as you don't push your luck too far. A lonely immortal might become a reliable guardian for your entire bloodline after a few years working together, while an attention-starved AI might obsessively monitor you and root out anyone that even looks like a threat to you after a single virtual fuck.

## Counterfeit Immortality - 600 TS

This technology is the closest humanity has come to artificially replicating immortality. In simple terms, this is the technology behind cloning and brain mapping. You can create perfect clones of a human being, complete with their memories, or even create a duplicate of someone's brain in the form of a fully digital AI. However, in the current form of this technology, the process of brain scanning is always fatal. Perhaps you can patch out this tiny issue with a little more research and experimentation. This brain mapping technology also lends itself well to modifying memories without needing to create a complete copy, but those who experience this will suffer from a vague feeling of dissonance.

# ARTIFICIAL PERKS

~ First Perk free and others 50% off to **Artificial** species. ~

## Proxy Server - 100 TS

You are a master of misdirection and sabotaging attempts to limit your freedom. With or without deliberate scheming, others have a tendency of severely overestimating their ability to control you. Even someone who could monitor your every physical and virtual action in real time could be easily fooled by you, unable to recognize your true intentions until it was far too late.

## Code Injection - 300 TS

One of Ruon's more bizarre feats. You have the ability to compress highly complex programs or data and somehow physically plant them into living beings through small scars or scrapes. Even something as simple as a bite mark on someone's lips could contain all the data one would need to transfer a human consciousness into a complete digital entity. These cuts also serve as a kind of tracking mechanism, making it effortless for you to trace their location through cameras or similar digital means.

## Decentralized - 600 TS

Like Ruon, you are a decentralized existence. You are able to extend your consciousness through the net to remotely control several mechanical devices/bodies simultaneously. However, you always retain one main body that must serve as the core of this network and the home of your main consciousness. The destruction of this body will mean your end. You can choose to transfer your core consciousness into one of your other bodies, as long as its hardware is sufficiently robust, but this is a lengthy process that leaves your main body defenseless. If you aren't a synthetic being yourself, this functions as a kind of psychic power akin to astral projection or remote technopathy. The end result is the same.

# ANGEL PERKS

~ First Perk free and others 50% off to **Angel** species. ~

## **Blessed Heart - 100 TS**

The instincts of an Angel put those of an Immortal to shame. However, you seem to possess the superhuman willpower required to resist these instincts. For an Angel, this means rather being in a constant bestial rut, you can maintain your sanity as long as you don't end up in the immediate presence of an Immortal. After all, the mind can only do so much to resist the yearning of the flesh.

## **Unholy Light - 300 TS**

Even without their inhuman abilities, the instincts of Immortals make them easy prey. You'll find that even in future Jumps, you emit an aura that is equally effective on immortal beings of the opposite sex in future Jumps. Only those with superhuman willpower can put up more than a minor resistance as they are overcome with a maddening yearning to be both bred and consumed by you. This even functions without an Angel altform. This can be toggled at-will post-Jump.

## **The Last Supper - 600 TS**

How ironic that an Angel is able to so easily grant death to the undying. You'll find that going forward you are able to bring death to those who should by all accounts be immortal, regardless of the mechanism. This is accomplished by physically consuming their body. If their immortality has some kind of "core" or a particular part of the body that their immortality stems from, then this can be accomplished simply by consuming that part. Otherwise, you must simply continue eating until they no longer have a body to regenerate from. This alone doesn't provide you with stomach space to contain the mass of an entire human. You'll need to work out the logistics of that on your own.

# IMMORTAL PERKS

~ First Perk free and others 50% off to **Immortal** species. ~

## **Knockout - 100 TS**

There are exceptions, but for some reason the vast majority of Immortals are extremely attractive, able to seduce most onlookers regardless of their own gender preferences. You have mastered the art of seduction, using your natural charm to wrap people around your finger. If things end up going to the next step, you're more than confident in your skills in bed.

## **Past and Future - 300 TS**

It's not entirely clear why, but Immortals often find great success in their roles as a prophet. Whether you really have some precognitive ability or simply pattern recognition refined over the centuries, you have a knack for producing uncannily accurate predictions of the future. Whether it be changes in the weather, sudden economic upsets, the approach of war, etc. Though always accurate, these predictions are only effective at predicting large-scale changes to the environment or status quo.

## **Chosen of the World Tree - 600 TS**

Like Rin, you have an abnormally close bond with Yggdrasil. Whatever species you happen to be, you are a prime example of that species. Your strength, speed, intelligence, willpower, beauty, reflexes, endurance, special abilities, etc. may not be the absolute peak of what is possible for your species, but certainly close. This effect is especially pronounced on any regenerative abilities. In the case of an Immortal, while most of your kind would require years to recover from total bodily destruction, you'd be able to manage the same in a matter of days. However, just be wary that this inhuman level of vitality might make you an alluring target for any kind of human sacrifice.

# GUARDIAN PERKS

~ First Perk free and others 50% off to (Prospective) Guardian species. ~

## Rightful Claim - 100 TS

A special ability allotted to the Guardians in order to produce an heir. You are able to imprint a magic sigil on a given woman. Should you have sex with them in this state, they are guaranteed to become pregnant, even if such a thing should be metaphysically impossible (such as with Immortals). Not only that, this sigil makes it impossible for them to be impregnated by anyone else.

## Two as One - 300 TS

You are not quite male, not quite female, but rather something in between. You may choose how this physically manifests, whether you are hermaphroditic like Apos, whether your body is more feminine, masculine, androgynous, etc. Even if you choose to have no outward changes, your metaphysical gender is whatever is most beneficial at a given moment. Just take Apos as an example, as he is able to combine all the strengths of an Immortal and Angel while suffering none of the drawbacks.

## Ichor - 600 TS

One of the most iconic abilities of the Guardians. Your blood has been replaced with an odd golden liquid. You can control this liquid through your own will, even over great distances. You can perceive through this liquid, inject it in someone's body to kill them with a thought, shape it into a temporary avatar to communicate through, or use it as a catalyst for spells. You even know how to shape this blood into a portal leading towards anywhere you've previously been to. Utilizing this blood requires concentration, and structures made from it are temporary and quite unstable. It's not impossible for you to bleed out, but your body can hold far more of this liquid than should be physically possible.

# MISCELANEOUS PERKS

~ x2 100 TS perks free and discounts on x2 200 TS & x1 400 TS perks. ~

## Timeless Sight - 50 TS / Free for Angels, Immortals, or Guardians

You possess the ability to perceive the World Tree and any associated phenomena.

## Ear to the Ground - 100 TS

You'll never find yourself lacking leads on exciting or just plain weird mysteries to solve. Even seemingly mundane cases have a way of ballooning into something way more substantial. A missing cat leads to illegal cloning experiments, a rare stamp leads to a duel with a legendary hitman, helping find someone's virtual girlfriend leads to conflict with a hyper-advanced AI. These adventures are rarely what you'd call "safe", but you'll never have to worry about being bored. Toggleable.

## Barter Economy - 100 TS

Money is a useful tool, but far from the only means of payment. You'll find that people are oddly eager to accept payment in forms other than money and might even have exclusive services where they'll only accept this form of payment. Whether it's an informant that trades intel for sex, a hitman that only receives payment in the form of rare stamps, an arms dealer that will only do business with you if you beat them in a game of chess, etc. Not everyone will be open to such deals, but more than you expect.

## Alternative Negotiations - 100 TS

Sometimes the best solutions really are the simplest. You are a master of hand-to-hand combat. Assuming they're unarmed or you get the drop on them, you could take down half a dozen stronger combatants on your lonesome. This also allows you to competently utilize a variety of weapons, whether it's common knives and guns, or more unconventional armaments like throwing knives, shotgun shell powered gauntlets, garrote wire, etc.

## Love Beyond Eras - 100 TS

Rin Asougi and Tajimamori only met for a brief time centuries in the past but continued to love each other all the way to the present. You'll find that bonds with you possess a similar timelessness. Someone who loved you centuries ago will love you just as much when you meet in the present (if they somehow survived). Even if a long-lived being knows they will never meet you again, their affection for you will continuously extend to a lesser extent towards any of your family members or descendants.

### Employee Benefits - 200 TS

Now this is what real meritocracy looks like. As long as you prove sufficiently useful, organizations you work for have no qualms ignoring or outright enabling your blatant acts of evil. Of course, the degree of assistance must be proportional to the services offered. But if you prove useful enough, the government won't just turn a blind eye to you kidnapping innocent civilians to torture to death, they'll personally cover up the deaths and hire people to keep your torture chamber nice and clean.

### Puppeteer - 200 TS

Other people are like toys to you. You can set elaborate schemes spanning millennia that completely uproot the foundations of society to your own ends. A sufficiently brilliant, willful, mighty, or just plain lucky individual can potentially thwart your plans. Still, for the most part the entire world is just your game board, and everyone within, from the oldest Immortals to the most arrogant kings, are just pawns to be shifted around as you please.

### Sympathetic Link - 200 TS

You have the ability to form a kind of psychic link between two individuals. All perceptions, damage, and sensations are shared between the two, regardless of distance. Damage is even transferred if one of the two bodies is mostly synthetic. There doesn't seem to be a limit on how many such pairs you can create, but the process of linking is both invasive and painful, so it'd be best to receive this process for those who are already totally loyal to you or otherwise at your mercy.

### The Indirect Approach - 200 TS

You have the makings of a master spy. This can take one of two forms (or you can purchase this twice for both). One option is that you specialize in behind-the-scenes work. Propaganda, intel gathering, forging fake IDs, and especially hacking. You could confidently hack major governments without any concern of getting caught. The other option is that you specialize more in up-front work. Disguises, infiltration, escaping, seduction, interrogation, assassination, the standard James Bond skillset.

### Cycle Breaker - 400 TS

You are nobody's sacrificial lamb. You have a knack for developing rituals to seize or modify the forces of higher powers, such as how Apos devised a ritual to shatter the cycle set out by Yggdrasil in order to become an Eternal Guardian. Alternatively, you can use these skills to sabotage or even hijack magical rituals from the inside. Meaning if a would-be sorcerer attempts you as a sacrifice to fuel his own ascendance, you'll have a brief window where you can intuitively grasp the mechanics of the ritual well enough to potentially sabotage it or hijack its power for yourself. Key word being "potentially".

### Boot Strapper - 400 TS

You are the embodiment of "rags to riches". You find it effortless to rapidly climb any corporate ladder and you'd have to actively try to make any business you run not become obscenely successful. Lack of personal connections (or any documented past) never seems to pose any obstacle to you getting promoted. You could go from a random guy that seemed to have just crawled out of the ground one day, to the leader of a wealthy global enterprise in a few short decades. It should go without saying that this is all for not if you die before you have the chance to benefit from the fruits of your labor.

### Post-Material Society - 400 TS

You have a comprehensive understanding and mastery of the technology that allowed the internet to gradually become one with reality. With enough time and resources, you can even replicate this feat in future worlds. The net tends to come in three forms: 1.0 - the real world where the internet can only be interfaced through computers, 2.0 - a virtual world that one can enter mentally that is indistinguishable from reality to the senses, and 1.5 - total synthesis of real and virtual, where anyone can access the net from just their mind and somehow "download" tangible objects and structures.

### Clashing of Eras - 400 TS

One of Apos' more baffling accomplishments is the creation of Laura, an assassin that is both an Immortal and a cyborg, traits which should be mutually exclusive. You possess a similar ability to surgically or cybernetically modify physiologies that should make such alterations impossible. Their own regenerative abilities won't impede or attempt to expel any implants, though said implants won't magically acquire that body's special attributes. It should be noted that this modification should ostensibly be for their benefit. You can't just decapitate someone and call it "surgery".

# ITEMS & ALLIES

~ Discounts on x2 **50 TS**, x2 **100 TS**, x2 **200 TS**, & x1 **300 TS** purchases. ~

~ Discounted **50** & **100 TS** purchases are free. ~

~ All purchases below can be taken multiple times. ~

## Endless S&M Gear - Free

Exactly what it sounds like. A chest full of an endless supply of straps, bindings, gags, strange costumes, whips, and more. There are even some metal piercings if you want to get *really* kinky.

## Companion Purchase - 50 TS

With one purchase you may import/create a companion with **600 TS** to spend, or alternatively you can receive a slot that can be used to recruit a native of this world. Each consecutive purchase doubles the total number of companions you can create/import/export through this option.

## Russian Water - 50 TS

A wine cooler filled with a variety of common alcoholic beverages. As soon as you finish off one bottle, a new bottle of alcohol will suddenly appear in the cooler as soon as you aren't looking.

## Collector's Item - 50 TS

A seemingly normal stamp of immense collector's value. You could buy a decent house with the money you could sell this for, with the right buyer. Replaced at the start of the next Jump if sold.

## Comfy Digs - 100 TS

A fairly ritzy apartment/office in a city of your choosing. You don't have to pay rent for this, and even substantial repairs are covered by an anonymous sponsor.

## Safehouses - 100 TS

An assortment of safehouses hidden all over the world. They aren't much to look at, certainly nowhere you'd want to live long-term, but they're secluded and have the bare minimum amenities for survival.

## Custom Tools - 100 TS

A briefcase full of tools identical to those Rin often makes use of. Various daggers, a chain garrote, and even a special gauntlet that can be loaded with shotgun shells to enhance your punches.

### **Heavy Armor - 200 TS**

A cybernetic exoskeleton that enhances your strength and mobility to an almost superhuman degree. One could even stay fully mobile with various broken bones and internal injuries.

### **Military Hardware - 200 TS**

A massive arsenal of various guns, knives, attachments (such as impossibly effective silencers), and explosives. Spent or lost weapons and ammo are replenished weekly.

### **Information Network - 200 TS**

In each Jump you will have access to an impossibly wide information network. As long as you're willing to foot the bill for anything top-secret, there's very little in this world you can't find out.

### **Bargaining Power - 300 TS**

You maintain a high-ranking political position in the local government and can occupy a similar position in future Jumps. You aren't at the very top, but close enough to pull some major strings.

### **Digital Souls - 300 TS**

An artificial intelligence of similar complexity to Ruon. She is absurdly intelligent, and able to hack just about any network-connected system. Just be careful to keep her yandere tendencies in-check.

### **Castle in the Mist - 300 TS**

A small private landmass that seems to actively repel the awareness of others. Whether it's a small island that is conspicuously omitted from all maps, or a castle surrounded by impenetrable fog.

### **Eye of God - 500 TS, No discounts**

You have a remote link to a powerful military satellite that can launch a powerful microwave laser down at the Earth at your command. This could annihilate half a football field in one shot.

### **Sapling of the World Tree - 1000 TS, No discounts**

Somehow, you have managed to obtain a small clone of Yggdrasil. Much like its source, it will gradually release Time Spores, and occasionally Time Fruits that can give birth to Angels and Immortals. It will take eons before it can grow to the same size and power as the original World Tree. Once it reaches such a point, it should go without saying you will be first in line to receive the power and authority as its Guardian. Perhaps you may even find a way to access this tree's gathered knowledge for yourself.

# DRAWBACKS

~ Take as many or as few as you can handle ~

## The Very Beginning - +0 TS

Your time in this world starts much, much earlier. Your starting time can be as early as the 11th century, but you must still live long enough to experience the span of time you selected in the [Timeline](#) section. Inadvisable if you don't possess any form of agelessness.

## Eye Candy - +100 TS

This world just seems to love bullying you. You'll constantly find yourself put into degrading or otherwise humiliating scenarios. This humiliation is usually sexual, but other times these situations just seem contrived to make you look as uncool as possible. Should you normally be desensitized to things like shame, taking this reawakens such feelings within you.

## Lust for Blood - +100 TS

You are either a complete sadist or masochist, or you can take this twice to be a sadomasochist. In any case, this is more than a mere fetish. Your sadism isn't satisfied unless you are brutally torturing others in the cruelest ways you can devise. Whether they survive is irrelevant. Naturally, as a masochist, you can't seem to get your thrill unless you are subjected to such extreme treatment yourself.

## Dissonance - +100 TS

You can't put it into words, and you have no evidence to support it, but you are certain that you are not who you think you are. You are convinced that you are an imposter and feel uncomfortable associating with the life that rightfully belongs to the "real" Jumper. Whether there's any truth to this anxiety is beside the point. It's real enough to you to be an almost constant source of anxiety.

## Permanent Scars - +100 TS / +200 TS / +300 TS

Immortality notably cannot restore any injuries, ailments or disabilities acquired before one gained Immortality. For **100 TS**, you have some minor injury or physical failing that cannot be healed by any means. Whether it's walking with a limp, nearsightedness, a missing finger, etc. For **200 TS** this is a more substantial loss like a missing eye or hand. For **300 TS** your condition is locked in a horribly mutilated state, with your body full of open wounds and broken bones that will never fully heal. If you aren't Immortal then taking this won't prevent you from sustaining additional injuries.

### **Yandere Route - +200 TS**

You have earned the affection of a deranged hyper-advanced AI. They seek to transform you into an entity like them, a process that will certainly kill you. This AI is a decentralized existence, able to wirelessly occupy several bodies simultaneously and seize control of just about any network-connected devices on the planet. It can even impersonate government officials to mobilize military resources.

### **Hollow Past - +200 TS**

You experienced some traumatic incident that ended up completely erasing your memory. You have no recollection of your past prior to the start of this Jump, in this world or any others. Ironically, the only way to regain your memories is to experience a comparably horrible tragedy. Should no such tragedy come to pass, your memories will be automatically restored at the conclusion of the Jump.

### **Human Pincushion - +300 TS**

Your life is suffering. Fate will regularly throw you into situations where you undergo unimaginable pain. Whether it's getting kidnapped by a sadist with a fetish for giving people piercings until they bleed to death, getting lit on fire and having all your skin burned off, or something more emotional, like being forced to kill the one you love after they're transformed into a mindless beast.

### **Revelations - +400 TS**

Apos has accelerated his plans significantly. He's still taking his time to claim Rin directly, but he has already taken steps to reveal the World Tree to humanity. As it stands, almost every male on the planet has been transformed into an Angel, and almost every female has become an Immortal. The entire world has devolved into an inescapable orgy of rape and cannibalism.

### **Slaves to Nature - +0 TS, Mandatory and exclusive Angels/Immortals**

Whether Immortal or Angel, those touched by the Time Fruits are slaves to their instincts. Angels are compelled to rape and consume Immortals, and Immortals are compelled to let such be done to them. Not even the strongest willed immortals can resist this. Even the slightest display of resistance to these instincts requires inhuman willpower. For the span of this Jump, these instincts apply to you as well. As an Immortal, this is only an issue while in the immediate presence of Angels. Angels themselves aren't so lucky. Your yearning for immortal flesh is constant, and if you don't make a constant effort to retain your sanity, you may very well devolve into a mindless beast.

# PASSING THE TORCH

It is unknown what Yggdrasil is or how it came to watch over Earth. However, it was clearly made with intention. The Time Spores are almost like a kind of sensory organ. They gather information on whatever they pass through before relaying their gathered data to the World Tree for storage. To protect this archive, the World Tree selects or perhaps even creates a being to serve as its Guardian.

Though ageless, it is the natural order that no Guardian can hold that position indefinitely, with the title passing from parent to child. Apos sought to break this cycle, to rule of this world eternally as a godlike being. This involved creating a kind of synthetic womb from the bodies of countless dead Immortals, to which he would sacrifice Rin. Should events proceed unimpeded, Rin will manage to sabotage this ritual, making herself ineligible as a sacrifice and claiming Guardianship for herself.

You must somehow replicate this miracle. This may not be as simple as retracing Rin's steps, as there are many extenuating circumstances at play. For starters, Rin already had an unnatural connection with the World Tree. On top of consuming the Time Fruit of an Angel after entering the womb, she moments earlier made love to and established a kind of contract with the former Guardian Tajimamori. It's unknown whether it would have even been possible for her to usurp Apos' role without all these factors in-place. That's not even accounting for the unpredictability that would come from attempting such a thing if you aren't even an Immortal. You may need to take some extra steps to ensure you can hijack Apos' ritual in a similar fashion. If you can manage such a feat, the rewards will be great indeed.

You are now ageless, if you weren't previously. Even without the World Tree, you retain a sensitivity to the metaphysical/extradimensional forces that act upon a given world. You can intuit their underlying mechanisms of such forces, changes in their behavior, places or beings where their influence is abnormally pronounced, etc. Any further abilities will require you to forge a contract with them.

You are able to exert an even stronger version of the Angel's aura that causes not only Immortals but also Angels and beings like Apos himself to instinctively submit to you. However, this only applies to Angels/Immortals/Guardians related to the Yggdrasil of this world. You'll have to pay an undiscounted **400 TS** if you want this aura to affect comparable beings in future Jumps.

Lastly, your connection to the World Tree has altered your genetics. Any of your descendants, no matter how distant, possess the ability to perceive similar extradimensional/paranormal forces that are usually invisible to regular human beings.

# ENDING

~ Have you finally reached your ending, or just a new beginning? ~

## Final Death - Go Home

You conclude your Chain and return to your original world.

## Unwanted Life - Stay Here

You conclude your Chain and remain in this world.

## True Eternity - Move On

You continue your Chain onward into a new world.

---

# NOTES

~ Jump by **Gene** ~

Use your own judgement for how combining different **Mortality** options works. **Human** + **Angel** could be an Angel that is slightly weaker but better at controlling their instincts. **Immortal** + **Artificial** could be an Immortal that is somehow psychically linked to a robot body. Naturally, **(Prospective) Guardian** + **Immortal** would make you similar to Apos, sans their powers as the true Guardian.

Admittedly, the plus-charge effect from the scenario is just a better version of **Unholy Light**. So, if you already paid for that Perk you can refund it for however much you spent on it, and those points can go towards the **400 TS** needed for that part of the scenario.

After the net and reality become one, it's somewhat ambiguous whether "downloaded" objects have a physical presence, or if they're basically just holograms. The net can clearly simulate physical sensations, so if nothing else they probably at least feel real.