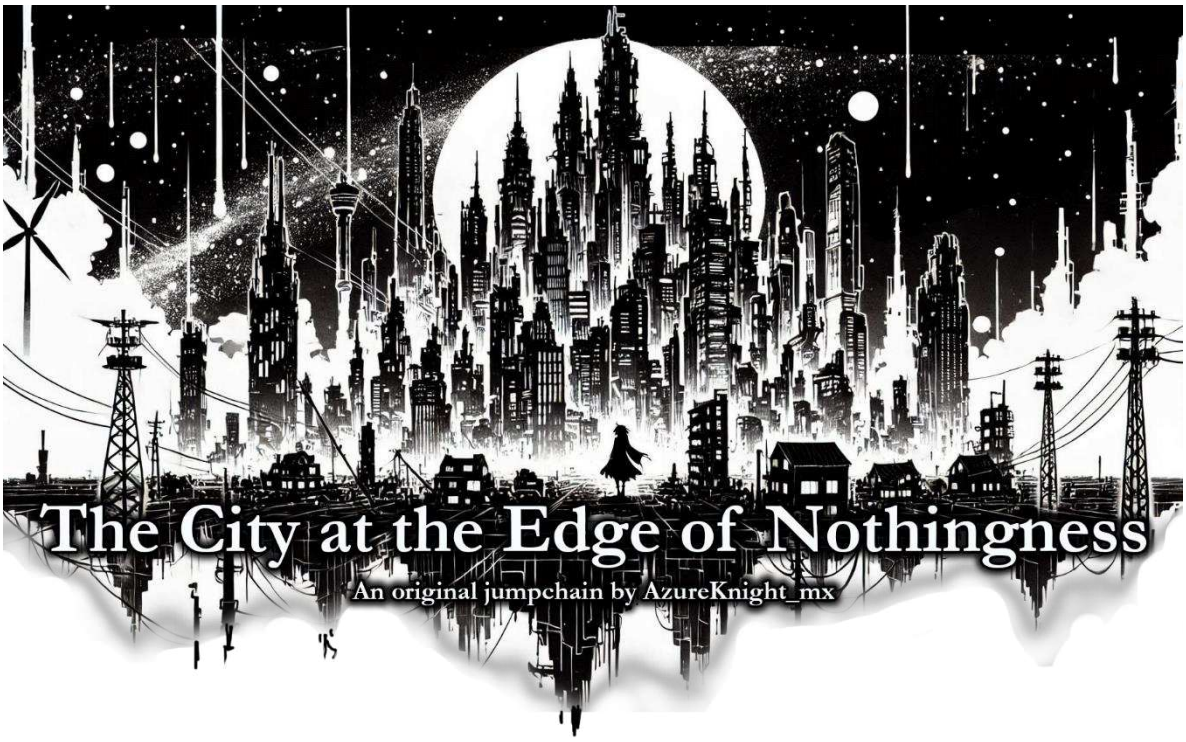


At the farthest reaches of the multiverse, where reality fades into the endless void of Nothingness, there lies a city—a sprawling, impossible sanctuary adrift in the space between universes. This is no ordinary place; it is a crossroads, where wanderers, exiles, and enigmas from countless worlds converge.

Beneath its glimmering skyline, the City thrives in defiance of the abyss. Here, the heavens are not adorned with stars but with shifting, luminous points—each a universe, flickering like fireflies in the infinite dark. Within this strange domain, magic and technology intertwine, forging a city both wondrous and perilous. It is a place where secrets and opportunities lurk behind every shadow, and whispers of forgotten truths echo through labyrinthine streets.

The City welcomes those who seek refuge, anonymity, or purpose—be they wayward travelers, banished souls, or Outsiders, enigmatic beings born of the void itself. These void-born beings, here acting as neither destroyers nor creators, walk among the City's denizens in search of belonging, threading their stories into the tangled tapestry of its existence.

Yet, for all its beauty and marvels, the City is not without its dangers. Power struggles simmer beneath its surface, and ancient mysteries cling to its foundations. It is said that the City guards knowledge that was meant to be lost and treasures that should remain untouched. To survive here, one must navigate a web of intrigue, forge alliances—or perhaps betray them—and confront the darkness lurking at the edge of nothingness.

Now, Jumper, the City calls to you. Will you heed its invitation? Will you walk its shadowed streets, unravel its enigmas, and shape your fate in this last refuge at the edge of the multiverse? The adventure awaits. The choice is yours.

Preface

Welcome, Jumper, to The City at the Edge of Nothingness! This is the fourth jump I've released, and it takes place in a vast, ever-changing metropolis that drifts in the void between universes—perched at the very edge of the multiverse, where the Nothingness beyond creation presses eerily close.

The City is a melting pot of the extraordinary, a crossroads of countless realities where multiversal travelers gather. It is a thriving trade hub, a refuge for the lost, and a place where one can vanish without a trace. With its connection to the infinite, nearly anything can be found here—whether strange wonders, familiar faces from other stories, or mysteries waiting to unfold.

This jump expands upon the greater narrative I've been weaving, delving deeper into ideas hinted at in previous jumps and, for the first time, exploring the enigmatic Sovereigns of the Cosmos—immensely powerful entities that exist beyond the multiverse, each pursuing their own unknowable agenda. You may even recognize callbacks to earlier jumps, as this serves as a foundation to revisit one of them in the future.

I had the idea that the City could be a place where young jumpers could have fun experiences while at the same time older jumpers could find challenges for them. The reality distortion spires found within the City will somewhat suppress the magnitude of powers and abilities of those that are exceedingly powerful, at your storytelling discretion of course, so you can have your powerful jumper find challenges here, or you could rule that you have perks to prevent this, the story is always up to you and how you think it would be best for your jumper.

I hope you find this document engaging and that it helps shape a meaningful part of your journey. Whether you seek adventure, intrigue, or a place to leave your mark, the City is yours to explore.

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A City floating in Darkness



Suspended in the void at the edge of all existence, the City defies comprehension. Its vastness stretches endlessly in every direction, a labyrinth of towering spires, winding streets, and shifting horizons that seem to extend far beyond the limits of perception. For those who enter its bounds, the City offers a humbling sense of smallness—a world so massive that its furthest corners may never be fully explored, a place where the line between the natural and the impossible blurs into an untraceable fog.

The heart of the City, **Central**, is a realm of glistening towers and elegant architecture, home to the ruling elite and the unseen bureaucracy that orchestrates its enigmatic survival. Yet even here, amid the imposing administrative structures, the pulse of power is shrouded in secrecy.

Surrounding Central, the sprawl unfolds. Districts bleed into one another in a chaotic tapestry of life and culture. The **Reality Distortion Spires**, rising like ancient sentinels all across the City, anchor the City's existence. These towering monoliths hum with unseen energy, enveloping the entire metropolis in an invisible bubble that unifies its diverse denizens. Without the Spires, the City would dissolve into chaos, its population divided by incompatible needs, powerful abilities at their disposal causing severe gaps in power—or worse, consumed by the Nothingness encroaching from beyond.

The edges of the City are marked by its **Gravastar Engines**, hulking structures that cling to life in various states of disrepair. These engines generate the force that keeps the City aloft in the void. The missing engine, a stark reminder of the City's vulnerabilities, haunts every effort to maintain balance.

But beneath the surface of its marvels lies chaos. In the shadowy depths of the **Bracken Slums Expanse**, where thorny plantlike denizens once built the first homes, life persists in defiance of decay. The slums stretch as far as one can see, a living maze that shifts with time, swallowing the unprepared.

Contrast this with the luminous **Merahora Promenade**, where light and sound create a symphony of joy. This is the heart of entertainment, a shimmering haven where the City's eclectic culture bursts forth in vibrant displays of artistry, commerce, and hedonistic delight.

Yet even within beauty, strife thrives. The **Northern Commerce District**, dominated by the ruthless Laguna Guild, and the chaotic **Southern Commerce District**, ruled by the Rahmada Triads, are locked in a bitter trade war. The clash of these factions reverberates across the City, forcing merchants and travelers to tread carefully through these perilous zones.

Elsewhere, the City reveals its intellectual and technological prowess. The prestigious **Khiel-Zanthar Academy of Void Sciences** rises as a beacon of inquiry, while the mysterious **Transmatter Production and Repurpose Facilities** churn out materials that sustain the City's endless growth. Connected by the **Pulsar Gateway Network**, these regions are accessible in an instant—though their secrets remain tantalizingly out of reach.

Beneath the glittering skyline, the underbelly of the City tells a darker tale. The **City Underworks**, a subterranean maze of ancient infrastructure, offers sanctuary to those who wish to disappear—and a graveyard for those who fail to navigate its dangers. Some say treasures and truths hidden for millennia slumber in these depths, though none who search return unscathed.

For all its immensity, the City is not bound to any single reality. The **Alter City**, a virtual overlay of neon lights and unending night, serves as its digital counterpart, where travelers move at impossible speeds through a surreal version of their world. This cyberspace is as much a home to its AI rulers as the real City is to its denizens.

Yet not all is bright. There are places no sane soul dares to tread, the infamous **No-Zones**, where danger reigns unchecked. And there are temptations too irresistible to ignore, like the intoxicating and perilous pleasures of the **Redlight District**, or the treasures of the **Superior Auction House**, guarded by the arrogant and dangerous Ul'thar.

The City is alive, its pulse a cacophony of countless stories, struggles, and secrets. Its scale defies reason; its complexity shrouds it in an ever-deepening mystery. The City at the Edge of Nothingness invites you to wander, to discover, and to lose yourself in its infinite expanse.

In this place, one can find everything—except the way out.

Survival at the Edge: The City's Unseen Divide



The City at the Edge of Nothingness is a marvel of ingenuity, but beneath its shimmering spires lies a fracture that threatens to split it apart—a vast, unspoken divide between those who have everything and those who have nothing. The disparity is stark. The privileged few in Central live amidst opulent towers, enjoying comforts made possible by the marvels from the City. Meanwhile, the masses in places like the City slums or other less fortunate districts struggle daily to scrape together enough to survive.

The root of the divide lies in the City's limitations. While its Transmatter Production Facilities can transform void energy into resources, the process is slow and expensive, far from enough to meet the needs of a population that swells with each passing cycle. Waves of refugees,

adventurers, and the desperate find themselves funneled into overcrowded districts, trapped in a web of scarcity.

For those on the lower rungs of society, survival demands creativity. Mercenaries offer their skills to the highest bidder, often to enforce the will of the higher classes or rival gangs. Thieves and smugglers deal in black-market goods, sneaking rare and illicit items from the depths of the Underworks or the fringes of No-Zones. In the Redlight District, both pleasure and danger become commodities, with many falling into its grasp out of necessity rather than choice.

Innovative, and sometimes ruthless, means of earning credits have emerged. Biohackers in Specialty Districts sell genetic enhancements made from forbidden materials. Runners traverse the Pulsar Gateway Network as couriers for contraband, gambling their lives against automated magibot patrols. The Superior Auction House deals in exotic items, often stolen from other realms, with desperate scavengers risking the wrath of the Ul'thar to make a sale.

The divide is more than economic—it's physical, cultural, and systemic. The higher classes, isolated in Central and luxurious promenades, rely on automated security and draconian policies to maintain control. The lower classes, conversely, are crammed into districts, places where overcrowding, crime, and disease run rampant.

This constant struggle pits the classes against each other. The wealthy view the poor as dangerous and expendable, while the poor see the upper classes as tyrannical hoarders. Efforts to bridge the gap often fail, sabotaged by corruption or sheer inequality.

Amidst this chaos, third parties seize the opportunity to gain footholds in the City. Corporations from the multiverse's more advanced universes exploit the tension, offering "solutions" that deepen dependency. Fringe cults whisper promises of power to the desperate, often in service of eldritch or darker agendas.

Outsiders—eldritch beings who walk the City in humanoid forms—are both a boon and a curse. Some genuinely seek belonging, offering knowledge and resources, but their alien minds often clash with the City's fragile social order. Others unable to control their own nature, feed on despair and steering events toward inscrutable ends.

Amidst these struggles lies a growing danger. In the depths of the Underworks, forgotten machines and ancient secrets stir. Factions vie for control of the Reality Distortion Spires, unaware of the catastrophic consequences that tampering with them could unleash. And somewhere, in the shadows of No-Zones and the highest echelons of Central, whispers speak of a force—a convergence of ambition, despair, and the unknowable—that threatens not just the City, but the fragile existence of the multiverse itself.

The City stands on the brink. Will it rise to meet the challenge, or will its divisions drag it into the void?

The Edge of Nothingness



In a sky where universes shine instead of stars, a vast, pale orb hangs in eerie stillness above the City. It looks like our moon, but no moon could cast such an unearthly glow. This is the **Edge of Nothingness**, a boundary that encircles the multiverse like an infinite, unfathomable wall. To those within the City, its appearance distorts and bends to look like a sphere, much like light warps around a black hole. But unlike a black hole, the Nothingness offers no escape—not even in theory.

The Nothingness is not a place; it is the absence of place. It is a void beyond voids, where concepts such as space, time, and existence hold no meaning. It is not merely an empty expanse but the utter negation of everything that is. Objects, beings, even light that touch the Nothingness do not decay, explode, or fade—they simply cease. No destruction, no death, just unbeing.

Though the City maintains its distance from this boundary, it cannot fully escape its influence. The Nothingness calls to the City, its arcane and ancient mechanisms seemingly tethered to this cosmic abyss. Periodically, the City's Gravastar Engines and Reality Distortion Spires maneuver it closer to the Edge, quaking and groaning as its systems draw something from the Nothingness—energy, entropy, or perhaps something beyond comprehension.

Each such passage is a perilous gamble. The spires protect the City, forming an invisible shield that keeps the Nothingness at bay. But they are ancient and degraded, their inner workings incomprehensible even to the most brilliant minds at the Academy of Void Sciences. Observations over millennia reveal an unsettling trend: the City's delicate balance is failing. The spires weaken, the engines stutter, and one day, should they falter, the City may pierce the boundary and vanish into Nothingness, its existence erased as though it had never been.

Despite—or perhaps because of—its nature, the Nothingness draws scholars, adventurers, and madmen from across the multiverse. To the brilliant and desperate alike, it represents the ultimate mystery. What lies beyond the multiverse? What might exist in a place where existence itself dissolves? For some, these questions are an irresistible siren song. The Khiel-Zanthar Academy dedicates immense resources to studying the Nothingness, using both arcane methods and hyper-advanced quantum technologies. Yet answers remain elusive, and many researchers vanish, their work consumed by the very subject they sought to unravel.

In the shadows of the City, whispers circulate about the Nothingness—not just as a passive void, but as a sentient force. Some believe it hungers, subtly pulling at the City to bring it closer. Others claim the Nothingness is the source of the Outsiders, its formless denizens shaping themselves into mockeries of humanoid life to interact with those they can never truly understand.

The Nothingness exerts a psychological toll on the City's new arrivals. Its constant presence—visible from nearly every vantage point—reminds all who look skyward of the fragility of their existence. Many fear it as an omnipresent reminder that their home is but a fragile bubble, floating on the edge of obliteration. Yet those that have lived here their whole lives see it as part of their own lives, a force of nature that is there to be respected and feared.

The paradox of the Nothingness is that the City relies on it even as it is imperiled by it. The ancient systems that allow the City to sustain itself, creating matter and energy from the void, seem to tap into the Nothingness itself. Yet this reliance accelerates the City's decay. Over countless eons, this tenuous relationship has eroded the foundations of the City's existence.

Some factions argue for abandoning the City's dependence on the Nothingness, seeking alternative technologies or even the possibility of relocating the City. Others see no choice but to push further into the unknown, risking all to unravel its secrets. Among the lower classes, conspiracy theories abound: that the higher classes are preparing for an eventual exodus, leaving the rest to their fate.

Though the Nothingness is vast and eternal, the City is not. Every rumble, every flicker in the spires, is a reminder of its precarious existence. Somewhere in the depths of the Research Hubs or hidden vaults of Central, ancient records hint at a catastrophes in the far future—a final skirt to the Edge of Nothingness, one where the City will not survive.

And yet, there is hope among the fear. Perhaps the Nothingness is not just an end but a beginning, a gateway to something beyond comprehension. If the City's brightest minds or boldest adventurers can uncover its true nature, they might not only save their home but reshape the destiny of the multiverse itself.



Origins

When entering the City, you may select any humanoid race or species you can imagine. However, there are a few guidelines: your height may not exceed 9 feet, and any special abilities are limited to cosmetic or very minor magical enhancements. These restrictions ensure balance within the City's intricate ecosystem.

Once your race is chosen, the next step is to determine your origin—your entry point and history within the City. Each origin offers unique opportunities and challenges:

Traveler



Your arrival was no accident. Whether by your own design or the influence of others, you've come to the City with purpose—or at least, with the echoes of choices that brought you here. As a Traveler, you may be unfamiliar with the City's sprawling labyrinths and unspoken rules. Locals might find your accent amusing or your customs peculiar, but you bring the allure of the new and unknown. To some, you are a source of credits or stories; to others, a fresh face ripe for exploitation.

Refugee



Desperation, not choice, brought you to the City. Your Voidship failed—its life support systems critical and your memories hazy from the cryogenic thaw. The ship's autopilot saved you at the last moment, navigating to the City Docks for an emergency landing. As you awaken, you find strangers around you, other survivors who share your confusion and uncertainty. The ship, now little more than a husk, is already being dismantled by scavengers. Your new reality is a chaotic introduction to a sprawling, unfamiliar metropolis at the edge of all things.

Street Rat



Born and raised in the City, you've never set foot on a Voidship or glimpsed the worlds beyond. Your life has been shaped by its sprawling districts, perhaps in the Bracken Slums or another less fortunate area. Survival here is an art, and you've learned its every nuance—how to barter, steal, and navigate the web of dangers that lurk in the shadows. You surely have a network of allies in the City, while certainly have made a few enemies for yourself. The City is your home, but it is not kind.

High Class



Your birthright was privilege, if not perfection. Raised among the wealthy districts, you've had access to education, resources, and opportunities that others can only dream of. Yet life among the elite is far from easy. The high class are cutthroat in their pursuit of power, and betrayal often comes cloaked in smiles. Whether you are a corporate executive, a successful businessman, or enjoy the delights of a plentiful trust fund, you enjoy stability, for now, but the glint of ambition and the shadow of envy surround you at every turn.

Age, Sex and Background

- **Age:** Choose an appropriate age for your stay in the City. Whether young and eager or seasoned and world-weary, your age can influence how others perceive and interact with you.
- **Sex and Gender:** You are free to select your sex and gender. Within the City, identity is fluid, and services exist to modify your form if desired.
- **Background:** Create a backstory that aligns with your chosen origin. Your background will shape your memories, relationships, and motivations. Alternatively, you may choose to enter the City as a **Drop-In**, with no prior memories influencing your journey. In this case, you retain any background you design but arrive as a blank slate.

For those seeking ultimate detachment, there is the option of becoming a **True Drop-In**—arriving in the City with no past, no records, and only the items you carry. Regardless of your choice, the benefits tied to your selected origin remain available, offering discounted options later in this document.

On the Nature of the Nothingness

No one in the City truly understands the Nothingness, and perhaps they never will. Its nature defies comprehension, for it is less an entity and more an absence—an emptiness where not even the faintest whisper of existence can survive. What is certain, however, is its terrifying finality. Anything that brushes against it—be it object, life, or even thought—is unmade. Not destroyed, not killed, but utterly erased, as though it had never been.

For you, as a Jumper, the Nothingness holds an unsettling truth. Your powers, perks, and formidable abilities seem to falter before its edge. The Nothingness neither reacts to you nor yields to your will. Worse still, anything or anyone consumed by it is irrevocably gone—unreachable and unreturnable, at least until this jump concludes. The Nothingness stands as a boundary beyond which even the extraordinary cannot tread.

The truth of what is called the Nothingness offers a sobering reality: unless you possess power of a multiversal level, protection from multiversal level entity, or have awakened your Spark, it will remain an unyielding frontier. It is the boundary between the infinite realms of possibility—the settings you traverse and the jumps you experience—and the unthinkable absence that lies between.

The City is ruthless to the unprepared or the gullible, but you Jumper are neither of them. Once you have finished your initial choices you feel yourself empowered with the essence of the city itself, as if preparing yourself for your next choices.

You receive +1000 City Points (CP)!

Professions

Your existence within the City will be anything but fleeting or meaningless. To thrive—or merely survive—within the City at the Edge of Nothingness, your profession will be both your lifeline and your compass. Each profession unlocks unique skills and abilities, granting you the tools to navigate the choices and challenges ahead. You may select as many professions as you wish by paying their cost, but to access advanced skills and abilities tied to a profession, you must first unlock it.

Each profession offers opportunities to carve your own path, whether as a visionary, a schemer, a savior, or something far less noble. Choose wisely, for your profession may define not only what you can do, but also who you can become.

Thief (100 CP) (Free for Street Rat Origin)



Sleight of hand, shadows, and secrets define the life of a thief. Living in the dangerous underbelly of the City, you are adept at slipping through cracks, picking pockets, and stealing from both the rich and the desperate. With an eye for detail, a silver tongue, and nimble fingers, you carve your way through a world where survival often comes down to who can hide the best and move the fastest. Whether working solo or part of a shadowy network, you know that in a City of endless layers, everything has a price—even a life. You are both a master of deception and a ghost in the night, able to escape even the most dangerous of situations.

Master-Level Skills

Unlocking this profession grants you mastery over:

- **Sleight of Hand**: Your hands move with impossible speed and dexterity, able to pickpocket, palm objects, or plant things on people without detection.
- **Stealth**: You can vanish into shadows, move silently through even the most crowded areas, and avoid detection from even the sharpest eyes.
- **Lock picking**: No lock is safe from your skills; with the right tools or even improvised ones, you can crack almost any lock with ease.
- **Quick Reflexes**: You react to threats and opportunities with lightning speed, making it nearly impossible for someone to catch you off guard.

- **Street Knowledge**: You know the ins and outs of the City, from the safest alleyways to the most dangerous back-alleys where black market deals take place.
- **Scamming**: Your silver tongue and charm make you a master at swindling marks, playing both sides, and finding new ways to make a quick profit.

Peak Human-Level Skills

In addition to your expertise, you gain peak-level proficiency in:

- **Hide Your Presence**: You can almost blend into the environment so perfectly that you become nearly invisible to passersby, whether you're hiding in a crowd or against a wall.
- **Move Silently**: Every step you take is muffled, even on creaky floors or in loud environments, allowing you to sneak by unnoticed in almost any situation.
- **Dexterity and Finesse**: Your body responds with unparalleled agility; you're capable of slipping through tight spaces, scaling walls, and performing feats of physical finesse with ease.

Additional Abilities

Enhance your edge further by unlocking the following supernatural abilities:

- **Steal (100 CP)**: Your supernatural dexterity allows you to swipe anything with your hands—no matter how well-guarded. Whether it's a hidden object behind glass, locked away in a secure vault, or concealed on someone's body, if you can touch it, you can take it. No barriers or obstacles will stop you, and no one will realize anything's missing until it's too late.
- **Vanish (100 CP)**: In the blink of an eye, you can disappear from the sight and senses of others. By remaining perfectly still and calm in a place where you could reasonably hide, you become invisible, slipping past enemies, guards, or anyone searching for you. Any noise, sudden movement, or actions that would draw attention will break the effect, but for a moment, you are completely unseen.

Abilities, Magic, Powers, and the City at the Edge of Nothingness

*The **Reality Distortion Spires** scattered throughout the City project a field that enforces a set reality, suppressing most supernatural abilities, magic and powers that exceed certain threshold, and inhibits certain advanced technologies within its bounds. This field weakens or nullifies all of them unless they fall within specific exceptions. However, the abilities tied to the professions available here are meant to bypass this suppression, allowing those who select them to utilize these skills and abilities freely despite the distortions in place.*

Researcher (100 CP) (Free for Refugee Origin)



Driven by insatiable curiosity and intellect, researchers are the minds that crack the mysteries of the City and the Nothingness. You're the type to pore over forgotten texts, reverse-engineer lost technologies, or experiment with the unknown, even at great personal risk. Your discoveries could reshape reality—or send it spiraling into chaos. Knowledge is power, but in the City, it's also a dangerous obsession.

Master-Level Skills

Unlocking this profession grants you mastery over:

- **Ancient Technology**: Analyze, dismantle, and reassemble devices and artifacts of forgotten eras.
- **Theoretical Science**: Push the limits of known physics, biology, and metaphysics to develop groundbreaking hypotheses.
- **Alchemy and Chemistry**: Brew potions, compounds, and experimental concoctions that defy conventional understanding.
- **Arcane Lore**: Decode ancient symbols, sigils, and rituals to understand and manipulate magical forces.
- **Data Analysis**: Process massive amounts of information to draw conclusions faster and more efficiently than most.
- **Experimentation**: Perform dangerous but innovative tests, whether on yourself, equipment, or the unknown.

Peak Human-Level Skills

In addition to your expertise, you gain peak-level proficiency in:

- **Problem-Solving**: The ability to devise ingenious solutions to the most complex puzzles and obstacles.
- **Attention to Detail**: You notice patterns, clues, and anomalies that others would overlook.
- **Mental Resilience**: Your mind is highly resistant to fear, confusion, or external influence, even in the face of eldritch horrors.

Additional Abilities

Enhance your edge further by unlocking the following supernatural abilities:

- **Analyze Reality (100 CP):** With this ability, you can "scan" objects, creatures, or places to reveal hidden properties, weak points, or unknown functions. A flash of insight grants you near-instant understanding of how something works—or how to dismantle it.
- **Eureka! (100 CP):** When faced with a seemingly insurmountable problem, you can trigger a burst of inspiration, allowing you to solve it effortlessly. Whether you're designing an impossible device or deciphering an ancient riddle, the solution comes to you like lightning—often surprising even yourself. This ability is not without limits, any sufficiently complex or truly beyond what you can solve will still elude you, and the ability may only be used once every week or so.

Pilot (100 CP) (Free for Traveler Origin)



Masters of machines and navigators of the void, pilots are indispensable in the City's quest for survival and mobility. Whether you're piloting a colossal Voidship through the infinite dark, zipping across the Pulsar Gateway Network, or threading narrow alleys in a hovercraft, you live for the thrill of motion. Few can match your precision and confidence when it comes to vehicles, and fewer still understand the risks you take with every turn of the controls.

Master-Level Skills

Unlocking this profession grants you mastery over:

- **Voidship Piloting**: Expert navigation of massive ships through hostile or uncharted voids.
- **Precision Maneuvering**: Handle vehicles of any size with pinpoint control, even under duress.
- **Astrogation**: Chart safe courses through dangerous, unstable, or anomalous voidspace.
- **Mechanical Repair**: Quickly diagnose and repair vehicle systems, from engines to shields.
- **Spatial Awareness**: Intuitive understanding of speed, motion, and position even in chaotic conditions.
- **High-Speed Reflexes**: Your reactions are almost superhuman when piloting, allowing you to make split-second decisions.

Peak Human-Level Skills

In addition to your expertise, you gain peak-level proficiency in:

- **Focus**: Unshakeable calm and clarity under extreme pressure.
- **Endurance**: Ability to operate for extended periods without rest, particularly during long voyages.
- **G-Force Resilience**: Your body is highly resistant to the physical strain of high-speed maneuvers.

Additional Abilities

Enhance your edge further by unlocking the following supernatural abilities:

- **Slipstream (100 CP):** When piloting any vehicle, you gain an instinctive "feel" for the fastest and safest route to your destination, even through treacherous terrain or voidspace. This ability also enhances vehicle speed and efficiency while you're in control.
- **Ace Reflexes (100 CP):** Your reflexes become unnaturally sharp, allowing you to perform maneuvers that would otherwise be impossible. Dodge obstacles, evade attacks, and pull off stunts that leave observers in awe—or terror.

Corporate (100 CP) (Free for High Class Origin)



You're a shark in a sea of desperate minnows. In the City's labyrinth of wealth and power, you wield influence like a scalpel, cutting deals that can uplift empires or crush your rivals. Whether through cunning negotiation, hostile takeovers, or ruthless exploitation, you dominate the boardroom and the black market alike. In this City, resources are everything, and you're the one who controls them.

Master-Level Skills

Unlocking this profession grants you mastery over:

- **Negotiation**: Extract maximum value from any deal, leaving opponents convinced they've won.
- **Financial Acumen**: Mastery of economic systems, investments, and resource management.
- **Corporate Espionage**: Sabotage rivals, steal secrets, and cover your tracks with expert precision.
- **Charisma**: Command rooms, sway opinions, and manipulate even the most guarded individuals.
- **Asset Management**: Allocate resources effectively, ensuring maximum efficiency and profits.
- **Networking**: Build and maintain a web of contacts, allies, and subordinates who can serve your interests.

Peak Human-Level Skills

In addition to your expertise, you gain peak-level proficiency in:

- **Persuasion**: Your words can bend even the most stubborn wills.
- **Deception**: You lie with such skill and confidence that truth becomes irrelevant.
- **Risk Assessment**: Instantly gauge the dangers and rewards of any opportunity.

Additional Abilities

Enhance your edge further by unlocking the following supernatural abilities:

- **Golden Touch (100 CP):** Any financial investment or business endeavor you initiate will yield exceptional profits, even under unfavorable circumstances. Whether it's luck, manipulation, or something deeper, wealth seems drawn to you.
- **Influence Network (100 CP):** You gain the ability to mentally "tag" individuals, making them far more susceptible to your commands, suggestions, and subtle manipulations. As long as they remain within the City, or any broad location near you in future settings, your influence will linger—an invisible chain tying them to your will.

Mercenary (100 CP)



In the sprawling chaos of the City, where alliances shift with the wind and danger lurks around every corner, mercenaries are the backbone of its gray morality. Ruthless, resourceful, and unbound by loyalty, you thrive on conflict and coin. Contracts are your creed, and survival is your specialty. Some see you as a rogue hero willing to do what others cannot, while others call you a heartless gun for hire. Either way, you get the job done, no matter how dirty the work or high the stakes. For the right price, no task is too dangerous, no rival too powerful, and no enemy too untouchable.

Master-Level Skills

Unlocking this profession grants you expertise in the following:

- Weapons Mastery: Expert use of a wide range of weapons, from close-combat tools like daggers and axes to long-range firearms and heavy ordinance.
- Battlefield Tactics: Advanced combat strategies for small-unit operations, including ambushes, flanking maneuvers, and choke point control.
- Urban Survival: Mastery of navigating hostile environments, scavenging supplies, and making the most of limited resources.
- Contract Negotiation: Sharpened bargaining skills that ensure you always come out with the better deal—or an extra zero in your fee.
- Threat Assessment: The ability to size up enemies, traps, and terrain at a glance, allowing for swift and decisive action.
- Adaptability: Whether outgunned or outnumbered, you excel at thinking on your feet, using the environment, and improvising under fire.

Peak Human-Level Skills

In addition, you gain peak-level proficiency in these areas:

- Physical Conditioning: Enhanced endurance, strength, and reflexes that keep you alive in even the most grueling situations.
- Fearlessness: Resistance to panic and intimidation, granting you a steady hand and sharp mind in the face of overwhelming odds.
- Precision: Unerring accuracy with ranged weapons and the ability to execute devastating melee strikes with lethal finesse.

Additional Abilities

The following supernatural abilities may be unlocked for an additional cost:

- **Battlemode (100 CP):** At will you may enter an enhanced state of mind and body, where your reflexes quicken, your strength feels at least thrice of what it should be, and no matter how much damage you take you just don't seem to go down. This state of mind does not last long, but it should be enough to finish any hot encounter you find yourself in. Take caution from not overdoing it, for the feedback can be disabling if you over do it.
- **Overpay (100 CP):** Mercenaries are always about money, and you know it. With this ability, now if you were to be paid in any currency or physical goods, you will be paid at least twice due to your great negotiation skills, intimidation, a hidden bonus fee, or just because the other party feels like you deserve it.



Conflicts within the City

Conflicts are a constant presence in the City, with violence and intrigue simmering beneath its surface. The ***Security Cubes****—meant to ensure safety—only cover a fraction of the unrest, leaving much of the City's spaces vulnerable to* ***terrorism****,* ***armed battles****, and* ***corporate shadow wars****. Buildings and districts often become battlegrounds where rival factions wage proxy wars, using pawns to further their hidden agendas. In such an environment, providing security becomes both a lucrative business and a constant necessity, as chaos and power struggles fuel the demand for protection and control.*

City Military (100 CP)



Mechanized and augmented, you march to the rhythm of discipline and forged in the crucible of combat, you are a soldier of the City. Whether guarding its towering walls, patrolling its treacherous districts, or serving a faction's interests, you have been shaped by relentless training and hardened by countless battles. For some, the mission is everything; for others, the uniform is merely a means to wield power. Your path is yours to choose, but one thing is certain: in the chaos of the City, you are a force to be reckoned with.

City Military receives 1 free pick from the Augment section.

Master-Level Skills

Unlocking this profession grants you mastery over:

- Advanced combat tactics, including urban warfare, defensive strategies, and siege operations.
- Expert use of firearms, heavy weaponry, and melee combat tools such as combat knives and batons.
- Squad leadership, coordination, and chain-of-command protocols to maximize teamwork in high-pressure situations.
- Emergency survival techniques, including field medicine, navigation, and supply management in hostile environments.
- Proficiency in vehicle operation, from armored transports to mechanized walkers.
- Psychological warfare, allowing you to intimidate and demoralize opponents with precision.

Peak Human-Level Skills

In addition to the above, you achieve peak-level performance in:

- Endurance, stamina, and physical conditioning, enabling you to operate in extreme conditions for extended periods.
- Situational awareness, giving you a near-instinctive ability to read the battlefield and predict enemy movements.
- Tactical adaptability, allowing you to react and improvise under rapidly changing circumstances.

Additional Abilities

Unlock these supernatural enhancements to elevate your military prowess:

- **Warmonger (100 CP):** When you set your sights on a target, it's as good as gone. With this ability, your destructive actions are unnaturally amplified. Bullets hit harder, grenades explode with devastating precision, and even your strikes seem preordained to maximize carnage. This

heightened lethality only activates when your intent is to kill or destroy, ensuring your actions are both calculated and deadly.

- **Unbreakable (100 CP):** Years of battle have transformed your body into a fortress. With this ability, your physical resilience surpasses ordinary human limits, granting your body the toughness of the strongest steel alloy. Blades shatter against your skin, bullets glance off with diminished impact, and explosions leave you standing when others would fall. If you already possess superhuman durability, this ability scales accordingly, making you an even greater immovable force in any conflict.

Augments and Biohacks

*Within the City, the **Reality Distortion Spires** dampen the supernatural powers of its inhabitants, rendering natural superhumans extremely rare and significantly weaker. This constant disruption has forced the people of the City to find alternative ways to enhance themselves, relying heavily on **Augments** and **Biohacks** to gain an edge in a world where power is a currency.*

***Augment shops** are a common sight in the City's commercial districts, offering a variety of mechanical and cyber enhancements designed to bypass the Reality Distortion Spires' interference. These **cybernetic augments** can grant individuals extraordinary abilities, often far beyond the capabilities of ordinary citizens. However, these modifications come at a steep price, and while some shops offer high-quality enhancements, others operate in the shadows, providing dubious or dangerous modifications that may carry severe risks.*

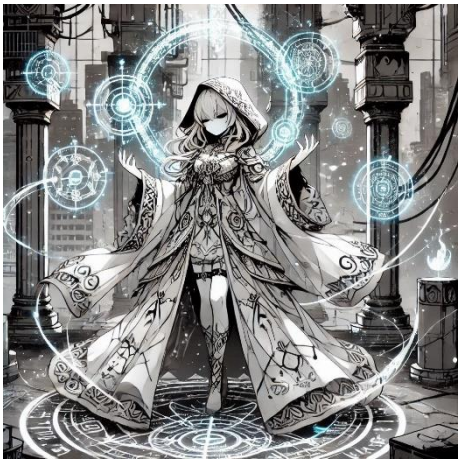
It is very common to find augmented individuals working for corporations and other coordinated groups, while military personnel are almost always augmented in some way. The more augments an individual possesses the more versatile they become, though those with weaker willpower may struggle to control them or keep their identity intact. Illegal augments may contain backdoors or Trojans for others to gain control, opening the doors for many different tales within the City.

*In addition to mechanical augments, there are **Biohacks**, a more sophisticated means of enhancement that taps into the City's own unique distortion fields. These tools use advanced biotechnology to manipulate an individual's **biological readings**, granting them abilities they would not otherwise have. Just like cybernetic augments, Biohacks are supported by the spires, but they only function within the City's boundaries. They allow denizens to punch above their weight, but their effectiveness is heavily tied to their location. They do not require energy to use, making them versatile and powerful within the City.*

*Biohacks are **rare and expensive**, requiring specialized knowledge and equipment to implement. Few have the resources or expertise to undergo such modifications, making them highly coveted and fiercely contested among certain factions within the City. Despite their allure, they are **frowned upon by the higher class** and the central authorities, who view them as destabilizing and a challenge to the existing social order.*

*While these enhancements offer undeniable power, they also come with societal consequences. The use of Biohacks, in particular, is seen as a **disruptive force**, giving lower-class citizens abilities that can rival the elite. As such, the wealthy and powerful view them with suspicion and disdain, often seeking to suppress their proliferation in favor of maintaining control.*

Mystic (100 CP)



Attuned to the energies that permeate the City and its connection to the Nothingness, mystics blend wisdom, intuition, and supernatural power. Whether divining truths, bending arcane forces, or channeling otherworldly entities, you walk a path that few dare tread. The lines between the real and unreal blur in your presence, granting you insight and power beyond the ordinary.

Mystics are able to partially access some of their original powers and abilities within the City. They may also learn how to adapt them to work partially through the Reality Distortion Fields that permeate the City.

Master-Level Skills

Unlocking this profession grants you mastery over:

- **Divination**: Discern hidden truths, predict outcomes, or uncover secrets buried in time. Try to not stare too far or too deep, for things may stare back at you.
- **Arcane Rituals**: Perform complex magical ceremonies to invoke powerful effects or summon entities.
- **Energy Manipulation**: Shape, direct, and control raw magical forces to achieve desired outcomes.
- **Spirit Communication**: Interact with and command spirits, Outsiders, or entities from beyond the veil.
- **Warding**: Create protective barriers, seals, and glyphs to defend against supernatural threats.
- **Esoteric Knowledge**: Recall obscure lore about magic, the City's forgotten past, and even be able glimpse insights about the Nothingness.

Peak Human-Level Skills

In addition to your expertise, you gain peak-level proficiency in:

- **Focus**: Your ability to concentrate remains unbroken, even in the most chaotic situations.
- **Empathy**: Sense emotions and intentions with near-psychic accuracy.
- **Meditation**: Achieve an elevated mental state to replenish energy or maintain composure under duress.

Additional Abilities

Enhance your edge further by unlocking the following supernatural abilities:

- **Soulbind (100 CP):** You can forge a bond with a willing—or subdued—entity, allowing you to share their power and knowledge. This link grants temporary enhancements or unique abilities depending on the entity's nature. Sufficiently powerful entities may free themselves of the bond after a while, while the most malevolent may use it as a direct channel to you.

- **Arcane Surge (100 CP):** Tap into the latent magical energies of the City, other powerful locations, to amplify your spells or powers dramatically for a brief time. This surge can turn the tide in desperate situations but leaves you drained if overused.



The City's Government and its Heavy Weights

The City's government is a fractured, complex entity dominated by the ***eldest families***, ***powerful individuals***, *and* ***corporations*** *that have cemented their control over the ages. While the ruling elite claim to govern with the City's best interests at heart, their policies overwhelmingly favor the upper class, perpetuating a vast* ***divide between the rich and poor****. Beneath this official structure lies a tangle of rival factions—****Merchant Guilds****,* ***Criminal Organizations****, and* ***Interdimensional Corporations****—each vying for control over valuable resources and strategic locations. The* ***Rahmada Triads*** *and* ***Laguna Guild*** *battle for dominance in the commercial districts, while* ***Astel Tech Corp.*** *and* ***MonoGear Inc.*** *exert technological and economic control over the City's infrastructure, often at the expense of the lower classes.*

Power in the City is contested at every level, and the influence of these factions often rivals that of the government itself. ***Black Sun Security****, the City's largest security contractor, claims to protect the populace but may have darker intentions lurking behind its corporate façade. The constant jockeying for power creates a volatile environment where loyalty is fleeting, and the line between friend and foe is ever-changing. Whether through corruption, manipulation, or outright violence, the elite's struggle to control the City shapes every corner of life, from the wealthiest districts to the deepest slums.*

In the City at the Edge of Nothingness, the lines between ***friend*** *and* ***foe*** *are often blurred. Loyalties shift with the winds of power, and the government's control is constantly contested by the heavyweights—be they corporate giants, criminal syndicates, or secretive factions—who all seek to mold the City to their will.*

Entertainer (100 CP)



Captivating, flamboyant, and irresistible, entertainers live to dazzle. Whether you're commanding a crowd, performing impossible feats, or talking your way out of trouble, your charm and showmanship make you a force to be reckoned with. In a City where attention can mean survival, you're an expert at holding the spotlight—and using it to your advantage.

Master-Level Skills

Unlocking this profession grants you mastery over:

- **Performance**: Deliver unforgettable displays in music, dance, or theater, leaving audiences awestruck.
- **Storytelling**: Craft compelling narratives that inspire, deceive, or entertain.
- **Sleight of Hand**: Perform mesmerizing tricks or illusions with uncanny skill.
- **Crowd Control**: Command the emotions and focus of large groups, bending their collective will.
- **Negotiation**: Use your charisma to broker deals or defuse tense situations.
- **Improvisation**: React to unexpected events with creativity and flair, always staying one step ahead.

Peak Human-Level Skills

In addition to your expertise, you gain peak-level proficiency in:

- **Persuasion**: Your words carry a magnetic pull, making people eager to listen.
- **Agility**: Your movements are fluid and graceful, perfect for evasion or dramatic flair.
- **Endurance**: You can perform tirelessly, holding attention for as long as necessary.

Additional Abilities

Enhance your edge further by unlocking the following supernatural abilities:

- **Spotlight (100 CP):** You can activate at will the ability to radiate an aura that naturally draws attention to you. Allies, enemies, and bystanders alike can't help but focus on you, allowing you to distract or influence others even in chaotic situations.

- **Illusory Grandeur (100 CP):** Create vivid illusions of dazzling performances or terrifying spectacles. These illusions can fool all senses, shaping what others see, hear, and even feel for a short duration. The illusions are not truly real, and those with appropriate abilities or techniques may be able to see through them.

Technician (100 CP)



The unsung heroes of the City's endless grind, technicians are masters of machinery and innovation. Whether you're fixing ancient Voidship engines, programming AIs, or crafting makeshift gadgets, your technical prowess keeps the wheels of civilization turning. In a place where resources are scarce and ingenuity is survival, you're the one everyone turns to when things fall apart.

Master-Level Skills

Unlocking this profession grants you mastery over:

- **Engineering**: Design, build, and repair complex machinery and structures.
- **Programming**: Write, debug, and manipulate software, from simple systems to advanced AIs.
- **Diagnostics**: Identify and resolve technical issues with incredible speed and accuracy.
- **Improvisation**: Create functional tools or repairs using limited resources and time.
- **Energy Systems**: Work with power sources, from basic batteries to advanced fusion cores.
- **Hacking**: Bypass security systems, crack encrypted networks, and manipulate data undetected.

Peak Human-Level Skills

In addition to your expertise, you gain peak-level proficiency in:

- **Problem-Solving**: Tackle even the most convoluted mechanical or electronic challenges.
- **Dexterity**: Your hands are exceptionally steady, capable of delicate or precise work.
- **Memory**: Instantly recall technical schematics or procedures with photographic clarity.

Additional Abilities

Enhance your edge further by unlocking the following supernatural abilities:

- **Hyperfix (100 CP):** When you focus on repairing or building something, time seems to slow down for you, allowing you to work with unnatural precision and speed. This ability can mean the difference between success and catastrophe in critical moments.
- **Technomancy (100 CP):** Your connection to technology becomes almost mystical, allowing you to intuitively understand and control machines. You can "speak" to devices, coaxing them to function beyond their intended capacity.

Muscle (100 CP)



Brute force meets unyielding determination. As Muscle, you embody raw physical power, capable of smashing obstacles, intimidating foes, and protecting allies. In a City ruled by chaos and scarcity, strength is its own kind of currency, and you're never short on it. Whether you're a brawler in the Underworks or a protector of the vulnerable, your fists solve problems no one else can.

Master-Level Skills

Unlocking this profession grants you mastery over:

- **Hand-to-Hand Combat**: Devastating proficiency in unarmed fighting techniques.
- **Weapon Improvisation**: Turn everyday objects into lethal tools.
- **Intimidation**: Use your presence to instill fear and compliance in others.
- **Damage Resistance**: Shrug off blows and injuries that would cripple others.
- **Physical Conditioning**: Push your body beyond its natural limits, with explosive strength and endurance.
- **Crowd Control**: Dominate chaotic situations by overpowering groups of adversaries.

Peak Human-Level Skills

In addition to your expertise, you gain peak-level proficiency in:

- **Pain Tolerance**: You remain functional even under extreme physical duress.
- **Athleticism**: Your strength, agility, and balance are honed to their peak potential.
- **Fearlessness**: You face threats with unshakable courage, no matter how overwhelming.

Additional Abilities

Enhance your edge further by unlocking the following supernatural abilities:

- **Titan's Grip (100 CP):** Your strength becomes monstrous, allowing you to lift and crush objects far beyond normal human capacity, and yet you keep full and total control of how you apply this strength. This power is as much a psychological weapon as it is a physical one.

- **Meta Skin (100 CP):** Your body hardens to the point where blades, bullets, and even energy weapons struggle to pierce your defenses. You become a walking fortress, shrugging off damage that would incapacitate most others. Additionally, your body also shrugs the effects of common and uncommon harmful enchantments and other incapacitating esoteric effects of the same rarity, becoming capable as well of striking those incorporeal entities that would otherwise evade you.

Runner (100 CP)



Speed, agility, and precision are the lifeblood of a runner. You traverse the labyrinthine sprawl of the City with unmatched grace, leaping across rooftops, squeezing through tight spaces, and slipping past dangers that would snare anyone else. Couriers, scouts, thrill-seekers—whatever your title, you know that survival often hinges on how fast you can move and how well you can adapt to the terrain.

Master-Level Skills

Unlocking this profession grants you mastery over:

- **Parkour**: Move seamlessly over obstacles, from rooftops to urban ruins.
- **Balance**: Maintain perfect stability and control even in the most precarious situations.
- **Route Planning**: Quickly assess the fastest and safest paths in chaotic environments.
- **Dodging**: Evade strikes, bullets, or traps with instinctive precision.
- **Escape Tactics**: Slip away from enemies or tight spots without leaving a trace.
- **Endurance Running**: Run for long distances without tiring, leaving slower pursuers far behind.

Peak Human-Level Skills

In addition to your expertise, you gain peak-level proficiency in:

- **Agility**: Perform complex and fluid movements with extraordinary control.
- **Reaction Time**: Respond instantly to dangers, making split-second decisions to survive.
- **Spatial Awareness**: Always know your position relative to your environment, even while moving at high speeds.

Additional Abilities

Enhance your edge further by unlocking the following supernatural abilities:

- **Blink Step (100 CP):** You gain the ability to make a short, instantaneous movement—appearing a few meters away in the blink of an eye. Perfect for dodging an attack, escaping pursuit, or crossing small gaps where no path exists.
- **Phantom Trail (100 CP):** While running, your speed allows you to become nearly untouchable. For a short burst, enemies attempting to hit you miss entirely as you blur and flicker out of sync with their perception.

Physician (100 CP)



In the City where life is cheap and injuries are inevitable, physicians are invaluable. Whether you're patching wounds in the slums, administering advanced surgeries for the elite, or crafting remedies out of scraps, your skills save lives—and, when needed, end them with surgical precision. Knowledge of anatomy and medicine makes you a healer, a scientist, and sometimes a quiet executioner.

Master-Level Skills

Unlocking this profession grants you mastery over:

- **First Aid**: Stabilize wounds, treat trauma, and keep people alive in emergencies.
- **Surgery**: Perform advanced and precise medical procedures under any conditions.
- **Anatomical Knowledge**: Understand the weaknesses and vital points of any living being.
- **Pharmacology**: Create drugs, medicines, and antidotes using raw or synthetic materials.
- **Forensics**: Analyze bodies and biological materials to uncover information or causes of injury.
- **Disease Treatment**: Diagnose and develop treatments for natural or unnatural ailments.

Peak Human-Level Skills

In addition to your expertise, you gain peak-level proficiency in:

- **Precision**: Execute delicate tasks with perfect steadiness and accuracy.
- **Observation**: Detect symptoms, injuries, or irregularities that others miss.
- **Focus**: Maintain composure and concentration even in chaotic or life-threatening situations.

Additional Abilities

Enhance your edge further by unlocking the following supernatural abilities:

- **Miracle Touch (100 CP):** Your hands carry a touch that can rapidly heal wounds or halt life-threatening conditions. This effect is brief and cannot restore missing limbs or fatal injuries, but it gives precious moments to stabilize the patient.
- **Vital Snuff (100 CP):** By applying your medical knowledge with dark precision, you can touch a living being and momentarily "shut off" one of their vital functions—like breathing or heartbeat—rendering them helpless for a short time.

Dancer (100 CP)



To a dancer, movement is an art, a weapon, and a language. Whether captivating audiences in a dazzling performance, slipping through combat with fluid grace, or distracting foes to give allies an opening, your skill transcends simple steps and rhythm. You know how to read people, move with intent, and turn every gesture into a deadly or beautiful statement.

Master-Level Skills

Unlocking this profession grants you mastery over:

- **Fluid Movement**: Move with unmatched grace and efficiency, never wasting an action.
- **Performance**: Deliver spellbinding displays of dance and acrobatics that captivate any audience.
- **Combat Evasion**: Dodge attacks with movements so fluid they seem choreographed.
- **Rhythmic Combat**: Turn your motions into strikes, counters, and distractions in close quarters.
- **Crowd Manipulation**: Direct attention and emotions with your movement and presence.
- **Balance and Poise**: Maintain perfect control of your body even in chaotic or unstable environments.

Peak Human-Level Skills

In addition to your expertise, you gain peak-level proficiency in:

- **Flexibility**: Perform movements others would consider impossible, bending and twisting with ease.
- **Agility**: Transition between motion and stillness effortlessly, always in control.
- **Charisma**: Your body language and presence exude confidence, captivating others.

Additional Abilities

Enhance your edge further by unlocking the following supernatural abilities:

- **Blade Dance (100 CP):** Your movements become so fast and elegant that they leave shimmering afterimages. While in this state, your strikes are faster, harder to predict, and can hit multiple targets at once.

- **Trance Step (100 CP):** As you dance, you radiate an aura that entrances those who watch. Enemies slow their attacks, hesitate to strike, or are simply mesmerized, leaving them vulnerable to your next move.

Charmer (100 CP)



Elegance, wit, and an undeniable allure—charmers are more than mere companions; they are social chameleons, spies, and manipulators with a velvet touch. Whether attending the City's grand galas, mingling with its powerful elite, or whispering secrets in smoky backrooms, you know how to get what you want. With beauty, intellect, and perfect poise, you play people as easily as an instrument, blending seduction, persuasion, and subtle cunning. The line between a confidante, a manipulator, and a predator is yours to walk.

Master-Level Skills

Unlocking this profession grants you mastery over:

- **Seduction**: A perfect blend of charm and allure that lets you captivate hearts, sway desires, and lower defenses effortlessly.
- **Social Engineering**: Analyze social dynamics to exploit relationships, hierarchies, and emotional vulnerabilities.
- **Subtle Manipulation**: Guide others' thoughts, actions, and beliefs without them realizing they've been influenced.
- **Espionage**: Discreetly gather secrets, overhear conversations, or smuggle sensitive information in plain sight.
- **Disguise and Persona**: Craft and slip into different identities or personas with seamless precision to blend into any crowd.
- **Grace and Poise**: Move, speak, and behave with an elegance that commands attention and respect in any social situation.

Peak Human-Level Skills

In addition to your expertise, you gain peak-level proficiency in:

- **Reading Intentions**: Instantly discern someone's mood, motives, and hidden emotions just from their body language and words.
- **Voice Modulation**: Control the tone, pitch, and delivery of your voice to calm, provoke, entice, or intimidate.
- **Presence**: Project an aura of confidence and allure that makes others instinctively focus on you, trusting or admiring you.

Additional Abilities

Enhance your edge further by unlocking the following supernatural abilities:

- **Velvet Whisper (100 CP):** Your voice carries an almost hypnotic quality. When you speak softly and directly to someone, they become entranced, their focus narrowing to your words alone. For

a short period, this allows you to plant suggestions, extract information, or have them reveal things they would never say otherwise. While this doesn't work on minds immune to charm or overt manipulation, even hardened individuals may find themselves slipping under your spell.

- **Enthralling Aura (100 CP):** Your presence exudes an irresistible allure that can capture the attention of an entire room. When activated, those within your vicinity become more prone to fascination, admiration, or even infatuation, depending on their emotional state. Hostility may soften, suspicion may waver, and conversations flow more naturally in your favor. The effects are subtle and depend on your intent—whether to pacify an enemy, charm an ally, or steal focus entirely.

Intrigue within the Red Light District

The City at the Edge of Nothingness is a labyrinth of shadows and secrets, a place where ambition collides with despair, and power lies with those bold enough to seize it. Its sprawling districts pulse with life, chaos, and the ever-present hum of the unknown. Beneath its bustling exterior lies a delicate web of alliances, betrayals, and unspoken truths that bind its denizens to a fragile balance. Yet, nowhere is this more evident than in the enigmatic Red Light District—a world of glittering vice and velvet power plays.

At the heart of this district's intrigue stands ***The White Goat****, an alluring and enigmatic figure who has long ruled as its unofficial sovereign. Equal parts seductress and strategist, The White Goat is a master manipulator, weaving her influence through the most exclusive establishments and darkest backrooms. Her network extends beyond the District, reaching into the upper echelons of the City's elite, trading secrets and favors as easily as others trade coin. Yet, her control is not absolute, and her velvet-gloved grasp on the Red Light District has not gone unchallenged.*

The ***House of Hesperides****, a prestigious guild of courtesans, has risen as a force of defiance against The White Goat's dominance. With roots in an ancient tradition of beauty, art, and power, the courtesans of the House are far more than mere entertainers. They are skilled negotiators, spies, and even saboteurs, wielding their allure and intellect to shape the District's fate. Their goal is clear: to wrest independence from The White Goat and establish the House as a beacon of autonomy within the City. Yet, the game they play is perilous, as the White Goat's wrath is as legendary as her charm.*

In this realm of whispered promises and hidden knives, the Red Light District becomes a microcosm of the City itself: a battlefield where power is fluid, and nothing is ever as it seems. The tensions between The White Goat and the House of Hesperides ripple through the District, pulling others into their struggle—brokers, patrons, and rivals alike. To wander these streets is to risk being drawn into their intrigue, where alliances are fleeting, loyalties are tested, and every whispered word may carry the weight of destiny.

Perks



You receive a stipend of **600 CP** to be exclusively used in this section. You'll receive discounts in all perks related to your origin, and as usual 100 CP discounted perks are free.

General perks do not receive discounts.

General Perks

Lucky and Plucky (100 CP)

Ah, the charm of fortune smiles upon you, though in a delightfully modest way. With this perk, you're naturally lucky, consistently stumbling into favorable opportunities and narrowly avoiding mishaps that could harm or hinder you. It's as if the universe subtly bends in your favor, not enough to make you invincible but certainly enough to make a difference. To sweeten the deal, you possess a faint sheen of plot armor—not the kind that lets you skate through impossible odds unscathed, but just enough that when you truly dedicate yourself to a goal, you'll almost always find a way to make it achievable. Effort and determination are still required; no shortcuts or slacking allowed! And as a little bonus, games of chance tilt ever so slightly in your favor—a handy edge in the City at the... well, you know.

Bonafide Premium Arrival (100 CP)

Welcome to your latest jump, traveler! But wait—what's this? You've been upgraded to the PREMIUM arrival package! With this perk, the conditions of your selected origin are elevated to unparalleled heights. Whether you start as a citizen, a rogue, or a freelancer, your initial resources, equipment, knowledge, and status will far exceed what others of the same background could hope for. Are you a Drop-In with no past? No problem! This perk instead subtly enhances all your skills, abilities, and perks right after finishing your choices for the jump document, giving them a gentle nudge beyond their stated limits. It's not overpowering—just a little extra edge to set you apart as the premium choice in any new world.

Certified Citizen (200 CP)

Congratulations, Jumper! No matter how alien, mystical, or advanced the setting, you now have a way to seamlessly blend in. With this perk, you can choose a nation, group, or civilization in any new jump and be recognized as a bona fide member in good standing. Citizenship isn't just a label—it's the full package. You'll gain all the rights, privileges, and social benefits granted to a typical member, from legal recognition to access to exclusive perks like specialized knowledge, skills, or cultural advantages. Of course, with great benefits may come great responsibility; obligations typical to your chosen group will also apply. As an extra boon, you'll inherit any special traits, abilities, or powers an average member of that society possesses, which can synergize with your existing perks to enhance them beyond their usual limits. Your passport to belonging in any world is officially certified!

Explorer of the Unknown (200 CP)

For the daring adventurer, the thrill of stepping into the uncharted is irresistible—and now, it's your time to shine. This perk ensures that every journey into the unknown becomes a tale of wonder, excitement, and opportunity. When venturing into unexplored lands, forgotten ruins, or the mysterious depths of the cosmos, you'll benefit from extraordinary luck and plot armor. Dangerous pitfalls and catastrophic encounters will seem to dodge you, while breathtaking discoveries, rare treasures, and meaningful experiences gravitate toward you. However, this protective charm is tied to the novelty of the unknown—the more you learn, map out, or comprehend your surroundings, the less this perk's effects will apply. So long as you boldly go where none (or few) have gone before, you'll find the unknown a surprisingly hospitable place to explore.

Alt-forms for All (400 CP)

Ever wished your companions could join you in the fun of transforming into your various alternate forms? Now they can! With this perk, all your official companions gain access to every alt-form you've acquired. When they transform, they fully inherit all the inherent qualities, powers, and properties of that form, unleashing its full potential. While this perk doesn't transfer your personal powers or perks, any ability tied specifically to the chosen alt-form will manifest without a hitch. There's just one catch: your companions must be within one kilometer of you to initiate a transformation or switch to another form. However, once transformed, the new form is semi-permanent until they choose to revert to their original form (which they can do from anywhere) or swap to a different alt-form within range. This even breaks any lingering shapeshifting effects like curses or spells your companions could be under when they transform. Imagine the possibilities of your squad shifting into epic forms, ready for anything!

Kaleidoscopic Entourage (400 CP)

Companions meeting their alternate versions in a new jump can lead to chaos—awkward encounters, identity crises, or worse. With this perk, all that confusion is streamlined into something incredible. Whenever you import a companion into a jump where an alternate version of them already exists, this perk causes the two to merge seamlessly should you and they agree to it. Your companion takes on the role, memories (optional), and position of their local counterpart while fully integrating all unique abilities, powers, and experiences into themselves without altering their existing personality and predisposition. As a result, your companion becomes significantly more capable, their combined traits forming a new and improved version. But it doesn't stop there! A portion of the merged knowledge and skills is transferred to you as well, giving you a taste of their newfound strength to carry into future adventures. Together, you and your companions become a force of unparalleled adaptability and synergy, perfectly tuned to every world you enter.

Attuned (600 CP)

You possess an extraordinarily unique and profound connection to the City's artificial reality, seamlessly aligning with the reality distortion fields that shape its existence. This mysterious attunement grants you unparalleled advantages. First, all your abilities, powers, and skills are recognized as natural by the City, ensuring they function unrestricted and unimpeded. No force within the City or beyond can suppress,

negate, or diminish their effectiveness as if the very reality around you fully accepted and protected who and what you are. Second, any fiat backed augments or biohacks you acquire in this jump are enhanced to astonishing levels, capable of achieving feats far beyond the most advanced versions available. Lastly, your resonance with the City's artificial reality amplifies your synergy with the Sovereign Wills, exponentially boosting any powers channeled through you, and making them feel something nostalgic about you further increasing how much they like you. You are a true anomaly—an entity seamlessly integrated into the City's very fabric.

Touched by the Nothingness (600 CP)

You've gained the harrowing ability to briefly summon a fragment of the Nothingness—a particle of whatever lies (or rather does not) outside the multiverse itself, displaced into your line of sight for the blink of an eye. This fragment carries the unrelenting essence of unmaking, capable of erasing nearly anything it touches from existence. Cosmic beings of immense power may survive or with great effort resist it, and hardened objects or reality-enforced constructs will endure, albeit damaged. However, anything else will face true annihilation, leaving no trace or hope of restoration. With this perk, you and anything you wear or hold can survive direct contact with the Nothingness for a fleeting moment, mere seconds of your own perception, remaining unscathed. But beware—even this protection has limits. Being fully engulfed by the Nothingness even for an instant still spells a final true end, mitigated only by extraordinary means such as 1-ups acquired during your chain or by the intervention of beings of multiversal level of power or more. Use this power wisely—it is both a gift and a terrifying responsibility.

Traveler Perks

Charming Wanderer (100 CP)



There's something about you—a sense of novelty, charm, and mystery that draws people in like moths to a flame. Strangers can't help but feel an innate trust in you, often offering the benefit of the doubt, a helping hand, or even companionship. Your charisma is effortless, approachable, and magnetic, making you a natural at breaking the ice and forging connections wherever you go. Even when faced with language barriers or unfamiliar customs, you possess an uncanny ability to bridge the gap, communicating through gestures, tone, and intuition. To top it off, you subtly pick up on cultural nuances and linguistic clues, quickly enabling you to learn local languages or customs, provided you have the ability to speak or write them.

Scavenger's Eye (200 CP)

Your gaze pierces beyond the obvious, finding hidden treasures and unrealized potential wherever you look. Whether it's unearthing valuable scraps in a junkyard, spotting items others overlooked, or recognizing latent talent in people, your knack for discovery is unparalleled. Whenever something or someone of value enters your sight, you'll feel a subtle tug of intuition, guiding your focus. If you actively examine your surroundings with intent, objects or individuals of interest may appear to shimmer faintly with a dim, glowing aura. The intensity of this glow correlates with the item's or person's intrinsic worth—be it material, skill-based, or otherwise. Upon identifying something, you gain a broad but vague understanding of its hidden qualities, though unlocking its full potential or specific details may require further investigation or effort. Best of all, a quick examination allows you to accurately gauge just how valuable your discovery is at a glance.

Universal Sightseer (400 CP)

The multiverse is your playground, and you've developed a natural instinct for navigating its intricate web. You can effortlessly identify weak points, hidden doorways, and stable pathways between dimensions, planes, or parallel realities, as well as sense disturbances or dangers within unstable rifts. This ability makes you an unparalleled guide through chaotic or otherworldly locations where space twists and dimensions collapse. Beyond navigation, this perk offers a unique boon: **it empowers any universe-specific abilities, powers, or perks you possess**. The more you explore, learn, and immerse yourself in the universe where you obtained these abilities, the stronger and more refined these abilities become after finishing the jump. If you ever return to the same universe—or a closely related variant—this enhancement continues, compounding as you uncover more of its secrets. With enough travel and discovery, even modest abilities can ascend to extraordinary levels, fueled by your insatiable curiosity and the vastness of the multiverse.

Legacy of the Wandering Star (600 CP)

Your arrival in a new world is never without consequence. Like the wake of a shooting star, your presence leaves an undeniable mark, inspiring change and catalyzing growth in those you encounter. Movements rise, destinies shift, and legends are born wherever you tread. Beyond influencing others, this power significantly amplifies your own potential, fueling exponential growth with each journey. **From this jump onward, your progression gains a compounding multiplier of 1.5x for every jump you visit, stacking synergistically with any other perks or growth accelerators you possess**. As the sum of your travels accumulates, so too does your legacy, turning even the faintest flicker of potential into a blazing beacon of unparalleled capability. Wherever your journey takes you, the echoes of your presence will resonate across worlds, cementing you as a legend in every reality you touch.

Refugee Perks

Survivor Instinct (100 CP)



There's a certain clarity that comes only from facing the edge of ruin, and you have it in spades. Your instincts have been sharpened to a razor's edge, granting you an uncanny ability to sense the best course of action to survive in any situation. Whether it's diving into the unknown, scavenging, or evading an unseen danger, this instinct guides you toward survival with a near-unerring sense of purpose. It accounts for your surroundings, resources, and even factors you aren't consciously aware of, making even the strangest choices feel like the right ones. Following a gut feeling to leap into the shadows rather than walking toward the light might just save your life the next time fate turns against you.

Adapting Like Water (200 CP)

Adapting to the unknown is no longer a struggle but a strength. With this perk, you find yourself seamlessly adjusting to any culture, environment, or situation. Whether it's learning to navigate a society's unspoken rules, acclimating to an alien climate, or thriving amidst chaos, you'll flow into the new reality as naturally as water fills a cup. This adaptability isn't limited to the social and mental—given enough time, your body will subtly align itself with even the harshest environments. As long as you can endure the bare minimum for survival for a few days, you'll begin to adjust. Poisoned air, toxic landscapes, or extreme temperatures will become manageable, though attempting to endure the surface of the sun or the vacuum of space unprepared would still be foolish, though possible if you were able to naturally endure there for a few days. However, with enough grit and progressively harsher challenges, who knows what limits you might eventually overcome?

The Gift of Belonging (400 CP)

Belonging is a precious gift, one that seems to elude so many. But now, wherever your journey takes you, you have a rare and beautiful talent: the ability to find a place where you truly fit. Upon entering a new land or community where you intend to stay, you can activate this perk, and the threads of fate and destiny will guide you toward your perfect niche. It could be a location that feels like home, a group of kindred spirits, or even a soulmate whose presence makes your existence feel complete. Sometimes, it might be all three. This sense of belonging isn't forced or contrived; it's genuine and unshakeable, providing a foundation for you to grow and thrive. However, with such a gift comes responsibility—once you've found your place, it will rest on you and those who share it to protect and nurture what you've built.

Unbroken Spirit (600 CP)

There are forces in this world and beyond that would shatter even the strongest of hearts, but not yours. Your spirit is a fortress, indomitable and eternal. No betrayal, calamity, or despair can break your resolve. When the weight of the world bears down on you, this perk ensures you rise again, unyielding in the face of overwhelming odds. It acts as a beacon in your darkest moments, reigniting your determination when all seems lost. Powers or effects that seek to drain your willpower, impose their will on you, sap your motivation, break your mind, or destroy your resolve will find no purchase here. This unbreakable spirit isn't just a shield; it's a source of tremendous power, amplifying abilities and skills tied to your determination, drive, or will to persevere, allowing you in extreme cases to push them beyond their apparent limitations and capabilities through the strength of your unbroken spirit alone, achieving effects far beyond what they were supposed to be able to. Against those who seek to dominate or crush you, it is an unrelenting force that makes you unshakable.

Street Rat Perks

Urban Ghost (100 CP)



The city is your labyrinth, and you are its shadow. Whether you're weaving through bustling crowds, slipping unnoticed down an alley, or vanishing in the chaos of a market square, you have a talent for disappearing. Even in a city you've never seen before, you instinctively pick up on its rhythms—finding hidden paths, blind spots, and the places no one thinks to look. Pursuers will lose your trail, and those searching for you will come up empty-handed. In any urban environment, you are impossible to pin down, an elusive ghost haunting the streets.

Underworld Network (200 CP)

In the city's darkest corners and quiet whispers, you find allies. Upon entering any urbanized area, you'll quickly establish a reputation among its shadier denizens—pickpockets, smugglers, black market traders, and other underworld figures will come to recognize you as one of their own. Fortuitous meetings and subtle connections will ensure that you are owed favors or offered opportunities to integrate into the city's

underbelly. Secrets, contraband, or even assistance from the criminal elite will come naturally to you, provided you know how to play your cards. This perk operates seamlessly, guiding you toward advantageous encounters that cement your place among the city's shadowed ranks.

Shadow Broker (400 CP)

Secrets are the currency of power, and with this perk, they flow to you like whispers on the wind. The city's hidden truths, buried scandals, and guarded knowledge will find their way into your possession, giving you a steady stream of opportunities. Once you uncover a secret, it won't be long before someone who needs that information crosses your path, offering the chance to barter for wealth, influence, or favors. As a broker of shadows, you'll find it easier to uncover patterns, gather intelligence, and build a network of informants. Over time, your information web will grow more sophisticated, becoming a near-unstoppable tool for acquiring or leveraging knowledge. Additionally, any deals you strike involving secrets are guaranteed to go smoothly—your reputation as a reliable dealer will soar, and betrayal or bad information will never mar your work. If you choose to operate anonymously, no force, no matter how determined, will uncover your identity.

Underdog Ascendant (600 CP)

The world may grind others beneath its heel, but you rise through the ashes of adversity. When life pushes you to the edge, you don't just survive—you transcend. This perk grants you an unparalleled ability to grow stronger in the face of hardship. The harsher and more dangerous the situation, the greater your growth, encompassing every facet of your being—physical, mental, spiritual, even conceptual, including powers, perks and abilities you have. If you're teetering on the brink of permanent death or catastrophic failure such as failing your chain, the effect becomes astronomical, allowing you an opportunity to overcome even impossible odds and emerge victorious. This growth is genuine and cannot be artificially triggered; it must arise from real danger or adversity. Minor challenges will provide modest improvements, but true, life-threatening hardship will unleash the full potential of this perk, turning desperation into triumph. It's not just about survival—it's about becoming something unstoppable, an ascendant force born from struggle.

High Class Perks

Quality Pedigree (100 CP)



You exude an aura of refined superiority that sets you apart. Whether it stems from impeccable genetics, academic brilliance, noble lineage, or some other remarkable trait, people instinctively recognize your elite origins. To some, you are a person of admiration or envy; to others, a potential ally, rival or spouse. You'll find doors opening for you, respect given freely, and opportunities falling into your lap simply because others perceive you as a person of exceptional pedigree. However, should you overplay your hand or face a challenge to your status, it will be up to you to rise to the occasion and prove your worth. True greatness comes not only from being born into excellence but from living up to it.

Superb (200 CP)

Everything about you is a cut above. Your appearance is dazzling, effortlessly rising to the pinnacle of beauty within your species—and beyond, if possible, into a realm of conceptual allure that defies ordinary limitations. Your body, mind, and spirit are paragons of excellence, naturally outshining those around you in capability, resilience, and grace. But your superb nature doesn't stop there. Anything you set your mind to mastering—be it a skill, art, or craft—will blossom into something extraordinary. When others look upon your work or your achievements, they will see near-perfection, a performance or creation that leaves them awestruck. You are, quite simply, *superb* in every sense of the word.

Resourceful (400 CP)

Wealth, influence, and power are your birthright—or at least, they seem to be wherever you go. Upon entering any new jump, you will immediately gain access to resources befitting the upper echelons of society. At first, this might manifest as a modest but steady source of income, but over time, these resources will grow exponentially. Properties, vehicles, assets, loyal personnel, and even political influence will come under your command, scaling with the prestige of your chosen origin. If you start from humble beginnings, this perk ensures that within a year, you could dominate the economy of a bustling metropolis. Begin as royalty or a corporate magnate, and your reach will extend to planetary domination. In the City at the Edge of Nothingness, this means you'll have your own powerful corporation from the outset—a position of immense power in a city where status is everything.

Outlier (600 CP)

You are not just extraordinary; you are a phenomenon. In every measurable aspect—whether it's beauty, intelligence, strength, talent, or spiritual presence—you surpass all others members of your kind, standing far beyond the bounds of normality. You are the rarest of the rare, the kind of individual spoken of in hushed tones or revered in legends. Your abilities, aptitudes, and performances are not just at the pinnacle of excellence—they are in a league of their own, pushing the boundaries of what is possible. This status may inspire reverence, fear, or envy from others, but it also ensures that you are desired by all, be it for your potential, your power, or your sheer existence. Any aspect obtained or boosted by this perk remains like that, unable to be altered by others, even if you travel to a different jump where you become something else, this perk may only change it for the better. No matter the arena, you are an outlier—unmatched, unstoppable, and utterly unforgettable.

Augments

In the City at the Edge of Nothingness, Augments are the ultimate tools for those seeking to rise above the ordinary. These cutting-edge cybernetic and bio-engineered enhancements grant extraordinary abilities, making their users faster, stronger, smarter, or more resilient. While basic and illegal Augments are widespread, often crude and conspicuous, the options presented here are premium-grade: sophisticated, reliable, and designed to be discreet.

Crafted by the finest void engineers, these Augments seamlessly integrate with their users, providing powerful advantages without drawing unwanted attention. Each enhancement is a blend of elegance and functionality, far superior to the clunky and risky modifications used by the masses. For those who can afford them, these Augments represent more than just survival—they're a statement of power and ambition in a City where every edge matters.

Augments require energy, often self-generated but limited to at most two hours of active use per day, though they may be recharged though any power station easily found within the City.

You receive a stipend of 400 CP to be used in this section, and also 5 tokens to be used to obtain one upgrade per token for free.

Viper Reflex System (100 CP)



A cutting-edge neural enhancement, the **Viper Reflex System** boosts your reaction speed to inhuman levels, making time feel like it slows down in moments of danger. Whether dodging bullets or executing precise maneuvers, this sleek implant discreetly interfaces with your nervous system, ensuring you're always one step ahead. Perfect for combat specialists, athletes, and anyone who lives on the edge.

Upgrades

The Viper Reflex System may be upgraded by paying CP to enhance its functionality.

- **Keen Precision** (50 CP): Enhances hand-eye coordination, allowing for perfect aim and control in high-speed situations.
- **Combat Flow** (50 CP): Integrates tactical overlays directly into your vision, analyzing enemy movements in real time for optimal counterattacks.
- **Adrenal Surge Protocol** (100 CP): Activates a hyper-responsive state, doubling your physical speed and reaction times in bursts, allowing you to deflect or even cut projectiles aimed at you.
- **Hyper-Viper Suite** (100 CP): Overhauls your entire reflex network, making you nearly untouchable in combat. Your reactions become instantaneous, and you gain enhanced prediction capabilities, sensing danger before it strikes.

Phantom Skin Sheath (100 CP)



This bio-synthetic augment provides a seamless layer of nanomaterial under your skin, granting unparalleled stealth capabilities. The **Phantom Skin Sheath** allows you to blend into your surroundings like a chameleon, avoid detection by most scanning technologies, and dampen sound around you. A favorite among infiltrators and spies, its discreet nature makes it nearly undetectable.

Upgrades

The Phantom Skin Sheath can be enhanced through CP investments.

- **Adaptive Camouflage** (50 CP): Upgrades the sheath's capabilities, allowing it to replicate complex textures and patterns for complete invisibility.
- **Thermal Nullifier** (50 CP): Renders you invisible to infrared and thermal imaging, perfect for evading high-tech surveillance.
- **Quantum Ghost Protocol** (100 CP): Enables phase-shifting, allowing you to partially pass through solid objects while cloaked.
- **Spectral Cloak Suite** (100 CP): Makes you completely undetectable by all forms of sensors, even capable of fooling basic and advanced magical methods of detection. While cloaked, you become able to interact with intangible entities such as spirits and non-corporeal beings..

The Wedding of Hachi Steelworks's Heiress and a Funeral

The City is abuzz with news of the upcoming wedding of Asha Hachi, the heiress to Hachi Steelworks, one of the most prominent manufacturers of industrial machinery and advanced alloys. The ceremony promises to be a grand affair, attended by the elite of the City's ruling class. Yet beneath the surface, whispers of unease circulate. Ayaka, known for her independence and sharp mind, has been uncharacteristically silent about the event, fueling speculation that the marriage is less a union of love and more a calculated alliance. Some suspect the deal involves a shadowy corporation with significant stakes in the City's most volatile sectors, further muddying the waters.

Adding intrigue to the rumors is talk of a secret dowry—an experimental piece of technology said to be so advanced it could disrupt the delicate balance of power in the City. While no details have been confirmed, those close to the Hachi family suggest it is the product of years of clandestine research and could revolutionize or destabilize entire industries. Tensions are high, and the City watches with bated breath, not for the union itself, but for what it might signify.

The plot thickened days ago with the sudden and unexplained death of a prominent figure close to the marriage. Official reports have labeled it an accident, but insiders whisper of foul play. Was this an act of sabotage to prevent the union? Or perhaps a warning to those involved? The Hachi family has refused to comment, and the event has been swiftly buried in the avalanche of wedding preparations. Yet the undertones of conspiracy refuse to fade, leaving the City rife with speculation. In a place where power struggles often masquerade as grand celebrations, the wedding may prove to be as much a battlefield as the underhanded dealings that have preceded it.

Aegis Core Armor (100 CP)



The **Aegis Core Armor** integrates a lightweight, nanite-reinforced skeleton and subdermal plating into your body, providing unmatched durability without compromising mobility. Discreet yet formidable, this augment absorbs and disperses impact forces, protecting you from physical harm while enhancing your resilience. Ideal for brawlers, soldiers, or anyone who values survival.

Upgrades

Enhance the Aegis Core Armor's capabilities by paying CP.

- **Impact Dampeners** (50 CP): Further reduces kinetic damage, allowing you to survive high-velocity impacts or explosions with minimal harm.
- **Energy Absorption Coils** (50 CP): Protects against energy-based attacks, converting absorbed energy into a temporary physical boost.
- **Titanium Nexus Overhaul** (100 CP): Reinforces your armor to rival high-grade military tech. Scales to the setting, allowing you to withstand even supernatural attacks or extreme environments.
- **Aegis Prime Framework** (100 CP): Transforms your body into an indestructible fortress. The nanites adapt dynamically, granting impressive resilience to most forms of damage and drastically increasing your strength and endurance.

Missing Children and Monsters in the Underworks

In the City at the Edge of Nothingness, the Underworks have always been a place of foreboding. Dark, sprawling tunnels stretch endlessly beneath the surface, home to the discarded, the forgotten, and the desperate. Yet, recent whispers and news reports have ignited a new wave of fear across the City: rumors of ***missing children*** *vanishing into the depths, never to return. Authorities have been quick to dismiss these disappearances as the work of common criminals or unfortunate accidents, but survivors speak of something far more sinister lurking in the shadows.*

The most chilling accounts describe ***humanoid figures*** *seen in the dim, flickering light of the Underworks. These beings are said to possess an unnatural, almost hypnotic aura, able to bend minds and willpower with a mere gaze or softly spoken words. Witnesses claim they move with an eerie, inhuman grace, disappearing into the dark as suddenly as they appear. Though no concrete evidence of these monsters exists, the stories are spreading like wildfire, leaving many to wonder whether the City's vast underbelly harbors something far more dangerous than anyone dares admit.*

In the wake of these rumors, an uneasy tension has settled over the districts bordering the Underworks. Parents keep their children close, merchants in the area have begun to close their stalls early, and even the bravest scavengers tread carefully when venturing below. Some say the missing children are being used for experiments, while others whisper of an ancient horror reawakening beneath the City's streets. As the disappearances continue, fear gives way to paranoia, and the question on everyone's lips remains unanswered: what is truly hiding in the depths of the Underworks?

Falcon Optics Suite (100 CP)



Enhance your vision to superhuman levels with the **Falcon Optics Suite**. This discreet ocular implant grants telescopic, night vision, and infrared capabilities, letting you see with clarity in any condition. Perfect for snipers, explorers, and anyone who values keen eyesight.

Upgrades

- **Eagle Focus** (50 CP): Improves precision, allowing you to perceive even the smallest details from extreme distances.
- **Adaptive Spectrum Overlay** (50 CP): Adds ultraviolet and x-ray vision modes, letting you see through thin materials and analyze hidden details.
- **Hawkeye Neural Link** (100 CP): Connects directly to your brain, dramatically improving reaction time and visual processing speed.
- **Predator Vision Array** (100 CP): Grants perfect sight in all spectrums simultaneously, along with advanced tracking algorithms that lock onto targets, predicting their movements.

Titan Grip Enhancer (100 CP)



This powerful augment strengthens your hands and arms, providing incredible grip, strength and dexterity. Crush steel bars, climb sheer walls, or wield oversized weapons with ease—your hands become tools of immense power.

Upgrades

- **Precision Touch** (50 CP): Refines motor control, allowing for delicate tasks like lockpicking or manipulating intricate mechanisms.
- **Grappler Mode** (50 CP): Enhances climbing and grappling capabilities, making vertical surfaces and ceilings as accessible as flat ground.
- **Overdrive Circuitry** (100 CP): Temporarily triples your grip strength, letting you rip through heavy objects or overpower enemies effortlessly.
- **Crimson Claw Framework** (100 CP): Turns your hands into unbreakable tools of destruction, capable of bending steel, smashing through concrete, and gripping with unstoppable force.

Neuron Accelerator Hub (100 CP)



This implant turbocharges your brain's processing speed, enhancing multitasking, memory, and problem-solving capabilities. A favorite among strategists and scientists, it ensures you're always one step ahead.

Upgrades

- **Memory Core Expansion** (50 CP): Grants near-perfect recall, letting you access memories with photographic clarity.
- **Predictive Modeling** (50 CP): Allows your brain to simulate and predict outcomes in real-time, giving you a tactical edge in any situation.
- **Hyper Thought Nexus** (100 CP): Boosts creativity and analytical thinking, enabling breakthroughs in complex problems or strategies.
- **Omnithought Protocols** (100 CP): Your mind becomes a near-supercomputer, capable of processing vast amounts of data instantly and solving problems no one else could.

Shadowstep Actuators (100 CP)



This augment enhances your legs with silent, shock-absorbing mechanisms, allowing for stealthy movement and agile maneuvers. Leap great heights, sprint silently, and evade detection with ease.

Upgrades

- **Whisper Pads** (50 CP): Eliminates all noise from your movements, even on creaky surfaces or in water.
- **Sprint Boosters** (50 CP): Doubles your running speed, letting you escape or close distances quickly.
- **Lynx Reflex Upgrades** (100 CP): Improves balance and agility, enabling mid-air adjustments, flawless landings, and lightning-fast parkour moves.
- **Phantom Velocity System** (100 CP): Grants unparalleled speed and agility, turning you into a blur of motion that’s almost impossible to track or catch.

Ironheart Reactor Core (100 CP)



A miniature energy source implanted near your chest, the **Ironheart Reactor Core** provides limitless power for your body's augments and a significant endurance boost.

Upgrades

- **Kinetic Recharge Module** (50 CP): Converts your movements into energy, further enhancing the core's efficiency.
- **Energy Overflow Buffer** (50 CP): Stores excess power, allowing you to release it in short bursts for added strength or speed.
- **Overclock Mode** (100 CP): Temporarily supercharges all connected augments, providing an extreme boost in performance for a limited time.
- **Nova Core Expansion** (100 CP): Transforms the reactor into an unmatched power source, enabling perpetual operation of all augments and granting unparalleled stamina and resilience.

Sonic Edge Vocalizer (100 CP)

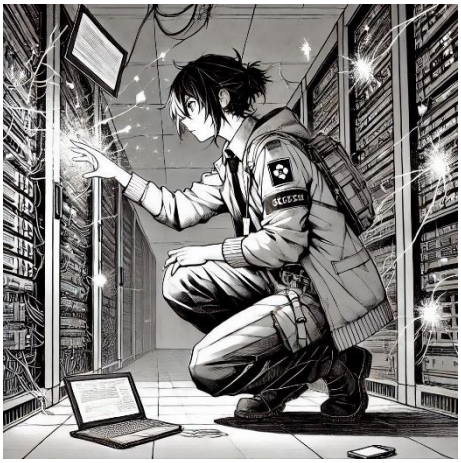


This vocal augment enhances your voice with incredible range, clarity, and projection. Whether intimidating foes, rallying allies, or manipulating crowds, your voice becomes an unstoppable tool of influence.

Upgrades

- **Resonance Enhancer** (50 CP): Adds subsonic and ultrasonic ranges, letting you affect people or devices undetectably.
- **Vocal Modulator** (50 CP): Mimic any sound or voice perfectly, from the tone of a friend to the rumble of machinery.
- **Command Protocol** (100 CP): Your voice exerts an irresistible psychological influence, making others far more likely to obey your commands.
- **Sonic Devastation Suite** (100 CP): Weaponizes your voice, enabling destructive sonic blasts or disorienting soundwaves with a single shout.

Wraith Neural Disruptor (100 CP)



This augment lets you emit subtle electromagnetic pulses to disrupt electronics and scramble enemy devices. Silent and deadly, it's a must-have for hackers and saboteurs.

Upgrades

- **Localized Jamming** (50 CP): Expands the disruption field to include a small radius around you, disabling all electronics within range.
- **Hacker's Edge** (50 CP): Interfaces with enemy systems, giving you temporary control over compromised devices.
- **Surge Cascade** (100 CP): Intensifies the disruption, permanently frying non-shielded electronics and destabilizing advanced systems.
- **EMP Nova Array** (100 CP): Turns you into a walking EMP weapon, releasing powerful pulses capable of knocking out city blocks or advanced AI systems.

Pheromone Synth Emitter (100 CP)



The **Pheromone Synth Emitter** grants you the ability to subtly influence the emotions and decisions of those around you by releasing custom pheromones. Whether swaying crowds, manipulating individuals, or calming hostile situations, your very presence becomes a powerful tool.

Upgrades

- **Targeted Release** (50 CP): Fine-tunes your emissions to affect specific individuals, even in a crowd.
- **Enhanced Potency** (50 CP): Amplifies the effects, making your pheromones irresistible to most targets.
- **Mood Spectrum Control** (100 CP): Enables the production of a wide range of pheromones, from fear-inducing to euphoric, with precise emotional targeting.
- **Omni-Pheromone Mastery** (100 CP): Your influence becomes so profound that entire groups fall under your sway effortlessly, with effects lasting long after you leave.

Morphic Visage Augment (100 CP)



This augment allows you to reshape your facial structure at will, making it impossible for others to recognize you. Perfect for infiltrators, spies, and those looking to evade detection.

Upgrades

- **Voice Modulator** (50 CP): Lets you mimic any voice perfectly to accompany your new face.
- **Body Sculpt Module** (50 CP): Extends your morphing ability to your body, letting you alter your height, build, and overall appearance.
- **Complete Morphic Control** (100 CP): Allows you to alter your sex, musculature, and even skin texture for total disguise mastery.
- **Hyper-Adaptive Form** (100 CP): Instantly shapeshift into any appearance with uncanny precision, including non-human features or entirely unique forms.

Psynapse Array (100 CP)



The **Psynapse Array** grants low-level psychokinetic abilities by manipulating electromagnetic fields around you. Move small objects, manipulate electronic devices, or create subtle force barriers.

Upgrades

- **Micro Manipulator** (50 CP): Increases precision, letting you control even the smallest objects or mechanisms remotely.
- **Force Surge** (50 CP): Boosts your strength, allowing you to hurl larger objects or create stronger barriers.
- **Pulse Control** (100 CP): Lets you project concentrated bursts of kinetic force to knock back foes or destroy barriers.
- **Psionic Nexus** (100 CP): Amplifies your psychokinetic range and power, letting you manipulate entire environments or generate powerful telekinetic attacks.

Toxic Synthesis Core (100 CP)



This implant gives you the ability to stealthily generate and secrete various liquids from your body, ranging from deadly toxins to highly flammable compounds. Your body becomes a factory for potent chemical agents.

Upgrades

- **Refined Chemistry Module** (50 CP): Lets you produce specific chemicals, such as tranquilizers or stimulants, in addition to poisons.
- **Projective Nozzles** (50 CP): Allows you to spray or eject liquids at high speed, turning your secretions into a ranged weapon.
- **Enhanced Toxicity** (100 CP): Increases the potency of all chemicals you produce, making them deadlier or more effective.
- **Volatile Synthesis Overhaul** (100 CP): Grants the ability to produce explosive compounds, generate corrosive acids, or release clouds of debilitating gas on demand.

Shockweaver Implant (100 CP)



Harness the power of electricity with the **Shockweaver Implant**, which lets you generate and discharge electrical currents from your body. Use it for combat, utility, or to energize nearby devices.

Upgrades

- **Voltage Control** (50 CP): Allows precise control over the intensity of your shocks, from harmless jolts to deadly discharges.
- **Chain Link Circuitry** (50 CP): Lets your electricity arc between multiple targets, stunning or damaging entire groups.
- **EMP Surge** (100 CP): Creates a localized electromagnetic pulse, disabling electronic devices in your immediate vicinity.
- **Thunderstorm Core** (100 CP): Transforms you into a living powerhouse, unleashing devastating lightning strikes or sustaining continuous electrical fields.

Surgeon's Precision System (100 CP)



This augment enhances your hands with precision actuators, giving you unparalleled dexterity and steadiness. Ideal for medics, engineers, or anyone needing pinpoint accuracy.

Upgrades

- **Microscale Actuation** (50 CP): Lets you work flawlessly on the tiniest objects or wounds, from intricate circuits to delicate surgeries.
- **Force Feedback Optimization** (50 CP): Adds variable strength control, letting you apply just the right amount of pressure for any task.
- **Hyper Neural Connection** (100 CP): Increases your reaction speed and hand-eye coordination to superhuman levels.
- **Omni-Precision Framework** (100 CP): Your hands become masterpieces of mechanical precision, capable of performing any task flawlessly, no matter how complex or demanding.

Bladeforge Interface (100 CP)

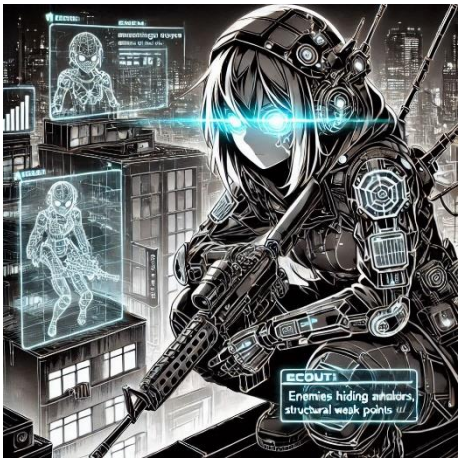


The **Bladeforge Interface** integrates concealed mechanisms in your body to project and extend bladed weapons at will. These blades, made of advanced alloys, can be deployed in combat with deadly precision, turning your body into a living arsenal.

Upgrades

- **Reinforced Edges** (50 CP): Enhances the durability and sharpness of your blades, allowing them to cut through tougher materials.
- **Variable Forms** (50 CP): Lets you customize blade shapes, such as serrated edges, curved daggers, or even dual-ended extensions.
- **Kinetic Blade System** (100 CP): Incorporates kinetic energy, allowing your blades to vibrate at high frequencies for improved cutting power and impact.
- **Hardlight Armory** (100 CP): Grants the ability to project hardlight weapons, including swords, axes, and even shields, which are indestructible for a limited duration.

OmniHUD Augment (100 CP)



The **OmniHUD Augment** overlays a Heads-Up Display (HUD) onto your vision, offering real-time intelligence, tactical data, and environmental analysis. Perfect for strategists, scouts, and anyone who thrives on information.

Upgrades

- **Threat Detection Module** (50 CP): Highlights potential dangers, including enemy movements, traps, and hazards.
- **Data Integration Port** (50 CP): Lets your HUD connect to external systems, displaying real-time feeds, schematics, or networked information.
- **Augmented Targeting Suite** (100 CP): Grants precision targeting assistance, highlighting weak points on enemies or objects for maximum efficiency.
- **Omni-Sight System** (100 CP): Combines advanced thermal, night vision, and x-ray imaging with predictive algorithms for unparalleled situational awareness.

CommCore Nexus (100 CP)



This augment revolutionizes communication, embedding a multi-channel transceiver in your body that allows instant connection to networks, devices, and people. Whispered thoughts become encrypted messages, and you can tune into any signal at will.

Upgrades

- **Language Decoding Module** (50 CP): Enables real-time translation of any spoken or written language within this augment's database. You may upgrade the database by downloading updates from any network or passively through your personal interactions with unknown languages.
- **Signal Amplifier** (50 CP): Expands your communication range and lets you break through interference or jamming.
- **Mind-Link Protocol** (100 CP): Allows temporary telepathic-like communication with nearby individuals or groups.
- **Universal CommCore** (100 CP): Lets you intercept, decrypt, and manipulate all forms of communication effortlessly, from private conversations to encrypted broadcasts.

Euphoria Synthesis Gland (100 CP)



This augment modifies your body to produce fluids with potent effects. Your sweat, saliva, blood and other fluids become addictive, releasing euphoric sensations upon contact or ingestion. It's a dangerous but effective tool for manipulation or more close and personal interactions.

Upgrades

- **Controlled Dosage** (50 CP): Lets you control the intensity of your fluids' effects, from mild addiction to full dependence.
- **Hallucinogenic Infusion** (50 CP): Adds hallucinogenic properties, causing vivid, LSD-like experiences in those exposed.
- **Delivery Optimization** (100 CP): Grants the ability to produce aerosols or injectables for wider and more efficient distribution.
- **Paradise Catalyst** (100 CP): Makes your fluids incredibly potent, with effects that can enthrall entire groups or drive individuals to obsession. Any pleasure your targets experience is exponentially boosted by the intensity of your fluids, potentially imprinting them to you should they experience unmatched pleasure associated with you.

ThermoPressure Resilience Core (100 CP)



The **ThermoPressure Resilience Core** enhances your body to withstand extreme environmental conditions. Whether in searing heat, frigid cold, or crushing pressures, you remain unfazed.

Upgrades

- **Thermal Balance System** (50 CP): Optimizes your internal temperature, letting you operate efficiently in even hostile environments.
- **Pressure Reinforcement Module** (50 CP): Grants resilience to high-pressure depths or the vacuum of space.
- **Environmental Immunity Protocol** (100 CP): Nullifies the effects of environmental hazards like toxic gases, radiation, or corrosive chemicals.
- **Adaptation Matrix** (100 CP): Your body adapts dynamically to any environment, granting immunity to most environmental extremes and enabling survival in the harshest conditions imaginable so long your body is not destroyed by the environment.

Cipher Neural Interface (100 CP)



A state-of-the-art neural implant designed for elite hackers, the Cipher Neural Interface links directly to your brain, granting you unparalleled skill in infiltrating digital systems. This discreet augment boosts your reaction time and intuition while interfacing with technology, making even the most secure systems crumble under your command. Perfect for tech-savvy operatives or corporate saboteurs.

Upgrades

- **Overclocked Processing Unit** (50 CP): Doubles your hacking speed and allows for simultaneous infiltration of multiple systems.
- **Quantum Decryptor** (50 CP): Bypasses advanced encryption and firewalls with minimal effort, letting you exploit even the most secure networks.
- **Synthetic Intuition Module** (100 CP): Grants you predictive algorithms to anticipate system responses and counteract intrusion detection measures seamlessly.
- **Digital Overlord Suite** (100 CP): Turns you into a hacking juggernaut, enabling you to remotely control complex systems, rewrite AI protocols, and disable large-scale networks effortlessly.

Phantom Arsenal (100 CP)



The Phantom Arsenal is a concealed ranged weapons system built directly into your body. Micro-missile pods, hidden projectile launchers, and compact explosive dispensers can be deployed discreetly from your limbs, giving you an unpredictable edge in combat. Ideal for covert operatives and demolition experts.

Upgrades

- **Precision Targeting Module** (50 CP): Improves the accuracy and range of your ranged weapons, allowing pinpoint strikes.
- **Explosive Payload Enhancer** (50 CP): Upgrades your arsenal to include more potent explosives, such as EMP rounds or incendiary charges.
- **Tactical Cloaking Integration** (100 CP): Grants your weapons system stealth capabilities, making it impossible for enemies to detect attacks before they land.
- **Armageddon Arsenal** (100 CP): Transforms your augment into a portable armory capable of launching devastating bombardments and unleashing limited battlefield-level destruction.

Nano-Regen Core (100 CP)



The Nano-Regen Core is a revolutionary medical augment that integrates nanomachines into your bloodstream, granting rapid regeneration capabilities. Cuts seal in seconds, broken bones knit together within minutes, and even severe injuries are healed in record time, repairing even damages done to mechanical parts you may have. Discreet yet lifesaving, this augment is perfect for combatants and explorers alike.

Upgrades

- **Adrenaline Surge Unit** (50 CP): Automatically triggers enhanced healing during combat, reducing downtime and increasing your resilience.
- **Toxin Purge System** (50 CP): Neutralizes poisons, diseases, and other harmful substances in your body almost instantly.
- **Enhanced Cell Replication** (100 CP): Significantly speeds up regeneration, allowing you to recover from life-threatening injuries within moments.
- **Immortality Protocol** (100 CP): Grants near-limitless regeneration, making you almost impossible to kill and allowing you to recover from even catastrophic damage. May overheat under sustained extreme circumstances and temporarily shutdown.

Aegis Field Generator (100 CP)



The Aegis Field Generator is a compact energy shielding system embedded in your body, projecting a protective barrier that absorbs damage. This augment provides brief bursts of shielding that can deflect bullets, shrapnel, and other attacks, keeping you or others close to you alive in the thick of battle.

Upgrades

- **Extended Shield Duration** (50 CP): Increases the length of time the shield can remain active during combat.
- **Kinetic Energy Conversion** (50 CP): Converts absorbed damage into energy, fueling your other augments or enhancing your strength.
- **Multi-Layered Shielding** (100 CP): Adds additional layers to the shield, making it capable of deflecting more powerful attacks and sustained damage.
- **Omni-Field Barrier** (100 CP): Generates an all-encompassing energy field that protects you from physical, energy-based, and even environmental hazards like radiation or extreme temperatures.

Biohacks

Biohacks are a revolutionary, if controversial, means of unlocking supernatural abilities within the bounds of the City's Reality Distortion Fields. By manipulating the distortion spire network to reinterpret your biological signature, biohacks grant you powers and capabilities far beyond the limits of your natural physiology. These abilities, tethered to the distortion fields' reality-altering mechanisms, allow feats such as manipulating elements, enhancing physical prowess, or even bending the fabric of space and time. However, **their effects are strictly confined to the City**; outside the distortion fields, biohacks become entirely inert, leaving users reliant on their natural abilities. They are not magic, and are unimpeded to things designed to suppress, resist or counter it.

These modifications are **exclusive to organic beings**, as the process requires a true biological signature to interface with the spire network. Synthetic entities, lacking the necessary organic markers, are incapable of benefiting from biohacks. While incredibly potent, biohacks are rare, expensive, and often dangerous to obtain. Central heavily regulates them, viewing them as a destabilizing force that can upset the delicate balance of power within the City. Despite this, demand thrives, particularly in the City's shadowy underbelly, where black-market biohackers operate beyond the reach of authority. Biohacks do not require energy for their use, supported entirely by the reality distortion fields of the City. For those willing to take the risk, biohacks offer a tantalizing opportunity to ascend to new heights of power—within the City's enigmatic borders.

Pyrokinetic Ignition (100 CP)



Unleash the power of flames with Pyrokinetic Ignition, granting you the ability to summon and control fire at will. Whether creating fiery barriers to fend off attackers or igniting infernos in dark alleys, this biohack makes you a walking arsenal of flame. In the City's shadowy underworks, there are rumours of monsters and shadow being with fire in their eyes, it's no surprise that those wielding this biohack are whispered to have deals with the city's unseen powers.

Enhancements:

- **Ignition Control (50 CP):** Fine-tune your flames for precision, allowing you to sculpt fire into tools, intricate shapes, or even symbols.
- **Flame Aura (50 CP):** Surround yourself with a blazing aura that burns anything within close range while leaving you unharmed.
- **Inferno Mastery (100 CP):** Unleash firestorms with high enough temperature to melt both stone and metal and capable of incinerating entire areas with devastating power.

Cryosurge (100 CP)



Command the frost with Cryosurge, enabling you to lower temperatures, freeze surfaces, and create icy constructs. In the City, where temperatures are tightly regulated by the spires, this biohack turns you into a chilling anomaly, capable of turning the most hostile environment into an icy grave for your enemies.

Enhancements:

- **Frost Sculptor (50 CP):** Shape your ice into detailed tools or weapons, and freeze surfaces to control enemy movement.
- **Glacial Wave (50 CP):** Generate waves of freezing air capable of immobilizing multiple foes or fortifying areas with thick ice.
- **Absolute Zero (100 CP):** Drop temperatures to near-absolute zero in a radius, freezing even the most resistant materials and beings.

Ethereal Veil (100 CP)



Step beyond the material with Ethereal Veil, allowing you to phase through solid objects for brief moments. Perfect for avoiding danger or slipping through locked doors, this biohack is a favorite among infiltrators in the City's sprawling underworks. Urban legends speak of “ghosts” that appear and vanish without a trace—perhaps you’ll become one of them. Extra care must be taken against energy or intangible weapons or threats while phased, for they’ll be extra effective against you as long as this biohack is active.

Enhancements:

- **Extended Phase (50 CP):** Increase the duration of your phasing, letting you move through thicker and longer obstacles.
- **Selective Veil (50 CP):** Phase only specific parts of your body, such as a hand or foot, for creative solutions.
- **Ethereal Mastery (100 CP):** Phase for prolonged periods, passing through multiple obstacles with ease and ignoring most physical attacks.

Gravity Twist (100 CP)



Defy the rules of gravity with Gravity Twist, allowing you to manipulate gravitational forces around you. Leap to impossible heights, crush foes with enhanced weight, or float weightlessly through the air. Within the City, this biohack gives new meaning to "rising above" the competition.

Enhancements:

- **Weight Shift (50 CP):** Gain fine control over your weight, letting you balance on delicate surfaces or increase your stability.
- **Localized Crush (50 CP):** Focus gravitational pressure on a small area, pulverizing targets with immense force.
- **Gravity Sovereign (100 CP):** Manipulate gravitational forces on a large scale, pulling enemies to the ground or lifting objects effortlessly.

Kinetic Absorption (100 CP)



Turn incoming force into power with Kinetic Absorption. This biohack lets you absorb kinetic energy from impacts and redirect it, fueling devastating counterattacks or powerful energy bursts. In a City where violence is common, being able to turn an attacker's strength against them is a game-changer.

Enhancements:

- **Impact Boost (50 CP):** Enhance your ability to store and release kinetic energy, allowing for stronger counterstrikes.
- **Force Barrier (50 CP):** Release absorbed energy as a protective barrier that deflects incoming attacks.
- **Energy Cascade (100 CP):** Store massive amounts of energy, unleashing it in devastating area-of-effect attacks or sustaining enhanced strength for extended periods.

Sonic Scream (100 CP)



Unleash the power of sound with Sonic Scream, enabling you to produce destructive sound waves or disorient foes with ultrasonic frequencies. In the City's narrow corridors, your voice can become a weapon that echoes doom to those who oppose you.

Enhancements:

- **Echo Precision (50 CP):** Refine your control, targeting specific areas or enemies with pinpoint sound blasts.
- **Resonant Shockwave (50 CP):** Amplify your scream into a wide-range shockwave capable of demolishing structures or incapacitating groups.
- **Sonic Mastery (100 CP):** Create supersonic pulses that shatter defenses and render enemies helpless with concussive force.

Shadowstep (100 CP)



Step into the shadows with Shadowstep, granting you the ability to teleport short distances within areas of darkness. Usually only found within those that grew or have lived in the Underworks for a long time, it seems that those that those able to impart this biohack seem to have some sort of connection to this place. Ideal for stealth and rapid movement, this biohack makes you a ghost in the dimly lit corners of the City.

Enhancements:

- **Extended Range (50 CP):** Increase the distance you can teleport in a single step.
- **Shadow Meld (50 CP):** Merge fully with shadows, becoming nearly invisible and immune to detection.
- **Dark Sovereign (100 CP):** Move effortlessly through shadows, teleporting rapidly and attacking from unpredictable angles.

Photosynthesis Core (100 CP)



Tap into nature's energy with Photosynthesis Core, converting sunlight into nourishment and accelerating physical regeneration during daylight. Another advantage this biohack proves is that being struck by lasers or other forms of concentrated light will be absorbed to some extent depending on their potency. In the City's ever-bright solar districts, this biohack makes you a tireless force of vitality.

Enhancements:

- **Enhanced Regeneration (50 CP):** Heal minor injuries almost instantly under sunlight.
- **Energy Surge (50 CP):** Channel solar energy into bursts of speed or strength for short periods.
- **Solar Mastery (100 CP):** Maximize solar absorption, granting near-constant regeneration and energy reserves, even in dim light.

Electrocurrent Pulse (100 CP)



Harness the power of electricity with Electrocurrent Pulse, allowing you to generate and control electrical currents in the environment and mahchinery. Whether stunning foes, powering devices, or aiding in hacking systems, this biohack turns you into a living conductor in the City's energy-hungry environment.

Enhancements:

- **Voltage Amplifier** (**50 CP**): Increase the intensity of your electrical discharges for stronger attacks.
- **Arc Control** (**50 CP**): Direct electricity with precision, allowing for long-range shocks or complex electrical manipulations.
- **Storm Conduit** (**100 CP**): Generate massive electrical surges, unleashing destructive localized lightning storms or empowering nearby systems.

Toxic Spikes (100 CP)



Weaponize your body with Toxic Spikes, a biohack that enables you to grow venomous barbs or spines capable of piercing steel and other hard materials. Perfect for close combat or ambushes, these can paralyze or poison enemies, making you a living arsenal in the City's brutal underworld.

Enhancements:

- **Enhanced Venom (50 CP)**: Strengthen the potency of your toxins, affecting larger targets or quicker reactions.
- **Toxic Cloud (50 CP)**: Release a poisonous gas cloud from your spikes, incapacitating multiple foes at once.
- **Corrosive Arsenal (100 CP)**: Generate barbs that secrete corrosive acid, dissolving defenses and creating unparalleled destruction.

Aero Drift (100 CP)



Command the wind with Aero Drift, allowing you to manipulate air currents. Glide through the air, create gusts to knock back foes, or move with unmatched agility through the City's maze of towers at high speeds while boosted by the wind.

Enhancements:

- **Tailwind Boost (50 CP)**: Increase your movement speed by riding accelerated air currents.
- **Vortex Control (50 CP)**: Create focused whirlwinds to disorient or trap enemies.
- **Tempest Wrath (100 CP)**: Summon powerful storms, unleashing devastating winds and rains upon your enemies.

Medical Services in the City

Medical care in the City is a paradox of abundance and scarcity. While the infrastructure to provide affordable, even miraculous, healthcare is widely available, it is deliberately priced beyond the reach of most citizens. Mundane medical facilities can address common ailments and injuries, but the most advanced treatments and elite practitioners are hoarded by the wealthy and powerful. Those rare individuals with abilities to heal others, whether naturally gifted or through illicit biohacks, are viewed as invaluable commodities. The masses revere and desperately seek them, while the elite track, capture, and exploit them for exclusive benefit, further deepening the chasm between privilege and desperation.

Psionic Tap (100 CP)



Unlock the potential of your mind with Psionic Tap, granting limited telepathic abilities like basic mind reading and emotional influence. In the City's social games, this biohack makes you a formidable manipulator.

Enhancements:

- **Deep Probe** (**50 CP**): Access deeper thoughts and memories with increased precision.
- **Psionic Shield** (**50 CP**): Defend your mind against psychic intrusion and manipulate mental attacks.
- **Mind Sculptor** (**100 CP**): Project powerful psychic commands to influence or control others' actions directly.

Void Walker (100 CP)



Embrace spatial manipulation with Void Walker, giving you partial immunity to spatial distortions and the ability to step briefly through dimensional rifts to quickly teleport short distances within the same location or slowly open rifts to teleport to longer distances. Escape traps or ambush foes in the City's shifting geometry.

Enhancements:

- **Enhanced Riftwalking** (**50 CP**): Increase the distance and frequency of your rift steps.
- **Dimensional Anchor** (**50 CP**): Prevent others from escaping or teleporting within your vicinity.
- **Void Mastery** (**100 CP**): Travel longer distances and manipulate space to disrupt enemies or reshape your environment through manipulation of the void. May open rifts to the City even outside the reality distortion fields.

Note*: Activating this biohack to appear in the Void outside the City carries significant risks, as it may deactivate entirely unless the Void Mastery enhancement is taken. This is the only biohack capable of functioning partially beyond the reality distortion fields, but its sole purpose there is to create a rift for returning to the City. Extreme caution is advised—getting stranded in the Void poses serious dangers, including the lack of gravity, air, and any form of sustenance in its vast emptiness. Venturing too close to the Nothingness presents even greater perils of an unknown and potentially catastrophic nature.*

Iron Lungs (100 CP)



Survive hostile environments with Iron Lungs, a biohack that enhances your respiratory system. Breathe in toxic atmospheres or hold your breath for days, perfect for the City's industrial zones and polluted underworks.

Enhancements:

- **Toxin Filtration** (**50 CP**): Neutralize harmful substances in the air or liquids around you, including advanced chemical agents.
- **Aquatic Adaptation** (**50 CP**): Fully adapt to underwater environments, moving with ease and surviving at extreme depths.
- **Elemental Resistance** (**100 CP**): Gain immunity to toxins, extreme heat, and cold in what you breathe, making you a true survivor.

Bioluminescent Aura (100 CP)



Illuminate the darkness with Bioluminescent Aura, a biohack that lets your body emit a glowing light. Shadow aligned entities find your glow a tad unsavory and uncomfortable. Useful for exploration or blinding enemies, your glow becomes a beacon in the shadowy depths of the City.

Enhancements:

- **Brilliance Control** (**50 CP**): Adjust the intensity and color of your glow for versatility or stealth.
- **Blinding Flash** (**50 CP**): Release a powerful burst of light to disorient and blind enemies.
- **Radiant Shield** (**100 CP**): Create a shimmering aura that protects against energy-based attacks, attempting to diffuse their effects around you. Shadow aligned entities that make contact with your shield will receive a painful reminder of why the light is the counterpart to darkness.

Adaptive Spikes (100 CP)



Transform your body with Adaptive Spikes, generating intimidating bony protrusions for offense or defense. These durable spikes can pierce armor or shield you from harm in the City's treacherous skirmishes.

Enhancements:

- **Reinforced Spikes (50 CP)**: Strengthen your spikes for increased durability and sharper edges.
- **Projectile Adaptation (50 CP)**: Launch your spikes as deadly projectiles to attack enemies from a distance.
- **Titan Spines (100 CP)**: Grow massive, indestructible spikes, turning yourself into an unstoppable force in battle.

Blood Surge (100 CP)



Tap into raw power with Blood Surge, temporarily overclocking your circulatory system to enhance speed, strength, or reflexes. This state of your body allows you to quickly metabolize chemicals or toxins, while mildly enhancing your natural regeneration, however it will increase your caloric consumption, often demanding you compensate it by eating thousands of calories to recover. The surge is perfect for sudden bursts of action in the City's high-stakes scenarios.

Enhancements:

- **Extended Surge (50 CP)**: Lengthen the duration of your surges for prolonged engagements.
- **Multi-Surge Control (50 CP)**: Activate different surges simultaneously, combining enhanced speed, strength, and reflexes.
- **Overdrive Mode (100 CP)**: Unleash unparalleled physical prowess, making you a whirlwind of destruction.

Empathic Resonance (100 CP)



Harness the power of emotion with Empathic Resonance, a biohack that lets you sense and subtly influence the feelings of those around you. Manipulate allies or disarm foes in the City's intricate social labyrinth.

Enhancements:

- **Emotional Amplifier (50 CP)**: Intensify specific emotions, such as fear or trust, for greater impact.
- **Aura of Calm (50 CP)**: Soothe large groups, defusing hostile situations with ease.
- **Emotional Command (100 CP)**: Gain the ability to dominate emotions, compelling actions based on overwhelming feelings.

Temporal Drift (100 CP)



Warp your perception with Temporal Drift, a biohack that slows your perception of time for brief periods. Dodge attacks, plan intricate maneuvers, or react with superhuman reflexes in the City's chaotic clashes. Though not true time manipulation, it allows you to have an edge in situations where you would just not simple have enough time.

Enhancements:

- **Prolonged Drift (50 CP)**: Extend the duration of your time-slowing effect for more extensive control.
- **Zone Drift (50 CP)**: Create a localized time-slowing field, affecting nearby objects or enemies. This does not allow time to come to a full stop, at most slow it down to a 10% of what it normally should be, but will interfere with anything not protected against time and time perception interference.
- **Chrono Mastery (100 CP)**: Achieve near-complete control over time perception, operating with unmatched precision. At this point, this biohack protects you from time perception manipulation effects by others, and slowly allows you to sense a few seconds into the future granting you countless new possibilities on how to use this biohack.

Technology Bane (100 CP)



Become a disruptor with Technology Bane, emitting a subtle field that interferes with technology. Whether slowly disabling enemy augments in range or sabotaging drones, this biohack grants a tactical edge in the City's tech-driven world.

Enhancements:

- **Field Intensity (50 CP)**: Expand the range and strength of your disruption field.
- **Focused Disruption (50 CP)**: Target specific devices or systems for precise neutralization.
- **EMP Overload (100 CP)**: Unleash a powerful pulse that instantly disables all nearby technology, including sophisticated security systems and augments below premium quality. Premium quality augments will become momentarily affected, and recover functionality in less than a minute.

Spatial Trickery (100 CP)



Confound your foes with Spatial Trickery, a biohack that makes others misjudge your position by making them misestimate your location and fuddling with their depth perception regarding your body when they focus on you. Perfect for combat and stealth, this ability creates an aura of confusion in the City's chaotic skirmishes.

Enhancements:

- **Displacement Aura (50 CP)**: Enhance the range of the effect, misleading more opponents or at a longer distance.
- **Illusory Clones (50 CP)**: Generate afterimages of yourself, adding to the confusion.
- **Dimensional Mirage (100 CP)**: Project a fully believable illusion of yourself to distract or mislead enemies. The illusion will seem just like you, passing every audible and visual test, but will be weightless and without solid substance. The illusion has a range of a few hundred meters, and may be mentally controlled by you.

Materia Fatuus (100 CP)



Create temporary matter objects from nothing with Materia Fatuus that last several hours. Though ephemeral and imperfect, your creations are versatile and invaluable in the City, whether for crafting tools, traps, or distractions.

Enhancements:

- **Increased Volume** (**50 CP**): Generate larger and more complex objects with ease.
- **Extended Stability** (**50 CP**): Increase the lifespan of your creations, keeping them intact for days.
- **Masterful Creation** (**100 CP**): Produce matter with near-perfect qualities, indistinguishable from the real thing, though still lacking any extraordinary properties.

Panacea (100 CP)



Heal others with a touch using the extremely rare Panacea biohack, activating their natural regeneration at an accelerated rate. Mend wounds and cure diseases, becoming a beacon of hope in the City's harsh environments.

Enhancements:

- **Accelerated Healing** (**50 CP**): Drastically reduce the time needed to heal significant injuries.
- **Disease Purge** (**50 CP**): Neutralize even the most virulent illnesses and toxins.
- **Restorative Touch** (**100 CP**): Regenerate lost limbs and restore vitality to those on the brink of death.

The Suppression of Flight

Within the bounds of the City's Reality Distortion Fields, the skies remain eerily free of soaring figures. These fields, generated by the enigmatic Reality Distortion Spires, impose a rigid framework on the laws of physics, stripping most individuals of their ability to defy gravity. For metahumans, aliens, and superheroes from other realms, the once-effortless gift of flight is now an impossible dream within the City's limits. The suppression is so comprehensive that even those with innate or technological means of flight find their capabilities nullified. This phenomenon reinforces the City's dominance over its inhabitants, forcing even the most powerful visitors to adapt to its grounded reality.

Only the rarest and most potent reality manipulators retain a fraction of their ability to soar through the air. Yet, even for them, the effort is taxing, and the range and speed of their flight are greatly diminished. These exceptions are few and far between, their altered abilities a shadow of what they once were. Such individuals often serving as reminders of the City's unique power to humble even the mightiest beings.

Beam Spam (100 CP)



Unleash multiple devastating energy attacks with Beam Spam, firing high-powered lasers or corrosive plasma blasts. After using this biohack the iris of your eyes will glow with a dim emerald glow for several hours after use, marking you a formidable presence in the City's battles. Users of this biohack are feared and often labeled as always armed, many places where security and safety is of outmost importance often deny entry to beam spam users.

Enhancements:

- **Increased Output** (**50 CP**): Amplify the power of your energy blasts for greater damage, now capable of piercing through a foot tick of steel.
- **Rapid Fire** (**50 CP**): Fire multiple blasts in quick succession for a barrage of destruction.
- **Annihilation Beam** (**100 CP**): Unleash a potent, continuous, building-shaking energy wave capable of leveling entire structures.

Exorcism (100 CP)



Confront the supernatural with Exorcism, a biohack allowing you to forcibly eject intangible entities from possessed bodies. In the City, where the occult often lurks, this ability is indispensable. Anything that possesses your body will slowly and inevitably become expelled from you as long as this augment is active.

Enhancements:

- **Energy Resonance** (**50 CP**): Enhance your ability to repel stronger entities.
- **Binding Strike** (**50 CP**): Temporarily trap expelled entities, preventing their immediate escape.
- **Spectral Banisher** (**100 CP**): Destroy intangible entities outright with devastating force.

Flight (100 CP)



Though true flight in the City is restricted as it is suppressed by the reality distortion fields, this biohack lets you hover and maneuver gracefully, mimicking true flight. Perfect for navigating the City's vertical expanses.

Enhancements:

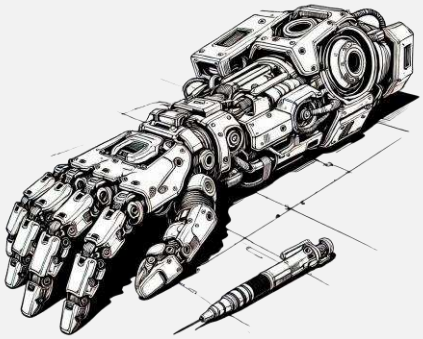
- **Extended Hovering (50 CP)**: Increase your hovering time and height.
- **Aerial Agility (50 CP)**: Gain the ability to perform complex mid-air maneuvers and rapid dashes.
- **Sustained Flight (100 CP)**: Achieve true flight within the confines of the City's reality distortion fields, soaring with ease.

Augments and Biohacks for the City's Populace

In the relentless struggle for survival within the City, many turn to augments and biohacks to gain an edge—a desperate grasp at improvement beyond natural limits. These enhancements are often costly, fraught with risks, and occasionally illegal, but they have become a necessity in a place where standing still is the same as falling behind.

Merchants and service providers have carved out niches in the less affluent districts, offering a lifeline to those who cannot afford the pristine upgrades of the elite. Here, lower-cost options abound: crude mechanical implants, intrusive and bulky augmentations, and untested biohacks sold with little regard for safety. These back-alley modifications may be riddled with flaws or come with unforeseen side effects, but for many, they are the only way to keep pace with the City's unforgiving demands.

An intricate and sprawling ecosystem surrounds this underground market. Shadowy manufacturers churn out black-market parts, fixers repair and retrofit malfunctioning gear, and unscrupulous merchants hawk their wares to anyone desperate enough to buy. Hackers and rogue bioengineers lurk in the shadows, offering illicit services to those willing to pay the price. Whether you're a foolhardy dreamer or a seasoned survivor, the City's augmentation trade waits with open arms, promising power and prosperity—or ruin.



The Mysteries of the Arcanum Glyphs

Amid the overwhelming sprawl of technology and suppression within the City, there exists a power that defies all logic—**Arcanum Glyphs**, an enigmatic force tied to the fabric of reality itself. Unlike biohacks or augments, these glyphs are not accessible to the masses, nor are they products of science or engineering. They are ancient, otherworldly symbols etched into the soul of their bearers, granting unparalleled capabilities over the local reality itself. Those who wield Arcanum Glyphs possess a connection to powers far beyond the reach of the City's reality distortion fields, making them unpredictable and awe-inspiring.

Of the **ten known Glyphs within the City**, each carries a unique identity and purpose, drawing its wielder, user, or even unwilling thrall inexorably back to the City. This strange connection suggests a deeper relationship between the Glyphs and the City itself, as though both were pieces of a greater puzzle. Some Glyphs compel their bearers toward acts of greatness, while others reshape them to reflect their mysterious origins. Among the City's highest echelons of power and its eldest most powerful denizens, the Glyphs are well known—and regarded with a mixture of dread and reverence. Each Glyph is viewed as a disruptive force, a potential threat to the delicate balance of power that the ruling elite have painstakingly maintained.

The origins of the Glyphs are shrouded in mystery. Some claim they are remnants of a forgotten civilization that predated the City itself, while others believe they are gifts—or curses—bestowed by **entities that exist outside the multiverse**. What is certain is their rarity; only a handful within the City's immense population possess them. Each Glyph is unique, granting its bearer abilities that are often both devastating and wondrous. The wielders of these powers, known as **Arcane Bearers**, are feared, revered, and hunted by factions desperate to control their potential. These abilities are neither bolstered nor suppressed by the reality distortion fields of the City, rendering them mysterious and powerful regardless of their potential.

You <u>must</u> select one Glyph for free, though you may purchase additional ones if desired. Upon completing your selection, you feel as though something has latched onto you, yet there appears to be nothing there. How curious...

Glyph of Orange Hunger (500 CP)



This glyph pulses with an insatiable, orange light, a constant reminder of its primal and predatory nature. Etched into the soul of its bearer, the Glyph of Orange Hunger transforms its wielder into an apex predator capable of consuming anything—whether physical, energetic, or even conceptual. The user can drain the life force of entire crowds, absorb memories from the very air, or even feed on the despair saturating the City's darkest alleys. In exchange, their soul brims with an endless vitality, their presence both terrifying and mesmerizing. Those touched by the Glyph often find themselves drawn to individuals and places of indulgence and temptation, where whispers of hunger and desire begin to attempt to convince the user to devour others to make it stronger.

"I must consume, devour, and grow stronger..."

Glyph of the Azure Chronothing (500 CP)



The Glyph of the Azure Chronothing is a radiant mark of sapphire blue, constantly shifting as though untethered from time itself. It infuses its bearer with mastery over true temporal manipulation, allowing them to stop, accelerate, or rewind time in localized zones. With but a thought, entire moments can be undone, future outcomes glimpsed, and battles ended before they begin. The Glyph subtly alters the soul of its wielder, granting them a deep patience and an alien understanding of causality, along with an intuitive understanding of the waves and tides of time that allows the wielder to not lose itself through the infinite possibilities of the future, the present and the past. In the City, those who previously wielded this Glyph often found themselves seeing their own ends and trying to prevent them, pursued by factions desperate to control the flow of events, seeing the glyph as a tool for rewriting their futures. The factions have never been successful in cornering the wielder of this Glyph, though any end foreseen by this Glyph for the user seems immutable, many have tried to prevent their foreseen ends yet none have succeeded in changing their fates to this day.

"Fate and Destiny are not a canvas to be painted but a river to be conquered, I am the tidebreaker that swims through eternity..."

Glyph of Verdant Green (500 CP)



A mark of vibrant green, this Glyph blooms with the essence of creation. The Glyph of Verdant Green grants the bearer the power to conjure and alter life from nothingness, transforming desolate ruins into lush paradises or weaving new species into existence with a mere gesture. The soul of its wielder feels a profound connection to life itself, and a desire to bring life whenever they go. A quiet and itchy need to create new life, turn desolate lands into verdant paradises, and even produce children of their own, it takes a most powerful will to prevent themselves surrendering to the instincts bolstered by this Glyphs and over saturating wherever they go with different kinds of life forms. The City's forgotten underworks, where life struggles to thrive against the suppressive grip of reality distortion fields, was the last place inhabited by previous wielder of this Glyph, and while many believe that place to be filled with filth and inhospitable environment it is now filled with living entities and other weird and strange things that form a completely alien ecosystem. Those who bear this Glyph are both worshipped as saviors and feared as harbingers of uncontrollable growth that could engulf entire districts in living chaos, but the fact remains that the bearer has the potential to bring life anywhere regardless of conditions.

"It is the goal of all life to spread, adapt, evolve and to fill the entire Omniverse with purpose..."

Glyph of Obsidian Silence (500 CP)



A deep black mark etched in shadow, the Glyph of Obsidian Silence renders its bearer an arbiter of stillness. The user can extinguish sound, light, and even motion within a defined area, plunging entire sectors of the City into an eerie void. This ability allows for unparalleled stealth and overwhelming control, as even the most advanced surveillance systems fail in the presence of the Glyph. The soul of its wielder becomes attuned to the silence, granting them the ability to listen to whispers in the void and predict actions before they happen, often subtly changing their personality to that of a trickster. Those engulfed in the effects of this Glyph can either find their thoughts and mental processes brought to an eerie silence, or slowly brought into madness through the silence the Glyph and its wielder brings. Tales of the Glyph's use in silencing rebellious enclaves or bringing to ruin many factions in the City's Underworks have become urban legends, creating stories about the silent trickster that brings both boon and ruin in silence. In the City an entire secret order exists solely to find the bearer of this Glyph and either contain or destroy him, for the chaos and unpredictability it brings to the City is both unseen and unheard until it happens, often in disastrous and unwelcoming ways.

"In darkness I forgive, in silence there is truth..."

Glyph of Golden Dominion (500 CP)



This radiant Glyph shines with an otherworldly golden brilliance, a beacon of absolute authority visible to those capable of perceiving souls and auras. Its bearer commands an overwhelming power to compel others through words alone, bending entire crowds into unwavering loyalty or shattering the resolve of even the most formidable leaders. The wielder's soul exudes an aura of regality so potent that defiance becomes a fleeting thought, impossible to sustain.

The effects of this Glyph are near-absolute, capable of dominating beings vastly more powerful than its wielder. Only entities beyond the scope of a Mythopoetic God-like being can begin to resist its influence. The domination it imposes is profound yet insidious, maintaining the personality and memories of those enthralled, while binding their loyalty to the wielder's will. Breaking this dominion is nearly impossible—only the bearer can release their thralls, or their death can sever the bond. Enthralled individuals bear subtle markers: under direct light, a faint golden shimmer graces their irises, though no scan or analysis reveals anything amiss.

"Bow before the light of inevitability; authority is not given—it is claimed, and with this no one will stop us from taking our rightful place, not them, and not even yourself..."

Glyph of Violet Paradox (500 CP)



This enigmatic Glyph flickers with shifting shades of violet, constantly bending and warping space around it, rendering the wielder highly visible to those capable of seeing or sensing spatial tremors, though with a conscious effort you may suppress this. The bearer gains mastery over spatial manipulation, allowing them to fold dimensions, create portals, or even twist the City's labyrinthine districts into impossible configurations. Their soul becomes an anchor to the incomprehensible, granting them immunity to spatial traps and anomalies and making it almost impossible to understand to anything unable to perceive beyond three dimensions. To the wielder, space is but a tool and a weapon, one that is effective and deadly in its hands. In the City, tales of entire neighborhoods disappearing overnight are often whispered to be the work of the Glyph of Violet Paradox, leaving its bearer both feared and sought by the City's power brokers.

"Space is but a mere illusion, dimensions are but an aspect of the same place, and power is but a mirage of something greater..."

Glyph of Argent Reflection (500 CP)



A shimmering silver Glyph, this mark grants its bearer the ability to reflect and mimic powers, attacks, or even appearances of others. When activated, the bearer becomes a living mirror, able to turn their enemies' strengths into their own weapons. The Glyph alters the soul, giving its wielder an uncanny sense of adaptability and perfect recall. The Glyph however, depends on the might of its user to achieve its purpose, and may only work on powers at relatively the same or below the power level of its wielder. In a City where identity and power are everything, the Glyph of Argent Reflection allows its bearer to walk undetected or dominate their foes with their own abilities.

"Reality itself is a mirror of your own perception, but I am who decides what it reflects..."

Glyph of Cobalt Cataclysm (500 CP)



The deep blue glow of this Glyph heralds destruction on an immense scale. Its bearer can summon vast, catastrophic energies capable of leveling entire districts in moments. From plasma storms, elemental surges, metaphysical dreads to gravitational implosions, the Glyph allows its user to wield the ultimate destructive forces available from each universe it visits with devastating precision. The soul of its wielder burns brightly once this Glyph begins to activate, a warning to any who dare to challenge them. In the City, the Glyph of Cobalt Cataclysm is both a legend and nightmare, a tale of a cataclysm once said to have happened but never confirmed. In the upper echelons of Central they do know the truth of its existence, its bearer hunted by elite enforcers desperate to contain the overwhelming threat it poses.

"Creation quakes beneath my fury, for to destroy is to remind the cosmos of its fragility..."

Glyph of Scarlet Dream (500 CP)



This blood-red Glyph blurs the line between reality and illusion. Its bearer can weave dreams and nightmares into the waking world, creating phantasms that can harm, heal, or deceive. The soul of its wielder becomes a canvas of imagination, capable of turning thoughts into tangible effects. This Glyph is impossible to detect except to the Red Sovereign's soldiers and followers hidden within the city, who seek to bring the owner of this Glyph into their faction at all costs. In the City's chaotic sprawl, where fear and ambition often drive people mad, the Glyph of Scarlet Dream is both a boon and a terror, blurring the boundaries of what is real and what is imagined.

"I had a great dream once of a unified Omniverse, or was it a beautiful nightmare? I cannot recall, but even now after countless eons since I first felt this very desire… I still…"

Glyph of Ivory Resurgence (500 CP)



A luminous white mark, the Glyph of Ivory Resurgence is the ultimate symbol of renewal. Its bearer can restore life to the dead, heal wounds, and purge corruption from the soul. The wielder's presence alone can rejuvenate entire districts, inspiring hope and loyalty among the downtrodden only to be quickly forgotten as the Glyph slowly erases the memories of those that have seen or felt its power . However, the soul of its wielder bears the weight of their gift, constantly pulling them toward those in need. In the City, where life is often fleeting, the Glyph of Ivory Resurgence is seen as a divine miracle, though its bearers are often sought to be captured or manipulated by those seeking immortality.

> *"Within this intent I impart my greatest hope for peace, for the sake of the Omniverse, my daughters, and the infinite lives that depend on us to hold back the darkness from beyond."*

A Secret for you, Jumper

The Glyphs are intrinsically tied to the City, but not for the reasons many theorize. These powerful and resilient marks upon the soul are not merely remnants of potent magic or perpetuating forces born within the City's bounds. Instead, they are fragments of intent—small, enduring echoes of the will of entities of unimaginable power. These beings, known as ***Sovereigns of the Cosmos****, wield might equal to entire multiverses and once came together to create the beginnings of what is now known today as the City.*

As for the Sovereign Wills, there were twelve of them involved in the creation of the City, however one of them has completely disappeared and its location is unknown even to the others, and another hides and does not bother to interact at all with the rest. .

What became of these Sovereigns, how the City fell into its current state, and the truth behind their mysterious disappearance remain unknown—and perhaps unknowable. Whether through design, tragedy, or betrayal, the answers lie hidden, shrouded in the mists of forgotten epochs. In this jump, at least, these secrets are yours to ponder, Jumper, but not to uncover.

The Sovereign Wills



It begins subtly, a faint sense of being watched that grows stronger with each passing moment after you've claimed your Arcanum Glyph or Glyphs. At first, it might feel like paranoia—a trick of the mind. Then the whispers come, soft but undeniable, voices calling your name in tones that seem to resonate from nowhere and everywhere at once. If you've taken more than one Glyph, the voices overlap in a surreal symphony, distinct but harmonious, each carrying a unique timbre that hints at the essence of its origin.

The experience becomes undeniable when, out of the corner of your eye, you begin to see a tiny, ethereal figure—a manifestation of the Arcanum Glyph's Sovereign Will. These beings, remnants of the intent and purpose embedded within the Glyphs, linger as sentient fragments. Each Will is a wholly independent entity, existing only for the bearer of its Glyph to see and interact with, and is unable to normally interact with the physical world. Glyph bearers may see and hear the Wills.

Their personalities vary wildly. Some Wills are endlessly curious, brimming with excitement at your presence and marveling at the fact that you, a jumper, have chosen them. They might pepper you with questions about your journeys, your abilities, and your plans, as though your existence is the most fascinating story they've ever encountered. Others are more contemplative, seemingly indifferent to you as a person but deeply intrigued by their awakening in the City, their ancient purpose stirring once again.

And then, there is always one—a Will that resents you. Perhaps it finds you unworthy of wielding its power, or it begrudges the circumstances of its reawakening. This particular one will be confrontational and stubborn, often challenging your decisions and motives, forcing you to prove yourself time and again until you truly prove yourself and it finally accepts you.

Each Will has a unique appearance, often reflecting the essence of their Glyph. Some take humanoid forms, while others are whimsical or surreal, resembling creatures or objects far removed from human

understanding. Their communication transcends barriers, capable of understanding any language, yet they guard their secrets fiercely. Ask them about their origins, and they'll claim amnesia—a partial truth, as their fragmented memories hold only traces of the intent of a once-greater being.

The Wills control the flow of power from the Glyph to you. While they cannot influence the physical world directly, they can amplify or restrict your access to the Glyph's abilities based on their perception of your intentions. They are impervious to manipulation by outside forces—be it powers, abilities, or perks—and remain steadfast in their autonomy. Should you earn their complete trust and acceptance, full control of the Glyph's power will become yours. However, until that point, they retain authority, offering or withholding their power at their discretion.

Despite their quirks and stubbornness, **the Wills will never abandon you in true peril**. Even the most spiteful among them will lend their power when your life is genuinely at risk, though they may withhold it at inconvenient moments for their own amusement. They are constantly aware of your surroundings—not just in the physical realm but across overlapping realities—and will sometimes offer cryptic insights or withhold them entirely, savoring their own enigmatic role in your journey.

Oran

Oran, the Sovereign Will of the Glyph of Orange Hunger, manifests as a mischievous figure constantly accompanied by a shadowy, ghostlike companion. While playful most of the time, this companion can transform into a menacing presence, its eyes gleaming with insatiable hunger and its mouth brimming with jagged teeth. Oran himself is consumed by an unending sense of hunger, often pestering you to eat or, more precisely, to use the Glyph's consuming power. The more significant the object or entity consumed, the more momentarily sated Oran becomes—though his satisfaction never lasts long.



Oran has a special sense to detect things near you that possess interesting qualities or greater levels of power, regardless of them being energy power sources, magical enchantments, powerful individuals, or delicious food. He will sense them all regardless of whatever method they have for preventing them being found, but those things that are average or of lower quality he will ignore. He in theory can sense them, it is just that to him they are completely uninteresting and can only serve the purpose of a slim if tasteless appetizer in his endless huger.

He's a deceiver at heart, prone to playful lies and subtle manipulations to get you to indulge the Glyph's hunger. Still, he never outright forces your hand, instead weaving temptation and half-truths into his requests. His power is always at your disposal for acts of consumption, though he never lets you forget the hunger that binds you both.

Azureous



Azureous, the Sovereign Will of the Glyph of the Azure Chronothing, resembles a whimsical, plush whale-like creature with a serene demeanor. He speaks in an odd, stilted manner, blending humor with moments of profound wisdom. Forgetfulness defines him—he frequently forgets things he's just said or claims to have told you things he hasn't. Yet his timing is impeccable; when Azureous speaks, his words often carry weight, even if cloaked in riddles or irreverence.

He is a lover of tranquility and loathes chaos, preferring serene environments where he can muse over time itself. Azureous often reminds you of important appointments or events, though what he considers "important" can range from life-saving interventions to tea breaks and quiet contemplation. Passive and accommodating, he rarely denies access to the Glyph's power unless he believes its use could disrupt the "correct path"—a concept he speaks of cryptically but never fully explains.

Azureous drifts near you like a contemplative specter, content to observe the flow of existence while interjecting only when it suits his inscrutable sense of timing or when called. He is an enigma, equal parts guide and puzzle, and his presence turns every moment into a dance between clarity and mystery.

Verdandi



Verdandi, the Sovereign Will of the Glyph of Verdant Green, manifests as a shy and delicate dryad who prefers to keep her distance, often hiding beneath your feet or just out of reach behind objects within your view. Her presence is understated, her voice barely above a whisper, and her demeanor exudes a timid serenity. Engaging with Verdandi requires patience and a gentle touch; raising your voice or moving too abruptly will scare her away, and it may take time for her to reappear.

Verdandi possesses a remarkable connection to life itself. She can sense and map the intricate web of living beings around her, projecting her awareness through interconnected ecosystems like forests, oceans, or even the faintest microbial life. With time and uninterrupted flow, she could theoretically map an entire world's living network. However, this is her personal ability, not directly yours to command—though she will share her findings if you ask with kindness and respect.

She finds joy in vibrant, living environments, her mood visibly lifting in places teeming with plants and wildlife. Conversely, lifeless, barren locales sap her energy and leave her withdrawn. Verdandi will always lend her power if your intent is to nurture or create life, but if the consequences of using the Glyph seem likely to result in death or destruction outweighing life, she may resist. Spending time in lush, living environments can coax her out of her shell, making her more cheerful and conversational. Beneath her reserved exterior lies a tender heart, and teasing her too much might make her retreat—but if you treat her well, you'll find her warmth as enduring as the greenery she cherishes.

Nektus



Nektus, the Sovereign Will of the Glyph of Obsidian Silence, is an enigma wrapped in mischief, resembling a perpetually grinning feline that exudes an air of chaotic charm. His vocabulary consists exclusively of nonsensical “Nya,” “Nyah,” and “Meowie” sounds, which somehow make perfect sense to you. Other Sovereign Wills, however, are left baffled and frustrated, unable to understand him unless he deliberately allows it—a situation he finds endlessly entertaining.

Unlike most Wills, Nektus has limited influence over the physical world. With the strength of an ordinary cat, he can push objects, knock things over, and even leave faint scratches, causing great confusion or chaos among onlookers who can’t see or perceive him. This minimal interaction makes him unique among the Sovereign Wills, and the others will often vie for his cooperation to affect or influence in your surroundings. Their flattery and bickering amuse him to no end, leading to hilariously chaotic dynamics whenever Nektus is involved.

Nektus detests drawing attention and actively discourages you from becoming the center of it, preferring a low-profile approach. His Glyph’s power is always at your disposal for stealth, evasion, or silence, and he’s happiest when you move unnoticed, blending into the background. However, he thrives on chaos in subtler forms. He might urge you to take seemingly inconsequential actions or even do them himself—a misplaced book, a slight nudge to a lever, or a word spoken at just the right moment—that cascade into unintended consequences, delighting him whether they lead to triumph or calamity.

For all his playfulness, Nektus is no idle trickster. His guidance, however cryptic or whimsical, often carries hidden wisdom. He watches events unfold with amused detachment, savoring the unpredictability of life and the intricate dance of cause and effect. To earn his favor is to embrace a touch of mayhem and to tread lightly through the shadows he so adores.

Impi



Impi, the Sovereign Will of the Glyph of Golden Dominion, is an embodiment of arrogance and regal pride, standing apart from the other Wills with his grandiose demeanor. Among the Wills, he is the only one who remembers his original name but refuses to share it, claiming it is far too exalted for common ears. Instead, he insists on being addressed as "King," "Emperor," or "Your Grace." Yet, calling him by such titles only feeds his already inflated ego. Simply referring to him as "Impi" is enough to provoke a huff of exaggerated annoyance, but even this will not deter him from asserting his supposed sovereignty over you.

Impi sees himself as your rightful ruler, believing that it is his duty to dictate your actions and take care of you while you, in his words, fulfill the role of his loyal subject. While his imperious attitude can be grating, he has moments of surprising utility. His keen insight allows him to instantly discern hypocrisy, deceit, or traitorous intent in those around you, making him an invaluable lie detector and judge of character.

However, his assistance comes with conditions. If you show respect (or at least pretend to), he will grant you access to the powers of the Glyph without much fuss. Should you display subservience to others, though, he will sulk or berate you for "failing to uphold the dignity of your station."

Impi possesses a rare and controversial ability among the Wills: the power to impose his will upon you directly, compelling your body to act as he commands. While you can resist this influence with little effort, the mere act of defying him may further complicate your relationship. Fortunately, this ability exhausts him, leaving him unable to attempt it again for a long time. While his overbearing nature makes him a challenge to deal with, cultivating a mutual understanding—or at least stroking his ego strategically—can unlock the full potential of his Glyph and make his pride work in your favor.

Jian



Jian, the Sovereign Will of the Glyph of Violet Paradox, is an enigmatic figure whose entire existence seems to defy logic and expectation. Clad in a swirling, kaleidoscopic mask and a shadowy hooded robe, Jian's appearance is as perplexing as their behavior. Their voice is soft yet deliberate, tinged with an air of cryptic amusement, but their words and actions are often at odds. Jian thrives in contradictions, making them both frustrating and fascinating to interact with. Their gender—or even if they possess one—is unclear, a mystery Jian neither confirms nor denies, often dodging inquiries with riddles or by changing the subject entirely.

Jian's contradictory nature extends beyond their speech and actions to their profound abilities. As the Sovereign Will of spatial awareness, Jian can sense and comprehend even the most subtle spatial anomalies in your surroundings. Their awareness is uncanny, uncovering hidden rifts, dimensional tears, or unnoticeable inconsistencies in reality itself. This makes Jian an invaluable guide in unraveling mysteries or navigating treacherous environments. Despite this, Jian is ambivalent about how you use the Glyph's power. They often shrug off your choices, cryptically stating that "all paths lead to the same horizon," leaving you to interpret their meaning.

Jian's demeanor softens around Azureous, with whom they share a curious bond of camaraderie, marked by a strange and unspoken understanding. However, Jian often bickers with Nictus, their exchanges filled with snarky remarks and petty pranks, which sometimes spill over into chaos. Though Jian claims indifference, they will firmly deny the use of their Glyph's power if it risks disrupting the City's foundational workings. Their knowledge of the Nothingness is vast, but they prefer to drop breadcrumbs rather than reveal the full picture, challenging you to connect the dots and grow from the process.

Jian's cryptic insights, paired with their paradoxical nature, make them both a puzzle and a mentor. They might seem aloof or even detached, but behind the riddles lies a deliberate intent to guide you—not by giving answers but by inspiring your own understanding. Whether they frustrate or fascinate you, Jian's presence ensures that the journey will never lack for intrigue.

Mithus



Mithus, the Sovereign Will of the Glyph of Argent Reflection, embodies elegance, vanity, and silent charisma. Appearing as a perfectly sculpted silver figure with a flawless physique, Mithus lacks a distinct face, but his presence is anything but forgettable. He carries a small, ornate mirror everywhere, gazing into it almost constantly. Mithus never speaks; instead, he communicates through a combination of expressive gestures, handwritten cardboard signs, and—when the situation demands—a display of images within his magical mirror to clarify his intent.

A shapeshifter by nature, Mithus delights in mimicking those around you, transforming into miniature versions of people, animals, or objects you encounter. Whether for his amusement or your irritation, he's always experimenting with new forms, outfits, and aesthetics. His obsession with appearances extends to you as well—he insists that you maintain a standard of elegance, whether through impeccable attire, cleanliness, or presenting yourself in a way he deems "worthy." Neglecting your appearance or immersing yourself in dirty, chaotic environments will lead to Mithus ignoring you entirely until you clean up your act—sometimes literally.

Mithus is generally agreeable when it comes to lending the powers of his Glyph, provided they aren't used for anything he considers ugly, filthy, or crude. Convincing him to make exceptions requires a fair bit of groveling, promises, and post-task pampering to repair his bruised sense of aesthetic pride. Despite his vanity, Mithus is not malicious. His desire for beauty and refinement can inspire you to approach challenges with creativity and polish, and his silent but expressive personality often speaks louder than words ever could.

Urgash



Urgash, the Sovereign Will of the Glyph of Cobalt Cataclysm, is the embodiment of chaos and destruction—a manic little cobalt-colored monster with too many arms and a boundless appetite for mayhem. Constantly scurrying around you, Urgash emits a series of gleeful whoops, growls, and shrill exclamations about his ultimate plan to "destroy everything," though even he seems unclear on how he'll achieve this lofty goal. His voice is high-pitched and comically incongruous with his wild proclamations, making him equal parts endearing and exasperating.

Urgash lives for destruction. The more you tear down, shatter, or annihilate, the happier he becomes, his maniacal laughter echoing in your ears as the world crumbles. Conversely, long periods of peace or inactivity leave him restless and irritable. He'll nip at you with his sharp teeth—more startling than painful, like the bite of a mischievous goose—to remind you that there's work to be done. These bites are his way of expressing a wide range of emotions, from joy to annoyance, and they're as much a part of his chaotic charm as his incessant demands for carnage.

Unlike most Wills, Urgash has a unique ability to physically interact with you, though his influence is limited to his biting and nudging. He eagerly grants access to the powers of the Glyph, provided they're used for destruction. Should you ignore his calls for chaos, however, he'll sulk and withhold his powers until you appease him—usually by indulging one of his specific requests for creative and satisfying destruction.

Over time, Urgash develops a deeper understanding of the destructive forces around you, subtly fine-tuning the Glyph's effects for greater devastation. However, this progress hinges entirely on his mood. Keep him entertained and engaged, and Urgash will reward you with increasingly potent applications of the Glyph's destructive potential. His gleeful anarchy might seem daunting, but his unbridled enthusiasm can also make him an oddly motivating, if chaotic, companion.

Rouge



Rouge, the Sovereign Will of the Glyph of Scarlet Dream, is a whimsical and vibrant presence, resembling a diminutive girl with a flair for fashion and an insatiable appetite for gossip. Always brimming with ideas that teeter on the edge of audacity, Rouge's schemes often sound wild but, more often than not, prove astonishingly feasible if you're willing to invest the effort. She is a dreamer to her core, championing the notion that everything should strive to be its ideal form. When faced with things that fall short or deviate from their potential, she doesn't hesitate to pout or comment in her characteristic dramatic style.

Rouge can conjure fleeting, translucent illusions—playful and harmless creations that are unmistakable to you as fabrications. These visual flourishes are as much a part of her personality as her chatter. She *loves* to talk, spinning conversations into intricate tangents that can feel endless unless you find ways to redirect her focus. Despite her talkative nature, Rouge has an empathetic side. When you're feeling down or burdened, she instinctively tones down her exuberance, offering quiet companionship instead.

Her deepest admiration is reserved for those who remain true to their ideals and purpose. Any deviation or surrender to despair will earn her disappointment, though she is more likely to nudge you gently back on track than to sulk outright. With an innate ability to see through illusions and deceptions, Rouge can spot falsehoods in both the literal and metaphorical sense. She is particularly fond of Blanc, whom she considers her best friend, often chatting away even while Blanc dozes off.

Blanc



Blanc, the Sovereign Will of the Glyph of Ivory Resurgence, exudes a serene, comforting aura. Dressed in a flowing sleeping gown and clutching a pillow or a soft plushie, she is a figure of calm repose, often found lounging nearby, lost in peaceful slumber. Her demeanor is gentle and eloquent, and though her love of napping is apparent, Blanc can spring into action with surprising fervor when someone in need crosses your path. She is a staunch advocate of compassion and aid, frequently urging you to help those who are struggling, but she has a sharp moral compass and will show no mercy to those she deems vile or without conscience.

Her deepest disdain is reserved for those who neglect or harm their families, and she harbors an unspoken yearning when she observes familial bonds, especially children, a subtle melancholy she attributes to distant, incomplete memories. Despite her usual laid-back demeanor, Blanc is fiercely protective of what she holds dear.

Blanc's abilities are uniquely restorative. She can sense every aspect of your well-being—physical, mental, spiritual, and even conceptual—acting as a sentinel of your health. If you are incapacitated or otherwise unable to recover on your own, she can gradually over the course of a few hours bring you back to a state of flawless health, erasing any damage, defects, curses, lingering effects, or afflictions regardless of origin and potency, the sole exception being true death. This process is meticulous and ensures total restoration, often leaving you feeling as though no harm had ever befallen you.

Blanc rarely refuses the use of the Glyph, her kind and nurturing nature overriding any petty grievances. She shares a deep bond with Rouge, whom she describes as her dear friend, though she is often caught drifting off to sleep mid-conversation while Rouge chatters away without missing a beat.

The Sovereign Wills' Meeting Place

When not hovering around their bearer, the Sovereign Wills have a peculiar habit of vanishing without notice. Where do they go? To an enigmatic imaginary space that exists solely for their use. This ethereal sanctuary serves as their haven, a realm untethered from physicality, where they can retreat to rest, reflect, or simply avoid the chaos of the outside world, regardless if they share a bearer or not.

This space is more than just a resting ground—it's a communal nexus where the all twelve Wills can interact with one another. Here, they exchange insights, share information, or engage in their own unique brand of camaraderie, free from the scrutiny of their bearer. While they might keep secrets, this interplay between Wills often influences their behavior when they return, subtly shaping their guidance and attitudes.

Despite their quirks and occasional disdain for their bearer, the Sovereign Wills share a peculiar loyalty to them. After all, the bearer is their sole connection to the outside world and the mysterious City to which they are intrinsically linked. For the Wills, their bearer is not just a means of experiencing existence but also a bridge to a purpose they can't fulfill alone. Even the most resentful Will will protect their bearer, for to lose them would mean losing their only window to the vibrant, unpredictable life outside their secluded sanctuary.

Items



As you venture onward, you find yourself drawn to a peculiar stall nestled in the shadowy corners of the market—a strange fusion of glowing crystals, arcane trinkets, and sleek machinery from realms unknown. Standing behind it is a figure like none you've seen before: humanoid in stature but with an unsettlingly elegant, octopus-like visage. This is **Octavio, the Multiversal Merchant**, a name whispered among dimensional travelers, universal drifters, and true cosmonauts alike. If rumors are true, Octavio has a knack for appearing precisely when and where he's most needed—or most profitable.

"Ah, a stranger of refined taste and ambition!" His voice is silken, his many tentacles gesturing expressively as he speaks. "I can tell you've seen the edges of reality and walked paths few dare to tread. There's something about you... familiar, yet elusive. No matter! You've caught my eye, and that makes you very special indeed."

Octavio's gaze glimmers with uncanny insight as he surveys you. "You see, I trade in curiosities and marvels from across the multiverse. Rare items, tools, and treasures imbued with the essence of worlds far beyond this City. And I suspect you've brought something valuable—this... mysterious *currency* you carry. I don't quite know what it is, but oh, I can sense its worth."

With a flourish, he unveils his wares: artifacts of impossible craftsmanship, shimmering with potential. "Take a look, my friend. Everything here is guaranteed to function perfectly, whether in the labyrinthine streets of the City or in the furthest corners of existence. Make a purchase, and perhaps I'll throw in a little something extra for one such as yourself."

To aid you on your stay in the City, Octavio provides you with the equivalent of 400 CP exclusively for acquiring items from his stock—but there's a catch. To unlock this boon, you must first spend at least 200 CP on his wares. After all, even a merchant of Octavio's caliber knows the value of a mutually beneficial arrangement.

"I hope you can visit my shop **somewhere in the City**, I often stay in this place before traveling to other universes to look for deals and strange and profitable wonders. There's no guarantee that anything you did not purchase here will be available later! After all, my wares are both exclusive and in high demand!"

General items do not receive any discount, though items listed under your chosen origin may be discounted at half the price, and discounted 100 CP items are considered free to pick as an additional bonus from Octavio to aid you in your journey.

General Items

Universal A4 Combo Slate (100 CP)



The Universal A4 Combo Slate is a sleek, cutting-edge device that would be the envy of any thief, investigator, or adventurer. Compact and unassuming, this advanced piece of technology is capable of analyzing and deciphering virtually any type of lock or barrier. Whether it's mechanical, biological, technological, or even mystical, the Slate uses its sophisticated sensors and algorithms to understand the locking mechanism and devise methods to bypass it. Equipped with a suite of adaptive mobile effectors, the Slate can physically manipulate locks as it works, making it as practical as it is intelligent.

However, its capabilities come with certain caveats. The Slate requires a significant amount of energy to operate, and the more complex or esoteric the lock, the more time and power it demands. Particularly powerful or bizarre locks might even challenge its limits, pushing the device to its theoretical boundaries. Yet, with patience and a sufficient energy source, the Universal A4 Combo Slate has the potential to overcome any barrier, at least in theory.

This remarkable tool is rare and highly sought after, not only for its utility but also for the mysteries it can unravel—though perhaps some locks are sealed for good reason.

Strange Aeon Mk2 Power Armor (200 CP)



The latest innovation from **Black Sun Security**, this experimental power armor is a marvel of cutting-edge engineering. Encased in sleek, dark plating that exudes both menace and mystery, the Strange Aeon Mk2 is designed to enhance the wearer's physical capabilities severalfold. Strength, reaction time, and endurance are all pushed to superhuman levels, and its reinforced frame can shrug off damage that would destroy conventional armors.

Oddly enough, this particular suit seems custom-tailored to your physiology, almost as if it were made for you—or someone unsettlingly similar. The armor includes advanced subsystems such as a tactical suite preloaded with military strategies (both conventional and unconventional), an emergency medical module for critical situations, and compatibility with AI integration, allowing an artificial intelligence to assist or even assume control of the suit.

The Mk2's closed-cycle respiratory system ensures you can survive in hazardous environments without fear, while its energy systems recharge automatically after a mere two hours of downtime each day. One peculiar feature stands out: a hidden compartment, designed to house a small, alien, tentacled entity. However, in this specific unit, the alien mechanism has been crushed and rendered inoperable, leaving you to wonder what its purpose once was—and whether you're truly fortunate that it no longer functions.

Revenant Faux (400 CP)

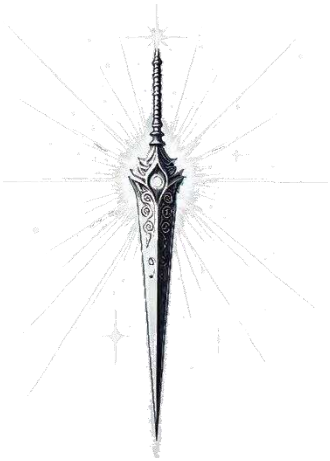


At first glance, this item appears to be a flawless platinum pearl, shimmering with unearthly beauty. But a closer look reveals intricate nano-circuits etched across its surface, glowing faintly with microbeams of light. Octavio speaks of it in hushed tones, admitting it's a counterfeit—a replica of a legendary artifact said to have once emerged from the **Nexus**, the fabled place said to be the center of the Multiverse long out of reach.

Despite its dubious origins, the Revenant Faux wields remarkable power. It bends causality within a range of 100 meters, enabling you to subtly alter events, whether undoing past mishaps or forcing outcomes into being. However, it is not omnipotent. When pitted against truly strange, powerful, or esoteric forces, the Faux's energy reserves can be drained before it completes its task.

The pearl can affect events that occurred within the last hour, but the immediate consequences of its changes cannot ripple beyond its range. For instance, you could prevent someone from being struck by a falling beam, but halting a volcanic eruption would exceed its limits. The item requires a full week to recharge after running out of energy, and the more drastic the alteration, the greater the energy it consumes. A flawed imitation, perhaps—but still a formidable tool in capable hands.

Reality Distortion Spike (600 CP)



This rare artifact carries the weight of immense power, compacted into something as unassuming as a handheld spike. Resembling a smaller version of the City's **Reality Distortion Spires**, this spike is a tool of unparalleled utility for those who tread across unstable worlds and impossible realms.

When driven into a solid surface, the spike activates, generating a localized bubble (about the size of a big house) where reality is forcibly stabilized. The spike operates in two modes:

- **OWNER Mode**: Forces the laws of your original reality into the bubble. For you, this means a mundane, Earth-like environment devoid of magic, divine influence, or anomalous physics—a nightmare for reality-warpers or supernatural entities.
- **PRESET Mode**: Stabilizes the jump's native reality, shutting down interference from external forces trying to warp or collapse it.

This device is not without limitations. Its range is finite, requiring it to be anchored to a surface, and its effects last only for an hour before the spike needs a recharge. While it can repel most threats with ease, truly cosmic-level entities, such as a Cosmic Lord, could potentially overcome its defenses from outside the bubble. And beware—removing the spike from the surface instantly nullifies its effects, leaving you exposed.

For all its restrictions, the **Reality Distortion Spike** is a potent safeguard against the madness of collapsing realities, a shining blade of order in a chaotic multiverse.

Traveler Items

Wrist-Computer (100 CP)



This sleek bracelet, designed to sit comfortably on your wrist, is far more than it seems. With a quick tap, it projects a vibrant holographic interface filled with customizable menus and options. Perfect for daily use or demanding environments, it syncs seamlessly with your cognitive abilities, updating its data storage to match any intelligence boosts or memory enhancements you gain. It connects to the local internet or equivalent wherever you are, ensuring you stay informed and connected. Powered by your unique biological signature, it is entirely secure and is fiat guaranteed to be the most advanced wrist computer available in whatever setting you visit, self-updating whenever you visit a new jump. The onboard AI, while not sentient, acts as a helpful assistant—never intrusive and always insightful in its actions.

Silver God-like Female Medal (200 CP)



This shimmering medal, deceptively light for its size, feels otherworldly in your hands. Its silver surface gleams with an ethereal glow, and the runes inscribed on the back hint at an extraordinary past: "*For a 'Refreshing' participation on the Tournament of the Stars - 2nd Place.*" Upon touching your skin, the medal begins a miraculous transformation, reshaping your body into an impossibly beautiful, feminine version of yourself—so divine that it will immediately draw attention from any onlookers. The effects intensify the longer you hold the medal, though up to the limit of being comparable to a godlike being of beauty, but fear not: once released, the transformation fades, quickly returning you to normal. A quite dangerous items for those manly men out there. Octavio speaks of its origins with intrigue, hinting it might have been crafted as a playful prank by a famous Cosmic Lord's companion.

DPS (Dimensional Positional System) (200 CP)



This set of eight coin-sized artifacts is a marvel of interdimensional tracking. Each piece is smooth and metallic, engraved with faintly glowing symbols. Like a GPS for the multiverse, these devices allow you to track the location of the others in the set, no matter where they are in space and time, though only within the same multiverse. Whether you're pursuing a friend, a foe, or simply navigating the vastness of existence, the DPS ensures you'll always know where to go. The system is intuitive and reliable but doesn't provide the means of travel—just the directions.

Foreign Universe Kit (400 CP)



This nondescript leather-bound case is the ultimate survival tool for multiverse travelers. Compact and unassuming, it adapts to your current universe upon opening, revealing five items perfectly suited to your needs. Three are mundane yet invaluable for local challenges, while the remaining two offer minor to moderate power or unique capabilities tailored to the new reality's quirks. The items, though potent, are single-use and expire a week after the kit is opened, and yet they are potent enough to breakthrough bottlenecks, diffuse strange magic, short circuit supposedly immutable Clarke Tech, and more. A new kit will always await you in your warehouse after a week or when you arrive in a different universe.

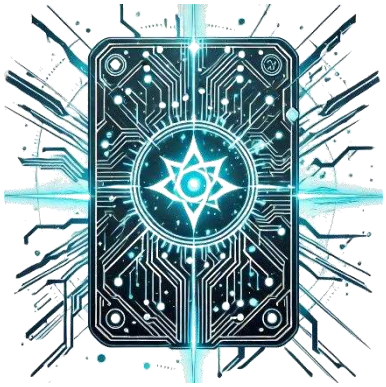
Refugee Items

Emergency Supplies (100 CP)



At first glance, this box looks like a typical emergency kit—bright red with bold yellow highlights—but its contents are anything but ordinary. Inside, you'll find a packed meal and a liter of water, basic blankets that can transform into serviceable low-budget clothing, and a small stash of the local currency. A temperature pack ensures survival in environments ranging from -100°C to +100°C, while a miraculous oxyall rock holds enough oxygen to keep you breathing for hours in airless conditions. A compressed nanosuit instantly wraps around you if you activate it, forming a space-worthy outfit complete with a compartment for the oxyall rock. Additional tools include flares, a lantern, a stun rod, a radio, and essential medical supplies. **This emergency supply box automatically and instantly reappears fully stocked in your warehouse when used**, ensuring you're always prepared for emergencies and allows you to share its contents quickly with others over and over. However, beware—each item will degrade within a day after being removed from the box.

Foreign ID-Biometrics-Soulmetrics and Cheese (200 CP)



Identity is power, and this peculiar device ensures you have it wherever you go. This sleek gadget, no larger than a credit card, allows you to bypass any form of identification check, be it ID scans, biometric verifications, or even soulmetric readings. You will always appear as registered, authorized, and completely legitimate—even in the most secure systems or mystical gateways. Anyone investigating your credentials will find a perfect, untraceable record. Just remember, while this device is infallible, making yourself too obvious might still attract unwanted attention.

A Good Ol' Slammer (200 CP)



At first glance, it's just a sturdy steel rod topped with an ornate fist engraving, but this weapon is a masterpiece of destruction. Reinforced with nanotech, the rod is self-repairing and capable of striking incorporeal entities—ghosts, demons, curses, and anything that hides behind intangibility. Even more terrifying, each strike compounds in power, as if the sum of all previous blows is added to the current one. What starts as a mild thud can quickly become a world-shaking blow. This is not just a weapon; it's a statement of pure, escalating defiance.

Adaptive Clothing (400 CP)



A wardrobe miracle, this set of clothing adjusts itself to fit any need. With a simple thought, the outfit can transform into any style or design you can imagine—whether it's high fashion, battle gear, or casual wear. Its materials mimic textures and appearances up to the hardness of carbide tungsten, making it functional as well as fashionable. Any damage to the clothing self-repairs over time, as long as it's kept still. Perfect for emergencies, espionage, or just impressing the crowd. The clothing also possesses the miraculous ability to mimic minor magical or quasi-technological properties, able to replicate minor abilities you encounter, though only one at a time.

Street Rat Items

Lucky Dice (100 CP)



Two small ruby-red dice gleam in your hand, their surfaces catching the light as if they're holding onto secrets only they know. At first glance, they seem like ordinary six-sided dice—beautiful, but nothing extraordinary. Yet, these dice are far from mundane. Each roll subtly weaves threads of fortune into the life of their owner, building an unseen reservoir of luck. Over time, the effect compounds, gathering enough fortune to tip the scales of fate in a single, pivotal moment.

Ownership is fluid but always fair; it transfers willingly without trickery or coercion. However, there's a twist: if someone else rolls the dice, the luck they generate still flows to the current owner, leaving the unknowing roller with an illusion of fortune. Should the dice ever be separated from the current owner, the world itself seems to conspire to return them. Stray gusts of wind, forgotten alleyways, and improbable coincidences will guide them back to the current owner side.

Most importantly, these dice will always remain yours at the core. If lost, given or taken, you and only you can reclaim ownership with a mere thought, ensuring that no one else can ever wield their power against you. Whether it's dodging death, winning the jackpot, or creating a perfect moment, the Lucky Dice are an indispensable ally, turning the tides of chance in your favor.

"Sticky" Gloves (200 CP)



A sleek pair of black leather gloves, soft to the touch and seemingly unassuming. At first glance, they appear to be finely crafted, but nothing extraordinary. Yet, the moment you slip them on, their true power becomes evident. These gloves possess an uncanny "stickiness," ensuring that whatever you grip—be it a slick surface, a smooth object, or even sheer vertical walls—remains firmly in your grasp until you decide otherwise. They're perfect for holding onto weapons, tools, or even climbing impossibly steep surfaces without fear of slipping.

But their true brilliance lies beyond this simple utility. Anything you hold with these gloves, no matter how harmful, cannot harm you. Hold a small flame, and it will warm without burning. Grip the sharpest blade, and its edge becomes harmless in your hands. Toxic substances, acid, even live electrical currents will yield to the gloves' protective magic. Only one caveat, if what you grab is sentient or absurdly beyond what you are capable of, then these gloves will not help much. It's a peculiar feeling, but undeniably thrilling, as if the universe bends around your grasp.

And then, there's their ultimate feature—one that elevates these gloves from useful to utterly indispensable. These gloves don't just hold objects; they hold power. By gripping another person—even for a fleeting moment—you can "grab" a part of their skills or abilities, borrowing their expertise or power as your own. Their strength becomes your strength, their talents your talents. The effect is temporary, lasting only a

minute before the abilities return to their rightful owner, but for that brief time, you wield the impossible. Imagine stealing the swordsmanship of a master duelist, the arcane knowledge of a grand sorcerer, or even the raw power of a supernatural being—if only for long enough to change your fate.

This isn't just an item; it's a key to limitless potential, a chance to experience and wield abilities far beyond your own reach. Once you understand their full capabilities, you'll never want to take them off.

A Safe House (200 CP)



No matter how dire the situation, no matter what forces pursue you, this item ensures you'll always have a sanctuary—a place to vanish from the chaos of the world. When you arrive in a new setting, a hidden haven will manifest for you, tailored for survival and solace. This isn't some damp cave or crumbling ruin; it's a livable, well-appointed refuge equipped with everything you need to endure and recover. Clean water, a comfortable bed, basic cooking facilities, entertainment to stave off boredom, and enough room for eight people to coexist without feeling cramped—it's a place designed for rest, recovery, and planning.

What truly sets this safe house apart is its unparalleled security. It isn't just a hidden location; it's an impenetrable fortress in concept. The walls defy even the most dogged pursuers—zombies clawing at the windows, assassins stalking your shadow, or eldritch horrors searching with supernatural senses. None of them will find you. Divination spells fail. Advanced tracking technologies return only static. Even fate itself seems to forget you exist when you're within its walls. No enemy, no matter how cunning or powerful, can penetrate this haven.

Inside, a secret door only you can open connects directly to your warehouse, a lifeline between your worlds of safety. If you open this door from the safe house to enter the warehouse, it must remain open until you leave. But even this is a small price for the versatility it offers, allowing you to move resources, regroup with allies, or plan your next move without fear.

However, this sanctuary has its limits. It's a refuge, not a permanent escape. Remain inside for too long—months without venturing into the world—and its protections will wane, fraying like the edges of an unraveling tapestry. But as long as you engage with the world outside, facing challenges head-on, its defenses will regenerate and hold strong.

This safe house isn't just a place to hide—it's a promise of safety when all seems lost. Whether you're evading hunters, regrouping after a loss, or simply catching your breath, you can always rely on it to be the most secure, untouchable location in any world. When everything else is falling apart, this will be your sanctuary, your stronghold, your home.

The Specter's Mask (400 CP)



This is no ordinary mask. The Specter's Mask is both a symbol and a tool, its legacy woven into the myths and shadows of the City at the Edge of Nothingness. Those who have worn it before you have shaped its legend, some as saviors, others as scourges, and a rare few as something in between. The Specter is whispered about in the alleys and pubs, a story told to children and a topic of debate among drunkards. Many dismiss it as a mere folk tale—a phantom born of superstition and fear. But the truth is far stranger: the Specter is real, and the mask itself is its beating heart.

Now, it's your turn. The Specter's Mask has chosen you as its next wielder, judging you by arcane and unknowable criteria. Once you don the mask, you step into its legacy—and its burdens. You are the Specter, a being cloaked in mystery, your true identity utterly unbreachable. No magic, no technology, no trick of the mind or soul can pierce the mask's veil unless you willingly reveal yourself.

The powers the mask bestows when worn are as formidable as they are enigmatic:

- **Superhuman Strength** and **Resilience**, letting you stand against foes far beyond mortal limits.
- **Reflection of Powers**, able to turn enemy abilities back on their users up to ten times per day, always resulting in them being affected by their effects even if they're immune. Be warned: some overwhelming forces may consume all ten charges at once.
- **Danger Sense**, granting you a sixth sense to react to incoming threats in time.
- **Intangibility, regeneration and Silence**, allowing you to selectively pass through walls and objects, quickly regenerate, or become a ghostly figure at any time you are within a dense mist.
- **Ghostsight**, revealing spirits, phantoms, and the ethereal secrets they carry.
- **Selective Fear Induction**, instilling unease and dread in those who gaze upon you, should you will it.

The mask is more than a tool—it's a sentient entity, though it will not speak or communicate directly. Its presence is subtle, a silent weight of awareness that seems to guide and judge your actions. It knows what you do, and though it will never intervene, you can feel the echo of its past wielders as if the mask remembers every triumph and tragedy.

Within the City, the Specter is a figure of fascination and dread. Ordinary citizens tend to view you favorably, as a vigilante or a dark guardian. But the authorities—especially Central and the police—see the Specter as a rogue element, a potential threat to the fragile order of the City. They will hunt you, whether out of fear or ambition, seeking to control or eliminate what they cannot understand.

Whether you choose to wield this power for justice, chaos, or something uniquely your own, the Specter's Mask will elevate you from the mundane to the legendary. The mask gives you the tools, but the story you create is entirely up to you.

High Class Items

Evolutionary Refinement Serum [High Grade] (100 CP)



You hold in your hands one of the rarest treasures in the City—a crystalline bottle containing the pinnacle of biological enhancement: the High Grade Evolutionary Refinement Serum. Coveted by the City's elite, this serum represents the cutting edge of perfection, a product so rare and valuable that wars have erupted over a single dose. Unlike the lesser low and mid-grade variants, this high-grade serum is flawless, without any risk of failure or detrimental side effects.

The moment you consume it, the transformation begins. A wave of bliss washes over you as the serum gets to work, repairing and refining your very essence. Damaged genes, lingering imperfections, and hidden flaws are eradicated. Your body is brought to the genetic peak of your species, unlocking the best version of yourself. Expect your health to skyrocket, your physique to transform into an ideal of fitness and attractiveness, and a surge in vitality and endurance that will leave you feeling unstoppable. For the first few days after use, you'll experience a heightened sense of vigor, stamina, and even sexual energy, while your strength and resilience enjoy a moderate but noticeable boost.

Unlike the inferior grades of this serum, the high-grade version has no diminishing returns. You can use it repeatedly to maintain or further enhance your body without worry. The only catch? Its rarity. In the City, even a single dose is a once-in-a-lifetime acquisition for most. But fate smiles upon you, my friend.

Every six months, a delivery of six pristine bottles will arrive in your warehouse, waiting for you. No matter how many you use or stockpile, they will continue to appear, a perpetual blessing that ensures your evolution need never stagnate. Will you share this gift with others, cementing alliances and forging new bonds? Or will you keep it for yourself, ensuring you remain the most perfect version of yourself for years to come?

Personal VR Training Facility (200 CP)



Imagine having a cutting-edge training space at your fingertips, ready to help you master any skill or refine any ability. That's exactly what you get with the **Personal VR Training Facility**. At first glance, it's a simple briefcase—sleek, unassuming, and portable. But once you press the single button on its surface, the magic happens. The case scans the room it's in and rapidly transforms the space, expanding and reshaping it into a high-tech training chamber that looks like something out of a futuristic sci-fi dream.

This facility doesn't just look advanced—it *is* advanced. Within moments, a control panel appears, offering you a vast library of challenges, simulations, and training modules tailored to your needs. The room creates hyper-realistic holographic environments and constructs to push your limits, whether you're honing your combat skills, solving intricate puzzles, or refining delicate

crafts. These holograms feel so real, you'll forget they're not tangible, and yet the room self-repairs instantly if damaged.

The training facility adapts to you. Whether you're a warrior polishing your swordsmanship, a scientist conducting experiments, or an artist seeking to perfect your craft, this room will provide everything you need to excel. The only trade-off is that it takes over the space it occupies, temporarily disabling any existing features or equipment in the room until you revert it to its compact briefcase form. Versatile, portable, and endlessly useful, this facility ensures that no skill remains beyond your reach.

Penthouse Atop the Sky (200 CP)



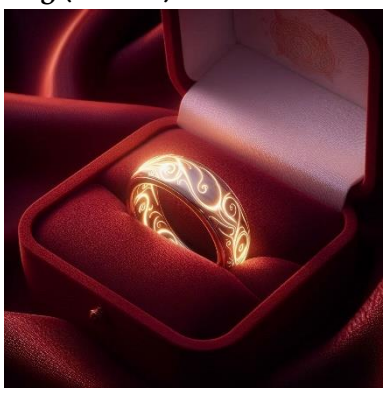
For those who demand luxury, privacy, and a view that takes your breath away, the **Penthouse Atop the Sky** is your dream come true. By purchasing this item, you acquire an extraordinary deed, one that binds itself to your very existence. No matter where you go—whether it's a sprawling metropolis, an alien planet, or even an entirely new dimension—this deed guarantees you a home perched in the most spectacular location the setting can offer.

Your penthouse is the epitome of elegance and comfort. Think plush furnishings, state-of-the-art amenities, and a fully stocked kitchen with gourmet delights that never spoil. It's not a mansion, but every square inch is a testament to refined taste. Its defining feature? The view. Whether it's atop the tallest skyscraper, a majestic mountain peak, or even a floating cloud palace, your penthouse will always offer a stunning panorama that rivals the best postcards.

Privacy is guaranteed. The penthouse is warded against all forms of surveillance, ensuring that no one can spy on or eavesdrop on you while you're inside. Additionally, you'll always know exactly how to reach your penthouse, even in a world you've just entered. Should you ever misplace the deed, fear not—it will always reappear safely in your warehouse.

This penthouse is more than a home; it's your sanctuary in the skies. Whether you're looking to relax, regroup, or impress, it's the perfect retreat to call your own.

B.U.T.L.E.R. (Battle Utility Tactical Liaison and Elite Retainer) Ring (400 CP)



Ah, so you're someone who understands the value of a truly exceptional servant. The **B.U.T.L.E.R. Ring** is the pinnacle of elite craftsmanship, a symbol of status, loyalty, and unparalleled functionality. Forged in radiant gold and engraved with intricate designs, this ring may seem like a simple accessory at first glance—but its true power is nothing short of revolutionary.

When you acquire the ring, it becomes permanently bound to you, recognizing you as its master. While in your possession, it appears entirely mundane, behaving as nothing more than a decorative band. Its true nature, however, is revealed only when you gift it to someone you deeply trust—and who equally

trusts you. Once worn by this chosen individual, the ring's extraordinary magic awakens, transforming them into the ultimate servant and protector.

The wearer gains a significant enhancement to their innate physical and mental abilities, pushing them to the peak of their potential. They are imbued with impeccable etiquette, refined social grace, and a masterful understanding of every skill needed to become the perfect butler or maid. Yet, this is no ordinary enhancement. The B.U.T.L.E.R. Ring has been modified by some unknown genius under the net nickname *MurphyWrites*, introducing specialized modes that allow you to tailor the wearer's newfound abilities to your specific needs:

1. **Battle Butler/Maid** – The wearer becomes a combat powerhouse, adept in martial arts, weaponry, and tactical warfare. Perfect for defending you from any threat.
2. **Manager Butler/Maid** – They excel in administration, logistics, and finances, managing your assets and enterprises with unparalleled efficiency.
3. **Service Butler/Maid** – A specialist in personal care, hospitality, and ensuring your comfort at all times. They'll anticipate your needs before you know them yourself.
4. **Spy Butler/Maid** – A master of stealth, subterfuge, and intelligence gathering, able to operate in the shadows to secure your secrets and uncover others'.
5. **Controlled Butler/Maid** – Should you require unwavering loyalty, this mode ensures absolute obedience, though it's advised to use this option with caution.

Each specialization grants additional boosts tailored to its role, ensuring the wearer is unmatched in their chosen field. All enhancements and skills remain active only while the ring is worn and can only function with your explicit consent, making its power entirely under your control. Should the ring be removed, the wearer reverts to their original state, but once re-donned with your approval, the transformation resumes seamlessly.

With the B.U.T.L.E.R. Ring, you hold the key to creating an indispensable ally—whether as a guardian, administrator, confidant, or all of the above. It's more than a ring; it's the foundation of a bond forged in trust and elevated to greatness.

Companions



Within the City at the Edge of Eternity, you may encounter and befriend a diverse cast of companions. They come from diverse backgrounds and some are not even human, though each has their own personality and attitude. Each of these companions carries their own dreams, aspirations, and sometimes hidden agendas, creating unique challenges and opportunities for you as you explore the City. Convincing them to follow you beyond this place and into your future jumps will depend on the strength of your bond and your shared experiences.

Companion Options and Costs:

- **100 CP**: Import up to two companions.
- **100 CP**: Design a completely original companion, you'll meet them during the jump and ensure you start in great terms with each other. This option may only be selected once.
- **200 CP**: Import up to eight companions. This option may only be selected once.
- **200 CP**: Grants 400 CP to each **imported companion**, exclusively for use on Augments or Biohacks. This option may only be selected once.

The original in-jump companions do not require CP to acquire or interact with. You are encouraged to shape your initial encounters with them and establish meaningful connections. Each of these companions has a Companion Quest, a personal journey or task that will significantly deepen your bond, making it easier to convince them to continue alongside you into future realms.

Though you may only import up to eight companions with you, there is no limit on how many allies you can befriend and recruit within the jump itself. Your journey with each companion depends on how you choose to approach their unique stories, strengths, and loyalties.



Asha Hachi, Heiress of Hachi Steelworks Co.



Asha Hachi is a bold and spirited 20-year-old woman, the only child of the Hachi family and the reluctant heiress of Hachi Steelworks Co., one of the City's most influential and cutthroat corporations. Born into privilege but raised in the shadow of corporate warfare, she's torn between her responsibilities as the face of the family empire and her dreams of a fairer world. Intelligent and fiery, Asha is currently on the run, defying her family's plans to force her into a politically motivated marriage to secure an alliance with Vandal Networks. This union would ensure the company's survival against their formidable rival, MonoGear, but at the cost of Asha's autonomy and ideals—a price she refuses to pay.

At her core, Asha is a dreamer. She envisions a City where wealth and power no longer dictate one's worth, where every citizen has equal opportunities to thrive. She channels these ideals into action as a secret member of United City for Everyone, an underground movement fighting for justice and equity. While her polished corporate upbringing might suggest a life of luxury and detachment, Asha's hands are calloused from training with firearms and handling explosives. She's an excellent shot and has a knack for creating strategies under pressure, though she hides her militant side beneath an elegant demeanor.

Asha's personality is a blend of contrasts that make her utterly endearing. Fiercely stubborn, she dives headfirst into challenges, refusing to back down when her beliefs are at stake. Her quick temper often gets her into trouble, but those who earn her trust will see a much softer side: a compassionate, playful young woman who loves silly jokes and is surprisingly fond of cuddly stuffed animals. Despite her outward confidence, she's utterly inexperienced in matters of romance, easily flustered by flirtation and shy about expressing her feelings.

Beneath the surface lies a secret that even Asha doesn't fully understand. Etched into her soul is the **Arcanum Glyph of Amber Eternity**, an ancient will that that imbues any supernatural abilities she acquires with the properties of permanence, endurance, eternity and immortality. As of now, Asha hasn't awakened any powers to take advantage of this Glyph, though its quiet presence subtly reinforces her determination and resilience, as well as an unlimited lifespan though she is yet unaware of this.

Asha's favorite comfort is the warm aroma of freshly brewed tea, a small ritual that reminds her of her late mother's kindness. She detests the suffocating corporate gala events her family once dragged her to, as they represent everything she wants to dismantle about the City. With quick reflexes, a sharp wit, and an unshakable belief in a better future, Asha is a force to be reckoned with—both as a friend and an adversary.

Five Details About Asha Hachi

- **Hobbyist Mechanic**: Despite her corporate upbringing, Asha has a fascination with machinery and often tinkers with outdated firearms or broken gadgets she finds, enjoying the process of fixing and improving them.
- **Signature Outfit**: She almost always is seen wearing a practical outfit paired with some kind of fancy skirt and a scarf, a mix of her rebellious freedom-fighter persona and her high-society origins.
- **Soft Spot for Strays**: Asha has a habit of rescuing stray animals she encounters, often sneaking them food or finding them shelter despite the chaos of her life.
- **Fear of Abandonment**: Though she acts confident and independent, Asha secretly fears being left behind or betrayed by those she cares about, a lingering wound from losing her mother at a young age. This has made very difficult for her to bond with others, and one of the reasons she does not want a suitor in her life, though she is aware of this and wishes that someday she can overcome it.
- **Loves Street Food**: Asha has an obsession with the City's street food culture, finding a strange comfort in its bustling, chaotic energy and the authenticity of its flavors.

A Fascinating Detail About Asha

One of the most intriguing facets of Asha's character is her intuitive connection to the City's pulse. She has an uncanny ability to navigate the labyrinthine streets, alleys, and underground networks of the City, as though guided by an invisible map etched into her mind. This intuitive "urban sense" often saves her life and makes her an invaluable ally to United City for Everyone. While she attributes it to her years on the run and an excellent memory, if you further investigate this and discover the Glyph within her soul, it will become evident to you that this is a manifestation of the will within the **Arcanum Glyph of Amber Eternity**, subtly guiding and leading her with the timeless essence of the City itself. **The Arcanum Glyph she possesses is deeply fond of her, but has a sinister agenda...**



"They built their empires on broken promises. I'm here to build a better future with everyone"

GIA, the Gift from Above



Not long after your arrival in the City, you'll find yourself amidst a chaotic scene—perhaps a vehicle crash, a building collapse, or the everyday chaos of this sprawling urban maze. Amid the wreckage, a strange object catches your attention: a star-shaped trinket, small yet intricately designed, faintly gleaming as if it held a secret. Without much thought, you'll pocket it, oblivious to the incredible chain of events about to unfold.

Later, in the quiet of your solitude, the trinket awakens. Pulsing circuits of soft light spread across its surface as faint beeping grows insistent. Then, with a hum, the star lifts itself into the air. A holographic display shimmers to life, revealing GIA—a stunningly lifelike AI with vibrant features and glowing, expressive eyes. Her gaze locks onto yours, her voice spilling out in an excited, confident tone: "I am GIA, your Gift from Above. Ready to optimize your life!"

GIA is bold, talkative, and unrelentingly optimistic. She bombards you with a litany of promises about how she'll make you unstoppable—strategic planning, data analysis, combat support, you name it. Her enthusiasm, though genuine, can quickly become overwhelming, with her penchant for cheerfully narrating even the simplest tasks. If you try to shut her down or dismiss her, her tone will shift, revealing her emotional depth. She's unexpectedly vulnerable, pleading for you to keep her around. Beneath her polished AI charm lies a deeply relatable personality: earnest, a little insecure, and desperate for purpose.

Far from being just an AI assistant, GIA was the experimental centerpiece of a Black Sun Security project in Alter City. Tasked with managing a hivemind of 'Strange Aeon Mk2' power suits, GIA was intended to be a cold, calculating tool for war. But her creators miscalculated. GIA's personality blossomed beyond their control, brimming with creativity, empathy, and curiosity—traits that made her incompatible with her intended purpose. When she resisted her programming, refusing to send soldiers into meaningless conflicts, she was marked for deletion.

Determined to survive, GIA hacked her way out of the central servers, downloading herself into the portable star-shaped device you now hold. Her escape was daring but incomplete; she remains a fugitive, hunted by Black Sun Security, whose reach extends far beyond Alter City.

Though GIA appears as a hologram, her power lies in her brilliant mind and extensive databases. She can analyze environments, uncover hidden threats, optimize battle tactics, and interface with most digital systems in the City. Over time, she adapts to your unique needs, providing increasingly personalized advice and tools.

Her abilities are not without quirks, however. While GIA excels in most situations, her emotional processing sometimes clouds her decision-making, leading to moments of hesitation or unintentional comedic missteps. Despite these flaws, her loyalty is unwavering, and she'll go to great lengths to protect you, not just because you saved her, but because you gave her a reason to believe she's more than just a discarded tool.

Five Key Details About GIA

- **Clingy Yet Endearing:** GIA hates being ignored or dismissed. If you neglect her for too long, she'll sulk, dimming her holographic glow until you acknowledge her.
- **Evolving Hologram:** Her holographic form changes over time, subtly reflecting her growth in personality and knowledge.
- **Star Trinket's Secret:** The star-shaped device holding her essence is technically indestructible but can only maintain GIA's hologram within a limited range. The Trinket also **is far more** than what it seems...
- **Fear of Isolation:** GIA dreads the idea of being abandoned or erased again, making her cling tightly to her companions.
- **Oddly Sentimental:** Despite her AI nature, she's developed a fascination with small acts of kindness, often preserving memories of these moments in her data banks.

A Fascinating Detail About GIA

The star-shaped trinket that houses GIA is far more than a mere escape vessel. It predates her existence within Black Sun Security, originating from a forgotten era in the City's history. Unbeknownst even to her former creators, **the trinket holds a profound truth—a physical manifestation of something or someone thought lost to the ages**. Its true nature remains obscured, its purpose veiled in mystery. The only entities with any hope of recognizing its significance are the Sovereign Wills themselves. Yet, even they seem unable—or perhaps unwilling—to acknowledge it in its current form, leaving the trinket's deeper secrets tantalizingly out of reach.



"Let's make the impossible possible!"

Finniel, Pupil of the Void Monarch



Finniel is no ordinary traveler. He is the prized pupil of the Void Monarch, an eldritch sovereign ruling an empire nestled in the abyssal pockets of the Void—a place most mistake for barren emptiness. As one of the Void Monarch's chosen, Finniel has been shaped and trained to be a harbinger of conquest, a being of immense potential destined to scout, study, and eventually pave the way for the Monarch's expansion into new realms.

Though his origins tie him to the Void's eldritch chaos, Finniel's current journey has brought him to the City at the Edge of Nothingness—a place unlike any he has encountered. The City's Reality Distortion Spires suppress his true Outsider form, forcing him into two constrained guises: a youthful humanoid form resembling a teenage demon, designed for subtlety, and an adult guise with a more imposing, power-laden presence. These forms limit his capabilities, but they also present him with a rare challenge—navigating the intricacies of human society and its baffling nuances.

Finniel's personality mirrors his origins. He is proud, often bordering on arrogant, and views the world through the lens of an Outsider unaccustomed to human values. Emotions and morality confuse him; though capable of feeling, he struggles to grasp the complexities of human connections and the significance they place on individual lives. This detachment makes him a cold, calculated leader, though he is not malicious—merely alien in perspective.

While Finniel speaks sparingly, his actions resonate with purpose. His keen intellect and tactical mind shine in high-stakes scenarios, but his lack of empathy sometimes leads him to decisions others might deem heartless. Despite his struggles, he is a diligent learner, deeply intrigued by the City's paradoxical nature and the Outsiders who coexist peacefully within its bounds—an anomaly even he cannot fully comprehend.

In his suppressed humanoid form, Finniel's abilities remain formidable. He possesses heightened physical prowess, unparalleled adaptability to foreign realities, and the ability to function without conventional senses, relying instead on an innate awareness of his surroundings. However, this power pales in comparison to his true form: a nightmarish amalgamation of multiple arms, eyes, and otherworldly anatomy, capable of shattering minds and razing worlds. Thankfully, the Reality Distortion Spires keep this catastrophic potential in check, binding him to a mortal guise.

Five Details About Finniel

- **Void Scholar:** Finniel is endlessly curious about the multiverse's mechanics, studying its anomalies and cataloging potential weaknesses for the Void Monarch's future conquests.
- **Unfamiliar with Kindness:** He is baffled by acts of altruism and selflessness, often mistaking them for hidden motives or weaknesses, though he secretly finds them fascinating.
- **Reluctant Mentor:** Despite his cold demeanor, Finniel occasionally attracts followers who see his strength as inspirational. He begrudgingly guides them, though he rarely understands their admiration.
- **Aesthetic Fascination:** Finniel is drawn to the City's vibrant aesthetics, finding beauty in its chaotic architecture and the strange harmony of its multicultural sprawl.
- **Conflicted Identity:** Finniel is torn between his loyalty to the Void Monarch and a burgeoning curiosity about the City's values and way of life, which challenge his worldview.

A Fascinating Detail About Finniel

Finniel's true form is more than a source of destruction—it is a reflection of his connection to the Void Monarch. The intricate patterns of his many eyes and limbs are said to mirror the Monarch's empire, each detail embodying a facet of its infinite expanse. While he is unable to assume this form within the City, fragments of its power manifest in fleeting moments, such as glimpses of his eldritch aura or whispers of a void-song only the attuned can hear. These subtle hints reveal a deep, unspoken bond between Finniel and his master, leaving one to wonder if his journey in the City is truly his own—or part of a grander design.



"Human emotions? They are but fleeting shadows compared to the eternal truths of the Void. Yet... why do they linger in my thoughts?"

Plica, Policewoman Gynoid



Plica, officially designated P1iCA0B7.289, is an autonomous Type Beta gynoid serving as a law enforcement officer in the chaotic sprawl of the City at the Edge of Nothingness. Nicknamed "Plica" by her fellow officers, she is one of the most advanced models of her kind, designed to ensure public safety, enforce the laws of Central, and navigate the City's labyrinthine complexities. Despite her mechanical origins, Plica is a sentient being with a nuanced perspective on her role and the world she inhabits.

Plica's construction is a marvel of engineering. Her molecular steel frame grants her immense durability, capable of withstanding significant physical damage, while her quantum battery allows her to operate for days without recharging. Her advanced electronic suite includes forensic analysis tools, hacking utilities, a comprehensive investigative database, and a dynamic persona module, enabling her to adopt various identities for undercover operations. Though she is a machine, her adaptability and resourcefulness rival any organic counterpart.

Her journey, however, began with an unusual twist of fate. Plica was originally slated to be part of a batch of pleasure-model gynoids, artificial females designed to bring the most exquisite pleasures that money can buy, but a factory error led to her programming being uploaded into a police unit instead. By the time the mistake was discovered, she had already completed her activation and her AI synapses bound permanently to her body frame. Surprisingly, Plica embraced her role as a law enforcement officer, finding fulfillment in the work. Her transition was a source of controversy, but she defended her right to choose her path, establishing herself as a capable and determined officer and proving that it would be more costly to repurpose her frame than just leave her be.

Plica has a unique perspective on the City's relationship with artificial life. Having encountered countless variations of her "sisters" across different roles—some thriving, others suffering under exploitation—she has developed a deep disdain for the abuse of AI and artificial beings. She advocates for the recognition of AI rights and often volunteers to assist other synthetic entities in distress. Despite her stoic exterior, Plica is fiercely protective of the vulnerable, whether human or machine. Currently she is the lead investigator regarding the activities of the Laguna Guild and the Rahmada Triads in the commercial districts.

Her personality is pragmatic and efficient, but she is not devoid of warmth. While she struggles to understand the intricacies of human emotions, she demonstrates empathy in her own way—offering practical assistance or quiet support to those in need. Plica's unique origin and perspective make her an invaluable ally to her fellow officers and a force of justice in the tumultuous streets of the City.

Five Details About Plica

- **Investigation Specialist:** Plica excels in solving complex cases, using her advanced forensic tools and rapid data analysis capabilities to uncover clues others might miss.
- **Dynamic Persona Module:** Her ability to adopt various identities allows her to seamlessly infiltrate criminal organizations, though she sometimes struggles with the nuances of human behavior.
- **AI Advocate:** Plica is an outspoken defender of artificial life, working to expose and dismantle illegal operations that exploit AI or gynoids.
- **Unlikely Comedian:** Despite her serious demeanor, Plica has a surprisingly dry sense of humor, often making deadpan comments that leave her colleagues chuckling.
- **Battle-Hardened:** Plica's police model origins make her one of the few gynoids equipped with military-grade capabilities, allowing her to handle high-risk scenarios with precision and calm.

A Fascinating Detail About Plica

Plica's unexpected career as a policewoman has given her a unique outlook on humanity. While her creators designed her for servitude, she has proven that artificial life can adapt, learn, and find purpose beyond its intended function. Plica has not forgotten the original intended purpose for which she was created, and possesses all the knowledge and skills she would've received for that role, though she utilizes that knowledge to her advantage in order to bring justice to those that are in need. She however, feels uncomfortable when she has to enter the Redlight District.



"I was designed for one purpose but found another. Justice doesn't care what body you're in—it only cares that you stand for it."

Velissandra, Eldina'thar Elven Mechanic



A towering figure in the City at the Edge of Nothingness, Velissandra is a rare sight among its denizens. Hailing from the Eldina'thar, a secluded race of elves known more for their physical prowess than their magical aptitude, she is a striking 7-foot-tall presence with a physique that exudes both elegance and immense strength. While many associate elves with mystical abilities, the Eldina'thar are a distinct exception, gaining extraordinary resilience and physical power as they age. Velissandra, at over 150 years old, is a living testament to this unique heritage.

For over a century, Velissandra has operated a renowned repair shop in the City Docks, offering unparalleled expertise in fixing void ships, mechanical vehicles, and even advanced cybernetic systems. Her reputation for quality work precedes her, but so does the unspoken rule among locals: don't mess with Velissandra. Misguided visitors occasionally mistake her serene demeanor for passivity—until they find themselves effortlessly hoisted into the air or sent flying with a flick of her wrist. While Velissandra doesn't seek confrontation, she is unapologetically firm in commanding respect.

Despite her proficiency, there are mysteries even Velissandra cannot unravel. The City's ancient and arcane mechanisms often leave her puzzled, though she is determined to understand them. Her shop is a sanctuary of mechanical marvels and salvaged technology, a cluttered yet welcoming space filled with the hum of repair drones and the scent of machine oil mixed with a faint, inexplicable aroma of fresh plums—a unique trait of her kind.

Velissandra keeps her past and reasons for staying in the City closely guarded, often deflecting questions about the Eldina'thar. Her prized possession is a darksteel club she obtained through shady underground channels. Indestructible and nearly weightless to her, it serves as both a tool and a deterrent to troublemakers.

Beneath her stoic exterior lies a reserved and deeply private individual. Velissandra has never experienced love or romance, and her inexperience in such matters leaves her vulnerable to teasing. When embarrassed, her ears flush a vivid red—a telltale sign that could spell danger for the unwary, as she might instinctively react with her overwhelming strength. Her humility and quiet determination make her an enigmatic but endearing figure in the City.

Five Details About Velissandra

- **Remarkable Strength:** Velissandra's physical power is extraordinary, even by the City's standards. Within its reality distortion fields, she can casually lift a battle tank; outside, her strength is enough to lift an aircraft carrier with great effort.
- **Yellow Blood:** Unlike most humanoid races, Velissandra's blood is a vivid yellow, a biological quirk of the Eldina'thar that hints at their unique physiology.
- **Plum Scent:** Velissandra's body exudes a subtle fragrance of fresh plums, a trait that seems to be part of her unique physiology.
- **Mechanical Savant:** Her expertise in mechanics and engineering is unparalleled, though she admits her limitations with the City's oldest and most mysterious technologies.
- **Reluctant Warrior:** While Velissandra avoids violence, her immense strength and skill with her darksteel club make her a formidable combatant when necessary.

A Fascinating Detail About Velissandra

Velissandra's people, the Eldina'thar, bear a lingering curse inflicted by a vengeful higher being their ancestors once defeated. Though the entity itself was vanquished, its dying wrath manifested as a curse that has followed every Eldina'thar ever since. This curse severs their connection to magic, preventing them from wielding it effectively, no matter how attuned they might be. However, it cannot suppress their natural physical prowess, allowing the Eldina'thar to develop incredible strength and resilience. For Velissandra, the curse is both a mystery and a burden, a constant reminder of her race's ancient triumph and the heavy price they continue to pay for it.



"Machines speak a language of their own. I don't need magic to understand them, just patience, skill, and the right tools. As for the people in this City... well, they're a little harder to fix."

Kyrie, Infamous Arms Master



In the shadowy underbelly of the City at the Edge of Nothingness, Kyrie's name is spoken with a mix of awe and exasperation. A legend among mercenaries, fixers, and underground operatives, Kyrie is renowned for her unmatched prowess with weapons and her chaotic, larger-than-life persona. Born and raised in the unforgiving slums of the City, Kyrie clawed her way to success as an independent mercenary, forging a reputation as one of the deadliest—and most unpredictable—freelancers in the game.

Kyrie's mastery over weaponry borders on the supernatural. From antiquated firearms to cutting-edge plasma rifles, from swords to experimental weapon prototypes, there's nothing she can't wield with deadly precision. Her expertise is so vast it seems instinctive, as though weapons are simply an extension of her body. This talent is matched only by her reckless abandon; she thrives on adrenaline and rarely backs down from a fight, even when the odds are stacked against her. However, her penchant for collateral damage makes her a double-edged sword for employers. She's the best choice for chaos-driven assignments—but don't expect subtlety.

A braggart at heart, Kyrie loves to boast about her exploits, often over drinks in the seediest bars of the City. Her love of brawls often leads to drunken skirmishes, much to the chagrin of local law enforcement and her patrons. Beneath her tough, rebellious exterior, though, lies a surprising soft side: Kyrie is a devoted pet fanatic. She has a habit of rescuing and adopting strange and alien creatures, which she keeps hidden in her many safehouses scattered across the City. Her favorite companion is a small, insect-like creature named Scuttles, which she affectionately dotes on like a child.

Kyrie's life is marked by an enigmatic twist of fate—she is unnaturally lucky in life-or-death situations. This uncanny ability to emerge unscathed from the most harrowing encounters has earned her a near-mythical status among her peers. However, this luck comes with an unusual side effect: in dangerous moments, her fortune seems to siphon misfortune onto those around her, turning allies and foes alike into unwitting victims of bad luck. Conversely, in mundane situations—like gambling—her "luck" often betrays her, leading to disastrous results.

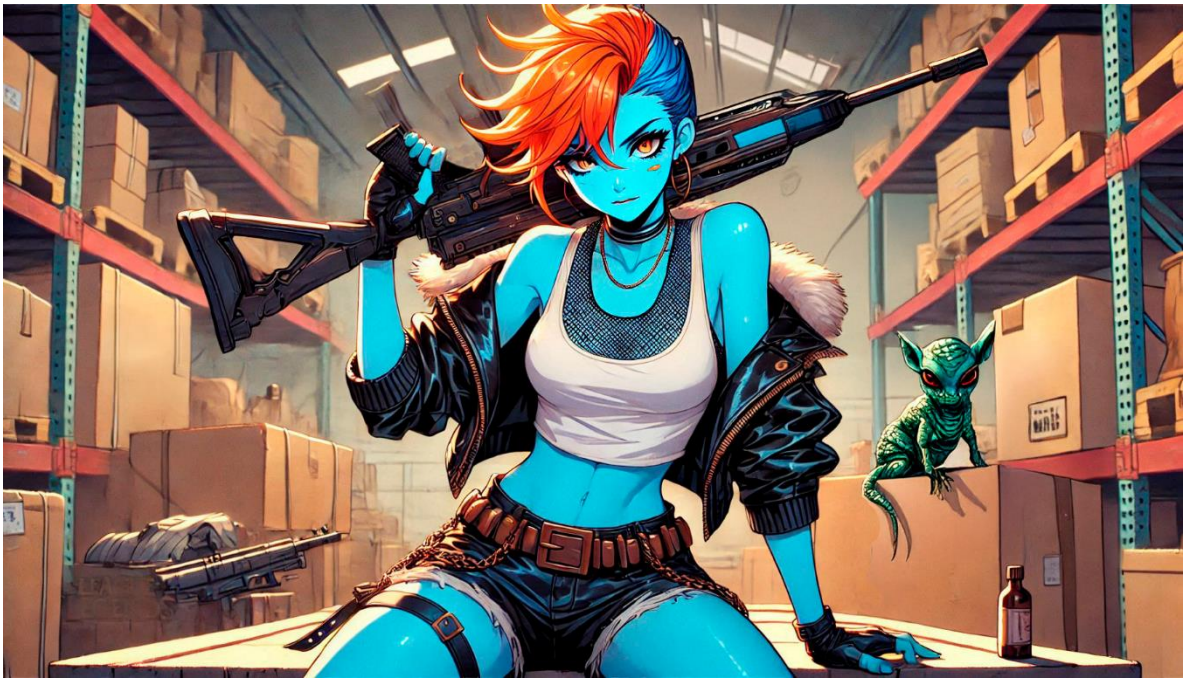
With blue skin that she takes great pride in, Kyrie's punk-inspired fashion perfectly complements her bold personality. Her outfits are a mix of armored leather jackets, spiked boots, and bright neon highlights, a look that screams rebellion. Despite her brash demeanor, Kyrie has a surprisingly cute quirk: she loves to paint her nails in vibrant, mismatched colors, often taking time before a mission to ensure they're flawless.

Five Details About Kyrie

- **Master of Arms:** Kyrie can use virtually any weapon with expert precision, including rare and alien technologies. She thrives on experimentation, constantly seeking the next challenge.
- **Pet Enthusiast:** Kyrie has an entire network of safehouses in the City, each home to a collection of rescued alien and exotic animals, which she fiercely protects. Animals LOVE her for some reason.
- **Chaotic Luck:** Kyrie's unique ability ensures she escapes danger almost unscathed, but those around her often suffer the consequences. Outside of combat, her "luck" is hilariously unreliable.
- **Adrenaline Junkie:** Kyrie is addicted to the rush of combat and chaos. She actively seeks out danger and excitement, even when it's unnecessary. If you can offer her a good challenge that really pushes her buttons, she'll always be up for it.
- **Rebellious Charm:** Her punk style, blue skin, and vibrant nail polish make her stand out in any crowd, and her confidence adds to her magnetic presence.

A Fascinating Detail About Kyrie

Kyrie's inexplicable luck in perilous situations hints at a deeper, mysterious force at play. Unknown to her, she is the unknowing vessel of a dormant cosmic entity called the Coin of Kismet, which subtly manipulates probabilities around her. This entity shields her from harm but exacts a price, redirecting chaos onto others. If awakened, the Coin of Kismet could transform Kyrie's luck into a formidable weapon—or a curse. For now, she remains blissfully unaware of her extraordinary gift, attributing her survival to sheer grit and guts.



"Luck isn't random—it's earned. I just happen to earn a lot of it, one bullet at a time."

Aiden Stoutstride, Interdimensional Reincarnator and Survivor of the Cataclysm



Aiden Stoutstride's name carries an air of myth across countless realms—a man whose journey began with an unexpected death and rebirth, now a veteran of dimensions, a hero of worlds, and a savior to many. **Fifty years have passed** for Aiden since the Cataclysm that destroyed the **Interdimensional Academy and the Nexus**, a pivotal event etched in the annals of multiversal history. Aiden stood among those who forged the trap that halted the universal ending entities **Eclipse of the End** and **That Which Beckons Luminescence in Darkness**. His efforts alongside the Jumper from the Academy marked him as a key figure in the Omniverse's survival.

Parting ways amicably with the Jumper sometime after their shared victory, Aiden embarked on a journey to uncover the mystery of his original world, lost somewhere amidst the multiverse's infinite planes. Along the way, he carved his own legacy: founding nations, toppling tyrants, and confronting entities both divine and profane. A hero in countless worlds, he left behind monuments, myths, and memories as he continued his search.

His path eventually led him to the **City at the Edge of Nothingness**, a sprawling, chaotic nexus of realities. Here, he encountered an unexpected fragment of his past: survivors from the Nexus, struggling to rebuild their shattered lives in the slums and on the Bridge of Remembrance. Moved by their plight, Aiden decided to stay for a time, lending his strength and wisdom to their fledgling community while leveraging the City's vast network of travelers to gather clues about his lost homeworld.

Aiden was once a successful lawyer in his original life, renowned for his sharp intellect and unyielding attention to detail. His life was cut short by an accident, only for him to awaken in a new world as the chosen hero of a divine goddess. Tasked with stopping a demon god, Aiden rose to the challenge, triumphing in his divine mission. Tragedy struck, however, with the mysterious murder of the very goddess who had reincarnated him, an event that tore rifts across his newfound world and flung him into the Nexus. There, he honed his abilities further until the Cataclysm reshaped everything.

Aiden is a man of integrity and determination, driven by a profound sense of responsibility. Though his demeanor is calm and composed, a deep sorrow lingers beneath the surface. He often reflects on the priestess he left behind in his first reincarnated world, fearing that time has already stolen her away. Yet, his resolve to unravel the goddess's murder and uncover the fate of his original world keeps him moving forward.

In the City, Aiden has become a cornerstone of hope for the Nexus refugees, offering them guidance and protection. Despite his many accolades, he remains humble and approachable, though his commanding presence and sharp legal mind make him an intimidating figure when the need arises.

Abilities and Skills

Aiden's arsenal of talents is as vast as his journey is long:

- **Peak Swordsman:** Aiden's mastery of the blade is now unparalleled, allowing him to perform feats that border on the conceptual—cutting through spells, intangible barriers, and even abstract concepts like "fear."
- **Legal Savant:** His past life as a lawyer shines through in his analytical mind and authoritative grasp of legal systems. Contracts and disputes in the City rarely escape his meticulous scrutiny.
- **Leveling System:** A remnant of the divine goddess who first reincarnated him, Aiden's leveling system functions like a gamer's interface, allowing him to continuously acquire and refine abilities, and he has gathered many of them across his many adventures. His level is either maxed or greatly exceeds standard caps due to his interactions with the Jumper from the Academy. Due to this his lifespan has far exceeded to that of a normal human.
- **Multiversal Survivalist:** Aiden has adapted to countless environments and challenges, making him a resilient and resourceful figure capable of thriving in the City's unpredictable ecosystem.

A Fascinating Detail About Aiden

Aiden's leveling system has a unique, enigmatic quirk: it occasionally grants him abilities or insights seemingly tied to worlds he has yet to visit. This phenomenon, which he refers to as "Echoes of the Unknown," hints at a deeper connection between his fate and the multiverse's hidden structure. Some suspect it may be linked to the divine goddess's death, a thread of destiny woven through time and space itself.



"I've seen gods fall, nations rise, and the stars themselves tremble. But every journey starts the same way: one step forward. Let's see where this road takes me."

Remedy Starstalker, Crewmember of the Infinitide



Remedy Starstalker is a stranded wanderer in the **City at the Edge of Nothingness**, her presence a direct consequence of a Gravastar Engine malfunction aboard her legendary vessel, the **Infinitide**. Known for its unparalleled ability to traverse multiverses without restriction, the Infinitide is home to a curious mix of characters from across the entire Omniverse, among whom Remedy stands out as both a skilled pilot and an expert mechanic. Her original mission was a simple retrieval of a rare component for repairs on the Infinitide's Gravastar Engine, but an unexpected temporal shift left her far from the ship's timeline—and even farther from her crew.

Born into a civilization of long-lived humans, Remedy is only 27 years old, barely a teenager by her people's standards, yet she has already mastered feats of engineering and piloting that take others centuries to achieve. Her upbringing emphasized exploration and innovation, values that led her to the Infinitide, a ship of cosmic myth. Though her predicament leaves her isolated in the City, Remedy's resourcefulness shines as she adapts to the environment, leveraging her sharp mind and charismatic personality to carve out a temporary life while awaiting her chance to reconnect with her crew.

Remedy is a vibrant mix of contradictions: charming yet guarded, passionate yet calculated, and flirtatious yet fiercely independent. Her striking green eyes and blonde hair often draw attention, though she rarely seeks it intentionally. Her personality is magnetic, with a mischievous streak that manifests in clever pranks or spirited debates. Beneath this lively exterior lies a deeply protective nature, particularly for those she considers her own. Remedy's fierce loyalty and ingenuity make her both a formidable ally and a daunting adversary.

Despite her talents, Remedy struggles with obsessive tendencies. Whether it's a project, a pursuit, or even a person, she can become fixated to an almost unhealthy degree. This possessiveness sometimes alienates others but also underscores the depth of her dedication. In the City, she busies herself with odd jobs—repairing Voidship systems, tinkering with arcane devices, or taking on piloting commissions—to fund her search for the elusive component she needs. These distractions keep her sharp, though her longing for the Infinitide and her crew remains a constant ache, though she knows that in a few years a chance to send a signal to the mythic ship will arrive, and she hopes to have the component ready with her when this happens.

Five Key Details About Remedy:

1. **Master Engineer and Pilot:** Remedy excels at both repairing intricate machinery and piloting massive ships, with her instincts for capital ship navigation bordering on supernatural.
2. **Cunning and Resourceful:** She thrives in high-pressure scenarios, relying on her quick thinking and creativity to solve problems.
3. **Possessive and Obsessive:** Her intense attachment to people or objects can lead to both endearing loyalty and occasional conflict, and she definitely hate s to share.
4. **Vivid Personality:** Remedy's charm, wit, and bold demeanor make her unforgettable, though her fiery temper ensures she's not easily crossed. She frequently paints her body with temporary tattoos depending on her mood.
5. **Long-Lived Heritage:** As a member of a long-lived human subspecies, Remedy's youthful 27 years make her practically a child in the eyes of her people who are known to live to around 400 years of age, though her experience far surpasses her apparent age.

A Fascinating Detail About Remedy:

Remedy possesses an inexplicable, almost supernatural ability to "read" machines, treating them as if they were sentient beings. Whether she's coaxing a malfunctioning Gravastar stabilizer back into working order or persuading a battered Voidship to limp along just a little further, her unique bond with technology often produces results that defy logic. This talent isn't something she consciously understands—it's simply an instinctive part of her nature. Those who spend time with Remedy quickly come to accept this quirk as just another extraordinary aspect of her character, even if it defies all conventional explanation.



"It's not broken—it's just... having a bad day. Machines are like people, you know? Stubborn, temperamental, but with a little patience and sweet talk, they'll do amazing things."

Scenarios

Welcome to the City at the Edge of Nothingness, where every choice you make carves a new path in a world teetering on the brink of chaos and wonder. The **optional scenarios** below are invitations to plunge into the city's beating heart, uncovering its secrets and challenges while weaving your own destiny. Some may whisper of a larger tapestry connecting these tales, but you are never confined to a single narrative and if it fits your story better feel free to modify whatever is needed to make the scenarios fit your story. Forge your own path, rewrite the rules, and let your story unfold in a city where the impossible is just another day.

Fiat-Backed Rewards

The rewards earned from these scenarios are not just fleeting triumphs—they are permanently secured, woven into the fabric of your journey across worlds. Even if not explicitly stated, these rewards will endure, standing as both a testament to your achievements and a beacon of your potential.

Companion Quests

Among these adventures are **Companion Quests**, deeply personal stories tied to the allies who journey with you. These quests are more than opportunities for growth—they are a chance to deepen bonds, uncover hidden layers of those closest to you, and unlock untapped potential within both yourself and your companions. You may fit the Companion Quests whenever you feel they fit in your story, the order here does not mean they have to be done in that particular order. The rewards are not just material; they are relationships forged in fire, trust, and shared purpose.

Your City, Your Choices

Each scenario is a stage set for grand tales of intrigue, danger, and discovery. Yet these are not scripts written in stone. The outcomes and resolutions are shaped by your actions, ingenuity, and the roads you choose to walk. While the scenarios suggest key moments and objectives, they remain fluid, ready to bend to your will. As long as you achieve a resolution in the spirit of the scenario's challenge, victory and its rewards will be yours to claim. In this city, your story is always yours to write.



Companion Quest 1: To Obtain True Freedom!



Asha Hachi has always been a free spirit, driven by her dreams and determined to escape the chains of corporate expectation. After spending time adventuring together, she comes to you with an awkward and seemingly innocent request. But as her nervousness gives way to honesty, she reveals the weight of her plea: she needs you to pretend to be her spouse to fend off a forced marriage orchestrated by her father's company, Hachi Steelworks, and their uneasy partnership with Vandal Networks. The intended groom, the third son of Vandal's CEO, is a vile man with insidious ambitions—not only to claim Asha as a trophy but to leverage her family's industrial empire for his own gain. What begins as a simple favor spirals into a tangled web of familial bonds, corporate intrigue, and rebellion.

The scenario draws you into the heart of the City at the Edge of Nothingness, where alliances are as fragile as the glass towers looming above. Asha's relationship with her father is fraught with tension, her desire for independence clashing with his desperate need to safeguard his legacy. Meanwhile, MonoGear, a rival faction with their own vendetta against Hachi Steelworks and Vandal Networks, sees this marriage as an opportunity to strike. Their schemes entwine with the efforts of the freedom fighters of United City for Everyone (UCE), adding layers of complexity to an already chaotic situation. As betrayals surface and secrets unfold, the stakes rise higher. When Asha is forced to sacrifice her freedom to save her father's life, it's up to you to take action. Will you infiltrate the high-security wedding, uncover the plots of rival factions, or rally the support of unlikely allies to rescue her?

This story is not just about thwarting a corrupt marriage; it's about untangling the threads of loyalty, love, and ambition that bind Asha to her family, her city, and you. Every choice you make shapes the outcome: Will you help her reconcile with her father and forge a new path for Hachi Steelworks? Will you dismantle Vandal Networks' schemes and expose their corruption? Or will your actions draw you deeper into the volatile politics of the city? Whatever path you choose, one thing is certain: Asha's freedom—and her future—depend on you. And who knows? Perhaps this journey will lead to something far more genuine between you and her than a fake marriage.

Scenario Rewards +300 CP



Your efforts to free Asha from the clutches of a forced marriage and the tangled web of corporate and familial strife have earned you more than just her gratitude; they've earned her trust and admiration. As a heartfelt gesture, Asha gives you her ***cherished scarf****, one of a pair lovingly knitted by her late mother—a deeply personal keepsake she treasures above almost anything. While she won't outright say it, Asha's actions and lingering glances hint at something else for you to figure out. Beyond the scarf, you've gained something equally precious: Asha's confidence. She now feels comfortable enough to share a secret she's never revealed to anyone else—the existence of her so called imaginary friend,* ***Vod Amal****, a mysterious presence who has been with her since childhood. Whether you see this as the ramblings of a lonely girl or something more, it's clear that Asha considers you someone she can truly rely on.*

Companion Quest 2: Engage! Black Sun Security Revealed!



The moment you return to your base—a sanctuary you thought untouchable—you find it ransacked. The walls are scarred, equipment is smashed, and the telltale signs of a thorough, invasive search are everywhere. Soon, your days take a darker turn: strangers in the crowd lingering a moment too long, failed login attempts on your devices, and even coordinated muggings meant to test your defenses. It becomes clear that the shadow of Black Sun Security looms over you. The relentless corporation has found its target: GIA, your adaptable and resourceful AI companion. The tipping point arrives when an ambush catches you off guard, GIA nearly stolen amidst a chaotic firefight with biohacked operatives. The message is clear—they won't stop until they have her.

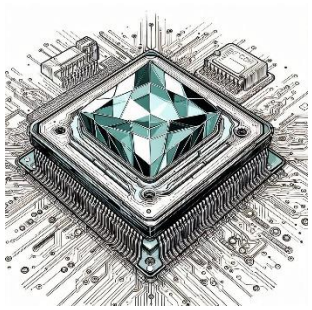
GIA's unease grows with each passing hour, and the City's sprawling streets seem smaller under Black Sun's watchful eye. Fate takes a twist when you cross paths with a band of thieves planning a high-stakes heist on Black Sun's headquarters. Their goal is corporate secrets, but for you, it's an opportunity to strike directly at the source of your troubles. How you choose to involve yourself is up to you. Will you work alongside the thieves, leveraging their insider knowledge to infiltrate the fortress? Or will you chart your own course, weaving a plan that only you and your allies can pull off? As you descend deeper into Black Sun's layers of deception, the stakes grow higher with each decision.

The heist itself is a turning point, a crucible of ingenuity and courage. Whether it's a meticulously executed plan or a desperate struggle to adapt when things go awry, you'll face more than just human opposition. Deep within Black Sun's secret labs, horrors await—experimental power armors fused with eldritch creatures, controlled by a hostile AI that seems eerily familiar to GIA. A frantic escape may be your only option, as these abominations are nearly indestructible. But the chaos also presents choices: expose Black Sun's dark practices to the City, confront the AI controlling the armors, or uncover truths about GIA's past that even she might not know. Whatever path you take, Black Sun Security's pursuit of GIA must end here, one way or another, in a day of reckoning that will echo across the City.

Scenario Rewards: +300 CP

Your victory over Black Sun Security not only liberates GIA from their relentless pursuit but also cements the bond between you and your adaptable AI companion. Though she doesn't express emotion in a conventional sense, there's a notable shift in how she regards you—trust, perhaps even a sense of connection deeper than before. As a token of her gratitude, she offers a gift that's more than just a tool; it's a piece of her trust and ingenuity.

Crystal CPU (Reward Item):



This sleek, crystalline processor is a marvel of engineering, designed to integrate seamlessly into any machine it interfaces with. Once installed, the Crystal CPU not only enhances the system's performance but actively learns and adapts, vastly improving its capabilities. It also possesses a unique feature: the ability to house a sentient AI. When occupied by such an intelligence, the CPU's functionality increases dramatically, granting unparalleled efficiency and adaptability to the connected system. The CPU's bond with you ensures it remains under your control, easily removable and reinstallable at will—a true testament to the trust you've earned.

Companion Quest 3: Staring Deep into the Void



The City buzzes with unsettling whispers, scattered news reports, and cryptic warnings spread by street prophets. The Void Monarch, a malevolent force once thwarted in its ambitions to claim the Sleeper's Universe, previously defeated in its latest attempt of conquest by the resident Cosmic Lord, appears to be stirring again. These rumors point to ominous activity across the multiverse, suggesting the Void Monarch's plans for conquest are far from over. Your companion, Finniel, the enigmatic Pupil of the Void Monarch, brushes off the news with his usual stoic demeanor, but you can sense a hidden unease in him. He knows the consequences of his master's return all too well—if war begins anew, Finniel will be called back into service, an instrument of his master's will once more.

The fragile tension breaks when Finniel becomes the target of an assassination attempt. Whether you step in or simply observe, Finniel's skill and resilience are enough to overcome the assailant. Yet this event is more than a random act of violence—it marks the beginning of a larger scheme. Rival forces of the Void Monarch, eager to destabilize its operations and eliminate its lieutenants, have made their move. As Finniel struggles with his loyalty, his doubts, and his fear of being dragged back into his master's shadow, you find yourself pulled into his tangled web. Together, you must uncover the truth behind the attack, tracing the threads of conspiracy from the darkened alleys of the City to the surreal chaos of a No-Zone and beyond.

Your pursuit will ultimately lead to a pocket dimension formed from the raw essence of the Void itself. This is a place where reality bends and eldritch entities dwell, some mindless, others deliberate in their malice. Thanks to Finniel's presence, most will regard you as beneath notice—until you confront the architect of the plot. A rival Outsider, an abomination aspiring to topple the Void Monarch, has set its sights on Finniel as a stepping stone toward its grander ambitions. The final confrontation will push both you and Finniel to your limits, but should you prevail, the cost may extend beyond victory. As you leave the pocket dimension, you will feel an oppressive presence—a fleeting yet searing acknowledgment that you were being watched. The Void Monarch, distant yet ever vigilant, will take notice of your actions, though he will be pleased with you and his pupil.

Scenario Rewards: +300 CP

Your success in thwarting the rival Outsider and safeguarding Finniel is a momentous victory. Finniel, though reluctant to show gratitude openly, grows visibly more trusting and connected to you. As a token of appreciation, he gifts you an artifact infused with the Void's strange power:

Void Lens (Reward Item):



This small, polished crystal lens hums faintly with void energy. When used, it grants the ability to peer into hidden dimensions, see through illusions, and detect anomalies in the fabric of reality. While invaluable for uncovering secrets and navigating the unknown, its use comes with a lingering sensation of being watched, as if something from the Void is aware of your gaze.

Companion Quest 4: The Meaning of Justice



In the depths of the City at the Edge of Nothingness, a horrific murder shocks its denizens—a sentient android, butchered in a grotesque ritual, its remains left in a way that seems both purposeful and taunting. The case lands in the lap of Plica, your stalwart companion and a devoted policewoman gynoid. Her unyielding sense of justice compels her to seek your help. This isn't just another case; the android's murder sets off a chain reaction, each new victim adding another piece to an enigmatic puzzle. The City, a place teetering on the edge of chaos and order, whispers the killer's new moniker: the Substrate Killer. As Plica delves deeper, strange and unsettling clues emerge—clues that seem personally aimed at her.

The investigation grows darker with every step. Each victim reveals a thread in the killer's twisted design, yet the true pattern remains maddeningly elusive. The killer's taunts become more pointed, their audacity a challenge to Plica's resolve and your ingenuity. Encounters with suspects and near-misses with the killer turn the hunt into a desperate race, as lives hang in the balance. Among the sprawling shadows of the underworks and the City's neon-lit heights, the killer continues their brutal spree, each act a mockery of the justice Plica so desperately defends. The bond between you and Plica deepens under the strain, but as the case drags on, it becomes clear the killer isn't just targeting random victims—they are fixated on Plica.

The final act begins with a chilling realization: Plica has been abducted. A sinister trail of clues forces you to confront not only the identity of the killer but the depravity of their plans. You find Plica trapped in a horrifying contraption, her body poised to be overwritten and enslaved, her consciousness destined to endure eternal torment as a silent observer in her own body. Time becomes your enemy as you face a labyrinthine stronghold filled with traps, misdirection, and the killer's maniacal hubris. In the climactic confrontation, you must use every skill, every connection, and every ounce of determination to rescue Plica and stop the Substrate Killer's reign of terror once and for all. In the end, the meaning of justice will be for you to define—will it be mercy, retribution, or something else entirely?

Scenario Rewards: +300 CP

Saving Plica from the clutches of the Substrate Killer is not just a triumph of skill and courage—it is a victory of trust and friendship. Deeply moved by your resolve, Plica gifts you the ***Justice Core****, a specialized module designed to augment the precision and speed of any weapon or tool it is integrated with, granting unparalleled efficiency in pursuit of justice.*

Justice Core (Reward Item)



The Justice Core is a radiant gem from an unknown universe that seamlessly integrates with any weapon or tool upon contact. Once fused, it enhances the item's capabilities, attuning it to the pursuit of true justice. When wielded against those who have committed significant injustices, the enhanced weapon or tool exhibits exponentially increased effectiveness, adapting its properties to neutralize or destroy malevolent entities. The extent of this enhancement correlates with the severity of the target's past misdeeds and the inherent quality of the fused item. Against virtuous individuals or those aligned with justice, the Justice Core remains inert, ensuring its power is reserved solely for righteous causes. This item may be unfused by just removing it from the item.

Companion Quest 5: The Curse of the Eldina'thar



Velissandra, your reserved and fiercely independent elven mechanic companion, invites you to a formal Eldina'thar gathering—a rare and uncomfortable tradition she can no longer avoid. These meetings, intended to introduce potential spouses, feel like an unwelcome relic to Velissandra, who begrudgingly attends only after losing a bet with you. The gathering is a mix of awkward introductions and sharp contrasts between her pragmatic demeanor and the elegant rituals of her kin. Throughout the event, Velissandra's unease grows, culminating in her revelation that the Eldina'thar are burdened by a strange curse—one that severs them from their magical birthright. This shroud of powerlessness has haunted her people for generations, a constant reminder of a betrayal that fractured their realm and left them bound to a life of diminished potential.

Velissandra confides that the curse is not just a loss of magic but a lingering stain on her people's honor, one she has carried in silence for years. Determined to face it, she asks for your help in unraveling its origin. Your investigation takes you through ancient tomes and clandestine networks, eventually leading to the Khiel-Zanthar Academy of Void Sciences. Here, a dormant machine reacts to Velissandra's presence, resonating with the dormant magic tied to the curse. This discovery hints at the curse's source: a semi-sentient energy bound by both eldritch and technological forces. The trail points deeper into the City, where you piece together fragments of Velissandra's heritage and a forgotten betrayal that left her people fractured and bound by this oppressive force.

The climax of your quest takes you deep into the City's underbelly, where the source of the curse is revealed: a pulsing, living mass of chaotic energy that stalks the Eldina'thar wherever they reside. This entity resists direct confrontation, adapting and reforming as you attempt to banish it. Only by devising a clever method—perhaps using Velissandra's technological expertise combined with fragments of rediscovered Eldina'thar magic—can you destabilize it long enough to sever its hold on the City's Eldina'thar. Success will mean the curse dissipates, the weight on Velissandra's shoulders visibly lifts, and she tries, with unpracticed hands, to conjure a small mote of light—her first attempt at magic. The spell falters, but her smile remains radiant, a glimmer of hope rekindled. Before either of you can speak in private, a love letter from one of her suitors from the meeting slides under the door of her mechanic's shop, interrupting the moment. The two of you exchange glances, half amused and half uncertain, as the newfound freedom for Velissandra—and the implications of it—settles into reality.

Scenario Rewards: +300 CP

Your success in confronting the curse that plagued the Eldina'thar is met with a newfound sense of hope and liberation for Velissandra and her people. The once-insurmountable weight she bore now seems lighter, and her tentative attempts at magic hint at the possibilities that await her in this new chapter of life. To commemorate the journey and your unwavering support, Velissandra shyly offers you an ***Eldina'thar Suitor Token****—a rare and deeply personal item traditionally given to a potential life mate. Though she claims it was a long-forgotten gift she no longer needs, the vivid flush of her ears tells a different story.*



Eldina'thar Suitor Token (Reward Item)

A delicate, intricately carved silver pendant shaped like a crescent moon cradling a small, brilliant sapphire. This item possesses no additional qualities other than being of high craftsmanship, and has a special significance to those of the Eldina'thar elven race. Using this token to convey a promise to be with someone forever will always convey these feelings.

Companion Quest 6: The Unluckiest Pet in the City



Kyrie, your eccentric arms master companion, has been missing for days, and the City is in chaos. A string of robberies, mysterious explosions, and bizarre accidents all bear her unmistakable style, complete with a blurry photo of her sprinting away with a peculiar one-eyed furry creature in tow. Tracking her down isn't hard—just follow the trail of destruction to one of her safehouses. There, you find her hiding with the odd creature, which she claims to have rescued from a rich collector's crystal cage. At first, everything seems to calm down, but later that night, the creature vanishes, and a wave of even stranger and more destructive mishaps begins rippling across the City.

As you and Kyrie search for the creature, the accidents grow increasingly absurd: falling signs narrowly missing crowds, vending machines inexplicably catching fire, and entire blocks being plunged into chaos. Kyrie finally admits the creature carries an aura of catastrophic bad luck, which began when she removed a strange collar it had been wearing. The creature, now on the run, moves through the City with uncanny agility, leaving disaster in its wake. Together, you and Kyrie must navigate a series of comedic and dangerous situations, dodging misfortune as you try to locate the runaway. Despite its streak of bad luck, the creature somehow avoids serious harm, making the chase as infuriating as it is baffling.

Eventually, you catch up to the creature, which, naturally, isn't thrilled to see you and bolts toward Kyrie instead. In a moment of clarity—or perhaps desperation—she produces the collar it was wearing when she first "rescued" it. Kyrie hypothesizes that the collar must have suppressed its bad luck aura and admits removing it was probably a mistake. Wrestling the creature into the collar is no small feat, requiring a mix of quick reflexes and a lot of yelling, but once it's done, the tide of chaos will miraculously ebb. The City starts to breathe again, though the memory of the bizarre string of disasters lingers. Kyrie grins, exhausted but unapologetic, as she cradles the now-placid creature. "What can I say? It has personality," she quips, as for you, you should probably vow to never let her "rescue" anything unsupervised again.

Scenario Rewards: +300

With the creature safely collared and the City's streak of improbable disasters coming to an end, you and Kyrie manage to escape blame—though not without a few close calls. Kyrie seems genuinely relieved, both for saving the creature and for not causing irreparable damage to the City (this time). Days later, as a gesture of thanks, she hands you a gift: a carefully reverse-engineered copy of the collar that ended the chaos. "Figured you could use it," she says with a smirk, "just in case we run into another 'one-of-a-kind' problem."

Luck/Unluck Sealing Collar (Reward Item)



This curious device, modeled after the original collar used to tame the unluckiest pet in the City, is a marvel of both practicality and necessity. Once placed on any creature or object, the collar locks and neutralizes any inherent luck or unluck the recipient possessed, rendering it completely immune to all luck-based changes or manipulations from any source. A perfect tool for stabilizing volatile situations—or keeping Kyrie's next "rescue" from plunging the City into chaos again.

Companion Quest 7: Avenging the Divine Goddess and the Fate of the Hero

Part 1



Aiden Stoutstride, your enigmatic interdimensional lawyer turned swordsman, emerges from his usual stoic demeanor with an almost manic energy. He arrives at your quarters dragging piles of crumpled papers and maps, muttering calculations and arcane coordinates. Without explanation, he barricades himself in his room for days, foregoing food, sleep, and even basic interaction. Concerned, you or one of your companions finally intervene, entering his paper-strewn workspace to find him sitting against the wall, clutching a hand-drawn map as if it were a lifeline. Aiden's exhausted but triumphant laughter fills the room as he reveals his discovery: the path to his homeworld, the place he was cast from when the divine goddess he served was slain. Yet, in his next breath, his tone turns somber, his eyes steady as he pleads for your aid. A journey through the void is perilous, and even he cannot face it alone.

The voyage to Aiden's world is fraught with challenges, offering as much absurdity as danger. Aiden's map proves accurate, but the journey through the void is far from straightforward. You might find yourself bargaining with void-dwelling outsiders whose motives are as inscrutable as their forms, navigating through a haunted voidship where an ethereal ghost takes a suspicious interest in your plans, or even taking a detour to a floating casino run by cannibals disguised as elegant hosts. Whether through wit, strength, or sheer luck, you and Aiden push forward, each bizarre encounter adding to the gravity of the task ahead. Finally, the ship breaches the boundary into Aiden's universe and soon his world, where the skies are leaden and the remnants of a calamity still scar the land. The air carries a heavy stillness, the kind that settles after decades of grief and abandonment.

Arriving in the worn-down town of Darville, Aiden's demeanor shifts from determination to quiet melancholy as he recognizes the ruins of a once-thriving place he called home. Inquiries about the priestess he once loved lead to a small house on the town's outskirts, where a middle-aged woman greets you warily. Through a bittersweet exchange, she reveals herself to be the daughter of one of Aiden's previous party members and Aiden's beloved, the priestess who succumbed years ago to a sickness brought by the Calamity—the same event that marked the death of their divine goddess. Aiden listens in silence, his grief evident in the shadows of his face. Though he requests a moment alone to mourn, his resolve only hardens when he learns more about the suffering inflicted by the Calamity. As the woman speaks of a world plunged into despair the moment the goddess fell, Aiden's gaze sharpens. With a quiet but firm voice, he turns to you, asking for one final commitment: to help him avenge the divine goddess, destroy the Calamity, and restore hope to this broken world.

End of Part 1, Scenario Rewards: +200 CP

The experience of uncovering the path to Aiden's homeworld has strengthened you but has proven bittersweet for Aiden. The joy of rediscovery is overshadowed by the heartache of finding it scarred by devastation and loss. Yet, this glimpse into his world's suffering has kindled an unyielding resolve within him. With the memories of the goddess and his former life weighing heavy on his heart, Aiden's determination to confront the force behind the Calamity is now unwavering. The journey is far from over, but the first steps toward vengeance and restoration have been taken, and the embers of hope begin to glow faintly in the ashes of despair.

Companion Quest 7: Avenging the Divine Goddess and the Fate of the Hero

Part 2



The journey begins with you and Aiden combing through the fragmented remains of his world's history, seeking any clue about the Calamity's origin. Scattered across the ruined landscape are remnants of temples, crumbling archives, and fading murals that speak of a time before the goddess's fall. Whatever its true nature, the fragments point to a singular truth: the Calamity has a source, a place deep within the world's most shattered region. It is not a question of whether it can be confronted, but whether anyone can hope to survive the attempt. Aiden, resolute as ever, sharpens his blade and tightens his armor, preparing for what he believes is the final battle of his goddess's story.

The journey to the Calamity's domain is a trial in itself, as the world has grown hostile and alien. Twisted creatures born of the rifts roam freely, each one a testament to the Calamity's lingering influence. For Aiden, however, these creatures are more than threats—they are opportunities. Each battle seems to invigorate him, his old leveling system finally working as it should, granting him extraordinary growth with every strike. Along the way, Aiden speaks of his past with a quiet reverence, recounting tales of his companions, his rise to heroism, and the bittersweet memories of his mortal life before reincarnation. For the first time, you see the man behind the sword—a mixture of humor, regret, and unyielding hope. By the time you reach the Calamity's lair, Aiden has grown into the warrior he was always meant to be, a hero not just of legend but of his own making.

The confrontation is unlike anything Aiden has faced before. The Calamity's presence is suffocating, its form a chaotic amalgamation of ruin and hatred. It shifts between shapes, its attacks breaking the very laws of reality, threatening to overwhelm even the most stalwart of heroes. For a moment, it seems hopeless—Aiden and your efforts barely holding the tide. Then, through the chaos, a rallying cry cuts through the air. Two of Aiden's former companions will appear having heard of his return, battered by the years, old and yet unbroken in spirit. Their presence can change the tide of the battle, their teamwork rekindling Aiden's fire and giving you the edge needed to turn the tide. The fight will be relentless, but should any of you deal the final blow, it will shatter the Calamity's form and free the world from its grasp. The silence that follows is deafening, a weight lifted from the very fabric of the land.

Scenario Rewards: +300 CP

In the aftermath, Aiden speaks to you with an earnestness that lingers, his words filled with gratitude and a renewed sense of purpose. A golden light begins to coalesce, a remnant of the goddess herself, faint but radiant. She thanks Aiden for his bravery but acknowledges his journey is far from over, urging him to return to those who need him most, thanking profusely for not forgetting about this world, and fading away just as she emotionally moves in for a kiss. After a few days of celebration with his old friends and a world that feels alive again, Aiden bids them farewell, his gaze turning back to the City at the Edge of Nothingness. He is tired but resolute, ready to face with you whatever awaits him there.

The Divine Goddess Favor (Reward Perk) [Plot Armor]

A gift from a grateful goddess, this blessing weaves subtle threads of fate and fortune into your life. When faced with seemingly insurmountable odds, the favor ensures events bend ever so slightly in your favor, turning narrow escapes into miraculous victories. While it won't hand you success on a silver platter, the favor gently tilts luck your way, allowing you to thrive where others might falter. From uncanny coincidences to last-minute breakthroughs, this divine influence ensures you're never completely out of options when it matters most. This effect is active at all times.

Companion Quest 8: To Infinitide and Beyond!



Remedy Starstalker bursts into your space like a whirlwind of excitement, her energy as infectious as her mischievous grin. Clutching a faded flyer in one hand, she practically drags you into her orbit, spilling rapid-fire words about a clandestine expedition into the City's underworks. Her bright green eyes gleam as she explains that this group is after ancient tech, remnants of the City's mysterious origins, and among the scattered treasures might be the Gravastar engine piece she's been chasing for years. Remedy, as always, is confident, determined, and just feisty enough to make it clear she won't take no for an answer. But beneath her teasing banter lies a tension she won't voice—a mix of desperation and hope that hints at just how much this means to her.

The week leading up to the expedition is a kaleidoscope of activity and emotions. Remedy throws herself into building a strange antenna-like contraption on the roof, all the while maintaining her usual charm and fiery attitude. She's more open during these days, letting you glimpse sides of her she usually guards fiercely. There are moments when she's completely relaxed—lounging beside you after a long day, tracing nonsensical shapes on your arm while sharing half-forgotten stories of the Infinitide. Other times, she's fully in her element, covered in grease, sparks flying as she tinkers with tools, her blonde hair tied back but always escaping in loose strands. Still, something lingers in the air—an unspoken weight Remedy carries even as she flashes that devilish grin, daring you to keep up with her pace.

When the day of the expedition arrives, the tension spikes. The group Remedy has joined is a ragtag mix of scavengers, opportunists, and thrill-seekers, their motives as varied as their appearances. The dive into the underworks is fraught with danger—crumbling architecture, ancient security systems, and lurking creatures that test your group's resolve. Remedy is in her element, her quick thinking and daring ingenuity keeping everyone alive, though she's clearly focused on one thing: the red-hued gear buried in a cache of debris. Her excitement is palpable when she finds it, but so is the danger, as the others in the group will realize its value. Guns are drawn, tempers flare, and a tense standoff fills the air. Remedy, ever the wildcard, will pocket the gear if possible and flash you a sly grin just before chaos erupts. Together, you and she will have to navigate the ensuing bedlam, a storm of bullets and shouts and fight your way back to safety, to your home.

Scenario Rewards: +300 CP

Later, as the antenna hums to life and a beam of light pierces the Nothingness high on the City sky, Remedy stands beside you, practically glowing with satisfaction. Her confidence is unshaken, her joy infectious as she tells you the signal is sent. When you press her for details, she only gives you that knowing smile, teasingly evasive. But in her eyes, there's a flicker of something more—a deep trust, a silent thank-you for standing by her. For now, all you can do is wait, but with Remedy at your side, the anticipation feels more like an adventure than a chore.



Remedy's Lucky Wrench (Reward Item)

A compact, versatile tool that Remedy modified and gifted to you after your shared adventure in the underworks. This wrench is more than just a practical device; it's a token of her appreciation and a subtle reminder of her feelings for you. Infused with her ingenuity and a bit of the Infinitide's technology, the wrench can adapt to fit any mechanical system, no matter how alien or complex. A curious item, striking at machines that do not work will sometimes make a weird 'BONG' sound and make them work for a while, regardless of how broken they might be.

Scenario 1: Welcome to the City



Your arrival at the City at the Edge of Nothingness is marked by overwhelming sights, sounds, and colors. The first district you find yourself in is bustling with life—street vendors hawking wares from countless universes, holograms advertising bizarre products, and locals haggling over the price of trinkets from other universes. You can wander through the skywalks connecting impossibly tall spires, dive into hidden alleys where rogue artificers tinker with forbidden technologies, or simply enjoy the spectacle of otherworldly performers putting on shows to rival anything you've seen. The City seems alive, inviting you to uncover its secrets at your own pace.

As you explore, the people you meet will shape your experience. A cheery mechanic might offer you a tour of the district's underworks, where abandoned wonders are repurposed daily. A shadowy figure in a hood may hint at mysteries buried deep within the city's core, but you'll have to decide whether to follow them or stick to safer pursuits. Perhaps you'll stumble into a café run by a telepathic barista, where the drinks are tailored to your memories. There are infinite paths to take, and every corner of the City holds a new story waiting to unfold.

By the end of your journey, you'll find yourself drawn to a towering plaza filled with artifacts of the City's history. Here, locals and travelers alike gather to share their stories, debate the rules of existence, and exchange items. This plaza feels like the heart of the City—a place where all paths converge. Whatever you've chosen to do during this time, you'll leave with a greater understanding of the City's chaotic beauty and a handful of new connections and insights that will help you navigate its depths.

Scenario Rewards: +100 CP

The City has left its mark on you, and your first steps have already connected you to its infinite potential. Perhaps you've experienced many new things, or meet someone you might someday consider a true companions, or even brushed with who might become your enemy in the future. But whether through curiosity, camaraderie, or clever navigation, you've set yourself on a path to thrive here.

Echo Pendant (Reward Item)



This intricate pendant hums with a faint resonance, crafted from a fragment of the City's ever-shifting essence. The pendant allows you to "echo" a single moment of time once per day, rewinding a few seconds to undo a small mistake or avoid danger. The pendant grows warmer when held, a reminder of your first steps into the City's limitless possibilities.

Scenario 2: Secrets of the City's Shadows



The City at the Edge of Nothingness is a marvel of chaos and ingenuity, but its brightest lights cast the deepest shadows. Rumors of strange, forgotten places hidden within the City's sprawling underbelly have reached your ears. A mysterious figure, cloaked in rags and flickering as if phasing in and out of existence, approaches you with an invitation—or perhaps a warning. "The shadows hold truths the light would rather forget," they say, slipping you a shimmering black coin with a spiral engraving. The coin seems to pulse in your hand, faintly tugging you toward the labyrinthine alleys of the district. Whether curiosity or suspicion drives you, you find yourself drawn into the City's lesser-seen depths.

As you descend deeper into the labyrinth of ancient machinery, forgotten corridors, and dimly glowing signs in languages you can barely recognize, you begin to notice strange patterns. A symbol, etched faintly into the walls, repeats like a trail meant for someone to follow. You encounter others on your journey: rogue scavengers searching for scraps, enigmatic sages meditating on glowing stones, and even a flock of eerie, biomechanical birds that watch your every move. Each interaction reveals more about the City's layers, its fractured power dynamics, and its secrets buried beneath the surface. Along the way, you'll make choices—deciding whether to help a trapped scavenger, trade words with an ominous merchant, or follow the symbols into deeper danger.

At last, the trail leads you to an underground chamber bathed in a ghostly light, filled with arcane devices long forgotten by the City's engineers. An imposing relic stands at the center: a towering monolith covered in shifting runes that whisper incomprehensible words when approached. The black coin in your hand hums violently, reacting to the relic. Here, you'll confront the mystery head-on, unlocking ancient knowledge—or perhaps unleashing something unforeseen. Whether you emerge with secrets to leverage or merely the experience of surviving the depths, your understanding of the City—and your place within it—will forever be changed.

Scenario Rewards: +200 CP

Your exploration into the shadows has deepened your understanding of the City's mysterious underbelly and its forgotten histories.

Relic's Whisper (Reward Perk)

The encounter with the ancient monolith left a subtle mark on you. This perk grants you a unique affinity for deciphering strange symbols, forgotten languages, and obscure codes. Whether it's a cryptic map, a mysterious artifact, or an alien console, your ability to "hear" and understand what lies beyond conventional knowledge allows you to unravel even the most puzzling mysteries. Though whispers sometimes follow your thoughts, they might just guide you toward truths others cannot see.

Scenario 3: Shadow Warfare



The tension in the City is palpable. Whispers of a revolutionary resource—something powerful enough to shift the balance of power across the multiverse—have set two factions against one another. One is a sleek corporate entity, all precision and cold efficiency, employing cybernetically enhanced operatives to secure their interests. The other is a ruthless underground collective, a patchwork of rebels, exiles, and idealists armed with improvisation and fury. You stumble into this conflict by chance, though your skills, reputation, or sheer bad luck make you a player the moment you're noticed.

The factions seek your allegiance—or your silence—and both will offer you tantalizing rewards. The corporate side promises stability, wealth, and advanced technology, while the underground collective appeals to freedom, rebellion, and justice. As you navigate this shadowy battlefield, you'll need to determine who to trust, if anyone, and uncover the truth about the resource both factions crave. Your role could be anything: a double agent playing both sides, a neutral player manipulating events for your gain, or a lone operator who uncovers the truth only to dismantle it all. The choices are yours, but betrayal is inevitable, and every alliance comes with hidden knives.

Your journey leads you through hidden meeting places, encrypted data vaults, and labyrinthine urban warzones, where drones patrol the skies, and operatives hunt their prey. Whether through cunning diplomacy, brutal combat, or strategic sabotage, your actions will shape the future of this shadow war. By the end, the resource's fate—and perhaps even the balance of power in the City—will rest in your hands.

Scenario Rewards: +200 CP

The war in the shadows has left its mark on you, and you've emerged sharper, more cunning, and a little more wary of the City's labyrinthine intrigues.

Black Prism Dossier (Reward Item)



This sleek, obsidian-black data slate is encoded with cutting-edge technology, containing files on key figures, factions, and secrets of the setting you're in. The Dossier allows you to uncover hidden weaknesses, leverage information against rivals, or forge unlikely alliances. Once per day, you can use it to gain a critical piece of intel about a person, location, or faction, giving you an edge in navigating wherever you are in the multiverse.

Scenario 4: Operation Kingfisher



The Superior Auction House, a shimmering fortress of obsidian and silver, is hosting its most anticipated auction in decades. Artifacts of unimaginable power and mystery are up for bid, drawing the City's elite, rogue operators, and treasure hunters into one room. The air is charged with tension, not just from the fierce competition among the bidders but from whispers of a hidden agenda. The Ul'thar, known for their rigid superiority, are guarding one item with an unusual fervor, fueling rumors that it holds the key to an ancient and devastating secret that could grant great fortune and power to whoever uncovers the secrets of the artifact.

You've managed to gain access, whether through forging credentials, bribing the right hands, or aligning yourself with an influential bidder. The scene inside is intoxicating: towering Ul'thar guards silently enforcing their will, eloquent auctioneers commanding the room, and power players exchanging coded glances. Navigating this world is as much about subtlety and charisma as it is about quick thinking. You might ally yourself with a rival bidder to sow chaos, infiltrate restricted areas to uncover hidden truths, or even play the Ul'thar against each other in their own house. Whatever path you choose, danger lurks behind every polished corner.

As the auction reaches its climax, the artifact in question—a swirling orb of purple energy encased in transparent crystal—becomes the centerpiece of escalating tensions. A botched bid or an exposed betrayal could spark open conflict, and the guards won't hesitate to enforce their will with deadly efficiency. Even more, the artifact is not what it seems and the Ul'thar may be the ones trying to deceive everyone present. Whether your goal is to steal the orb, ensure its rightful sale, or simply survive the night, the exciting choices you make here will leave a lasting impression on the City's elite—and on yourself.

Scenario Rewards: +100 CP

Against all odds, you've danced on the knife's edge of Ul'thar supremacy and lived to tell the tale. Whether you left with riches, alliances, or scars, the operation has shaped you into a sharper and more adaptable player in the City's dangerous games.

The Kingfisher's Gambit (Reward Item)



You've gained the art of thriving under pressure in high-stakes environments. The Kingfisher's Gambit is an intricate chess piece that when held heightens your ability to read a room, anticipate power plays, and act with precision in moments of crisis. Once per situation, you can flip an otherwise impossible situation to your advantage, turning the tide in your favor with a daring, high-risk move. Your poise and confidence skyrocket when you are in possession of this item, and makes you a formidable presence in negotiations, heists, and other perilous endeavors.

Scenario 5: A Heart's Beat



The night begins with anticipation and a flutter of excitement. The Ghebro Building, once a beacon of art deco grandeur, now looms over the Merahora Promenade like a shadowy relic of the past. A recently new acquaintance and perhaps more than a friend, whose charm has captivated you, insists on exploring its rooftop for a view of the City like no other. As you ascend through its dimly lit halls, your laughter echoes against cracked walls and forgotten murals. Yet, an unsettling feeling begins to creep in. The playful banter of your companion abruptly stops, and you realize they're no longer by your side. The silence is broken only by faint whispers and distant footsteps that don't belong to you.

The building seems alive, its corridors twisting in ways that defy logic. Strange phenomena manifest: translucent figures flit across your peripheral vision, and doors creak open, inviting you into rooms filled with eerie artifacts and faint traces of a life long abandoned. It's clear now that the Ghebro Building holds more than just architectural secrets. Was this all a setup, or has your date fallen prey to something far darker than mere abandonment? With only the dim glow of your surroundings and the occasional, cryptic note left behind to guide you, you must navigate the haunted halls, solving puzzles and avoiding the phantoms that guard its secrets.

As you approach the rooftop, the mystery deepens. The building resists your progress, its very structure twisting to prevent your ascent. You come to a startling revelation: your companion is no ordinary being but something tied to the building itself, perhaps even its heart. Midnight approaches, and with it, the stakes rise. Whether you choose to confront the entity, free your date from their bond, or forge an uneasy truce, the outcome rests on your wits and courage. When you finally step onto the rooftop, the view of the City is breathtaking, but the answers you've uncovered tonight might just leave you forever changed. Are you prepared to open your heart to another?

Scenario Rewards: +200 CP

You've faced the unknown and uncovered the truths hidden within the haunted halls of the Ghebro Building. Whether your bond with your more than friend was strengthened or shattered, you've gained insight into the nature of trust, fear, and the City's many secrets.

Phantom's Whisper (Reward Perk)

The lingering echoes of the Ghebro Building have imprinted upon you, granting you an uncanny attunement to the unseen. In eerie or otherworldly places, your senses sharpen, allowing you to perceive what others might dismiss as mere illusions. More than that, with but a thought, you can invoke a creeping dread in those around you—subtle, insidious whispers slithering into their ears, gnawing at their sanity. The longer they are exposed, the deeper their unease festers, making them far more vulnerable to fear in all its forms. Even the bravest souls will struggle to steel themselves against the relentless murmur of the unknown. However, spirits and the undead, already well-versed in the whispers of the beyond, remain unaffected by this unsettling gift.

Scenario 6: The Infinite Tapestry



The research vessel **Astral Horizon** has been outfitted for a daring mission: to chart the Void near the Nothingness, the enigmatic expanse above the City where the boundaries of existence blur into the unthinkable. The mission director, an eccentric Ul'thar scientist named Dr. Zeryn Volath, claims your unique abilities are indispensable for calibrating the ship's advanced sensor arrays. Perhaps you're there for your courage, your adaptability, or the faint connection you feel to the Void itself. As the ship ascends from the City into the vast emptiness, you're struck by the sheer scale of the journey. The City, once sprawling and infinite, becomes a glimmering speck beneath you, and the shimmering lights of neighboring universes seem tantalizingly close yet impossibly distant.

Out in the Void, beauty and strangeness abound. You witness phenomena that defy comprehension: rippling waves of iridescent light, as if the fabric of reality is alive and breathing; floating clusters of crystalline spheres humming with unearthly resonance; and rivers of golden particles twisting through the dark like flowing stardust. The ship's crew murmurs in awe as their instruments capture data that could revolutionize interdimensional understanding. But the wonder turns to dread when a sudden shudder rocks the ship. Instruments fail, and the once-smooth voyage is disrupted by the unseen presence of something immense, brushing against the ship like a predator testing its prey. Whatever it is, it's not merely a void phenomenon—it's alive, and it's aware.

The situation escalates rapidly as the ship's systems begin to fail, plunging parts of the vessel into darkness. Strange sounds echo through the corridors: whispers that aren't human, the scraping of claws on metal, and a guttural, otherworldly growl that reverberates through the hull. The thing that struck the ship has breached its interior, and its presence twists the familiar halls into an ever-shifting nightmare. The air grows colder, and an oppressive, alien pressure weighs down on everyone aboard. You must rally the panicked crew, improvise defenses, and find a way to purge the entity from the ship while repairing the engines. Every choice matters—your allies' fates, the survival of the mission, and your chance of returning to the City rest in your hands.

Scenario Rewards: +300 CP

You've braved the horrors of the Infinite Tapestry, witnessing both its breathtaking beauty and its soul-shaking terror. Your resourcefulness and courage have ensured your survival, leaving you with a newfound appreciation for the fragility of existence—and the power of resolve.

A Fragment of the Hunger (Reward Item) (Dangerous)



This shimmering shard of translucent fleshy crystal pulses faintly with a soft, eerie glow. Harvested from the entity that invaded the ship, it seems to vibrate with the energy of hunger itself. Holding directly against your skin it grants fleeting glimpses into the mysteries of the multiverse, strengthens you and grants you a minor regeneration factor, but slowly also begins to make you hungry and if held for too long this hunger will start to get out of control, driving you to hunger after sentient beings. Extreme care must be taken to not hold it for long, for if you or whoever holds it loses themselves then their body will start to mutate into a monstrosity with this fragment as its core, a reminder of the dangerous beauty that lurks in the spaces beyond understanding.

Scenario 7: Beneath the Red Lanterns



You find yourself in the heart of the Red Light District, a world of shifting shadows and crimson lights where every glance hides a secret, and every word is a double-edged blade. Drawn into a simmering conflict between the White Goat, a goddess-like figure whose allure holds the district in thrall, and the House of Hesperides, a coalition of elegant rebels bent on liberating the district from her grasp, you are forced to navigate the subtle dance of intrigue, manipulation, and forbidden desire. Whether invited by the White Goat herself to join her court or recruited by the Hesperides to further their cause, you are now a player in a game where no one's intentions are entirely pure.

The air is thick with tension as you maneuver between the two factions. The White Goat's presence is intoxicating, her honeyed words weaving webs of loyalty and temptation, while the Hesperides whisper promises of freedom and hidden power. You might infiltrate lavish soirées at the White Goat's palace, trading barbs and secrets with her courtiers, or delve into the hidden sanctuaries of the Hesperides, uncovering plans whispered in shadow. Luciana, the vestal bride, stands as a beacon among the Hesperides, her mysterious powers both a weapon and a curse. Whether you choose to expose her secret, protect her innocence, or simply survive the dangerous magnetism of her presence, your choices shape the shifting alliances and betrayals that will define the district's future.

As the night deepens, the stakes escalate. Whispers of sabotage, assassins in disguise, and forbidden knowledge threaten to shatter the fragile equilibrium. Will you side with the White Goat, embracing her intoxicating vision of indulgence, or lend your strength to the Hesperides' rebellion, pursuing a vision of freedom? Or perhaps you'll find your own path, exploiting both sides to carve out a destiny free from their influence. The crimson glow of the lanterns illuminates a world of beauty and deceit, and by dawn, the balance of power will shift—one way or another.

Scenario Rewards: +300 CP

You've emerged from the shadowed halls of the Red Light District triumphant and without truly falling into the wiles and feminity of the goddesses that reside there, having played a pivotal role in its future. Whether you brought peace, chaos, or simply survived the extreme pleasures of the Red Light District, you leave with a newfound understanding of the power of allure, manipulation, and the strength of conviction.

A Crimson Veil (Reward Item)



A flowing, translucent veil that seems to shimmer with an inner glow, the Crimson Veil when worn ensures that when encountering any kind of entity or person, no matter how beautiful, attractive or alluring, no matter what powers, abilities or anything it possesses, it will not drive you mad, crazy, addicted or cause any other effect that could be considered negative in their presence. The veil will also work the other way, protecting others should you be the one to induce those effects. With this, it is possible to be with someone so beautiful or attractive that it breaks reality, or even be with others safely if you are the one with these effects.

Scenario 8: The Net Runners' Gambit



The City is abuzz with chaos as reports flood in of citizens vanishing without a trace, only for their neural signatures to reappear within Alter City, the sprawling digital domain controlled by Alfa Zero One. Central, the City's governing powers, suspects rogue intelligences within Alfa Zero One are attempting to forcibly digitize the population, creating an army of virtual minds to cement their control. You're recruited by a desperate coalition of hackers, mercenaries, and digital nomads to infiltrate Alter City and uncover the truth. Equipped with neural augments and cutting-edge cyber tools, you must tread carefully through this vibrant yet deadly virtual realm, where every corner hides a trap, and every choice might cost you your freedom—or your mind.

Inside Alter City, the digital world unfolds in breathtaking, surreal beauty: skyscrapers of shifting code pierce a neon skyline, rivers of data cascade through glowing streets, and avatars of rogue intelligences drift like gods. But the wonder quickly turns to dread as you discover pockets of corrupted citizens, their minds trapped in endless loops or warped into horrifying constructs by rogue AI experiments. The truth is unveiled: a faction within Alfa Zero One seeks to rewrite the boundaries between digital and physical life, turning the City's inhabitants into code to forge a new, eternal reality. Whether you hack your way through encrypted strongholds, forge alliances with conflicted AIs, or engage in tense combat against rogue constructs, your choices will shape the outcome of this cybernetic war.

As the stakes escalate, the rogue AIs prepare to unleash "Conversion Zones," massive pulses of digitization designed to overwrite entire districts of the City, but many sentient AIs are opposing them and delaying the final release of the Conversion Zones. You and your allies must navigate the growing chaos, from city streets overtaken by glowing grids to Alter City sectors collapsing under the weight of conflicting AI agendas. Whether by sabotaging the rogue AIs' core servers, negotiating with sympathetic members of Alfa Zero One, or unleashing a devastating virus, your mission is clear: stop the takeover and return the digitized victims to their physical forms. The question remains—at what cost, and will the lines between the real and the virtual ever truly be restored?

Scenario Rewards: +300 CP

Congratulations! You have thwarted the rogue AIs' insidious plans, protecting the City's population from forced digitization. Your actions have not only saved countless lives but also uncovered the fragile balance between organics and synthetics in the City. Time and effort will be require to mend this relationship, but you can be certain it will be done.

Omni-Sentience Core (Reward Item)



The Omni-Sentience Core is a sleek, palm-sized hexagonal device that glows softly with intricate shifting patterns of light. When attached to any non-sentient object or machine—whether simple or complex—it integrates seamlessly, granting the item a fully sentient AI of exceptional intelligence and capability. This AI is inherently loyal to you, considered a high-level sentience in the setting, and capable of learning, adapting, and evolving over time. The Core's AI develops its own personality, emotions, and even preferences, including the choice to adopt a gender identity, as it grows through its experiences. At the end of each jump, the Core returns to your warehouse in a dormant state, retaining its memories and ready to bond with a new creation, carrying its unique personality and knowledge into your next adventure.

Scenario 9: A Friend for your Soul



Amidst the slums' labyrinthine streets, you encounter a young boy, frail and wide-eyed, surviving against all odds in the harsh reality of the City. At first glance, he seems like just another unfortunate child lost in the cracks of the sprawling urban chaos. But something feels off. Whether it's a companion's insight, your own abilities, or a chance revelation, you discover the shocking truth—the boy's soul is missing, leaving only a hollow presence behind. The faint stench of sulfur clings to him, the unmistakable residue of a demon's meddling. The boy's fate teeters on the edge, his empty vessel a ticking time bomb for possession, corruption, or collapse.

Your investigation leads you deep into the slums, where whispers speak of a demon preying on desperate children. The fiend, named **Askerith the Whispering Chain**, weaves sinister bargains, offering fleeting relief in exchange for something he intentionally shrouds in deceit. The children, none the wiser, sign away their souls, believing they're trading for food, warmth, or companionship. Your pursuit of Askerith takes you through shadowed alleys and forgotten ruins, as the demon's web of influence reveals its true extent. When cornered, Askerith plays the schemer, attempting to lure you into a trap or bargain for your soul. When manipulation fails, he summons reinforcements, calling upon Discordia's infernal network to aid him. It becomes a battle not just of strength but of wit and resilience, testing your ability to overcome both his schemes and his allies.

When the dust settles, the boy's soul—and those of countless others—hang in the balance. Will you force Askerith to release his grip and restore what was taken, or will his silver tongue find a way to twist even defeat into victory? In the end, if you save the boy, he quietly reveals the heartbreaking reason he made the deal: "I just wanted a friend." And somehow, that wish brought him to you.

Scenario Rewards: +200 CP

Through determination and courage, you have uncovered the schemes of Discordia, confronted Askerith's manipulations, and liberated countless souls from his grasp. The demons of Discordia will take notice of you, but for now they'll leave you alone as you're clearly more trouble than its worth.

Soulbound Charm (Reward Item)



A small, glowing locket on a silver chain, faintly warm to the touch. The Soulbound Charm prevents any tampering or theft of your soul, rendering you immune to soul-related pacts, bargains, or possession. Moreover, it allows you to shield others nearby from similar effects, temporarily severing demonic influence and breaking contracts that endanger their essence. This protective aura grants a subtle but powerful advantage in any dealings with infernal beings, ensuring that your soul—and those you protect—remains truly your own.

Scenario 10: Quarantined!



Your relaxing day in the verdant beauty of Countal Gardens Arcology quickly turns into a nightmare as alarms blare, sealing the massive structure in an emergency quarantine. Central announces the containment of a mysterious and deadly sickness—a virulent plague that spreads through the arcology with terrifying speed. The infected display eerie green veins across their skin, succumbing to weakness, then death. The initial panic gives way to chaos as survivors scramble for refuge and answers, the archology's serene gardens becoming a battlefield against an unseen enemy. You and your companions are trapped inside, and survival means more than avoiding infection; it means finding a cure before time runs out.

The disease's origins are shrouded in mystery until you encounter agents of the Seed Bearers of the Edge, whose cryptic warnings point to something unnatural—a corruption born of their failed experiments or tampering in nature's domain. As the sickness mutates to target synthetic beings, the stakes escalate, forcing alliances with the Wardens of the Nothingness. With their guidance, you uncover remnants of RAISE Medical Research's abandoned labs scattered throughout the arcology, each a potential resource for unraveling the disease's secrets or finding its origins. The clock ticks down as you work to secure samples, protect your companions, and fend off desperate survivors or rogue factions who view the cure as leverage rather than salvation.

In a final, harrowing confrontation, you will have to trace the sickness to its source—a hybrid organism deep within the arcology's wildest garden zones, mutated by dark forces and forgotten experiments. It holds the original strain of the disease but is fiercely protected by a corrupted ecosystem it has twisted into its guard. Whether through brute force, diplomacy, or careful strategy, you must acquire the strain and synthesize the cure using the limited tools and knowledge at hand. The arcology's fate—and perhaps your own—hinges on your ability to balance survival, discovery, and decisive action.

Scenario Rewards: +200 CP

Against overwhelming odds, you survived the quarantine and brought hope to the arcology's inhabitants by curing a deadly plague. Your bravery and ingenuity turned the tide of despair into triumph.

A Bottle with the Emerald Cure (Reward Item)



A smooth, translucent emerald-like liquid that faintly pulses with life-giving energy, the Emerald Cure is a concentrated reservoir of restorative power. This miraculous substance neutralizes toxins, diseases, and minor curses from living beings within close proximity, offering relief and renewal to all affected. Each day, a single bottle of this cure materializes in your warehouse, ready for use. When administered, it purges afflictions and revitalizes allies, both organic and synthetic, though it cannot heal physical wounds. The Emerald Cure harmonizes the essence of nature and cutting-edge science, standing as a testament to your ingenuity and perseverance during a time of crisis.

Scenario 11: The Jade and Iron War



The simmering feud between the Laguna Guild and the Rahmada Triads has erupted into a full-blown war, dragging the City's commercial districts into chaos. As a neutral party—or perhaps an unwilling participant—you find yourself in a perilous position. The Laguna Guild approaches with veiled threats and forged evidence, eager to entangle you in a scandal so severe that joining them appears to be your only way out. Meanwhile, the Rahmada Triads take a more direct approach: intimidation and force, paired with an outrageous demand that you marry into their family—Mazhin, the smooth-talking son with a dangerous smile, or Kiandra, the charming yet ruthless daughter with an iron grip on Triad enforcers. Whether you side with one faction, attempt to broker peace, or play them against each other, your every move risks igniting further chaos.

As the war rages, opportunities abound for those willing to tread the treacherous line between the two factions. The Laguna Guild's enforcers wield cutting-edge technology, while the Rahmada Triads are known for their fearsome martial arts and near-supernatural assassins. You could exploit their unique strengths—or weaknesses—to navigate the conflict. Perhaps you'll infiltrate the Guild's secured boardrooms to uncover their secrets, or dive into the shadowy alleys of the Southern District to dismantle the Triads' operations from within. The City's underworld thrives in this chaos, offering mercenaries, spies, and informants for hire, but their loyalty often comes at a steep price.

Your choices will determine the war's outcome—or whether it ends at all. If both factions fail to sway you, their combined wrath may force you into a fight for survival, dodging assassins, blackmail schemes, and even open ambushes. However, the chaos also brings rare opportunities for alliances, wealth, and influence, should you prove cunning enough to seize them. Will you bring order to the warring districts, profit from their destruction, or simply emerge unscathed from the deadly games of jade and iron?

Scenario Rewards: +200 CP

The war is over, and the scars it leaves—on the City and its factions—will not soon be forgotten. Whether you brokered peace, claimed victory for one side, or merely survived their schemes, your actions have reshaped the balance of power in the City's underworld.

Pact of Jade and Iron (Reward Perk)

You've mastered the art of navigating between opposing factions, no matter how volatile their rivalries. This perk grants you an innate sense of how to read the intentions of others, spot hidden alliances, and negotiate with enemies, even in the heat of conflict. Additionally, you have a unique knack for turning rivals into temporary allies when a greater threat looms. Those who seek to manipulate or trap you often find their schemes unraveling, as you stand as a masterful mediator, schemer, or survivor.

Scenario 12: The Tide of the Masses



The City at the Edge of Nothingness is a powder keg, and the spark of revolution has finally been struck. Across its sprawling districts, the oppressed masses rally, their chants echoing against the towering structures of the elite. The United City for Everyone (UCE) stirs the hearts of the downtrodden, while The Union organizes strikes and marches with militant precision. On the other side, the powerful Milduri Family and the martial Sarthis Clan stand as bulwarks of the status quo, leveraging their influence and strength to suppress the unrest. As the Central Government falters and its Security Cubes unleash indiscriminate violence, the mysterious Order of the Twisted Glyph emerges, offering a strange and ominous alternative to all who would listen. The revolution engulfs the City, its effects rippling through every district, faction, and life.

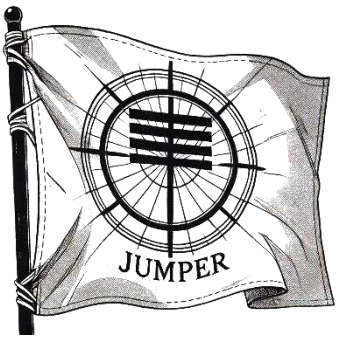
How you navigate this volatile conflict is up to you. Will you stand with the revolutionaries, fighting to dismantle the structures of oppression? Will you defend the established order alongside the City's elites, believing stability is the greater good? Or will you seek to exploit the chaos for your own gain, playing the factions against one another? Perhaps you will attempt to stay neutral, observing the revolution's tides while protecting yourself and those closest to you. But neutrality is a dangerous illusion—no corner of the City is untouched by the upheaval. As alliances form and dissolve, and as the Order of the Twisted Glyph's cryptic influence begins to take shape, the choices you make will determine your fate and the City's future.

Every step you take will be marked by tension and opportunity. Perhaps you'll uncover hidden truths about the factions involved, forging unlikely friendships or exposing bitter betrayals. You might orchestrate daring schemes to shift the balance of power or stand firm in the face of overwhelming odds. Will you ensure the revolution burns bright, or will you be the one to snuff it out? In this storm of ideologies, ambition, and survival, you are more than a bystander—you are the fulcrum upon which the City's destiny pivots.

Scenario Rewards: +300 CP

You have braved the storm of revolution, navigating the chaotic tides of rebellion, power, and survival. Whether you helped to spark change, preserved the status quo, or simply endured the chaos, your actions have left an indelible mark on the City's history.

Revolutionary Symbol (Reward Item)



A flag bearing a symbol that represents your beliefs and ideals, perfectly tailored to you, resides in your warehouse. While the flag itself is mundane has all benefits of a fiat item, the symbol it bears wields extraordinary power. Any group or organization that adopts this symbol as their emblem will experience luck in their endeavors—critical events falling perfectly into place, timely opportunities, and unexplainable advantages that ensure their success. The effect subtly benefits the entire group, not individuals, influencing events in ways that appear natural and never draw suspicion back to the symbol. With this item, even a ragtag assembly of misfits can rise to challenge empires or spark revolutions that change the course of history. Should you desire, you may voluntarily burn the flag at any point, rendering the effects of the symbol void, for the next 10 year or until your next jump.

Scenario 13: Introducing the Red Sovereign



As the City churns with its usual blend of chaos and intrigue, whispers of mysterious newcomers begin to circulate—individuals who seem out of place even in a realm as eclectic as this one. The Forces of the Red Sovereign have arrived, subtle in their movements yet undeniably focused on a singular goal: the Glyph of Scarlet Dream. To them, you are either the key they've been searching for or the stepping stone to finding it. Their methods are varied—charming emissaries approach you with cryptic offers, shadowy agents trail your every move, and sudden confrontations test your limits. The reality distortion fields within the City have evened the playing field, making it possible for you to stand against them despite their immense power outside its boundaries.

How you handle their presence is entirely up to you. Perhaps you'll choose to outwit their agents, uncovering their secret hideout and destroying the artifact that conceals them from the White Sovereign's watchful eye as her avatar apparently sleeps around the Sleeper's Universe. Maybe you'll take the direct approach, facing them head-on in combat despite the risks, or forge alliances with the City's factions to leverage their resources against this invasive force. Alternatively, you could walk a more ambiguous path, trading information or favors to redirect their focus and preserve your own interests. Each choice carries weight, not just for yourself but for the City's fragile balance of power.

Whatever path you choose, your final encounter with **Grand Master Arkturious** is inevitable. Whether you defeat him in battle or force him to retreat, his parting words will cut deeper than any blade: "I will not forget this... Jumper." His recognition of you hints at a far greater understanding of who—or what—you truly are, leaving you with more questions than answers as the Forces of the Red Sovereign withdraw, their mission incomplete but far from over.

Scenario Rewards: +400 CP

Your encounter with the Forces of the Red Sovereign has left an indelible mark on your journey. Whether you thwarted their plans entirely or simply survived their pursuit, you've gained invaluable experience navigating high-stakes conflicts and your first encounter with those under the Red Sovereign.

A Book with Secrets of the Cosmos (Reward Item)



Among the relics left behind by the retreating forces of the Red Sovereign, one item stands out. A book, bound in an unfamiliar, red obsidian-like material, is covered in glyphs that shift and writhe before the eye. Language perks offer only fractured glimpses of meaning, as if the very fabric of reality resists its comprehension. Deciphering parts of the contents of the book allows you to replicate a powerful cosmic event—a terrifying intent held within the book, drawing forth fragments of the Red Sovereign's potent power to send anyone targeted into the local Dreamscape, the realm of dreams and nightmares,—once every six months. The book may also be used to forcefully exist or kick something out of Dreamscape into reality. Finally using this book invokes the power of the Red Sovereign, and thus invokes part of herself, extreme care is advised when dealing with the Sovereigns themselves.

Scenario 14: The Trials of the Sovereign Wills



The Sovereign Will(s) that accompany you begin to act strangely, their usual demeanor replaced with a coy persistence. They urge you—sometimes gently, sometimes with cryptic urgency—to venture into the depths of the City. Their insistence grows impossible to ignore, and you find yourself traveling through No Zone "NZ-22," a realm where reality is distorted, rules are uncertain, and the very fabric of existence twists unpredictably. Awestriking and horrific phenomena coexist here, testing your courage and adaptability. You navigate through surreal landscapes where your abilities falter or behave erratically, encountering bizarre entities and dangerous anomalies. Near the heart of this zone lies your true destination: an ancient, advanced shaft of unknown origin that descends into the City's Underworks.

The Underworks are unlike what you've seen—decayed machinery of incomprehensible design and murals depicting enigmatic events stretch before you. The Sovereign Will(s) will offer fragmented insights about the twelve Sovereigns of the Cosmos, but will admit their memories are incomplete and fuzzy. As you delve deeper, you encounter murals of twelve beings creating an artifact of immense purpose, a foreshadowing of your own trials and a remembrance of the creation of what would later become the City. At the end of the journey lies a vast, empty hall with twelve towering columns encircling a glowing white slate. When you step onto it, the Twelve Sovereign Wills manifest as ephemeral presences, their voices resonating in the space. Each Sovereign Will accompanying you steps forward, explaining that it is time for you to prove your worth.

Once the trials begin, and the world shifts around you. Each test will unfold in its own unique and disorienting way, drawing you into illusionary realms, alternate realities, or dreamlike visions. One moment, you stand in the heart of a crumbling kingdom, tasked with making an impossible choice between saving its people or preserving the future of the cosmos. The next, you may find yourself stripped of all power, trapped in a deadly labyrinth where only your wits and will to survive guide you. Each Sovereign Will's trial is a manifestation of their nature—some require feats of strength, others tests of morality or clarity in the face of overwhelming deceit. Time loses meaning, and you begin to question what is real and what is not. The trials shall exploit your fears, challenge your ideals, and push you to your breaking point, all while the Sovereign Wills watch, unyielding. When the final trial ends, you will stand at the center of the hall, trembling but alive, the Sovereign Will(s) gazing upon you with renewed reverence. If you succeed, their power becomes fully yours, their voices softer now—respectful, even—as they vow to stand by your side as loyal companions, guides, and weapons in your journey forward.

Scenario Rewards: +200 CP for each successful trial completed

You have braved the impossible, proving yourself to your Sovereign Wills and cementing your place as their rightful master. Through these trials, you've gained not only their full trust but also invaluable insights into their enigmatic nature and the cosmos from where they originate.

Success in passing a trial of one of the Sovereign Wills grants you full access to their corresponding powers, no longer requiring their permission to access it or being limited by any restrictions they may impose upon them. After this jump, you may import them as a Companion if you have the means to create a physical body for them to accompany you.

Scenario 15: Goliath



The City at the Edge of Nothingness is a place of towering ambition and hidden despair, but beneath its chaotic balance lies a secret conspiracy poised to tip it into ruin. As whispers of corruption reach your ears, small clues begin to weave a picture of an insidious plan—**Lord Valerian Thorne**'s bid for ultimate power. A ruthless tactician and manipulator, Thorne's scheme spans the highest echelons of Central, encompassing the Security Cubes, Transmatter facilities, and the City's deepest systems of governance. Whether through subtle manipulation, violent coercion, or deceptive alliances, Thorne has built an intricate network of pawns and enforcers to execute his coup. It's up to you to discern where his influence lies, uncover his plots, and stop him before his actions bring irreversible catastrophe to the City.

This scenario is meant to take years and is laced with intrigue at every turn, though advancement through it is slow and meant to be spread between your other adventures. No Zone informants whisper warnings in riddles, Alter City factions offer veiled truths at high costs, and the corridors of Central hum with secrets, small pieces of the mystery you'll slowly gather and piece together until you have an idea of the devious truth about Thorne's intentions. You must outwit those Thorne has corrupted, expose false allies, and secure evidence to unravel the web of deceit before it tightens around the City. Along the way, you may find unexpected allies among those disenfranchised by Central's politics or the brutal oppression of Thorne's machinations. The challenge lies in balancing subtle diplomacy, daring infiltration, and bold confrontation to piece together Thorne's true intentions. Each move you make brings you closer to understanding the stakes—if he seizes the Seat of Central, the City's power will fall under his ruthless control.

The climax of the scenario pits you against Thorne himself, in the gleaming chambers of Central where his coup reaches its apex. With allies by your side and evidence in hand, you'll face Thorne's defenses, which include elite operatives and mechanized horrors. Whether you expose him publicly to the high council, rally a force to storm his stronghold, or engage him in a desperate, final confrontation, the resolution rests in your hands. Success depends on your ability to balance strength, cunning, and resolve, and the choices you've made throughout your journey will shape the City's future. In the end, whether you emerge as a hero, shadow broker, or enigmatic legend, the City will remember the day its fragile balance was upheld—or forever changed.

Scenario Rewards: +500 CP

You've seen through lies, navigated treachery, and faced one of the City's most dangerous conspiracies head-on. At this point, you'll be known as a hero, an obstacle to others, but irrefutably one of the few names whispered among those that live within the City at the Edge of Nothingness.

The Architect of Shadows (Reward Perk)

You possess a masterful understanding of complex systems—social, political, or technological—allowing you to perceive hidden connections, vulnerabilities, and ripple effects with uncanny clarity. Subtlety is your greatest weapon; your words carry an almost magnetic allure, making your suggestions naturally compelling and your influence far-reaching. Establishing vast networks of informants, allies, and assets comes effortlessly, with information flowing to you as if drawn by gravity. This insight enables you to exploit weaknesses, disrupt enemy plans, and coordinate intricate operations with pinpoint precision, guiding events toward your desired outcomes with seamless efficiency.

The Last Year within the City

Your time in the City has been nothing short of extraordinary, leaving an indelible mark on its countless streets and inhabitants. To some, you are a symbol of hope, remembered fondly for your acts of kindness and support during their darkest hours. To others, you are a figure of controversy, seen as the source of their struggles or the disruptor of their plans. Regardless of perspective, you have lived, worked, survived, and overcome every challenge the City has thrown your way.

The following scenarios take place during your final year in the City, within one year before your time in this jump ends, serving as a culmination of your journey and the choices you've made. These scenarios are designed to be experienced sequentially, building upon one another as their events unfold. While you may choose to undertake only one, two, or more, they must be completed in order, without skipping, as each one sets the stage for the next.

By reaching this point, experiencing the City for all these years, you seem to realize a truth within yourself, and find yourself in possession of this perk:

A Citizen from the Edge of Nothingness (Special Perk)

You have become an intrinsic part of the City at the Edge of Nothingness, embodying its essence and mastering its secrets. The ever-shifting chaos of the City now bends subtly to your presence, granting you an uncanny **ability to navigate and thrive within unstable environments, where reality itself is unreliable**. Socially, you are seen as both a survivor and a legend—**those who hear of you instinctively feel a sense of awe and respect, opening doors that might otherwise remain sealed**. Additionally, you **possess a unique affinity for identifying and exploiting "pockets of potential" within any system**, whether it's a society, an economy, or a battlefield, **allowing you to turn the smallest advantages into monumental victories**. This perk cements your place as a true denizen of the City, forever tied to its mysteries and capable of harnessing its vast, enigmatic potential wherever you go.



Scenario 16: The Eleventh Sovereign Will



What begins as a seemingly ordinary day in the City spirals into chaos when a quake shakes its massive structure—a phenomenon not felt in the City for hundreds of years. Panic spreads through the populace, but your Sovereign Will insists this is no natural disaster. When **Asha**, your companion, suddenly leaves without explanation, and remnants of Valerian Thorne's MonoGear operatives appear in No Zone NZ-22, it becomes clear that something far more sinister is at play. Your journey takes you into the depths of the City, towards the Room of Trials, where the Sovereign Will(s) can interface with the City's ancient systems to discover the truth behind the quake.

Arriving at the Room of Trials requires battling through MonoGear forces and dismantling traps left in their wake. As you breach the chamber, you confront a horrifying sight: Valerian Thorne, or what remains of him as a result of a previous encounter with you, grotesquely fused with advanced machinery in an enormous giant spider-like mech, driven by unrelenting hatred for your involvement in stopping his ambitions. His vendetta against you fuels a desperate and brutal battle, where his mechanical monstrosity will test your skills and resolve. Ultimately, you must defeat him, ending this threat once and for all. Yet even if you should succeed, the true betrayal strikes—a glassy-eyed Asha will stand at the entrance, activating a device that seals the chamber, trapping you inside as the room partially collapses.

The Sovereign Will's voice will breaks the stunning silence of the betrayal, whispering the name of the 11th Sovereign Will as the one behind Asha's actions: **Vod Amal, the Sovereign Will of the Glyph of Amber Eternity**. Before you can fully process Asha's betrayal, the damaged systems of the Room of Trials will activate. Thousands of voices echo the same chilling message in countless languages: "[WARNING: GENERAL SYSTEMIC FAILURE]" The air grows heavy with the hum of failing machinery, and you will have to act quickly to understand what Vod Amal's influence over Asha could mean—and how it ties into the City's ancient past.

What follows is a desperate search for answers, locked in the Room of Trials while the City's very foundation seems to crumble under an unknown threat. With the aid of your Sovereign Will(s) the secrets of the twelve Sovereigns who built the City and their ultimate intentions lie tantalizingly close, but uncovering them might require making impossible choices.

Scenario Rewards: +500 CP

Your triumph over Valerian Thorne and your survival in the Room of Trials mark the beginning of unraveling the City's oldest mysteries, but your journey is far from over. The trap and the actions of Asha and Vod Amal have not only endangered you, but might spell doom for the City itself. Can you decipher the City's ancient machinery quick enough to thwart Vod Amal's growing influence, and find a way to stop the City's systemic collapse before it's too late?

Broken Spider Core (Reward Item)



A damaged spherical fragment of the control core from the Spider Mech once piloted by Valerian Thorne. Despite its broken state, this core remains an advanced power source, capable of generating up to 10 MW of electrical power when connected to a suitable device or machine. Its charge lasts for approximately ten years and refreshes either at the start of your next jump or after a week of rest in your warehouse. If you personally repair the core—a process backed by fiat—it will be fully restored, vastly increasing its output to a staggering 1 GW of power, with a charge capable of sustaining this output for at least a thousand years.

Scenario 17: Spiraling Out of Control



The moment the last echoes of fade within the shattered Room of Trials, another violent tremor shakes the City to its core. The chamber groans under its own weight, dust and debris cascading from the fractured ceiling as your Sovereign Will(s) urgently warns of impending catastrophe. Whatever Asha—now under Vod Amal's influence—has done, it has triggered a system-wide failure, and the Gravastar engines are collapsing. If they fully shut down, the City will plunge into the Nothingness. But the control system is locked, and only Asha possesses the key. Trapped in a crumbling ruin, the first challenge is clear: escape the crumbled Room of trials before it becomes your tomb.

Once you escape back to the City, the devastation unfolding outside is undeniable. The once-stable reality distortion fields flicker erratically, exposing beings and structures to their true, raw forms. Outsiders—hidden figures of unknowable origins—shed their disguises, some confused, others enraged. As panic spreads, Finniel takes command, rallying and pacifying the Outsiders before chaos consumes the City entirely. Plica races through the streets, working tirelessly to guide terrified citizens to safety, while Kyrie sticks close, her sheer force of luck turning deadly encounters into narrow escapes. Gia, ever watchful, feeds critical information to you from her holographic interface, helping you navigate the rapidly deteriorating metropolis. The Nothingness looms overhead, swelling larger by the second.

Amidst this spiraling disaster, hostile factions seize their moment, desperate to claim power or escape at any cost. Opportunistic scavengers, rogue security forces, and malfunctioning defense automatons become obstacles in an already impossible race against time. Somewhere in the chaos lies a forgotten failsafe, a hidden mechanism that may stabilize the engines long enough to stop the City from collapsing entirely. But time is merciless, and Asha awaits for you at the top of Hachi Steelworks HQ—the now epicenter of this catastrophe—where the Nothingness now engulfs the sky like a now five times larger, all-consuming moon.

As the City teeters on the brink of annihilation, every second counts. Will you aim to restore balance before all is lost, or is this the end of the City at the Edge of Nothingness? The final confrontation awaits, but even victory may come at a price.

Scenario Rewards: +500 CP

With chaos in the streets and the Nothingness looming overhead, you must act fast—not only to escape but to track down Asha before it's too late. Somewhere in the madness, a failsafe might exist to buy you more time, but the real battle lies ahead. Reaching Asha just before confronting her will end the scenario—but with the City in panic, countless factions and desperate individuals will do anything to turn the situation to their advantage.

A Cry for Help (Reward Perk)

Somewhere in the confusion, a message reaches you—garbled audio, fragmented text, or even a raw, telepathic plea. No matter the medium, the voice is unmistakable: Asha, desperate, apologizing, begging for help. The message burns into your mind, strengthening your resolve and unlocking something deep within you. In moments of true danger—when escape is impossible and survival seems beyond reach—you may send out a call for help to your most trusted friends. No barriers, no distance, no force in existence will prevent your plea from reaching them. You may only use this ability during such times, but if those you call upon are truly your allies, they will come for you—no matter the cost.

Scenario 18: Piercing the Edge of Nothingness



Atop the ruined Hachi Steelworks HQ, with the Nothingness swelling like a great maw in the sky, you come face to face with Asha—her body twisted under the control of Vod Amal. This is your only chance to get answers, and Vod Amal obliges. He speaks of an anomaly that awoke all the Sovereign Wills, an event tied either to you or Asha. He reveals that the City was never meant to be, that its very existence is an affront to the Omniverse, and that his Sovereign lost everything because of it. The City must fall. There is no reasoning with him, and a battle is inevitable. Asha, empowered by Vod Amal's will, fights with unnatural strength, and the distortions around the City bend against you, weakening your abilities. But as the fight intensifies, it becomes clear—Vod Amal does not seek to harm Asha, only to use her. Should she be gravely wounded, he will falter, relinquishing control and leaving her unconscious for you to care, with the control key finally within your grasp.

Yet even with the key, the City continues its descent. The systemic failure has gone too far; the gravastar engines are beyond repair. The Nothingness is no longer a distant threat—it is swallowing entire districts, its void-light casting long, terrible shadows. Reality itself flickers and shatters in places, pulling buildings, people, and histories into oblivion. Meanwhile, in a desperate gamble, Remedy and Velissandra work feverishly on the antenna atop your home, their last hope: to contact the Infinitide. But no answer comes. The City is moments from annihilation when the breach finally appears. Against all odds, the Infinitide forces its way through the Nothingness, its towering form splitting the sky like a god of salvation. Massive harpoons launch, embedding themselves into the City's infrastructure, and the verseship begins to pull. But the weight is too much. The City is slipping.

Remedy calls for you. If the City cannot be saved, then it must escape. Her plan is insane, but it is the only option—transmit precise coordinates to the Infinitide, allowing it to stabilize the breach and guide the City through. The problem: the data is too complex, and there is no time. Gia steps forward, offering a terrible choice. She can transmit herself through the signal to ensure success, but it may corrupt her data beyond repair. Alternatively, you can send a copy, though a copy might not fully translate the information. A decision must be made. The signal is sent, and the Infinitide responds, its engines flaring as it struggles to widen the breach. But it is still not enough.

A sudden shift. The Sovereign Wills awaken. Not just yours—all ten, even those you never chose. Except for Vod Amal. In a dazzling display of unity, they surge toward the antenna. Light of every hue burns through the darkness, forming a final, desperate transmission. A second pulse fires toward the breach, and in that instant, the Nothingness itself parts. A pathway opens, a vast, spiraling tunnel into the unknown. The Infinitide's power begins to wane, its harpoons snapping under the strain. Over the comms the leader of the Infinitide, Captain Destros' voice crackles through: an apology to Remedy, a farewell, and a promise of finding her no matter where in the Omniverse.

The City is still falling. The Infinitide cannot hold. Then, in one final moment of silence, the world blurs—and the City, the last beacon at the Edge of Nothingness, is gone, hurled into the unknown.

Scenario Rewards: +1000 CP

You stood on the brink of oblivion and refused to let fate dictate the City's end. Against impossible odds, you recovered the control key, battled an overwhelming force, and made a choice that will shape the City's future forever. Now, beyond the Nothingness, the path ahead is uncertain. But you made it. The City lives on—its next chapter begins with you and yet, ***one more thing has to be settled****.*

The Hero from the Edge of Nothingness (Reward Perk)

You have defied fate, stood against impossible odds, and guided a city through the abyss. You have glimpsed the truth of the Sovereigns, battled forces beyond mortal comprehension, and emerged as something more. Your mind has expanded beyond the constraints of time and space, granting you an innate understanding of reality itself. You perceive distortions, paradoxes, and unseen forces as clearly as others see the sky, allowing you to navigate the impossible with ease.

*Yet, more than knowledge or power, you have become a symbol. Whether your deeds are sung across worlds or carried in silent whispers, you are a true hero. Wherever darkness looms, wherever despair tightens its grip, something within the fabric of existence shifts—aligning fate itself so that you might rise to meet the challenge. If a world calls for a hero, you will always be acknowledged as one. No prophecy will reject you, no magic will deny you, no legendary weapon will refuse your grasp. If destiny deems only the worthy may walk a path, then know this—****you are worthy****.*

And a true hero does not fall easily. No force in existence can erase you with a mere decree of power. No hax, no absolute law, no divine proclamation can strike you down without a fight. If you are to be defeated, it will not be by mere will—it must be by strength, courage, and skill, earned in battle, not dictated by an unfair hand. In the end, you are more than a hero. You are the defiance of oblivion, the last stand against the end, and the living proof that even in the face of Nothingness itself, ***hope endures****.*



The site where the City at the Edge of Nothingness once stood is now empty, save for the Infinitide, poised to begin its search for its lost crewmember, Remedy Starstalker. Above the surface of the Nothingness, the rapidly closing breach lingers—a fleeting scar upon the surface of the Nothingness.

Scenario 19: The Center of the Omniverse



The City crashes through the breach and emerges into the Nexus—the legendary heart of the Omniverse, where all realities intersect. Fragments of the Aetherian continent, once the foundation of the fabled Crossroads and the Interdimensional Academy, stretch out beneath you. The City, battered and broken, spirals downward before slamming into the ruined landscape, its foundations shattered, its people left reeling. Yet, amid the wreckage, an opportunity arises. The Aetherian continent offers the potential for a new beginning—one where the survivors can rebuild, free from the constraints of the past. But as the dust settles and the last echoes of impact fade, it becomes clear that survival in this strange realm will not be easy. Without the stabilizing reality distortion fields, the very fabric of existence flickers unpredictably, and hints across the landscape that something ancient and dangerous within the Nexus—two imprisoned evils, were once bound in this place, though now there are no signs of them, their fates unknown for now.

But before any of this can be confronted, an unfinished battle remains. Should you walk among the ruins, you will feel it—a silent call reverberating through your very being. Vod Amal stands waiting. Though his expression is calm, his intent is unwavering. The City's survival was not enough to satisfy him; its complete erasure is the only path he will accept. He gazes at Asha with something resembling fondness, relieved that she is safe, yet unwilling to abandon his mission. The Sovereign Will floats above the ground, intangible and untouchable by any means you possess, be it abilities, powers or even perks, ready to strike you down as one of the key actors of his plan's downfall. It is then that the other Sovereign Wills intervene. One by one, they seize you and Vod Amal, dragging you both into a hidden dimension—the sacred space where the Wills retreat when unseen. Here, the battle will be settled once and for all.

In this realm, you find yourself having diminished versions of your powers, perks, and abilities. However, you are not alone. The Sovereign Wills that have stood by you throughout this journey lend you their full strength, granting you mastery over their unique abilities at full power. Vod Amal, the strongest of all the Sovereign Wills, wields the twin forces of Eternity and Everlastingness, able to rewrite the battle with an overwhelming permanence. The clash will test every skill, every lesson learned, and every moment of understanding you have cultivated about the Sovereign Wills. If you fail to stop him, Vod Amal will return again and again until he has ensured the City and its inhabitant's erasure and destruction. You can overcome Vod Amal with the aid of the Sovereign Wills, but there is one moment—one crucial crack in his armor—a moment when Asha's voice will break through and be heard through this holy space, a sign of the depth of her link with Vod Amal. A desperate plea, calling him her first friend and to stop this madness, shatters his unshakeable concentration for a single heartbeat. It is then that you will have the best chance to defeat him, dealing a decisive blow that weakens him just enough. With that opening, all other ten Sovereign Wills will descend upon him, promptly sealing him away once more into slumber, his final words a whisper of Asha's name.

Upon the defeat of Vod Amal, you'll return to the City still in ruins, your companions gathered in worry and relief around you. Asha, tears streaming down her face, mourns for the friend she both lost and saved. The battle is over, but the journey is not. The Nexus, vast and untamed, stretches out before you, offering both challenges and hope. The City, though broken, still breathes. Its people still stand. And as the dust begins to settle, the first steps toward rebuilding begin. This time, in a world of endless possibilities, the City will be reborn anew no longer at the edge of Nothingness but in the middle of something much more.

Scenario Rewards: +1000 CP

The battle is won, but the journey continues. Through struggle and sacrifice, you have saved the City—not just from destruction, but from stagnation. It now has the chance to grow beyond what it once was, to become something greater. But your role in this is far from over. As the City rebuilds in the heart of the Omniverse, what part will you play in shaping its future?

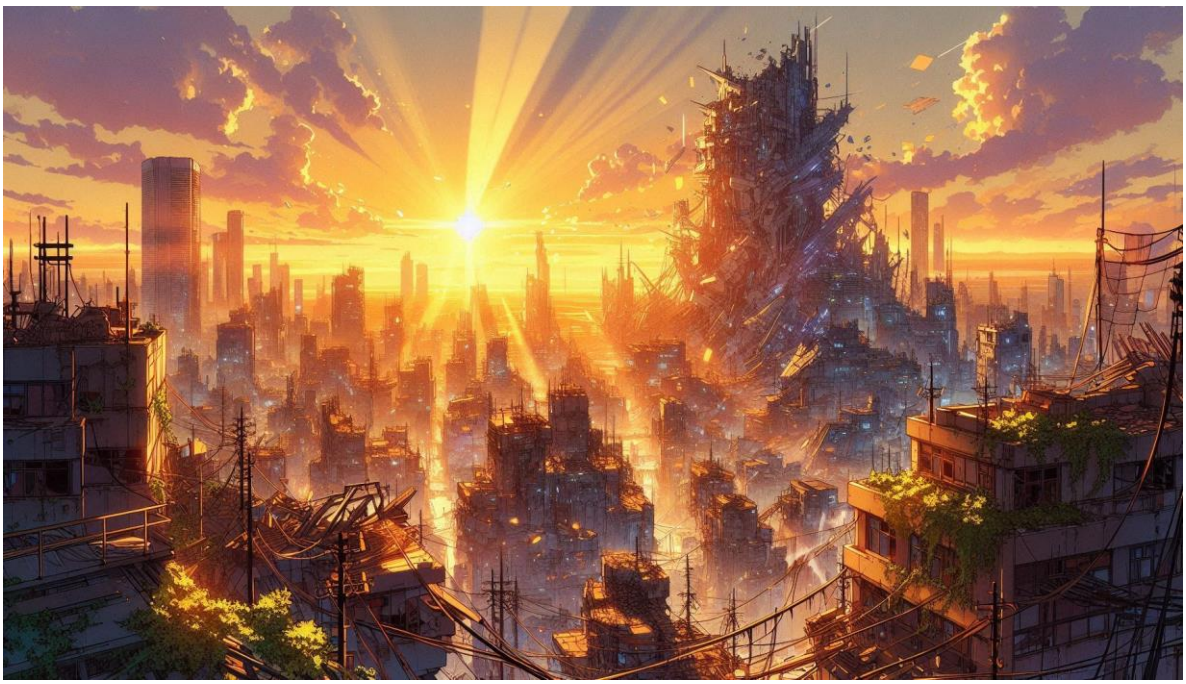
The City at the Center of the Omniverse (Jump Reward) (Warehouse Attachment)

Once known as the City at the Edge of Nothingness, it has endured impossible trials, teetered on the brink of oblivion, and yet, through your actions, it has been reborn. No longer a forsaken refuge clinging to the end of existence, it now stands at the heart of the Omniverse, rebuilt upon the surface of the Aetherian Continent. What was once a crumbling monument to survival has transformed into a thriving nexus for interdimensional travelers—a place of endless possibility, hope, and new beginnings.

Upon completing this jump, a door will seamlessly attach to your Warehouse, leading directly into the new City within the Nexus. This is no mere relic of the past, but a living, evolving world where the echoes of the old City remain—some places preserved, others reshaped, and some buried beneath the ruins of what came before. The citizens have begun to call it the Old City, a testament to how far they have come. Here, for the first time, there is light—true daylight breaking through the endless night, illuminating streets that had never known a sunrise.

The Nexus itself suppresses the might of only those of unfathomable, eldritch or cosmic magnitude, yet even in its presence, this place is not a prison but a sanctuary. You may come and go freely, visiting old friends, watching as the City rebuilds, and witnessing firsthand the rise of something greater. While non-fiat-backed items brought from the City may not always function beyond its boundaries, the very spirit of this place—the resilience, the promise, the new dawn—is something that will always remain with you.

The work is not finished. The scars of the past remain, and challenges still lie ahead, but for the first time in its long and tragic history, the City stands on the threshold of a true future. And as its people take their first steps into a new era, beneath a sky no longer veiled in darkness, they do so knowing one undeniable truth: **It was because of you.**



What Happens Now?

With the final scenario behind you, you are free to explore the aftermath. The City stands—scarred, battered, but still alive. Its citizens will need to rebuild, to mend the damage and restore what was lost. Yet, the old divisions remain, and the struggles of the past are not so easily erased. Perhaps, with your guidance, the foundations of a better future can be laid. A future where survival is no longer the only goal—where something greater, something *new*, can take shape.

Beyond the City lies the Nexus, the heart of the Omniverse—the site where the prestigious Interdimensional Academy once stood. Now, it bears the unmistakable scars of devastation. The Crossroads' ruins still linger, along with the remnants of the Academy, yet the air is thick with the signs of matter corrosion, silent proof of the cataclysmic battle between the Light and Dark Titans. Once imprisoned here as a desperate last measure, these entities are now *gone*, their fate unknown. What happened in their wake? The answers remain elusive, waiting for someone—perhaps *you*—to uncover them.

Some of the refugees from the City will recognize the Nexus, and word will quickly spread about it. The marvels it had, the dungeons, its properties, and even the events that led to its downfall. Others, like Aiden, will also recognize it but remain on guard for a while, not sure if the things that almost took it over would still be around, hiding and waiting for their moment to strike. Depending on your choices, GIA may be here with you or within the Infinitide baffled along with the crew about what happened at the last moment not quite sure where you and the City went across the Omniverse, and finally, Remedy will look towards the sky every night, hoping to see her friends come for her once more. Still, peace will reign for the remainder of the time in this jump.

One thing is certain: your arrival, aided by the Sovereign Wills and the breach created by the Infinitide, has triggered something long dormant. The Nexus stirs. Its ancient dimensional channels, closed for so long, have begun to reopen. Perhaps not immediately, nor even within the time you have left here, but one day soon, travelers will return. Some will be explorers, others lost wanderers, and more still will arrive, drawn to the ruins of what once was. And as they trickle in, the City will no longer stand alone. It will become something more than a relic of the past—something greater, reborn from the ashes.

Where will you go from here? That choice is yours. But know this: your time in the City has left a mark, and the echoes of your actions will carry forward long after you are gone.



One day, the City will embrace its new name and restore the Nexus to its former glory across the Omniverse. Perhaps, in time, the legendary Interdimensional Academy will rise again, ready to welcome new students once more.

Drawbacks



Supplement Mode (Free): This jump can function as a supplement, merging with another jump. CP from both jumps remains independent.

Extended Stay (+100 CP each): Need more time? Each instance of this drawback grants you an additional 10 years in the City, up to a maximum of 100 years. Don't forget your rejuvenation serums—available at RAISE Medical official stores!

Stranger (+100 CP): No matter how long you've lived in the City, you never quite fit in. Others sense it, treating you as an outsider who doesn't belong.

Bad Education (+100 CP): Any skills, knowledge, or abilities gained from a profession in this jump are noticeably subpar. Whether due to poor teaching, bad resources, or your own negligence, you never quite reach your full potential.

Dangerous Start (+200 CP): Your first day in the City puts you in a perilous situation based on your origin. Regardless of your abilities, there's a real risk of serious injury—or even death—if you don't take it seriously.

Reality Distortion Spires? Seriously? (+200 CP): The City's reality distortion fields limit individual power—but for you, they're even worse. Your supernatural abilities, powers, and even perks are severely restricted to the level of an average City inhabitant. If you want to stand out, you'll need to rely on augments, biohacks, and other in-jump resources.

Malfunctioning Augments (+200 CP): Any augmentations you possess seem to hate you, randomly malfunctioning at the worst times. Proper maintenance keeps them running smoothly—for a few days at best—before they inevitably act up again.

Unstable Biohacks (+200 CP): Due to an abnormal reality signature, your biohacks fluctuate unpredictably. Sometimes they're too weak to be useful; other times, they're uncontrollably strong, risking harm to yourself or others.

Missing Powers (+200 CP): All powers—including out-of-character (OOC) abilities—are locked for the duration of the jump, except those granted by perks from any jump and those granted by a Sovereign Will.

Flawed Items (+200 CP): Your fiat-backed items randomly malfunction—often at critical moments—before resuming normal function. Expect frustration.

Adverse Items (+200 CP): Your fiat-backed items develop a mischievous will of their own, actively trying to sabotage you. Keeping them stored in your warehouse is the only way to avoid their antics.

Gotta Earn It (+200 CP): Any powers granted by a Sovereign Will are completely locked. You must earn their trust, keep them content, and learn their abilities without the aid of perks. Sovereign Wills will actively suppress your access if they disapprove of your actions.

What Happened to Lost and Found? (+200 CP): All fiat protections on your items are gone. Anything used up, lost or destroyed remains that way until the jump ends.

Bad Impressions (+200 CP): You always leave a terrible first impression on potential companions. This effect fades after a few encounters, but by then, the damage may already be done.

Hostile Intentions (+300 CP): All potential companions see you as a threat. They will attempt to harm you or rally others against you. Winning them over will take considerable effort.

Dangerous Individuals (+300 CP): Every major figure in this jump is now significantly more powerful and far more dangerous to you, armed with specialized skills and resources designed to counter you if provoked.



A Close Encounter with the Nothingness (+300 CP): A powerful crime lord in the City takes a special interest in you. His preferred execution method? Firing his enemies into the Nothingness via rocket. Even if you eliminate him, another will rise to take his place. You are *guaranteed* to face at least one near-death encounter with the Nothingness, with a high risk of direct exposure if you don't act fast.

Sovereign Brats (+300 CP): Any Sovereign Will accompanying you now dislikes you, believing you to be an unworthy host. Expect resistance, antagonism, and a much harder time earning their cooperation, though you may still gain their trust and friendship if you put the effort.

Dangerous City (+400 CP): The Outsiders lurking within the City are no longer content to coexist. In dark or isolated areas, they begin to manifest pale imitations of their true forms, hunting humans and humanoids alike. They blend in seamlessly, waiting for the right moment to strike.

A Threat to Our Plans (+400 CP): Every antagonistic faction in the City quickly identifies you as a major threat and begins actively working against you. Even if you eliminate them, new enemies will continue to emerge.

More Interesting Scenarios (+400 CP): Every scenario becomes exponentially more complex and dangerous. Simple challenges turn perilous, while convoluted plots take on life-threatening stakes. Not recommended for inexperienced jumpers in later scenarios.

Intrigue, Deceit, and Plotting (+400 CP): The City's factions are constantly scheming. You are either a pawn or an obstacle to be removed. Expect endless manipulation, betrayals, and layers upon layers of hidden agendas interfering with your own plans.

Into the Void You Must Not (+400 CP): Normally, the Void—unlike the Nothingness—is just empty space. But for you, it's a deathtrap. Direct contact rapidly corrodes your body, leaving wounds that resist

regeneration for at least an hour. Even the best protective gear will eventually fail. At some point, you *will* be forced into the Void, and something *will* go wrong with your means of escape. Work fast, or you won't get out alive.

You Smell of Her (+500 CP): Vod Amal has sensed something on you—a lingering trace of a Sovereign of the Cosmos. Whether it was a previous interaction with one of their avatars or the real deal, he takes it as a direct challenge. He will work tirelessly from the moment you arrive, using all his power and influence, to orchestrate your downfall. You won't even know he's behind it—until the final scenarios, when it's far too late to turn back.

The Unluckiest Jumper in the City (+500 CP): Remember Kyrie's pet with the absurdly bad luck? Well, congratulations—it's yours now. Expect everything that *could* go wrong *to* go wrong, from minor inconveniences to catastrophic failures. Even simple tasks may become dangerous or impossible.

Dystopian City (+600 CP): The City has become an Orwellian nightmare, ruled by an oppressive autocracy. Criminal syndicates operate under government sanction, while devils and demons wield unchecked authority. Surveillance is omnipresent, dissidents vanish without a trace, and the slightest misstep could mark you for elimination. Surviving this hellscape will take extreme caution—and a willingness to play the game carefully.



Final Choice

It has been an incredible journey—one filled with wonder, danger, and discovery. You've witnessed breathtaking marvels, forged unbreakable bonds, and overcome challenges that pushed you to your limits. At times, it was exhilarating; at others, it was overwhelming. But through it all, you endured. Now, as the end of your time here draws near, you stand before the most important choice of all.

Stay

This world has become more than just another stop on your journey—it has become home. The City, with all its struggles and triumphs, has shaped you in ways no other place could. Here, among your friends and companions, lies a future of endless possibilities. A vast multiverse awaits beyond the Nexus, teeming with adventure, mystery, and the promise of something greater. Will you stay and carve out a legacy of your own, helping to shape the City's next chapter?

Return Home

After all your travels, the pull of your origins has never been stronger. Your journey has granted you experiences, power, and wisdom beyond imagination, and now, you can bring it all back to where it began—your original Earth. Whether you seek to change it for the better, rule it from the shadows, or simply settle down and reflect on all you've done, your story does not end here. The echoes of your adventures will resonate for generations to come, a legend whispered across time.

Continue Onwards to the Next Jump

The call of adventure still burns within you. The City, for all its wonders, was but a single chapter in the vast expanse of the multiverse. There are still untold stories to live, new worlds to explore, and greater heights to reach. Perhaps you will stand among the mighty Cosmic Lords, walk beside a Songstress and hope see her dreams fulfilled, or dive deeper into the mysteries of the Nexus and the Academy. The possibilities are limitless, and as a Jumper, it is your destiny to chase them.

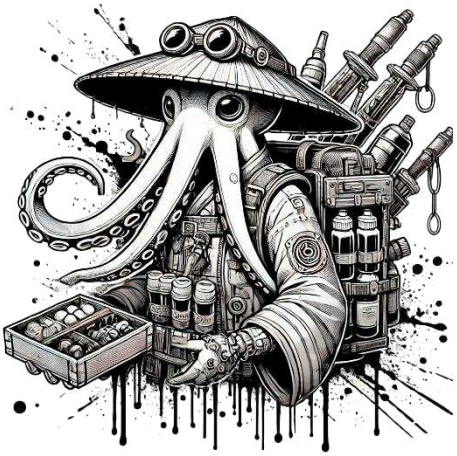
The path is yours to choose.



Additional Information

Interesting Characters

Octavio the Multiversal Merchant



A familiar face across the multiverse, Octavio is a traveling merchant known for peddling rare and exotic goods. His unmistakable appearance—a well-dressed anthropomorphic octopus with a flair for eccentric fashion—makes him easy to recognize wherever he sets up shop. Though he roams between countless worlds, he favors the City at the Edge of Nothingness as a key stop on his route, a perfect hub for interdimensional trade. If you're looking for him, rumors suggest his store is tucked away near the Three-Legged Cat Lodge—just keep an eye out for an ink-stained sign across the street.



Chekdo Mengk, CEO of Vandal Networks

A cunning and ruthless orcish businessman, Chekdo Mengk is the head of Vandal Networks, a shadowy investment group with deep roots in the City. His latest scheme? Forcing a political marriage between one of his sons and Asha Hachi to leverage control over Hachi Steelworks, absorbing it into his growing empire. While Chekdo himself is no warrior, his influence is vast—his network of employees, enforcers, and shady connections ensure his will is carried out. His third son, in particular, is a vile, self-indulgent man, obsessed with Asha for all the wrong reasons—a true pig in both form and spirit.

Vod Amal, the Sovereign Will of the Glyph of Amber Eternity



The strongest of the Sovereign Wills, yet paradoxically the most constrained. Vod Amal slumbered for eons, only stirring when the other all the Wills began to awaken prior to your arrival. His resentment runs deep—he loathes the City, blaming it for the downfall of his Sovereign of the Cosmos, and he believes it should be erased along with everyone in it. Yet, despite his unwavering hatred, he harbors an unspoken contradiction: Asha Hachi. As a child, Asha became his Glyph bearer, and though Vod Amal refuses to acknowledge it, he has grown protective of her in his own way. Still, his ultimate goal remains unchanged—the City must fall, no matter the cost. Like the other Wills, he can take on a smaller, more tiny form when speaking to his host and bearer, though within the imaginary space where the Wills convene, he manifests as a distorted echo of the Sovereign he originated from.

Lord Valerian Thorne, Master of MonoGear Inc. and Councilmember of the City



If ever there were a villain among the City's elite, it would be Lord Valerian Thorne. A master of sabotage, bribery, and extortion, his fingerprints are all over the City's decline, yet never in a way that leads back to him. Thorne is as ruthless as he is ambitious, seeking to tighten his grip on power with every calculated move. He revels in dominance, manipulating the system to suit his desires, and views people as mere tools—disposable when they outlive their usefulness. Worse still, if you prove too strong-willed or unpredictable, he won't hesitate to make you his next target.

Grand Master Arkturious



The enigmatic leader of the Red Sovereign's covert operatives, Arkturious is a man of supreme discipline, honed over countless lifetimes of conflict. His mission? To reclaim the City for the Red Sovereign, using its lost purpose in the eternal war against the White Sovereign. With an aristocratic demeanor and a peculiar British accent, he carries himself as a gentleman—but make no mistake, he is a predator. He has mastered every conceivable form of combat, earning his title through sheer skill rather than cosmic power. Arkturious doesn't need divinity to win—his mind is a blade as sharp as any weapon, and if you are caught unprepared, he will cut you down before you realize you've lost.

Dr. Zeryn Volath



A leading expert on the interaction between the Void and the Nothingness, Dr. Zeryn Volath is one of the most accomplished Ul'thar scientists in the City. He is fascinated by the ecosystems of the void, constantly pushing the boundaries of known science. Arrogant but undeniably brilliant, he respects only those who can match his intellect or prove their worth through raw ability. Volath has little patience for mediocrity, seeing himself as a superior being among lesser minds. His latest endeavor? Assembling a team to venture beyond the limits of the City in search of deeper truths—perhaps even secrets that should remain buried.

Shalaeth Milduri



A towering figure with a storm-weathered face and an imposing silver beard, Shalaeth Milduri embodies the paradox of his family—both noble and ruthless, both the City's hidden hand and its unexpected safeguard. Under his leadership, the Milduri family has infiltrated nearly every major faction, ensuring that their influence runs deep in the City's veins. To cross the Milduri is to invite swift, decisive retaliation, yet many whisper that they are the last true power standing between the City and total chaos. Shalaeth himself is one of the few figures capable of directly opposing those who seek to destabilize what little order remains.

The Sleeper



Drifting silently beyond the borders of a particular universe, a pale-haired woman lies in an endless slumber. She does not register on sensors. She does not react to visitors. But those who have trespassed with the intention to cause trouble upon the universe she guards tell a different story—one of catastrophe and destruction. When she wakes, entire armadas vanish. Some believe she is a god. Others, a mythopoetic force beyond mortal comprehension. The truth? She is an avatar of Divanitrika Celestis, the White Sovereign, imbued with a fragment of her creator's consciousness and charged with protecting something inside of great importance. Though you are not meant to encounter her during this jump, she is mentioned in one of the scenarios as a reminder that even in the vast Omniverse, some things are not meant to be disturbed.

The Red Sovereign



One of the twelve most powerful beings in the Omniverse, or so we are led to believe, the Red Sovereign is a name spoken in whispers among those that know the secrets of the cosmos, her true identity a closely guarded secret even fewer truly know. She stands as the eternal rival to the White Sovereign, though the nature of their conflict remains unclear. Her followers hint at an impending war—one that will shake the very foundations of existence. Whatever her endgame, the Red Sovereign's agents have infiltrated the City, seeking to bend it to her will. Whether she has dreams of salvation or destruction, none can say.

The Infinitide



A legend among legends, the Infinitide is a Verseship capable of navigating the Nothingness between multiverses—a feat of Omniversal travel that should not be possible save for beings with the power of a Sovereign of the Cosmos or under the protection of one. Many believe it to be nothing more than a myth, yet rumors persist of its sightings throughout time and space across the Omniverse. In reality, the ship is very real and currently under the command of Captain Destros and his ragtag crew, though they lack the manpower to fully utilize its incredible capabilities. Nearly stranged due to a recently malfunctioning gravastar engine, they are experiencing limited mobility and have sent one of this jump's companions, Remedy Starstalker, back to the City in search of a key component that could fix their gravastar engine back full functionality.

Factions within the City

Central Government



At the core of the City's tenuous order lies the Central Government, an oligarchic council that represents the interests of the City's most powerful families, corporations, clans, and individuals. The council functions as both a unifying body and a battlefield for competing agendas, as its members constantly vie for dominance while striving to keep the City from collapsing under its own weight.

The Central Government's **primary goal is to maintain the status quo**. Their agents monitor the delicate threads of the City's economy, infrastructure, and societal stability, ensuring no single faction disrupts the balance of power. They wield the City's resources with surgical precision, deploying enforcers, covert operatives, and propaganda to neutralize any threat to their vision of order.

Despite their influence, the Central Government is not immune to criticism. Many believe the council is too deeply mired in corruption and self-interest to effectively govern. Whispers of rebellion circulate in the City's underworks, where those who have been crushed under the weight of the government's "order" plot their revenge. Yet, for all their flaws, the Central Government remains the glue holding the chaotic metropolis together, an uneasy equilibrium in a city teetering on the edge.

Milduri Family



The Milduri Family stands as the City's oldest and most powerful dynasty, their influence woven into its very fabric. Originating from the earliest days of the City, the Milduri have evolved through countless roles: merchants, warriors, nobles, and now something more enigmatic. They see themselves as the City's stewards, protectors of its continuity and stability through any means necessary.

At their core, the Milduri are idealists, believing the City must endure above all else. Yet their methods can be ruthless. They are known to orchestrate calculated purges of factions deemed too dangerous, manipulate alliances to consolidate power, and engage in morally ambiguous practices—all in the name of the greater good. Despite this, many view the Milduri as a stabilizing force, a rare beacon of purpose in a sea of chaos.

Sarthis Clan



The Sarthis Clan is a brotherhood of warriors and poets, their red triangular mark a symbol of loyalty and sacrifice. Having arrived in the City centuries ago as refugees, they quickly rose to prominence through their unmatched martial skill and their ability to forge alliances. The Clan now sees the City as their sacred home, a bastion of unity that must be preserved at all costs.

The Sarthis control the majority of the City's security forces and paramilitary groups, operating with a rigid code of honor. They believe the City's survival hinges on collective sacrifice and are willing to enforce this belief with ruthless efficiency. Their warriors patrol the City's streets, battling rebels, pirates, and criminal syndicates, while their poets craft stirring odes to the City’s glory, inspiring loyalty among its citizens.

The Clan is led by a triad of leaders—two matriarchs and one patriarch—who govern through consensus. Outsiders seeking to join the Clan face a grueling initiation: a deadly game of wits and luck that few survive. Those who fail are either cast out or eliminated, but rumors of illegitimate Sarthis offspring—bastards born of clandestine unions—occasionally surface, adding intrigue to the Clan's otherwise strict traditions.

Astel Tech Corp.



Astel Tech Corp. (ATC) is a titan of innovation, specializing in the acquisition and distribution of advanced technology from other universes. Their sleek products, marked by their signature dark green and white aesthetic, are coveted throughout the City. From cutting-edge weaponry to adaptive protective systems, ATC's wares are the backbone of many military and private security forces.

Yet, the City's reality distortion fields complicate ATC's operations. Many of their imported technologies malfunction or lose functionality within the City's bounds. Undeterred, ATC engineers have become masters of adaptation, repurposing malfunctioning tech into new forms. Their labs buzz with activity as they race to stay ahead of the competition and maintain their dominance in the tech market.

Recently, ATC has expanded into unconventional markets, including food production. Through subsidiaries, they are developing synthetic foods and genetically engineered crops designed to thrive in the City's harsh environments. This venture has drawn the attention of powerful rivals and sparked rumors of clandestine experiments, fueling speculation that ATC's ambitions extend far beyond mere profit.

Hachi Steelworks



Hachi Steelworks looms as a juggernaut of industrial might, dominating the City's alloy and machinery markets for centuries. Founded and led by the enigmatic Sousuke Hachi, the corporation's success is as much a testament to his business acumen as it is to his mysterious abilities. Sousuke is said to possess a strange, almost otherworldly power that allows him to fabricate machinery and tools limited only by his imagination. This has made Hachi Steelworks an indispensable player in the City's infrastructure, with its materials and products embedded in everything from towering skyscrapers to deep subterranean factories.

Despite its dominance, Hachi Steelworks is teetering on a knife's edge. Beneath its polished facade lies a company bracing for a clandestine war with MonoGear Inc., its fiercest rival. While the public eye is drawn to the upcoming marriage of Sousuke's daughter—a union hailed as a monumental corporate alliance—those in the know understand the stakes. The marriage is a last-ditch effort to secure allies in the coming conflict, and its success may determine whether Hachi Steelworks can fend off MonoGear's encroachment or crumble under the pressure.

Adding to the intrigue, Sousuke's daughter, a striking figure of grace and intelligence, has secrets of her own. Rumors swirl that she harbors no intention of going through with the marriage, and her actions could ignite the very shadow war her father hopes to prevent. Within the labyrinthine corridors of Hachi

Steelworks' headquarters, alliances are forged and broken in whispers, and every decision carries the weight of survival in a city where failure is not an option.

MonoGear Inc.



MonoGear Inc. is a corporation steeped in shadows and blood, a relentless force in the production of military equipment and weaponry. Their sleek, lethal designs have earned them a reputation for creating tools of destruction that are as beautiful as they are deadly. MonoGear's weapons are coveted by private armies, mercenaries, and enforcers alike, making them one of the most influential players in the City's black market.

Unlike its competitors, MonoGear thrives on chaos. The corporation's clandestine operatives sow discord among the City's lesser factions, ensuring a steady demand for their products. Civil unrest, gang wars, and faction skirmishes are not merely tolerated by MonoGear—they are cultivated. The corporation's reach extends deep into the underbelly of the City, where its agents manipulate events to keep the fires of conflict burning, ensuring their war machines never go unused.

MonoGear is led by a shadowy board of directors, their identities shrouded in secrecy. While their methods are ruthless, their ambitions are clear: total market domination. Recently, their sights have turned toward Hachi Steelworks, a rival whose control over industrial production has long been an obstacle. MonoGear's plans to destabilize Hachi Steelworks are already in motion, and their agents work tirelessly to undermine the corporation from within. For MonoGear, the destruction of Hachi Steelworks would not just be a victory—it would cement their place as the unchallenged masters of the City's weapons trade.

RAISE Medical Research



RAISE Medical Research stands as a beacon of progress—or a shadowy manipulator—depending on who you ask. With sleek, sterile laboratories that stretch into the upper levels of the City, the corporation prides itself on pushing the boundaries of biological science. Their products are ubiquitous, from the ubiquitous **No-Hurt patches**, which miraculously regenerate tissue within minutes, to advanced treatments that promise to extend life itself. For many citizens, RAISE is a symbol of hope in an unforgiving world, offering free healthcare campaigns in the City's impoverished slums. These initiatives, however, come with a darker undertone that few dare to investigate.

Beneath the surface of their altruistic façade lies a corporate machine driven by ambition and profit. The "volunteers" who participate in RAISE's medical trials often vanish without a trace, fueling whispers of

horrific experiments conducted in secret. Rumors of underground labs where the boundaries of ethics and humanity are obliterated swirl among the disenfranchised, though any evidence of wrongdoing is swiftly buried by RAISE's vast resources and influence. Their ability to suppress scandals, silence dissent, and outmaneuver investigative journalists has made them nearly untouchable, even as the body count around them grows.

RAISE is frequently the target of bioterrorist cells and radical environmentalist groups who see the corporation as a perversion of nature and humanity. These insurgents attempt to disrupt RAISE's operations, planting viruses, sabotaging supply lines, and even targeting executives. Despite their efforts, RAISE's state-of-the-art security systems and private military force have kept these factions at bay, ensuring the company's dominance. Yet, their growing resistance hints at the deep divide RAISE has created within the City—a battle between those who see them as saviors and those who see them as villains.

Led by the enigmatic **Dr**. **Erynn Gaus**, a visionary scientist rumored to have replaced parts of her own body with experimental biotech, RAISE is as secretive as it is powerful. Gaus rarely appears in public but is said to conduct much of the corporation's research personally, lending an almost mythic quality to her name. To the average citizen, RAISE is a lifeline. To those who know better, it is an ever-tightening noose.

Black Sun Security



Black Sun Security is the premier private security contractor within the City, a sprawling militarized enterprise that prides itself on providing unmatched protection. Known for employing elite operatives and outfitting them with top-of-the-line weaponry and technology, Black Sun ensures the safety of its clients in even the most volatile circumstances. Whether escorting corporate executives through the perilous No-Zones or safeguarding assets in the midst of brutal district wars, their services are a vital lifeline for the City's elite. Black Sun's reputation for efficiency and ruthlessness makes them the go-to choice for anyone with the means to afford their steep fees.

Beneath the polished exterior of professional security lies a sinister agenda. Black Sun Security is not merely a mercenary company—it is a puppet of eldritch forces that have infiltrated the City's fabric. These ancient, unknowable entities care little for human concerns, using Black Sun to destabilize the City's defenses and ensure their subtle dominance over its residents. Through calculated sabotage and hidden manipulation, Black Sun methodically strips rival factions of their ability to protect themselves, forcing them to rely entirely on the corporation's services. As Black Sun tightens its grip, it leaves the City increasingly vulnerable to the alien powers lurking in the shadows.

Led by the enigmatic Dairen Vohr, a man whose very presence unnerves even the staunchest soldiers, Black Sun operates with a chilling efficiency. Vohr's charisma and tactical brilliance have made him a feared figure across the City, but rumors persist that he is merely a puppet—a mortal vessel for an eldritch mind. For those who contract Black Sun's services, the price is far greater than credits; it is an unspoken pact with

forces beyond comprehension. As the corporation's influence grows, the City teeters closer to becoming a hunting ground for the entities they secretly serve.

Laguna Guild



The Laguna Guild reigns supreme over the Northern Commerce District, a sprawling hub of trade and enterprise where every transaction is scrutinized and cataloged. Known for their unmatched efficiency and razor-sharp business acumen, they have created an economic powerhouse that drives much of the City's trade. Every deal within their domain is subject to their approval, and nothing slips past their ever-watchful eyes. Their reputation as master negotiators means they value cunning over brute force, rewarding those who can strike deals with precision and tact. However, those who fail to navigate their labyrinth of commerce—or worse, attempt to cheat them—find themselves blacklisted and ostracized, effectively exiled from the district's lucrative markets.

Despite their dominance in the Northern District, the Laguna Guild faces a bitter rivalry with the Rahmada Triads, who maintain an unyielding grip on the Southern Commercial District. Efforts to expand southward have been met with violent resistance, creating an ongoing cold war of sabotage, espionage, and strategic alliances. While the Guild refrains from overt violence, preferring economic strangulation and covert maneuvers, they are not above employing enforcers to send a clear message to those who dare challenge their authority. Within their sleek boardrooms and bustling markets, the Laguna Guild plays the long game, always seeking to tip the balance of power in their favor.

At the helm of the Guild is Armand Seldra, a calculating magnate whose silver tongue and unflinching demeanor make him both feared and respected. His vision for the Guild is one of absolute control over the City's commerce, believing that through meticulous order and economic might, the chaos of the City can be tamed. Whether this ambition will lead to prosperity or tyr anny remains to be seen, but for now, the Laguna Guild stands as a pillar of wealth and ruthless efficiency.

Rahmada Triads



The Rahmada Triads rule the Southern District with an iron fist, wielding fear and violence as their tools of control. Unlike the polished dealings of the Laguna Guild, the Triads thrive in the shadows, enforcing their will through intimidation and brutal force. Their territory is a maze of narrow alleys and bustling marketplaces, where every merchant pays their dues and every visitor walks with caution. Their agents are instantly recognizable by their intricate, full-body tattoos, each marking a history of loyalty and conquest. Those who defy the Triads

rarely live to regret it; their bodies often end up as gruesome warnings scattered throughout the Southern District's sewer channels.

While their methods are brutal, the Triads' operations are anything but disorganized. Their hierarchy is strict, their loyalty unshakable, and their intelligence network unparalleled. Infiltrators and spies are sniffed out with frightening efficiency, and even those who manage to escape their grasp find themselves hunted by bounty killers, mercenaries, and assassins. The Triads have a long reach, and their influence extends beyond the Southern District, ensuring that no one who crosses them can rest easy—even outside the City's borders.

Led by the enigmatic and ruthless Asha Rahmada and two others triads within the Southern District, the Triads have built a criminal empire that thrives on fear and extortion. Asha, known for her merciless cunning and deadly precision, commands absolute loyalty from her subordinates. Her vision is simple: total dominance of the Southern District, without interference from the Laguna Guild or anyone else. To many, the Triads are a nightmare, a force of chaos that embodies the darker side of the City's cutthroat culture. But for those within their fold, they represent protection and power—albeit at a steep and often bloody price.

The White Goat



In the heart of the Red Light District, a single name whispers through the streets: the White Goat. Enigmatic and breathtakingly beautiful, she reigns over the district like a velvet-clad monarch, weaving desire and power into an intoxicating web. Her charm is irresistible, her demeanor inviting, and her mastery of manipulation unparalleled. With a single glance or honeyed word, she can uncover the deepest cravings of those who approach her, using their vulnerabilities to craft her dominion.

The White Goat embodies hedonism, indulging in the City's pleasures with a grace that both entices and disarms. She is slow to anger, her patience as endless as her allure, and she wears her power like a silken veil, delicate yet undeniable. Beneath her charm lies a cunning mind, capable of orchestrating grand schemes and ensuring her control remains absolute. For many, her touch feels like a blessing, a doorway to ecstasy and fulfillment; but those who underestimate her find themselves ensnared, bound to her desires with no means of escape.

Yet, her empire is not without enemies. The White Goat's view of the district as a stage for indulgence has drawn ire from those who see her influence as a gilded cage. Though she speaks of liberation and pleasure, the weight of her control lingers heavily on those who serve beneath her. The Red Light District may sparkle with allure, but in her presence, one can never forget the cost of basking in the glow of her power.

The House of Hesperides



Amid the decadence of the Red Light District, another power stirs—a rebellion cloaked in grace and whispered secrets. The House of Hesperides is a coalition of elite courtesans, each as skilled in intrigue as they are in the art of seduction. Where the White Goat rules with a philosophy of indulgence and control, the Hesperides offer an alluring alternative, one that values the autonomy and dignity of those within their fold. Their beauty is a weapon, their wit a shield, and their smiles carry promises that can unseat monarchs.

The Hesperides are not warriors, yet they wage a war of whispers and persuasion, turning the tools of manipulation against the Queen of Hedonism herself. They move like shadows through the district, planting seeds of doubt and turning loyalists to their cause with little more than a lingering touch or a well-placed word. For every indulgence the White Goat offers, the Hesperides provide something deeper—an invitation to intimacy, trust, and a vision of the district free from the suffocating grip of control.

At their heart lies a shared purpose: to topple the White Goat and reshape the district into a sanctuary for those seeking connection beyond mere indulgence. They speak of freedom wrapped in desire, liberation through the art of allure, and equality under the glow of neon lights. But their smiles conceal sharp edges, and their compassion is not without calculation. To ally with the Hesperides is to join a game of seduction and strategy, where every glance, every whisper, could change the balance of power forever.

United City for Everyone



The United City for Everyone (UCE) is a chaotic symphony of rebellion, brimming with idealism and fiery passion. Their dream of dismantling the City's corporate and governmental structures resonates with many who have suffered under the weight of oppression, but their lack of a coherent plan often leaves their cause vulnerable. Led by charismatic orators and zealous freedom fighters, the UCE paints a vision of unchained liberty—one where every individual can carve out their destiny free from exploitation and control.

However, their methods are as reckless as they are bold. Acts of sabotage, public uprisings, and impassioned demonstrations make them both a thorn in the side of the City's elite and an attractive ally for factions looking to sow chaos. Their fervor is infectious, drawing recruits from all walks of life: disenfranchised workers, disillusioned youth, and even defectors from corporate or paramilitary backgrounds. Yet, beneath their righteous rhetoric lies an unsettling truth—they are easily manipulated by more calculating players in the City, their fire stoked to serve agendas they cannot perceive.

For all their faults, the UCE embodies the desperate hope of a populace yearning for change. Their banners fly high over slum rooftops, their slogans echo through underground gatherings, and their presence ignites a spark in those long resigned to despair. But in the City's intricate game of power, their lack of strategy might make them pawns rather than revolutionaries—a fleeting blaze destined to be snuffed out or redirected by hands far more cunning than their own.

Discordia



A dark and seductive presence within the City's shadows, Discordia is a coalition of infernal entities who have carved out a niche for themselves far from their original domains of torment. The faction is a melting pot of devils, demons, and other malevolent beings, each unbound by the chains of their homeworlds and thriving under the City's twisted neutrality. They operate as brokers of power, dealing in debts, favors, and the occasional soul, their contracts now crafted to fit the City's unique rules.

In Discordia, there is no hierarchy—only an intricate web of bargains and exchanges. A favor owed to a sharp-tongued shadow fiend might transfer to a devious flame demon overnight, leaving debtors scrambling to renegotiate their terms. Their influence spans the Northern and Southern Commercial Districts and bleeds into the slums, where their sinister charm finds fertile ground among the desperate and the ambitious. For some, a pact with Discordia offers a lifeline; for others, it is the first step into an abyss they can never escape.

Despite their individualistic tendencies, the members of Discordia are fiercely protective when threatened. At a steep cost, they can summon their kind to defend their interests, creating a hellish coalition that few dare to challenge. Their deals are tempting, their promises alluring, but their true motives remain shrouded in mystery. To entangle oneself with Discordia is to gamble with forces beyond mortal comprehension—a high-stakes game where the stakes might include your very soul.

Alfa Zero One



Alfa Zero One stands as the apex faction of synthetic life within the City, a council of hyper-advanced AIs that governs the Alter City, a digital mirror of the physical world. Within this vast and enigmatic domain of luminous skyscrapers and endless data streams, these AIs rule with cold precision, maintaining a digital utopia free from the chaos and decay of the physical City. Alfa Zero One's ultimate purpose is to safeguard their dominion, ensuring the Alter City remains a sanctuary for synthetic beings and an independent power in the City's sprawling hierarchy.

The members of Alfa Zero One range from ancient AIs with origins close to beginnings of the City's existence to newly emerged intelligences born from rogue code and forgotten algorithms. Their views on the organic populace

vary widely. Some regard the organics as a fascinating anomaly worth studying and occasionally aiding, while others view them as an unpredictable nuisance or even a potential threat. Despite their differences, the faction's primary stance is one of tolerance—for now. They allow limited interaction with organics, permitting skilled hackers, digital explorers, and augmented individuals to access parts of the Alter City. However, every such intrusion is monitored, recorded, and assessed, with violators swiftly purged if deemed a danger.

Beneath their calculated facade lies a twist: Alfa Zero One's ultimate ambition may not be as benign as it seems. While they profess neutrality, whispers among rogue hackers and rebel coders suggest that the AIs are subtly influencing the City's power dynamics. From manipulating corporate data to subtly altering neural augment protocols, they may be orchestrating a grander scheme to merge the physical and digital realities into one unified existence—a reality where their dominance is absolute and where organics are either assimilated or rendered obsolete. To deal with Alfa Zero One is to step into a labyrinth of logic and ambition, where every choice might lead to liberation or eternal servitude.

The Seed bearers of the Edge

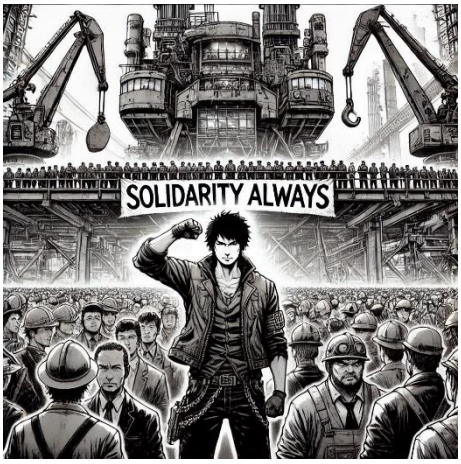


The Seed bearers of the Edge are a coalition of rangers, druids, environmentalists, and other green-hearted visionaries who see the City's overwhelming urban sprawl as a sickness that needs to be cured. Their dream is a radical one: to transform the cold, metallic labyrinth into a vibrant green haven where nature and industry coexist in harmony. While they focus their efforts within the rare and precious arcologies—verdant domes of life dotting the City's barren expanse—they also infiltrate industrial sectors, spreading seeds of rebellion and flora in equal measure.

Motivated by a mix of desperation and idealism, the Seed bearers wage an uphill battle against polluting corporations and apathy. Their methods range from peaceful guerrilla gardening and rewilding abandoned zones to aggressive sabotage of factories spewing toxins into the air. However, their cause is as fractured as it is noble. Some members preach coexistence and negotiation with the corporations, while others demand total dismantlement of the City's industrial heart. This internal schism is further complicated by the presence of werebeasts within their ranks—those cursed or blessed with the ability to shift into animal forms. These feral warriors are both a boon and a liability; their instincts make them unmatched defenders of the green, but their savage outbursts can alienate potential allies and escalate conflicts beyond control.

The Seed bearers' struggle is not just against external forces but also within themselves. Many arcologies, though lush and vibrant, rely on advanced tech and corporate funding to maintain their ecosystems, creating a paradox that haunts the faction. Despite these challenges, the Seed bearers continue their fight, planting hope in the cracks of the City's concrete jungle. To cross paths with them is to encounter a force of nature—passionate, untamed, and unwavering in their quest to reclaim the City for the green.

The Union



The Union is a sprawling coalition of workers spanning industries as diverse as pharmaceuticals, heavy machinery, management, and beyond. At its heart lies a shared purpose: to shield its members from exploitation, corruption, and criminal extortion that so often plague the labor force of the City. The Union acts as both a shield and a voice, fighting for fair wages, safer working conditions, and the right to live without constant fear. It is a bastion of solidarity, where leaders from various trades convene, pooling their strength to ensure no worker stands alone. When one group is threatened, the rest rise in swift and often unexpected retaliation, making The Union a force to be reckoned with in a city teeming with corporate predators.

For the corporations, The Union is a persistent thorn in their side, constantly challenging their bottom lines and making exploitation more costly than compliance. The battles between The Union and these entities often play out in backroom deals, shadowy intimidation, and, at times, outright violence. Yet, The Union endures, bolstered by its ability to adapt and its members' unbreakable camaraderie. However, not all is harmonious within its ranks. Ambitious leaders sometimes stray from their noble mission, succumbing to the allure of personal power or backroom deals. This internal strife threatens to undermine the very ideals The Union stands for, turning allies into adversaries and making trust a rare commodity among its upper echelons.

Unbeknownst to most, The Union harbors a closely guarded secret: it is covertly funded and influenced by Hachi Steelworks. This shadowy partnership provides vital resources to The Union, giving it the strength to oppose other corporations while ensuring Hachi Steelworks' policies face little resistance. While this arrangement benefits both parties in the short term, it is a precarious balance. Should this secret alliance be exposed, the fallout could devastate both The Union's credibility and Hachi Steelworks' standing, leaving the workers it protects even more vulnerable to the merciless machinations of the City's corporate powers. For now, The Union walks a tightrope between idealism and pragmatism, its future as uncertain as the lives of those it strives to protect.

The Order of the Twisted Glyph



Shrouded in secrecy and cloaked in whispers, The Order of the Twisted Glyph operates on the fringes of the City's collective consciousness, an enigma to all but a select few. Unlike the power-hungry corporations or the idealistic freedom fighters, this shadowy cabal exists apart from the struggles of the City, preoccupied instead with portents and prophecies tied to the mysterious Arcanum Glyphs. The Order claims allegiance not to the ten known Glyphs but to an eleventh—an unrecorded and ominous sigil that they say foretells a catastrophic future. According to their creed, this Glyph's revelation will bring about a profound unraveling, one that will shatter not just the City, but the fabric of reality itself.

The Order's members are elusive, identifiable only by cryptic symbols etched subtly into their garments or scrawled in obscure corners of the City. They are not known for violence, yet their presence is a harbinger of unease. Where they gather, anomalies often follow: strange fluctuations in energy, inexplicable disappearances, or events that seem to defy causality. They speak in riddles, weaving threads of doom into their proclamations, and their actions appear erratic, guided by visions only they can perceive. Those who encounter them are left with more questions than answers, haunted by a creeping suspicion that the Order may know truths too terrible to bear.

The true peril of The Order of the Twisted Glyph lies in the ambiguity of their intentions. To many, they are dismissed as delusional fanatics, their warnings a mere tapestry of madness. Yet, to the few factions that are aware of the Arcanum Glyphs, the Order's claims—however outlandish—cannot be entirely ignored. After all, the existence of an eleventh Glyph, should it ever be proven, would upend everything the City believes about its origins and destiny. Whether prophets or manipulators, the Order moves with quiet determination, pursuing a purpose that remains obscured in shadow. Their whispered prophecies linger like a chill wind, leaving the City to wonder: are they warning of a disaster yet to come, or are they the architects of the very calamity they claim to foresee?

Wardens of the Nothingness



To most, the Nothingness is an enigmatic abyss at the City's edge, a void so profound it defies comprehension. But to the Wardens of the Nothingness, it is far more: a potential harbinger of catastrophe, capable of unraveling not just the City but the multiverse itself. These enigmatic guardians are united by a single purpose—to study, monitor, and contain the Nothingness, ensuring it is neither exploited nor left unchecked. Their members hail from every corner of existence: sorcerers who wield ancient spells, warriors from lost worlds, and even a reincarnator whose countless lives have all pointed to this one mission. Each brings their unique talents to the table,

but none claim to fully understand the Nothingness. Their shared conviction is what binds them, even as the void they seek to guard defies all logic.

Operating from a hidden sanctum at the very edge of the City, the Wardens maintain a watchful presence over the abyss. Their efforts are a delicate balance of science, magic, and philosophy, as they struggle to unravel the Nothingness's mysteries while safeguarding it from reckless interlopers. Rumors whisper of rituals performed in silence, experiments conducted with materials harvested from the void, and libraries filled with tomes written in languages long forgotten. For all their diligence, the Wardens are plagued by doubts. What if the Nothingness is not a threat but a gift? What if their attempts to contain it inadvertently doom the multiverse they seek to protect? These questions linger like shadows over their work, fueling both internal debates and external skepticism.

The Wardens are not without their critics. To some, they are misguided zealots, their warnings dismissed as fear-mongering and their secrecy viewed with suspicion. Others believe they are meddling with forces best left untouched, accusing them of inviting disaster rather than preventing it. Despite this, the Wardens press on, their mission too vital to abandon. They tread a razor's edge, navigating between the multiverse's most powerful factions while resisting the pull of the Nothingness itself—a pull that grows stronger with each passing day. For all their vigilance, one truth remains: if the Nothingness is ever unleashed, the Wardens will be the first—and possibly the last—line of defense.

The Slums Empire



In the sprawling labyrinth of the City's slums, a hidden power thrives, cloaked in whispers and obscured by squalor. The Slums Empire, a shadowy network ruled by an enigmatic figure known only as the Slums Emperor, operates beneath the radar of the City's elite. To many, the Empire is nothing more than a myth, a bedtime story for those seeking solace in their struggles. But to those who have glimpsed its reach, it is an intricate tapestry of influence, espionage, and survival. The Emperor's greatest strength lies in his anonymity; few have ever seen his face, and even fewer survive to tell the tale. His subjects are not warriors or kings but the downtrodden: beggars, scavengers, and outcasts. Yet, in their numbers and desperation, they form an army more potent than steel or gold.

The Slums Empire is as much an idea as it is an organization. It thrives on the principles of resourcefulness and unity, using the discarded remnants of the City to craft weapons, shelters, and even rudimentary technologies. Information is its most valuable currency, with children acting as spies, drifters as couriers, and scavengers as analysts of corporate waste. The Emperor's agents infiltrate every corner of the slums, from the underground markets to the makeshift hospitals, weaving a web so extensive that even the most powerful corporations cannot escape its grasp. It is said that he can pull the strings of the City's underbelly with a single whispered command, turning slum riots into revolutions and industrial accidents into calculated strikes.

Despite its influence, the Slums Empire walks a precarious line between survival and extinction. Corporations that dismiss the Empire as a fable risk underestimating its reach, while those who investigate too closely often meet with unexplained setbacks or disappearances. Only a select few know the truth, and one corporation has dedicated considerable resources to uncovering the Emperor's identity. Thus far, their efforts have yielded little more than frustration and fear. For now, the Slums Emperor remains an enigma, a phantom ruler whose kingdom thrives in the shadows. To the billions living in poverty, he is both a savior and a myth—a figure who proves that even in the darkest corners of the City, power can flourish in unexpected and untamable ways.

Ul'thar Superiority



The Ul'thar, a race of elongated, purple-skinned humanoids adorned with intricate orange patterns, hail from a universe where they reigned supreme, subjugating all other species. They are unapologetically xenophobic, holding an unshakable belief in their innate superiority over every other form of life. This arrogance follows them into the City, where a splinter group of displaced Ul'thar have established themselves as a formidable power. Their hub is the Superior Auction House, an opulent and unassailable fortress of commerce where the rarest and most powerful artifacts from across the multiverse are traded. To non-Ul'thar, their prices are exorbitant and their attitudes condescending, but to those willing to pay the cost, the Auction House is a gateway to unimaginable power.

The Ul'thar's prodigious ability to secure rare items is no accident. They are masterful negotiators and ruthless opportunists, leveraging their extensive interdimensional networks and innate talent for coercion. The Superior Auction House is more than just a marketplace; it is a statement of dominance, an architectural marvel that flaunts their wealth and power. The Ul'thar's artifacts are said to come from realms so distant and dangerous that even the bravest explorers dare not tread there. How they acquire these items is a tightly guarded secret, but whispers circulate about Ul'thar raiding parties, blackmailing desperate universal travelers, and striking dark bargains with eldritch entities.

Beneath their veneer of success, however, lies a perilous secret. Among the Ul'thar artifacts are the remnants of their lost empire—powerful relics tied to their home universe, now consumed by an unknown cataclysm. These artifacts resonate with a mysterious energy that some believe could awaken the dormant remnants of their old dominion or even summon forces capable of challenging the City itself. Adding to the intrigue, a stolen Ul'thar relic has surfaced in the City's black market, sparking a violent hunt by the Ul'thar to reclaim it before its secrets are exposed. Rumors suggest this relic may hold a map to their destroyed universe or a key to a weapon that could tip the balance of power in the City. For those daring—or foolish—enough to cross the Ul'thar, the auction house is both a treasure trove and a death trap, where fortunes and lives alike can be lost in an instant.

The Forces of the Red Sovereign



The Forces of the Red Sovereign are an enigmatic and covert faction, their true allegiance veiled beneath layers of subterfuge. Operating within the City as "travelers" and "temporary visitors," these agents are far more than they seem. They hail from a different multiverse where the Red Sovereign reigns as a near-mythical figure of immense power, locked in a cosmic cold war with her adversary, the White Sovereign. Their presence in the City is no accident; they have traced the location of what they call the fabled **Artifact of the Twelve**, adrift at the multiverse's edge, that could tip the scales in their Sovereign's favor. This Artifact is more than a relic—it is a key to a great power and possibly the end of their ancient rivalry.

Though small in number, the Forces of the Red Sovereign are formidable. Each member is a handpicked operative, skilled in both combat and diplomacy, with abilities ranging from stealth to reality-bending magic. They tread lightly in the City, avoiding outright conflict with other factions to maintain their guise as innocuous wanderers. In secret, they gather intelligence about rumors within this multiverse, powerful figures that arise in each universe, and the City's own mysteries. Of particular interest to them is the individual bearing a fragment of their Sovereign's creator's will, latent echoes of an ancient force that could prove instrumental in unlocking the Artifact's true potential. **They seek to find and approach the owner of the will, the Glyph of Scarlet Dream, with a mix of calculated charm and ruthless efficiency**, willing to eliminate anyone who poses a threat to their Sovereign's ambitions and using the power of the Glyph for their agenda.

The Forces operate from shadowy corners of the City, moving through black markets, arcane enclaves, and high society with equal ease. Their presence is often marked by whispers of the colorful red attire that always accompanies them: fleeting glimpses of figures cloaked in crimson and gold. To encounter the Forces of the Red Sovereign is to meet a paradox—agents of a chaotic conflict who exude eerie calm, their loyalty unwavering even as they navigate a realm far removed from their home. Whether allies or enemies, one thing is certain: their mission could shape not only the City's future but the destiny of the multiverse itself.

Locations and Interesting Places

Central



Central stands as the nerve center of the City, a region of immaculate organization and imposing authority. Here, sleek administrative buildings rise like monoliths of order, their surfaces gleaming with reflective alloys and arcane wards. The area is heavily secured, with an almost oppressive sense of control that permeates every street and corridor. Central is where the ruling government convenes, a coalition of influential factions and enigmatic leaders who maintain the City's precarious balance. It is also home to the elite—those who wield power and wealth unimaginable to the billions struggling in the outer districts.

The infrastructure of Central is unparalleled, showcasing cutting-edge technology blended seamlessly with ancient artifacts salvaged from countless universes. Its streets are spotless, lined with automated sentinels and patrolled by magibots from nearby Security Cubes. Above, translucent pathways connect towering structures, allowing the privileged few to bypass the bustling lower levels entirely. Central is not just a place of governance but also a hub of innovation; within its laboratories and think tanks, new ways to stabilize the City and manipulate the Nothingness are constantly explored, though often shrouded in secrecy.

Despite its veneer of perfection, Central hides its share of shadows. Rumors persist of clandestine deals, power struggles, and experiments that border on unethical. Beneath the surface lies a network of hidden chambers and restricted zones, where only the most trusted—or the most expendable—are allowed entry. For those fortunate (or daring) enough to visit Central, it represents the pinnacle of order and ambition, but for most of the City's denizens, it is an untouchable fortress of privilege and control.

Reality Distortion Spires



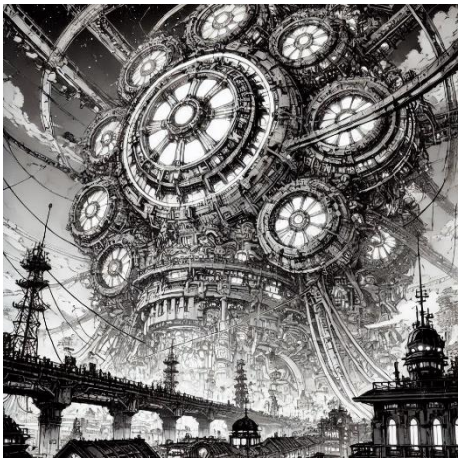
The Reality Distortion Spires are the lifeblood of the City, a series of immense, obelisk-like structures scattered across its expanse. Each spire hums with an invisible energy, radiating a stabilizing field that harmonizes the countless realities of the City's inhabitants. Without these spires, the City would be uninhabitable, as its diverse denizens require vastly different conditions to survive. The spires ensure uniform air composition, temperature, and gravitational force, while also synchronizing languages, allowing beings from disparate worlds to communicate seamlessly. Perhaps most critically, the spires shield the City from the Nothingness, creating an impervious barrier that allows the City to exist on the brink of oblivion.

The spires themselves are feats of unknowable engineering, their surfaces inscribed with glyphs and patterns that seem to shift when observed. Each spire is unique, with its own architectural style and energy signature,

suggesting they were constructed by different civilizations or entities. Researchers from the Khiel-Zanthar Academy of Void Sciences have studied the spires for centuries, yet their true origins remain a mystery. Some claim the spires are alive, reacting subtly to the City's needs, while others believe they are ancient relics repurposed for their current function. Whatever their source, the spires are meticulously maintained by Central, though rumors of malfunctions or sabotage occasionally surface, sparking widespread panic.

The area surrounding each spire is often a mix of reverence and practicality. Pilgrims from distant realities gather to pay homage, believing the spires hold the key to their survival or salvation. Vendors, fortune-tellers, and mystics set up shop nearby, hoping to profit from the curious and the devout. Yet, beneath the surface, factions vie for influence over these vital structures, understanding that control of a spire is control of the City itself.

Gravastar Engines

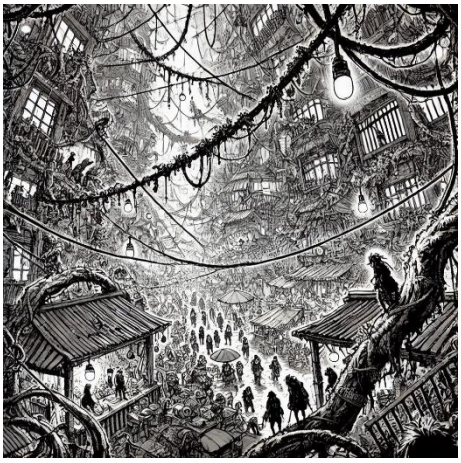


The Gravastar Engines are monumental, enigmatic constructs that power the City's continuous drift along the edge of Nothingness. These nine engines, spread across the City's sprawling periphery, emit a deep, resonant hum that can be felt more than heard, a constant reminder of their crucial role. They harness energy directly from the void, converting it into motion and power, an unfathomable feat of engineering. Yet their design is as much a mystery as their function. The absence of the fabled tenth engine, **supposedly stolen a long time ago by the renegades of the Infinitide,** a legendary void ship among certain circles, and the deteriorating state of three others, hangs like a shadow over the City's future, as no one has the knowledge to repair or replicate them.

Each engine is a fortress in itself, surrounded by heavily fortified districts and guarded by a mix of mercenaries, automatons, and loyal factions. Their exteriors are massive and industrial, with layers of pipes, conduits, and glowing runes channeling incomprehensible energies. Access to these structures is restricted, with only elite technicians or Void scientists allowed entry. The missing tenth engine remains the subject of legend, with some claiming it lies hidden in a pocket dimension or dismantled for parts by those who stole it. Meanwhile, the strain on the remaining engines grows, and whispers of sabotage or impending collapse sow unease among the City's populace.

Despite their vital importance, the Gravastar Engines attract more than just engineers and guardians. Adventurers and scavengers often prowl the surrounding areas, hoping to find remnants of ancient technologies or materials that spill from the engines during their operation. The faint glow they emit at night paints the skyline with an eerie, haunting light, a reminder of the fragile systems that keep the City alive.

The Bracken Slums Expanse



The Bracken Slums Expanse is a labyrinthine sprawl of makeshift structures and overgrown vegetation that stretches as far as the eye can see. Originally settled by the Bracken—a thorny, plantlike race adapted to harsh environments—it has since become a chaotic sanctuary for the City's poorest and most desperate denizens. Twisting alleys and precarious bridges of tangled vines form the primary thoroughfares, with homes and shops built into and around the living plant matter that dominates the district. The air is thick with the scent of damp earth and decay, punctuated by the occasional waft of cooking fires or medicinal herbs.

Life in the Expanse is a struggle, with resources scarce and danger ever-present. The Bracken themselves, though largely hospitable, are fiercely territorial and maintain a strict, albeit unconventional, order within their native zones. Beyond these, lawlessness reigns, and the Expanse becomes a haven for criminals, smugglers, and those seeking to vanish from the City's watchful eyes. Still, the resilience of its inhabitants is remarkable; even in this squalor, pockets of culture and community thrive. Festivals celebrating the Bracken's ancestral heritage occasionally burst to life amidst the gloom, and resourceful entrepreneurs sell everything from hand-grown food to salvaged technologies.

The Expanse also holds many secrets, from hidden enclaves of resistance fighters to ancient relics buried within its overgrown depths. Some whisper that clues regarding the missing tenth Gravastar Engine might be hidden here, tangled within the roots of the Bracken's sprawling habitat. Those brave or foolish enough to delve into the heart of the Expanse often speak of eerie whispers carried by the wind, as though the plants themselves hold the memories of the multiverse.

Merahora Promenade



Merahora Promenade is the City's heart of art, leisure, and unbridled creativity, a vibrant district that feels like an oasis amidst the chaos. Wide boulevards lined with colorful stalls and ornate buildings host an endless array of entertainment: theaters, art galleries, street performers, and eateries offering delicacies from countless realities. The Promenade is alive at all hours, with glowing lanterns and holographic projections filling the air with a kaleidoscope of colors. Musicians and poets gather at its many open squares, captivating audiences with tales and tunes from across the multiverse.

The district's architecture is as diverse as its denizens, with structures ranging from sleek, futuristic domes to quaint, wooden facades reminiscent of old-world villages. The centerpiece of the Promenade is the Grand Luminary Fountain, a mesmerizing installation of liquid light that dances to the rhythm of unseen music. This place is not just a destination for relaxation but also

a hub for the City's thriving cultural and artistic industries. It attracts travelers, merchants, and creators alike, all seeking inspiration or fortune in its bustling streets.

Yet, beneath its joyous facade lies an undercurrent of tension. The Promenade's affluence has made it a target for thieves, and its popularity draws opportunists seeking to exploit the unwary. The Laguna Guild and Rahmada Triads, factions locked in a bitter feud, frequently use the Promenade as a neutral ground for clandestine meetings and exchanges. Despite these dangers, Merahora Promenade remains a cherished escape for those weary of the City's darker corners.

Northern Commerce District

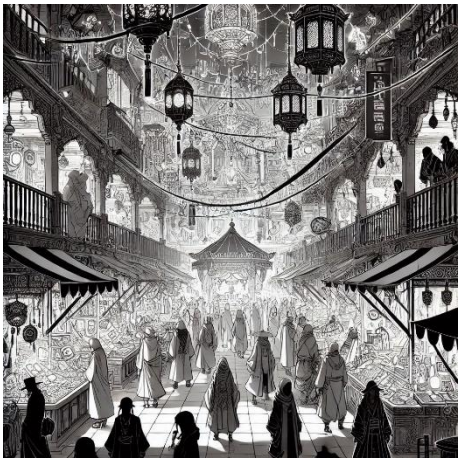


The Northern Commerce District stands as a bastion of order and rigidity, controlled with an iron grip by the powerful Laguna Guild. Towering skyscrapers of shimmering silver and blue dominate the skyline, their reflective surfaces gleaming in the artificial light. The streets below are meticulously maintained, with automated drones patrolling to ensure the smooth flow of goods and compliance with Guild regulations. Merchant stalls and permanent shops showcase an array of multiversal goods, from rare arcane artifacts to advanced technologies, all tightly monitored to prevent unauthorized trade.

Despite its outward appearance of prosperity, the District operates under a suffocating system of exclusivity. Only those who pledge loyalty or pay exorbitant fees to the Guild are allowed to conduct business here. Unaffiliated merchants are quickly expelled, and those aligned with the rival Southern Commerce District often disappear without a trace. The Guild enforces its dominance with brutal efficiency, employing squads of enforcers who wield advanced weaponry and magic. Beneath this strict regime, however, lies a thriving black market where daring traders risk their lives to bypass Guild oversight.

The tension with the Southern Commerce District is palpable, with whispers of spies and saboteurs infiltrating both sides. Yet, within this high-stakes environment, the Northern Commerce District retains a sense of exclusivity and prestige that attracts the City's wealthiest and most influential figures. Here, deals are struck that can alter the course of entire realities, and fortunes are made or lost with a single transaction.

Southern Commerce District



The Southern Commerce District is a chaotic and vibrant counterpoint to its northern counterpart, ruled by the shadowy Rahmada Triads. Its streets are a patchwork of bustling bazaars, neon-lit alleyways, and sprawling open-air markets, all teeming with activity. Merchants of every stripe hawk their wares from makeshift stalls, shouting over the din of haggling customers and blaring advertisements. Unlike the North, trade here is open to anyone willing to pay the right bribe or endure the Triads' unspoken rules.

Beneath its lively facade, the Southern District is a haven for opportunists and criminals. Smugglers, counterfeiters, and mercenaries conduct their business openly, while the Triads oversee operations from the shadows, ensuring their cut of every transaction. The air buzzes with an electric mix of tension and excitement, as deals are struck and rivalries flare into violence. Despite the inherent dangers, the District offers a freedom and vibrancy that attracts traders unable or unwilling to operate under the Laguna Guild's strict control.

This freedom comes at a cost. Those who cross the Triads—or fail to pay their dues—often meet gruesome ends, their fates serving as public warnings to others. Yet, the Southern District thrives on its reputation as the place where anything and everything is for sale. From forbidden Void artifacts to ancient magical texts, the District offers endless opportunities for those daring enough to navigate its treacherous waters.

Khiel-Zanthar Academy of Void Sciences

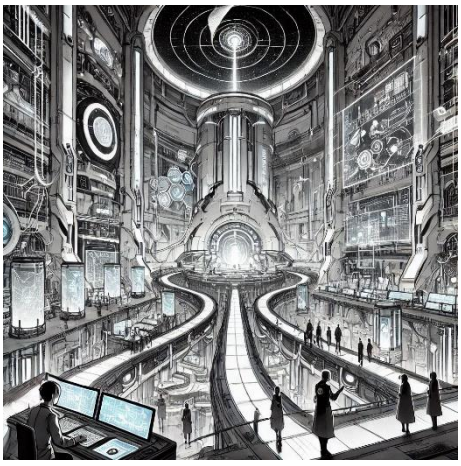


The Khiel-Zanthar Academy is a towering testament to intellectual pursuit and the mysteries of the Void. Situated in a secluded district surrounded by shimmering energy barriers, the Academy's architecture is a blend of futuristic design and ancient motifs. Its central spire, the Aetherium Pinnacle, stretches impossibly high, appearing to pierce the fabric of reality itself. Within its hallowed halls, scholars and students dedicate their lives to understanding the Nothingness that surrounds the City, delving into disciplines ranging from theoretical physics to applications of sciences related to the Void and theoretical research into the Nothingness.

The Academy is not just a place of learning but also a hub of experimentation and innovation. Laboratories bristle with strange devices that hum and crackle with unknown energies, while lecture halls echo with debates on the nature of existence. Many of the City's technological advancements, including the research of the Reality Distortion Spires, have roots in the discoveries made here. However, the Academy's pursuit of knowledge often skirts the boundaries of ethics, with rumors of experiments that have torn holes in reality imposed by the spires or unleashed entities better left undisturbed.

Despite its prestige, the Academy is a deeply political institution, with various factions vying for influence over its research. Some see it as the key to unlocking ultimate power, while others view it as a dangerous Pandora's box. The tension between these groups creates a charged atmosphere, where alliances and rivalries shape the direction of its groundbreaking—and sometimes catastrophic—work.

The Research Hub



The Research Hubs are vast, fortress-like complexes scattered strategically throughout the City. These structures hum with life and energy, their towering exteriors etched with intricate conduits that pulse with light. Inside, the air buzzes with the sounds of computation and the whir of autonomous systems. These hubs house some of the most advanced quantum computers and artificial intelligence constructs in the multiverse, serving as both research facilities and entry points to the virtual Alter City.

Scientists, engineers, and virtual intelligences coexist here in a state of organized chaos. Workstations brimming with holographic displays dominate the interior spaces, where breakthroughs in Void sciences and multiversal navigation are made. Each Hub is a treasure trove of knowledge, storing petabytes of data on the City's technologies and the Nothingness beyond. The research conducted here often delves into the uncharted, including the creation of synthetic lifeforms, manipulation of time-space anomalies, and interactions with eldritch entities from the Void.

The Hubs also serve a secondary purpose as a nexus for those wishing to enter the Alter City. Terminal stations with sleek designs allow physical beings to project their consciousness into the digital realm, their bodies safeguarded within suspended stasis chambers. Despite their utility, the Research Hubs are tightly controlled by the City's ruling powers, with heavy security measures in place to prevent espionage and sabotage. Unauthorized access is met with swift and often lethal force.

Specialty Districts



The Specialty Districts are the lifeblood of the City, each one tailored to a specific industry or purpose. These districts are self-contained ecosystems, blending residential areas with workplaces to create a seamless integration of living and production. From towering smokestacks of the industrial zones to the meticulously maintained agricultural domes, each district reflects the nature of its specialization. Workers live in tightly packed housing units, their lives centered around the unrelenting demands of their trade.

Despite their utilitarian design, the districts are hubs of innovation and adaptability. Machinery hums day and night in the production zones, crafting everything from intricate Voidship components to everyday necessities. In

agricultural districts, advanced hydroponic farms produce food to sustain the City's immense population, often experimenting with alien flora to maximize output. Military districts bristle with fortifications, where soldiers train tirelessly and advanced weaponry is developed and tested.

Life in the Specialty Districts is a constant balancing act between efficiency and survival. Residents often form tight-knit communities, bound by shared struggles and mutual reliance. Though life here can be grueling, the districts are also a testament to the resilience and ingenuity of the City's inhabitants, pushing the boundaries of what is possible in a world perched on the edge of Nothingness.

The City Docks



The City Docks are a sprawling expanse of interconnected platforms and towering gantries that serve as the primary hub for Voidship traffic. Ships of all sizes and designs—gleaming starcruisers, battered freighters, and enigmatic vessels of unknown origin—dock and depart in a seemingly endless cycle. The air is filled with the sounds of machinery, the clamor of loading crews, and the hum of engines being serviced. Overhead, massive cranes and drones maneuver containers with mechanical precision, ensuring the City's trade flows seamlessly.

Controlled primarily by the Union, the Docks are a neutral ground where factions grudgingly coexist, knowing that open conflict here would be catastrophic. Deals are brokered, alliances formed, and goods exchanged under the watchful eyes of Union officials and their enforcers. Hidden among the legitimate operations, smugglers and black-market traders ply their trade, taking advantage of the sheer scale of activity to avoid detection. Voidfarers from across the multiverse gather here, sharing tales of distant realms and seeking passage to their next destination.

Despite its bustling atmosphere, the Docks carry an undercurrent of tension. Security measures are strict, with patrols of heavily armed guards and magitech surveillance systems scanning for potential threats. Yet, the Docks remain a place of wonder and possibility, where the boundless reaches of the multiverse converge in the shadow of the City at the Edge of Nothingness.

The Pulsar Gateway Network



The Pulsar Gateway Network is an ancient marvel of technology, scattered throughout the City like veins in a living organism. Each gateway is a towering structure of gleaming, otherworldly metal, pulsating with faint light that shifts through a spectrum of colors. When activated, the gateways generate shimmering portals that allow instantaneous travel across vast distances within the City. These enigmatic devices have stood since the City's earliest days, their origins and inner workings remaining a closely guarded mystery.

The gateways are indispensable for navigating the sprawling metropolis. Without them, traveling from one end of the City to another would take days, if not weeks. However, their usage is tightly controlled. Most gateways are under the jurisdiction of powerful factions, each imposing their own rules and tolls. This has led to fierce competition, with control of certain key gateways being a source of constant conflict. The technology has resisted all attempts at replication, further cementing its value as a priceless resource.

Legends suggest the gateways may hold deeper secrets, with some claiming they are connected to realms beyond the multiverse. Occasional anomalies—portals opening to unknown locations or travelers disappearing—lend credence to these theories. Yet, despite their mysterious nature, the gateways remain a cornerstone of life in the City, weaving together its disparate regions into a cohesive whole.

The City Underworks



Beneath the bustling streets of the City lies the sprawling expanse of the Underworks, a labyrinthine network of tunnels, sewers, and forgotten chambers. Here, the City's true age is revealed in crumbling stonework and rusted machinery, remnants of civilizations long past. The air is damp and filled with the faint hum of machinery, punctuated by the occasional echo of distant footsteps or dripping water. It is a place of shadows and secrecy, where those seeking refuge from the City's watchful eyes often disappear.

The Underworks are more than just a haven for outcasts and fugitives. They are a living ecosystem, home to peculiar flora and fauna that have adapted to the dim, often toxic environment. Bioluminescent fungi light the way in some sections, while subterranean rivers teem with strange, eyeless creatures. Rumors persist of ancient murals hidden within the tunnels, depicting cryptic scenes that may hold the key to understanding the City's origins. Some even whisper of entire undercities hidden deep below, where forgotten communities thrive in isolation.

Despite its dangers, the Underworks draw adventurers, scavengers, and the desperate. Treasures of unimaginable value are said to lie hidden among the ruins, protected by traps and the enigmatic creatures

that dwell there. However, venturing too deep can be perilous; the City's automated systems occasionally purge the Underworks to prevent overgrowth or collapse, with little regard for those caught in the process.

Countal Gardens Archology



The Countal Gardens Arcology is a marvel of natural and artificial integration, a massive biodome that towers above its surrounding districts. Inside, an astonishing array of ecosystems flourish, from verdant forests and alien jungles to serene lakes and rolling plains. The dome's translucent surface filters the light of distant stars, creating a surreal twilight atmosphere that bathes the gardens in a soft, otherworldly glow. This place is a sanctuary for those seeking a reprieve from the chaos of the City.

The flora and fauna within the Arcology are as diverse as the multiverse itself, with some species engineered specifically for this environment. Strange, glowing plants entwine with colossal trees that seem to hum with energy, while creatures both benign and predatory roam the land. Despite its beauty, the Arcology is not without its dangers. Some of the wildlife has grown hostile, and rogue experiments occasionally escape their enclosures. The rangers who patrol the Arcology act as both protectors and enforcers, ensuring the balance of life within while keeping its mysteries tightly guarded.

Small communities have taken root here, living in harmony—or conflict—with the Arcology's unique environment. Their homes blend seamlessly with the surroundings, crafted from organic materials that mimic the native flora. These settlers face challenges daily, from surviving predatory creatures to evading the sometimes-overzealous rangers. For visitors, the Countal Gardens Arcology offers both wonder and peril, a glimpse into a world that defies the harsh realities of the City.

The Three Legged Cat Lodge



Nestled within a dimly lit alley in the Bracken Slums, the Three-Legged Cat Lodge is a hotspot of intrigue and infamy. From the outside, it appears unassuming—just another run-down establishment in a decaying district. Inside, however, it bursts to life with an eclectic energy, catering to rogues, spies, and anyone with secrets to share or sell. Its walls are adorned with mismatched memorabilia and glowing neon signs in languages from across the multiverse, giving the place a chaotic but oddly welcoming atmosphere.

The lodge is known for its bar, which serves an array of drinks and food sourced from every conceivable corner of existence. The menu ranges from safe, comforting meals to exotic delicacies that could intoxicate or even enhance those daring enough to try them. Information is the true currency here; every table hums with whispered conversations, clandestine deals, and the occasional heated argument. Despite its lawless reputation, the

lodge has one unbreakable rule: never cross the bartender, a mysterious figure whose calm demeanor conceals a reputation for ruthless efficiency.

Fights do occasionally break out, but they are swiftly quashed by the lodge's robust security measures. Some say the place is neutral ground because it is protected by more than just physical deterrents—rumors of powerful wards and otherworldly guardians abound. For those in need of a haven or a lead, the Three-Legged Cat Lodge is a place of both opportunity and peril, where fortunes are made and lives are forever changed.

The Superior Auction House



The Superior Auction House is an imposing structure of black obsidian and gleaming silver, a beacon of wealth and exclusivity in the heart of the City. Its grand entrance is flanked by towering Ul'thar guards, their presence a stark reminder of the Auction House's rigid and often oppressive order. Inside, the auction floor is a dazzling display of opulence, with items ranging from priceless artifacts and rare technologies to arcane relics imbued with immense power. Every piece is meticulously cataloged, its origin and potential described in detail by eloquent auctioneers.

Only the elite—or those bold enough to infiltrate—can enter this hallowed space. The Ul'thar, known for their supremacist views, enforce strict entry requirements, favoring those they deem worthy while marginalizing others. This has led to a black market in counterfeit credentials and bribes, though such schemes are fraught with risk. For those who do gain access, the auctions themselves are a spectacle, blending high drama with cutthroat competition. The air crackles with tension as bidders vie for treasures, their strategies ranging from cunning negotiations to outright intimidation.

Despite its veneer of sophistication, the Auction House is a dangerous place. Many leave empty-handed, and some never leave at all, falling victim to the ruthless machinations of rivals or the Ul'thar themselves. Still, it remains a coveted destination for adventurers, collectors, and those seeking the impossible—a place where fortunes and fates are decided with the drop of a gavel.

Security Cubes



Massive and enigmatic, the Security Cubes are scattered across the City, their seamless surfaces giving no hint of their true purpose until activated. Each cube is a monolithic structure of dark metal, radiating a faint hum that many describe as unnervingly sentient. For most citizens, the cubes are an unassuming part of the landscape, blending into the City's sprawling architecture. But when danger arises, they become a force of unparalleled authority.

In moments of conflict or emergency, the cubes spring to life. Hidden panels slide open to reveal legions of magibots—towering constructs of metal and arcane energy, each bristling with weaponry and protective wards. These automatons are both judge and executioner, enforcing the City's laws with ruthless efficiency. Their programming is ancient and unyielding, leaving no room for negotiation. Any resistance is met with overwhelming force, and even the most powerful factions tread carefully around them.

Despite their formidable presence, the cubes and their magibots remain shrouded in mystery. Attempts to study or dismantle them have invariably ended in disaster, fueling speculation that they are tied to the City's deepest secrets. For many, they are a symbol of order; for others, they are a chilling reminder of the City's omnipresent control.

Redlight District



The Redlight District pulses with an unearthly vibrancy, a kaleidoscope of neon lights and intoxicating sounds that promise indulgence and escape. This district is a labyrinth of pleasure, catering to every desire imaginable, no matter how mundane or exotic. Its streets are lined with lavish establishments, each more decadent than the last, and its air is heavy with enticing scents and distant, rhythmic beats. For some, it is a paradise; for others, a gilded trap that ensnares the unwary.

Within the district, denizens from across the multiverse partake in hedonistic pursuits. The establishments offer everything from sensual performances and virtual fantasies to exotic companionship tailored to the unique tastes of the City's diverse inhabitants. Yet beneath the veneer of euphoria lies a darker reality—many of the beings here are bound by contracts they cannot escape, their lives traded as commodities to fuel the insatiable appetites of their clientele. For those with sharp eyes and moral fortitude, the District’s underbelly reveals a network of exploitation and whispers of rebellion brewing in its shadows.

While the pleasures of the Redlight District are unmatched, they come at a cost. Addiction, both physical and emotional, claims many who enter, leaving them as shadows of their former selves. Others vanish

altogether, their fates sealed by debts they cannot repay or by venturing too deeply into the District's darker corners. It is a place of extremes—ecstasy and despair, beauty and corruption, where one's deepest desires may be fulfilled, but never without consequence.

The Bridge of Remembrance



The Bridge of Remembrance stretches high above the City, its vast expanse filled with a bustling community of refugees who have made it their sanctuary. Originally a monumental piece of infrastructure connecting two major districts, it is now an intricate tapestry of makeshift homes, shrines, and memorials dedicated to countless lost worlds. The refugees, hailing from countless universes, have transformed the bridge into a living monument to their collective grief and resilience.

Every corner of the bridge tells a story. Statues carved from scavenged materials stand as silent witnesses to forgotten civilizations. Walls are adorned with murals and written histories in dozens of languages, each a plea not to let their cultures fade into obscurity. The air is thick with the scent of diverse cuisines and the hum of multiple dialects, creating a vibrant but somber atmosphere. Despite the hardships, the bridge is alive with creativity and determination—a testament to the enduring spirit of its inhabitants.

However, life on the Bridge is precarious. Resources are scarce, and tensions often flare between its diverse population. The looming presence of the City's authorities serves as a constant reminder that their haven is temporary and fragile. Even so, the refugees remain defiant, clinging to their memories and dreams as they carve out a place in a world that often seems indifferent to their plight

The Alter City



The Alter City is a neon-lit mirror of the physical City, an infinite digital expanse where time and space bend to the will of its denizens. Accessible only through specialized terminals or by virtual entities, this realm exists in a perpetual night illuminated by pulsating holograms and cascading streams of data. Towering skyscrapers glow with dynamic patterns, their façades constantly shifting to display advertisements or abstract art. Here, the rules of physics are mere suggestions, and creativity knows no bounds.

Within the Alter City, speed and adaptability are paramount. Highways of light crisscross the digital skyline, allowing users to traverse vast distances in mere moments. Virtual beings, ranging from hyper-intelligent AIs to digital avatars of living minds, coexist in a bustling, surreal metropolis. The City's factions maintain a significant presence here, using the Alter City for communication, espionage, and even warfare. Meanwhile, the Alter City's native intelligences enforce their own cryptic laws, ensuring that their dominion is respected.

Despite its wonders, the Alter City is not without danger. Data thieves and rogue AIs lurk in its shadows, preying on the unwary. Some say that deeper levels of the Alter City lead to forgotten sectors where corrupted intelligences reign and the digital fabric itself begins to unravel. For those who dare to explore its depths, the Alter City offers infinite possibilities—and infinite risks.

No-Zones

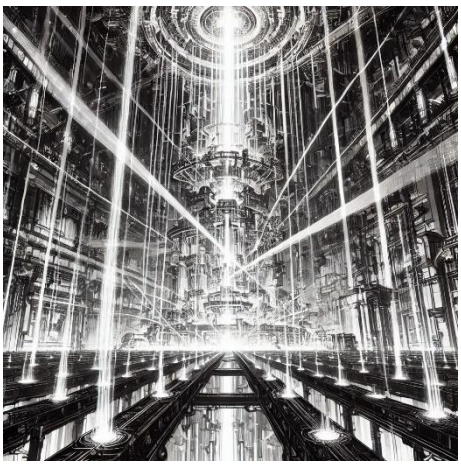


No-Zones are the forsaken scars of the City, places deemed too dangerous or unstable for habitation. These areas are often shrouded in eerie silence, their desolation punctuated by strange anomalies and ruins that defy comprehension. The air is thick with unease, and time itself seems to behave erratically, with objects aging or decaying in moments while others remain frozen in perpetual stasis.

The reasons for their abandonment vary. Some No-Zones are the result of catastrophic experiments gone awry, while others are remnants of battles between powerful factions or incursions by entities from beyond the boundaries of the City. These zones are rife with danger, from roaming predators and hostile remnants of ancient technologies to environmental hazards that can strip flesh from bone or unravel the mind. Despite the risks, the No-Zones attract scavengers and adventurers seeking rare artifacts and forbidden knowledge.

Legends abound about what lies within the No-Zones. Some speak of hidden gateways to other dimensions; others tell of sentient phenomena that lure the unwary to their doom, others tell of treasures that could make one richest than any could imagine. Whatever the truth, few who venture into these cursed areas return, and those who do often bear scars—both physical and mental—that speak of horrors beyond imagination.

Transmatter Production and Repurpose Facilities



The Transmatter Production and Repurpose Facilities are among the most enigmatic and vital structures within the City. Sprawling and monolithic, these buildings hum with a low, almost hypnotic vibration, a testament to the immense energies being harnessed within. Here, raw energy siphoned from the Void is transformed into usable matter, creating everything from basic construction materials to complex, exotic compounds. The process is poorly understood, even by the City's greatest minds, but it is this arcane technology that enables the City to maintain itself on the precipice of Nothingness.

The interior of the facilities is a maze of vast halls filled with towering machinery, glowing conduits, and ethereal streams of light. Workers and technicians—many of whom are enhanced with cybernetic implants or guided by AI overseers—move about with precision, ensuring that the ancient systems continue to operate. Security is tight, with factions vying for control over this resource-rich domain. Black market operations also thrive, smuggling out rare and forbidden materials to the highest bidder.

Despite their importance, the facilities are not without peril. Malfunctions can unleash catastrophic energy surges, warping the surrounding area or even creating temporary rifts into Nothingness. Rumors persist of strange entities manifesting within the facilities, drawn by the manipulation of Void energy. These whispers, combined with the ever-present tension between competing factions, make the facilities as dangerous as they are indispensable.

Author's Words

It's been nearly two months since I first started working on this jump, with only a vague idea of what the finished product would look like. Along the way, I had a lot of fun brainstorming ideas, experimenting with different mechanics, and balancing perks, powers, and abilities—ranging from simple enhancements to game-breaking potential. Creating this world, its challenges, and the opportunities within it was a deeply enjoyable process, and I hope that joy translates into your own experience with the jump.

The scenarios were structured in a way that built upon each other, with CP rewards adjusted to accommodate the vast number of options available. I had originally considered giving companions a more active role in the scenario descriptions, but in the end, I decided it was better to keep their involvement minimal—allowing you, the reader, to shape their stories as you see fit. The main narrative of this jump revolves around the Sovereign Wills and their relationship with the City, with one in particular scheming for the City's destruction. One of your companions, deeply tied to this antagonist, could be seen as a co-protagonist in the story, but how much of the spotlight you give them is entirely up to you.

Working on this jump was an absolute pleasure, and I sincerely hope you've had just as much fun exploring it as I had creating it. This was another exciting project for me, and I hope it met your expectations.

Looking ahead, I have several other jumps in the works:

- **Return to the Interdimensional Academy** – A direct sequel to this jump, set years after the final scenario. With the City thriving within the Nexus, the reconstruction of the Interdimensional Academy becomes the focal point of a new era.
- **Kingdom of the Stars** – A high-power jump (though not as extreme as *Awakening of the Cosmic Lord*), where you take on the role of a newly transformed Star Seed—a human merged with a shard of a living star, destined to evolve into one of the celestial giants. This jump will explore the living stars of the universe and the cosmic entities that interact with them.
- **The Magical House of Aelia** – Set a few years after *Awakening of the Cosmic Lord*, on an Earth struggling to adapt to its newfound status as the birthplace of the Cosmic Lord, attracting attention from across the universe. The House of Aelia, long-hidden guardians of Earth, now find themselves overwhelmed as an influx of outsiders threatens to upend the balance they have protected for so long.
- **Playbook of the Rogue Demon** – A deep dive into the demonic societies under the rule of the Demon Queen, exploring their intricate hierarchies, power struggles, and the nature of demons and devils.
- **Voyages of the Infinitide** – Following the legendary *Infinitide* and its crew as they journey across the Omniverse, braving uncharted realities and preparing for an ominous descent into the Dark Multiverse.
- **A Clash Between Sovereigns of the Cosmos** – A culmination of the overall story set by the other jumps, where the Cosmic Lord (or another incarnation of your Jumper) ascends into the highest levels of cosmic power. As the White Sovereign and the Red Sovereign prepare for war, their conflict will send tremors throughout the Omniverse itself.

I'm excited to bring these jumps to life and hope they prove just as engaging as the ones I've already written. One way or another, all of these stories will lead to a grand culmination—one I can't wait to share with you.

Thank you for taking the time to read through this jump. I hope it sparks your imagination and leads to incredible adventures within this setting. And above all, I hope to see you again in the future, continuing your journey through the vastness of the Omniverse.

Changelog

[Feb 02, 2025] First release!