



Star Nephilim Jump

Version 1.0

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Welcome to... well, an unnamed universe in the *Troyverse*. This is in the same multiverse as the *Veiled Solar System* (which is the *Ouroboros Multiverse*), but is a separate universe. This particular universe is one where profoundly powerful gods dwell in heavenly harmony in a divine city named *Pandeus* while demons, devils, and other fiends dwell in *Hell*. This universe is one where powerful divinities oftentimes clash with mighty demons, but both groups consist of sapient, sophont individuals with freewill and individual moral codes. Some fiends are heroic figures who protect others and fight for goodness, while some deities seek to create vast, tyrannical empires devoted to their worship. And sometimes an archfiend and a deity will fall in love, or at least in lust, for a time. If their union is fruitful (something that is doable regardless of their genders and sexes, due to *Troyverse Logic*) the resulting offspring will be a strange and powerful being known as a *Star Nephilim*. Such creatures are exceedingly rare, and this universe is home to a lot more than gods, fiends, and their powerful, albeit uncommon, children. Now dear jumper, who are you?

You now have 1000 Star Points. Use them wisely.

Author's Note: This is a conversion jump of a Troyverse CYOA. Have a [link](#) to the source material. This particular link is NSFW, though SFW versions of this CYOA do exist.

As usual for Troyverse jumps, genders and sexes do not matter. The genders and sexes of various people you meet here, as well as your own, will be arranged in such a way as to more easily and conveniently fit with your own identity and sexuality (as well as romantic orientation). This falls into the "Flavor is free" level of setting editing, as well as is freely sanctioned by the CYOA creator and as such this sort of modification requires zero points or perks.

Origin:

The Star Nephilim origin is not intended to be taken as a drop-in, though the other origins are drop-in friendly.

Your age and gender are up to you, though there is a minimum age floor of 18 for this jump.

Person In Orbit (+200 SP): You are in the inner circle of a strange and powerful being: a Star Nephilim. This says fairly little about you, but you can be assured that you are a being of some beauty or attractiveness, and have a personality that aligns with that of the Star Nephilim around whom you and a small group of others orbit.

Stellar Person (Free): You are someone of considerable influence. While, barring perks, this won't put you on par with a god or archfiend you will still be someone with a healthy amount of social, political, and personal power.

Star Nephilim (200 SP): The rare, immortal offspring of a god and an archfiend, a Star Nephilim is a creature of beauty and potential power. By default, and for free, all Star Nephilims are biologically immortal, immune to all but the most unbelievably powerful instances of mind control (such as by powerful ascendants), are capable of survival in a vacuum and do not need to breathe, and all Star Nephilim are capable of supersonic flight without aerial lift. Beyond that the precise capabilities of individual Star Nephilim vary from person to person and are determined in part by their parentage as well as their personalities.

All Star Nephilim have one divine and one fiendish parent. In this jump there are five options in each of the two categories. One's holy parent could be: Medes (god of arcane secrets), Samael (god of strength and will), Hora-Tset (god of life), Frejera (goddess of royalty, ruler of heaven, giver of glory), and Demescent (goddess of bounty). One's unholy parent could be: Mammon (archfiend of forbidden secrets), Baal (archfiend of bloated might), Pophys (archfiend of slaughter), Asturtarte (archfiend of balance, arbiter of chaos and destruction, herald of order and conquest), and Ereshkinet (archfiend of dominance). Each choice represents part of a stipend

that Star Nephilim receives later on in this document. This origin becomes an **Alt Form** in future jumps.

Starting Location:

The Wider Cosmos

You can freely select your specific starting location in this jump. There are 19 locations with some detail written about them in the base CYOA: the Elemental Planes, Sanctuary, Pandeus, Hell, Glit, Lonely Cove, Bloodreach, Starmazon Armada, The Split, Void Knight Monastery, Primordial Chaos, Faerie, Realm of the Dead, Glorious Imperium, Cadreur Junction, Seven Seals, Namshaurik Collective, Cosmolithic Dungeonscape, & Tumult. Beyond that, though, there is a full and lively universe and if you wish to start somewhere else, such as an uninhabited world far from the madness of intergalactic politics or a world inhabited by handsome alien hunks you can certainly do so. This is a potentially infinite universe, after all, why should you be limited to a slate of pre-selected worlds?

Perks:

General Perks:

Troyverse Logic (Free): Some perks are simply handy. This particular perk infuses you with a thorough helping of *Troyverse Logic*. In essence you are infused with the handiest bits of porn logic, giving you complete (and unsurpable) control of your fertility, immunizes you and your offspring to the negative effects of incest, boosts your appearance to a 7 out of 10 for your species (if you are not already that attractive), removes your refractory period, and makes you immune to STDs.

Racial Rewards (Cost Varies, Mandatory for anyone who isn't a Star Nephilim and/or doesn't purchase *Pure Power*): This perk allows you to determine the specific abilities of your race. This matters given the wide range of races that inhabit this universe. There are price tiers to this perk, with the lowest tier being that it is free in exchange for your race being on par with humanity (or potentially even just being human!). If you take this tier and are not a human you can have a few abilities humanity doesn't have, though none of them should be anything that puts you leagues above humanity (unless you counterbalance this by having a significant weakness of some sort, such as a much lower life span than humans, or a fatal weakness to sunlight, etc.). If you wish to spend 200 SP you can be *Superhuman* in overall strength: roughly on par with some depictions of comic book Spiderman. This is solidly above peak human in every respect, or you can have a few areas where you match humanity and a few solid abilities beyond those of humans. If you invest 400 SP into this you can be a member of a race that is *Ultrahuman*, I.E.: planet-scale in overall power. At this tier something like a Kryptonian or a D.C. Martian, but extra lewd, would be completely appropriate. If you use this to become something other than human you retain access to the form you've given yourself in future jumps as an alt-form.

Person In Orbit Perks:

Stellar Sexiness (100 SP): You are as attractive as a member of your species could be. You possess the sort of beauty that attracts deities and fiends alike. Thankfully this is exclusively to your benefit, causing those smitten with you to want to seek your approval and earn your love, rather than making them want to kidnap you or driving them mad with lust.

Sharing Is Caring (100 SP): You have the right attitude to thrive in a harem or other sort of polyamorous family arrangement. You know how to have a healthy state of mind with regards to jealousy and the like, and can even console others and help them through such feelings in a way that acknowledges the validity of such sentiments while allowing people to move past them and towards something more healthy.

Supporting Role (200 SP): You may not shine as the protagonist but as a supporting character you have skills and knowledge that meaningfully aids those you love. You don't need to be as strong or as cool as your lovers, you just need to be determined to stand by them and you'll be an important part of their story that helps them grow and you find yourself maturing as their story progresses, remaining a loving pillar of theirs with your own life and skills.

Traveling Beauty (200 SP): You have a wanderer's spirit, able to easily and effortlessly explore the cosmos. Somehow fate is behind you, always affording you opportunities to explore the world or worlds you come across along your chain, never leaving you stranded somewhere you wouldn't want to be stuck in. Even if you get stuck in a place for longer than you anticipated, so long as you want to leave fate will subtly be working behind the scenes to arrange circumstances so that you can get up and go. You also have the right mentality to enjoy travel, and the skills needed to make any place feel like home to your loved ones and yourself.

More Than Just A Pretty Face (400 SP): There is something about you, dear jumper... You have a set of skills. What skills? Well, that's up to you. You can select a few skills and they become critical parts of your appeal. You are simply phenomenal at these areas, as many as three different ones, fully able to match even supernaturally gifted experts in their specific areas of expertise so long as there is overlap between what you do and what they do. More than that, though not only does your skill with these things become uncapped they also get synced to your level of attractiveness. This means the better you get at the skills the sexier you become and the sexier you become, the better you get at the skills. These skills can include unique powers, though nothing so powerful that it causes you to exceed the overall power of your chosen species as determined by the version of *Racial Rewards* you purchased. You can purchase this again, once at a discounted rate and then at full price after, for three additional skills with each purchase.

Wants And Needs (400 SP): Every single one of the Star Nephilim's harem members is a distinct person with their own agenda, needs, and wants. You are no exception. At the start of every jump from here on out you can select a number of real needs and desires you have in a romantic relationship. When these needs and desires are met you grow greater, becoming

stronger, smarter, happier, and altogether more capable. The more pressing and/or dramatic these needs and wants are the more impact this will be on you, such that if you opt to select something like “You feel a strong need to be in physical contact with your partner” that will be less dramatic than if you go for something “You want to hunt down your father and avenge your sister”. You can change your needs and/or wants at the start of every jump.

Loved By Destiny (600 SP): You have a curious ability, one which is incredibly handy. Once per jump, in a truly desperate situation, your soul mate will show up and save you. At worst this is a handy meet-cute, but at best it can allow you to overcome fate itself, saving you from what should be a guaranteed fate worse than death or some sort of chain-fail. This is an adaptable thing, changing and morphing itself to better suit your chain, such that it can work as a 1-up, and it can generate a new soul mate each jump or be keyed to a specific companion, follower, or ally, always summoning them in some way that makes sense given your circumstances and the context of your chain. This get out jail free card works once per jump, and can be consciously triggered at any time of your choosing when something seems or actually is truly impossible, allowing you and your friends to overcome destiny itself, though when such events occur you always get the vibe that it was always meant to play out this way.

Fated Paths (600 SP): You are attuned to your destiny. You know, more or less, what you need to do to attain such a significant goal tied to your backstory and chosen origin. At the end of each of these paths awaits awards that are equivalent to the effort you had to put in to achieve your destiny. You can influence your destiny somewhat and you know, more or less, what your destiny will be based on your origin, perks, and personality. You are remarkably skilled at persuading your loved ones to help you fulfill your destinies, and they are rewarded for their efforts as well in ways that align with their interests and their contributions to your destiny.

Stellar Person Perks:

Knowledge Is Power (100 SP): You are more knowledgeable than most about setting-wide affairs and history. You know the place you call home like the back of your hand, knowing every secret and historical detail about it even if you are a drop-in. You also either have natural, positive connections with those in power, or you will find yourself forging them incredibly easily with laughably little effort on your part. Knowledge is power and you will always be more powerful than most.

Legend In Your Own Time (100 SP): You have something of a reputation. Somehow people know about you and your deeds and respect them or fear them as you'd desire (and if you wish people could both fear and respect them). This is a reputation booster that makes rumors about you more powerful and capable of striking fear and arousal in the hearts of those you wish to know them. The more someone believes in these legends, which is easy and becomes easier the more widespread they are, the more awestruck and desirous of you they are.

Leader's Responsibilities (200 SP): Being a leader is more than just the glories of conquest and managing a harem. It's about work and guiding people. You are quite skilled at the day to day work that comes with leading others. You also have a particularly heightened ability to respond to crises and moments of need, one that makes you supremely dependable in a pinch, able to reassure people and guide them effectively.

Good Help Sure Is... (200 SP): For you, surprisingly easy to find. You have a striking talent for finding good help, be it in the form of skilled bodyguards or mighty lieutenants; you are remarkably good at finding talented help. Those you convince to work under you are notably more skilled than you'd expect them to be, more loyal to you, and impressively receptive to your efforts to improve their skills, be it through good old-fashioned training or through stranger means such as magical rituals and powerful transformative techniques.

Best Laid Plans (400 SP): Your plans are powerful things and you, it seems, are well-liked by fate. Somehow, your plans will not get disrupted by unforeseen variables and wholly new players. Whether it's someone trying and failing to summon a hero from another world or a new being of power happening across someone you planned to woo and wed right before you finally took action, you don't have to worry about something you couldn't possibly have planned for getting in the way of your masterful schemes.

Pathway To Power (400 SP): You have a precise understanding of new ways to gain power. When it comes to expanding one's power you are an uncanny natural, able to experiment with everything from the blood of rare, esoteric beings to sacred artifacts to figure out how to use them to grow mightier and greater. You can both safely replicate the insane rituals devised by other beings or wholly design new processes such as a marriage that blends your power with that of your spouse or new methods of extraction that transform someone's blood into mighty elixirs that contain their powers.

Right To Rule (600 SP): You have a natural right to rule that seems to be a part of your very nature. Whether you are a particularly powerful demon lord on the cusp of attaining legendary status as an archfiend, or a spectacularly mighty archangel, you are a natural ruler. You not only possess truly extraordinary skills as a leader, you are also capable of growing in power the more territory and people you rule over. *Rule over* can also be less direct than you'd anticipate. If you are a being of power, such as a god or a mighty devil and rulers of a place worship you and obey you their territories count for the purposes of this perk. This is particularly powerful when it comes to making you more charismatic, including more sexy.

Pure Power (600 SP): This perk is something special. This allows you to be a true *God* or *Archfiend*, on par with the 5 gods and 5 archfiends that could be the parents of the latest star nephilim, and to have all of the power and majesty that comes with such incredible might. You can only select one, however, which is an important consideration to contemplate. You have become the newest member of Pandeus or the newest powerful monarch to rule over a mighty domain in Hell. No matter which you pick, your chosen pick is your newest alt-form. While different gods and archfiends express their individual power differently, deities and archfiends at this level are capable of expressing power in such a way that they are comparable to tier 1 greater megapowers (and thus usually about planetary or just beyond planetary but not solar-system tier). This is an extraordinary level of power, but it is not beyond the might of the very greatest beings in this universe...

Gods draw incredible power from worship and have the power to create angelic servants, though such beings are free-willed and could, if they wished, leave you. Gods, at least those of glory and related ideals, have a home in Pandeus and by default you also have a home there though you don't necessarily have to have one if you'd rather not. You can select a few things, as many as three, to be a *God of*, meaning these things are parts of the domains you're tied to and are part of what you're known for. You draw some power from instances of these things and you can also do other typical godly things such as devising your own afterlife for your worshipers and empowering worshipers with both visions and prophetic dreams as well as more typical displays of empowerment like making people clerics or paladins.

Archfiends are also incredibly powerful. Archfiends created by this perk can also devise their own religions and empower those who give them their souls in a range of ways but their primary power source is one of the eight deadly sins (the typical seven: lust, sloth, pride, gluttony, envy, wrath, and greed, as well as an eighth one: despair) and as an archfiend you are linked to three such sins in a deep, esoteric way. You draw power from instances of your chosen sins, no matter their source, from anywhere in the universe (barring special protections put in place by cosmically mighty beings on par with you in terms of their power), and have some knowledge of any example of your chosen sins within a universe's range of you that occur after you first attain this perk. You also rule over a vast expanse within Hell, and create demons and other fiends with small expenditures of your energy, with it costing more to create more powerful fiends and it costing less to sync them up with your chosen sins.

If a Star Nephilim takes this then they have ascended past their initial status as the child of divinity and infernal power, and have become a full fledged deity or archfiend themselves. It is possible to purchase this twice and gain both fonts of power.

Star Nephilim Perks:

Parental Power (Free and Mandatory for Star Nephilim. Can only be taken by Star Nephilim):

Every Star Nephilim is a unique individual, a personalized embodiment of the love, or lust, shared between beings of cosmic power with wildly different origins, powers, and philosophies. As a Star Nephilim jumper you get to select your parents and draw power from them, incorporating both their direct power and the power of their domains and the myths surrounding them into yourself. Mechanically this is represented in the points your parentage gives you in the powers section of this document, but beyond that you are also seen as a symbol of your parents and are viewed highly favorably by their followers, unless the parent in question specifically and publicly disowns you (which is incredibly unlikely as your parents adore you, even if they show their love in ways keyed to their personalities and natures, which won't always be conducive to your goals and methods). Followers of your parents are incredibly likely to desire you, admire you, and aid you however they can. You also benefit from the power of your parents on fate, such that children of Medes are more likely to uncover arcane secrets and children of Ereshkemet are notably inclined to have the opportunity to enhance their standing and grow in both personal and social power. Your DNA itself seems to cosmically bless you in ways that are in line with the powers, domains, and interests of your parents.

As a final note in future jumps you can also select your parents and extract similar benefits from their followers as well as similar slates of power and fateful tendencies.

Cosmic Companions (100 SP): You have an incredible magnetism and are able to easily attract people of great power and attractiveness to you. The cosmos itself blesses your love life, giving you chances to meet people you'd easily and naturally fall in love with as well as pushing such individuals to accept you and the other people you love. Unsurprisingly this also protects your fertility, allowing you to breed with anyone you wish (who is capable of biological reproduction, even if they've been magically or otherwise supernaturally prevented from having children) and produce healthy, happy children, after an easy, safe, and comfortable pregnancy. You can also induce pleasure in others, to any degree you desire, with a simple touch.

Opposite Power (200 SP): You find power in the clashing facets of your nature, contradictory bits of your personality, and other areas of internal tension including powers that should not be able to coexist within you or be used at the same time. This only somewhat helps with actually harmonizing, controlling, and dealing with your internal contradictions and tensions, but you can draw might and power in times when others would find only weakness or pain. Where others would find it painful or hard to use fire and ice powers at the same time you find it a bit easier, and both powers are stronger for it. You can pour corruptive shadows out of one hand and fire cleansing light out of another at the same time.

Believer (200 SP): You have a mighty ability to get people to *believe*. Not necessarily to believe in your parents, but to believe in you. This isn't something that drives them to worship you, though it certainly aids in that if you give off a rather holy or unholy vibe, but rather something that inspires people to be moved by you, and to find you suitably epic, in whatever way most

benefits you (such as finding you to be a fantastic villain if that's how you're behaving, or finding you to be a magnificent hero if that's the vibe you're giving off). People will trust, fear, and/or respect you more, as is appropriate based on the emotions you make them feel. You are, in many different ways, *more*.

Parent's Progeny (400 SP): You are naturally loved by your parents and make them feel remarkable pride with stunning ease. Both of your parents love you and want to be loved by you, and when you embrace their stories and behave in ways that align with their natures, goals, and philosophies they reward you. They are more than happy to invest power in you and to have their followers lend you considerable aid, as well as to use their power to protect you. It is also possible for you, and far easier with this, to seduce your parents. Beyond this the more your parents love you the stronger you become, and all of these benefits carry over into future jumps.

Hopes And Dreams (400 SP): You have an uncanny ability to end conflicts, able to bring warring sides of a battle together to declare a peace, as people find some semblance of hope and serenity in someone with your seemingly paradoxical nature pushing for peace. When you pursue peace it feels more possible, particularly when you are dealing with seemingly intractable, conceptually opposed enemies. Something about you breaks through hate and fear and allows the better angels of people's natures to come to the fore.

Holy & Hellish Heritage (600 SP): You are both holy and hellish and it's only fair that you benefit from that. You are resistant to things forged by fiends meant to harm the holy and to things crafted by the divine meant to slay the unholy. You are also incredibly attractive to hellish or heavenly entities, and become more attractive to them based on your own power and their own power, meaning the stronger either of you are the sexier they find you. When you gain adherents or followers who are inspired by your divine or fiendish nature their belief in you subtly, but thoroughly (and permanently) empowers you. Additionally when your followers behave in ways that align with you and your heritage the power they grant you grows greater, whether their sins are in line with your fiendish parents or they do acts of kindness that align with your holy parent, or even if they behave in ways that are in keeping with your own personal philosophy.

Power of Love (600 SP): A star nephilim is a manifestation of lust and love that transcends boundaries and barriers. They are the children of conceptually powered mortal foes, born of courageous affairs and forbidden trysts. They represent lust, and sometimes love, that overcomes barriers and defies fate. And to love and be loved by one is a powerful thing. You are capable of doing impossible things in the name of love. When you are trying to achieve an impossible feat to protect or help someone you love it moves from being impossible to merely very difficult. The more you love the person you're trying to help the easier it becomes for you to do what it is that you wish to see done. This also works for other forms of love, such as familial or platonic but it's not as powerful (familial love is almost as effective as romantic love, with platonic love lagging behind).

Finally you also draw power from love and lust. The larger your harem, and the more powerful individual members are, the greater you become. The feelings members of your harem have towards you fuel your growth, influencing how your training pays off and the growth of your powers. Additionally the larger your family, as in the more offspring you have, the stronger you grow. You can select if your traits are more prominent in your children or if they take after their other parent(s) more. This even enhances your ability to be rewarded for helping those you love, giving you a curious flexibility of form and powers such that you could be rewarded with vampirism if you help out vampires and only gain the benefits of vampirism instead of also getting saddled with unwanted, unexpected drawbacks. **If you love someone and help them in a major way, something truly life-altering they may find a way to make you like them, without afflicting you with the drawbacks of their physiology.**

Sexual Powers, Magic, & Other Unique Powers:

This section of the jump document is available to everyone however Star Nephilim will have stipends here that depend on their parental options, and some of the options here are only available to Star Nephilim. **You can convert SP into points here, with 50 SP equalling one point, regardless of whether or not you are converting it into a magic or power point.**

If you are a Star Nephilim and wish to determine your stipend please refer to who you selected as your parents. **Please note that Demescent and Ereshkinet points have been modified, giving them each an extra point and taking away the extra companion they offer.**

Godly parents give the following stipends:

Medes: 9 Magic Points

Samael: 5 Power Points

Hora-Tset: 7 Magic Points, 1 Power Point

Frejera: 5 Magic Points, 2 Power Points

Demescent: 4 Magic Points, 2 Power Points

Fiendish parents give the following stipends:

Mammon: 7 Magic Points

Baal: 6 Power Points

Pophys: 2 Magic Points, 5 Power Points

Asturtarte: 3 Magic Points, 3 Power Points

Ereshkinet: 3 Magic Points, 3 Power Points

Sexual Powers:

These options use Power Points. Additionally Star Nephilim get three of these powers for free.

Power Boost: Sex, in your hands, is a neat trick. You can use it to grant yourself or allies powerful, albeit temporary, boosts to all of your abilities and to restore health, stamina, mana, or other sorts of energy pool. Normally this power would come with the tiny drawback of making immortality conditional, but as this is a perk version of this power not only does this drawback go away, you actually stop the aging of those you have sex with, giving them a month of ageless per-time you have sex with them (and reversing their ages if they're past their prime).

Proxy Empowerment: People having consensual sex in your name, which is as simple as them desiring that the sex they have is for you, will grant you slight boosts to your total health, mana (and other sorts of energy), as well as your overall power. This is temporary, but long-term, lasting a year and a day per individual boost. This does, however, require hundreds of such people engaging in it before it grants you any significant boosts. If you also have *Power Boost* you can grant those who have sex in your name the same sort of agelessness you can grant people you have sex with.

Desirable: Your attractiveness and desirability is rocketed up to 11. Countless sorts of people will want to have sex with you, over and over. If you refuse than they will offer all sorts of

exorbitant gifts and bribes to increase the odds of you agreeing to fuck them. If you have *Erotic Redemption* this power increases that power's effectiveness, making it easier.

Nectar of the Nephilim (Only purchasable by Star Nephilim): This power transforms your sexual fluids into mighty mystical substances. These fluids are potent things, their scent alone is sufficient to induce arousal, and a large quantity that touches someone can induce climax. If they are ingested they can do a range of positive things, such as heal wounds, neutralize poisons, break curses, and even exorcise possessing entities. If these fluids are applied externally they can imbue strength and stamina, increase physical and magical durability, and even subtly beautify those who apply them topically as well as make them more receptive to beneficial magicks and sciences.

Erotic Redemption: This is extreme *Porn logic*. With this all of your enemies of your preferred gender will sexually desire you, so much so that it's possible to seduce them to your side. It's not going to be easy, but the fact that it's possible has a lot of weight.

Sexual Synchronicity: Sex with you, and for you, is a spiritual and physical experience. This makes sex a strange, multisensory thing that tethers together your soul and the soul of those you have sex with, allowing you to share senses and even, at the height of a connection share emotions. If you have this ability and have especially regular and frequent lovers this ability links you so thoroughly that you can, more easily and with greater effectiveness, use other abilities which involve linking your mind, body, and/or soul with a lover, as well as allow such connections to persist even outside of the bedroom, though in a limited sense.

Magic Powers & Arts:

Magic in this setting is a way of changing reality to suit you, through the alteration (in a number of ways) of natural laws. It typically requires energy of some sort, and a specific pattern of activation, with spells being one common pattern. There are methods to counter, mitigate, or stymie magic, but more powerful magic requires heavier forms of intervention. This section's points are *Magic Points*, which like other points in this section, are given out via your parentage for Star Nephilims but as this is a jump you can spend 50 SP to get 1 MP.

There are two distinct things you will be purchasing here (as well as two miscellaneous purchases to consider), if you purchase anything at all. Firstly you will look at three distinct *Arts* which are how you do magic in the first place. After that you'll be looking at *Spheres* which are the actual schools of magic you know. **The first miscellaneous purchase is one that gives you an extraordinarily immense ocean of rapidly regenerating mana, which is always a direct upgrade to your mana reserves. This option costs 1 Magic Point.** Star Nephilim always have a large, internal mana pool (though if they purchase the upgrade to the mana pool it becomes even more immense), and everyone gets a mana pool that scales to match the investment they make here but no matter the size of your mana pool this purchase will make your reserves gargantuan. This could be handy if you have a power that lets you share magical energy.

Arts:

You must buy an art for each sphere you invest in and can buy different arts for each sphere, or invest in the same art for each sphere if you like the potency of a given art. Arts are *how* you do magic.

Ritual (1 magic point): This is the most complex and involved philosophy of using magic invariably requiring a few minutes to do and often taking longer. This forces you to do lengthy rituals for magic, requiring chants, magic circles, and typically material components of some sort.

Spell (2 magic points): This school of magic just requires you to perform an exact gesture and chant a few arcane syllables, taking a few seconds to perform magic.

Will (3 magic points): The handiest school of magical invocation, with will all you need is your intent and a sufficient pool of magical power to cast magic. It also loses no precision or effectiveness for this.

Spheres & Circles:

Now for the actual schools of magic, which determine the what and influence the how, of what you can do with magic. It's worth noting that you can achieve many similar effects with magic regardless of which spheres you opt to invest in, but how you do it will differ from sphere to sphere and circle to circle. All of the options in this section will cost 2 magical points to become *Adept* in (that is someone of good skill but not mastery), and 3 magical points to become an *Archmage* of. If you wish you can specialize in one sphere, which makes it cost 2 points to become an archmage of the chosen sphere, though this locks you out of the other spheres (but you can still take more than one circle in your given sphere). If you wish to ultra specialize you can become an archmage of a single sphere's single circle for only 1 point.

There is a meaningful difference between *Circles* and *Spheres*. *Circles* are the specific disciplines someone excels at, while *Spheres* are the macro categories that each circle is a part of. By investing in a full sphere you become somewhat capable of dipping into all of a sphere's circles, but by investing in a circle you become remarkably good at tapping into that specific part of a sphere.

Thaumaturgy Sphere: This sphere is the sphere of the magic of the primary universe (essentially the material plane). It interacts with the normal, material laws of the universe, even breaking them if you're strong enough.

Time and Space Circle: Temporal and spatial magic falls under this. This includes gravity magic, and true time travel is possible but incredibly difficult.

Physical Manipulation Circle: The magic school that is most directly affected by physical laws, this magic school includes transmutation and even includes organic transmutation but such magic is harder than inorganic transmutation.

Energy Manipulation Circle: Another impressively physical school of magic, this one relates to manipulation of energy. You can use this to, among other things, do telekinesis (but magic) as well as convert energy from state to state with nearly zero loss during the transmission. Lots of uses if you're scientifically inclined.

Sorcery Sphere: The thaumaturgical workings of the universe don't give a fig about life, save perhaps as a particularly complex network of chemical interactions. Sorcery explores the truth that life, particularly sentient life, is indeed special. Sorcerers draw on the web of magical significance that binds all living things in the cosmos to each other, using their magic to manipulate that web and, in turn, the beings it connects. Sorcery is thus anthropocentric: we are the center of the universe after all, and everything does revolve around us.

Fate Circle: If life matters, then events have significance. Feel disturbances in the web of destiny. Or cause them! This Circle is often best suited to causing general tendencies rather than specific effects, similar to the fated tendencies each parental boon gives you.

Mind Over Matter Circle: From leaping a chasm or punching out a dragon because "you think you can," to human fears given physical form by a hostile sorcerer, this is the realm of life-altering reality via its perception of that reality. No good for anything sensical; precision can be difficult too.

Mind and Soul Circle: Telepathy, empathy, mind links, scrying in mirrors, it's all here! Includes mind control. While of course other Spheres and Circles can affect the mind and soul (given that most Spheres can do most things), none of them have as direct a connection as this Circle.

Conjuration Sphere: The magic of the other planes, of calling upon the forces or denizens of other dimensions to cross over into the Prime Materium to work the conjurer's will. Bindings and contracts are frequent in this sphere of magic.

Elemental Circle: The Elemental Plane's primal forces can be called upon for much more than a simple blast of fire or wind, though they can be relied upon for that as well. Ancient elemental archetypes may be invoked to work all manner of wonders. While simple concrete workings can be done by drawing on planar background energies, the more abstract the archetype, the more sophisticated an elemental entity the caster will need to contact. Think twice before calling upon a True Prince of Earth to do you favors!

Faerie Circle: Similar to sorcery at a glance, fae magic has another focus. For instance, glamers are more about fooling the senses than bending the mind; and while sorcery is worked on life, fae magic is bound more to places and things. The fae deal in glamors, contracts and bindings, pleasures of the flesh, conditional enchantments and geas, and even an odd trick or two with time (which they treat quite differently from Thaumaturgy).

Celestial and Infernal Circle: Gods and fiends hold their power closely, and rare is the one who can reliably call upon either to work his magic. One who can call on both is unheard of, but you of course are special. Those cosmic powers involve themselves more in mortal magic than denizens of other planes, which can make using their power cumbersome. But to have Ruin and Preservation at one's fingertips, many would consider the obstacles well worth it.

Marco Magic: Some casters can perform magic on a tremendous scale. It costs 1 magic point to unlock Macro level magic for any one Sphere for Circle) that you can use, or 2 magic points to unlock Macro level magic for all Spheres and Circles that you can use.

Adepts can use Macro magic, but it is far easier for Archmages. It takes enormous skill, concentration, and energy, though this can be mitigated somewhat by using a specially prepared focus chamber and/or fucking a willing virgin.

Examples of Macro magic include: Creation of a planet-wide antimagic field excluding those of your choosing, healing or resurrect armies at once, warping a space fleet to the other side of the universe, telekinetically crushing a small moon, create a frozen megalopolis of ice

Powers:

Awe Inspired Might (For Star Nephilim tier 1 costs 1 point, tier 2 costs 2 points, and tier 3 costs 3 points. For both other origins this cost is doubled.): The hordes of Hell strike fear into the hearts of damned and innocent alike, while the mere sight of the hosts of Heaven draws songs of praise unbidden from their lips. As a Star Nephilim, you walk with one foot on each of these paths, and both terror and glory alike lend you strength. Though you are already stronger and tougher than most mortals, this power allows you to draw on the awe of those around you to enhance your physical might.

Pick one of the tiers below as your base physique, due to how much awe you've inspired in the past, and how efficiently, so to speak. (You do not need to buy lower tiers first.) Destroying a minor demon in a single blow in front of your party might double your awe for several hours, whereas making a glorious appearance onto a massive battlefield to save your allies could boost you to the next tier for several days.

After you've selected a base tier, you may trade your base strength down one tier to enhance your base toughness one tier, or vice versa, if you choose; this is a one-time decision.

Tier One: You have strength sufficient to lift and throw vehicles such as hovertanks. You are tough enough to resist small arms fire (and similar levels of damage) without a scratch. (Note that all levels of toughness also provide resistance to physical damage that isn't from direct trauma, such as poison.)

Tier Two: You have strength sufficient to lift skyscrapers.

You are tough enough to resist heavy ordnance (and similar levels of damage) without a scratch.

Tier Three: You have strength sufficient to lift mountains.

You are tough enough to resist direct nukes (and similar levels of damage) without a scratch.

Tier Four: You cannot buy Tier 4. It is reached only with temporary boosts from awe, requiring significant amounts of it before you reach it during moments of intense focus (and is much easier to attain if you have tier three as your base tier).

You have strength sufficient to lift continents.

You are tough enough to resist planet-cracking meteors (and similar levels of damage) without a scratch.

Flames of Soul and Sulphur (1 point, only available to Star Nephilim): The fire lords of the Elemental Planes deal in physical fire, but these are two flames more elemental than that: the Brimstone of Hell and the celestial Soulfire of the gods. Brimstone utterly annihilates its targets, in defiance of the law of conservation of mass and energy; even the toughest material cannot resist it for long. Soulfire, on the other, inspires creation, bringing into existence powerful but temporary constructs of energy that last for a short while.

The ability to use either is rare, but to use both? Only a Star Nephilim could potentially be capable of such a thing.

When purchasing this base ability to use these elemental flames, you gain basic proficiency in summoning and wielding both Brimstone and Soulfire, but cannot use both at once, and you do not gain fine control over them.

With basic Soulfire you can conjure simple shapes or equipment (such as force fields or blades) whereas basic Brimstone exerts itself as a mid-ranged blast against a single target.

The following three upgrades all require this base purchase. They all cost 1 point each.

Celestial Mastery: You have mastered the use of Soulfire, and can conjure massive and complex constructs of energy that last for days, or even years in the greatest extremity. Machines such as guns and vehicles are possible, even factories or spaceships! This mastery makes possible both great precision and immense scale.

Requires that the basic ability to use Soulfire and Brimstone be bought first.

Brimstone Mastery: You have mastered the use of Brimstone, and can summon immense blasts of it to engulf small armies, from leagues away. Not only does your scale increase, but also your precision; you could, for example, create an exquisitely shaped explosion of Brimstone that destroys your foes while leaving allies in their midst untouched.

Requires that the basic ability to use Soulfire and Brimstone be bought first.

Balance: Having balanced the dual aspects of your soul, you can use Soulfire and Brimstone at the same time without suffering certain doom. Be wary of mixing them together, for while legends persist of epic feats that might be accomplished that way, catastrophe is more likely. This doesn't require either Brimstone Mastery or Celestial Mastery (just the basic ability), but such masteries would be a very good idea if you want to try mixing the two.

Wings of the Cosmos (Free for Star Nephilim, 4 points for anyone else, or 2 points for non-stellar wings that allow for flight at sonic speed in and out of an atmosphere): All Star Nephilim possess wings of pure cosmic energy. You may summon and dismiss them at will, and they may look any way you wish. They allow flight at up to supersonic speeds, and atmospheric conditions are not required.

However, there may be more to your wings than that. Any of the following four upgrades may be bought, and none of them have any prerequisites. **All upgrades cost 1 point each and are only available to Star Nephilim.**

Star to Star: You can charge your wings up with stellar energy and dive into the heart of a star. When you do so, you may emerge from any other star in the universe, so long as you know its name. You may bring others with you, and may even do this while onboard a spacecraft. You (and those you bring with you) will be protected from the stellar energies and gravities for the duration of the transport.

Display of Prowess: Your flight speed can express itself in your other actions as well, enabling you to perform rapid feats such as knocking an enemy unconscious before he even draws his weapon!

Tachyon Guardian: By using your wings to ride the tachyon winds, you can travel back in time a few moments to fight by your own side, typically timed to intercept or foil an otherwise devastating enemy action. After the exact interval that you traveled back, your "original" self "vanishes" (that is, travels back in time to become your current self, since there's really only one of you all along!)

Ethereal: By shifting the energy of your wings slightly out of sync with the cosmic currents, you can turn your entire form intangible at will. In this state you may pass through objects or avoid physical attacks; you can still affect others if you want, without becoming vulnerably tangible. It costs no energy to maintain your ethereality. You may extend your ethereality to anyone or anything you touch, and rescind it at will.

Strings of Fate (2 Points): Born of both the divine and demonic, you are uniquely attuned to the fabric of destiny, and by taking this power, you hone said attunement to oracular levels.

You have the gift of foresight; your reflexes seem quicker than normal thanks to being aware of what will happen a split-second later, while looking at a person or object allows you to glean information about them. You may also induce visions in yourself, which will tell you of important things, albeit not always in a clear way.

Your oracular abilities grow in effectiveness and ease of use based on the strength of the connections you forge with others, the more intimate and long-lasting the better, but the more different connections the better too.

Items

Person In Orbit Items:

Interstellar Vehicle (100 SP): You are the owner of some kind of vessel fit for interstellar travel. The exact nature of this vehicle is up to you, whether it's a magical craft capable of producing mana-generated portals across worlds, a living organism in a symbiotic relationship with you, a regular scientifically advanced spaceship, or something stranger. This vehicle is self repairing and never needs any fuel.

Void Armory (200 SP): As ominous as this sounds, this is actually the gear of a group of warriors and heroes who are *Lawful Good* to the max. This includes their power armor and numerous weapons, all of which are incapable of being dulled and have infinite ammo. As you complete more tasks in line with the basic philosophy of the Void Knights these items gradually become even better in quality. Figures like the Void Knights hold you in high esteem if they know you have this and have no reason to doubt that you've earned these tools.

Infernal Spellbook (400 SP): This is also curiously dark sounding while being surprisingly alignment neutral. This spellbook written by an archmage from Hell is a book on eromancy that contains a range of spells related to lust. The real value of this book though is located in the back of the book. The final hundred or so pages detail rituals and rites that allow you to grow stronger from having sex, teaching you how to convert lust into power. This is a slow process but it's a real one and the more powerful your partners, as well as the more lust you share with them the faster it becomes. With this even an imp could become a pitfiend, provided everyone is horny enough.

Inactive Seal (600 SP): This... is something you shouldn't have. This is a handheld device that can seal away monsters. This weird thing has no actual limit on how powerful it can become, but the more powerful it becomes the more it takes to keep it active. It can seal away gods and archfiends without it requiring a tremendous amount of power, but to seal away unique, more terrifying creatures it requires real sacrifice. Curiously yours can be sated just with fear, or love, or other strong emotions. It doesn't steal away these emotions, it is energized by them and glows in their presence. You always know what it can seal away and how much it'd take for it to seal away larger, more menacing, scarier things. If something relies on someone who gets sealed away it'll continue to work as sealing someone away doesn't kill them, it simply keeps them from doing anything.

Stellar Person Items:

Opulent Dwelling (100 SP): You possess an unimaginably luxurious dwelling that you can warp to and from at any point in time. This place is staffed with handsome and/or beautiful staff (whichever fits your preferences more, or both if you wish) who tend to it and to your needs at any point in time. Resting in it for even two hours can restore you to full fighting shape, and can replenish a quarter of your supernatural resources, even ones that normally only replenish after a day's worth of rest or the like. All of the staff are DTF.

Moonlight Jewelry (200 SP): Are you friends with a... rather mad vampire scientist perhaps? This curious relic is an experimental bit of vampire tech taken from *Bloodreach*. It is a strange ring that you can wear and activate at any time to enhance your stats in every way, but comes with two curious caveats. The longer you wear it and it is in active use the hornier you become, and while wearing it light from celestial objects (moonlight and sunlight) cause you to experience the specter of mild sunburn. This gets worse the longer you keep it active, though drinking the blood of your foes, or the sexual fluids of your allies (or your enemies if you can seduce them), weakens this effect.

Frozen Art Gallery (400 SP): This special room is located somewhere in a place of power for you. At worst it defaults to your warehouse or an equivalent, or somewhere near your starting location. Powerful magic courses through this place and when it is channeled people you do not exempt from it are frozen in place. The beauty and power of people frozen in this place are funneled from them and into you. People stronger than you can resist this, but if such a person is caught in a moment of ecstasy then they are frozen regardless of their power. Beyond that anyone caught in a moment of ecstasy, regardless of their power and beauty, provide you much more power and beauty than they'd otherwise do.

Cosmic Faction (600 SP): You are the head of an organization of vast power and influence. This could be anything from a hellish city you darkly rule over, to an interplanetary alliance of which you are the head and executive. This faction grants you tremendous power and follows you into future jumps, though its precise makeup will be determined by your intent and the perks you've chosen.

Star Nephilim Items:

A Balanced Outfit (100 SP): This is a set of shapeshifting, self-cleaning, self-repairing clothes with a rather striking quirk. These protective clothes embody harmony and balance and allow you to find it strikingly easy to use contradictory powers, even allowing you to flow such powers together to achieve truly amazing results. This outfit also makes it easier for you to gain benefits from meditation and other attempts to seek enlightenment and achieve harmony.

Divine/Demonic Retinue (200 SP): This item is a small gaggle of followers keyed to either your divine parent or your demonic one. These individuals have become loyal to you and zealously do your bidding, making your life altogether more convenient and a touch safer. You can purchase this twice to get both retinues, and they'll largely cooperate to do as you ask and would expect, though there'll still be some friction (and sexual tension) among them. The number of people this includes is small, but each person is surprisingly skilled and decently powerful, as well as undyingly loyal to you (and desirous of you). They can grow stronger with training and with any empowerment abilities you possess, and will fight to the death, and beyond, to protect you.

Interdimensional Citizenship Badge (400 SP): This badge is a curious thing. It is a powerful object that is imbued with friendship, freedom, and a fundamental belief in self-determination. You can use this as a form of identification and it will get you into a truly staggering amount of places, basically any place that a normal citizen of a local civilization could get into. You can still earn the ire of distinct individuals and groups, but this item is a reputational neutralizer that stops you from being judged (negatively) on the basis of things like your background or your membership in certain groups, and allows you to much more easily explore normal places under the control of groups that might normally be wary of you. This could, for example, be used to allow you to enter cities in Hell but wouldn't allow you to freely roam a castle's dungeon.

A Symbol of Love (600 SP): This sacred relic is a symbol of your birth. It is connected to your parents and allows you to commune with them. It is also tied to every parent you've had along your chain, and draws power from their love for you. This relic can channel the power of your parents and can serve as a symbol to their followers, allowing you to more readily inspire them. Once per jump this item can shatter, and if it does it will cause a miracle equal in power to the power of your parents. You can also use this as a channel to focus your powers which will be amplified by the might of your parents, and it will use your power to fuel miracles themed around your parents (including parents from past jumps). It automatically shatters in the case of your death, resurrecting you and filling you with the power of the love of your parents, at least for a short while. Broken symbols respawn at the start of each jump or with the passing of a decade, whichever comes first.

Companions & Followers

Import (50 SP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 SP to spend themselves on perks, and items. Companions cannot take drawbacks.

New Face (Varies): This option is for companioning other Troyverse beings. If you wish to invite new friends along your chain, as companions, you need to pay 50 SP, unless they are the protagonist of a CYOA such as the Emperor of Etherscape, or the Last Of the Omega Lords, in which case you need to pay 200 SP, or if they are an ascendant you need to pay 300 SP. That said, such individuals can be companion-ed in this jump, if you are willing to invest the proper points.

Star Nephilim (200 SP, Discounted If Taken By Person In Orbit): A handsome or beautiful Star Nephilim (your choice when you select this option) enters your life soon after you initiate this jump. This person will be prodigiously powerful and highly attracted to you. It will not be difficult to persuade them to join you on your chain. If you take this option you can decide their build as far as power points and magic points go, though they'll still have only two sources of points: their parents.

Harem (Free For Star Nephilim, 200 For Everyone Else): Star Nephilim easily attract and maintain at least small harems, with the potential to gain larger harems in time as they mature and grow stronger. This option allows you to keep the lovers you meet during this journey on your chain, and by default this includes the 6 lovers that base CYOA Star Nephilim make before their journey fully begins (four of their choosing in addition to the two free lovers they met during their more formative time in their starting location). The potential options this includes, organized per their starting location, are Prospera & Undinelle (Elemental Planes), Cassandra & Roganda DeUain (Sanctuary), Seduchiel & Nephys (Pandeus), Kyzekke & Tanthralla (Hell), Leerzama & Mina Saros (Glit), Tisa Duo & Lucky (Lonely Cove), Isabel Dal'Monsoirre & Crymaukla (Bloodreach), Noh Tos & Urala Fasaie (Starmazon Armada), Hatha of h'Kohat & Ciabatta Tron-Fiu (The Split), P.H.I.L.A. & Dame Henrietta The Just (Void Knight Monastery), Filiastra & Gelistrix (Primordial Chaos), Rili & Dream, Desire, & Destiny (Faerie), Phonipine & Eiora Swansong (Realm of the Dead), Talaviki & War (Glorious Imperium of Infinite Suns), Qeorvia & Opalynx (Seven Seals), Theta Luna & Kroggetel (Namshaurik Collective), Cnhumi & Owrrja (Cosmolithic Dungeonscape), Yris Neuersight & Nymroschelle & Nohlladee (Tumult). **You can find gender swapped versions of these characters with similar interests and backstories if you wish.**

If you just wish to keep your harem with you as companions and don't want to take any preselected harem members you can simply pay 50 SP. They will need to be imported as normal in future jumps according to that jump's rules, but they can also be followers who can be imported for free, but without things like their own stipends and origins. Star Nephilim can also take this option if they wish for that rather than the harem natively offered to Star Nephilim.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Scenarios:

Failure in this scenario inevitably results in or is caused by a death, unless stated otherwise. If you lack usable 1-Ups this results in a chain fail. You can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

Any completed scenario awards you 200 SP in addition to the expressly outlined rewards, unless otherwise stated.

Canon Quests:

The base CYOA offers several quests of its own. These quests, ranging from uncovering the mystery behind how someone managed to preserve fae wine outside of the Faerie Plane, to more dangerous quests like uncovering the grim truth behind the Hungering Dusk, are all doable. If you take this scenario you can work towards completing these base quests, though you can only select 3 (not counting the *Emperor of the Universe* quest). **If you want to do more of these quests you can select rivals, and with each rival you select you can take one more quest, unless you take every rival in which case you can take every quest.**

Understandably some of these quests will be trickier to do if you are not a Star Nephilim and especially if you are not a Star Nephilim and are not traveling with a Star Nephilim, but ultimately all of them are doable, though this will certainly change the starting point you begin in for some of these quests.

Rewards:

In addition to any pragmatic rewards offered in the wake of a successful completion of a quest (such as the hands of Marquis Vonsirric's daughters in marriage if you complete *Noble Blood*), you will attain points for successfully completing these quests. Different quests offer different points, as some are more ambitious than others and require either increasingly potent OCP or investments of time and effort on your part. What follows is a list of the rewards for each quest, including unique rewards (which are themselves fiat-backed, including followers). In general the scale goes like this: Something that affects less than a major area is worth 50 points, something relevant to a major area is 100 points, and anything larger than that is 200 points.

Death Becomes Her: 100 SP, Death becomes a follower.

Lasting Peace: 50 SP, you gain tremendous skill as a peacemaker and an ability to bestow plants and machines with sapience. Alternatively if you conquer one side in the name of the other you gain drastic charisma with plants and animals (if you work with the Biomic Druids), or robots and AIs (if you work with the Cybergetic Enclave), and a damage boost against the foes you conquered and the future examples of their given kind of creature.

Daybreak: 100 SP, you gain conceptual healing powers and the ability to generate healing light a few times per day (that scales to your might). If you figure out how to harness *The Hungering Dusk* as a phenomenon you instead gain the power to flip this, and have attained entropic powers and the ability to generate light that harms and obliterates.

War In Heaven: 100 SP, a permanent damage boost and buff to your effectiveness against either good or evil deities (whichever you sided against in this scenario). This buff remains in place against the followers of these deities as well, but scales depending on their strength (it's stronger against mightier followers of the deities in question, meaning you do tremendous harm to archangels and the like, while doing a little harm to normal, mortal worshippers).

Bacchanalian Brew: 50 SP, an item in the form of a favor you can ask an archfaerie for once per jump that they will do their best to do sincerely and in good faith. In jumps without archfey this translates to a favor you can ask a powerful person for, such as the president of the United States in a mundane jump or a deity in a fantasy jump.

Metal Tomb: 100 SP, and a suit of armor made from the same materials as Auriliids, something indestructible to all but entropy and planet-shattering force. Yours does not need to feed on other souls, able to draw enough energy simply by feeding on the energy generated by emotions.

Treasure Hunt: 50 SP, plus a fortune that respawns at the start of each jump.

Hellish Civil War: 100 SP, plus a damage boost to whichever side you fought against to end the war (angels or demons).

Black Market: 50 SP, and you gain a mobile black market item that is a hub of mercantilism that you can import into future jumps and use to purchase almost anything at a discounted rate (though extremely expensive items will still be expensive).

Noble Blood: 50 SP, *Star Nephilim level vampirism* (all the benefits of vampirism without the drawbacks) and the twin daughters of Marquis Vonsirric become followers and brides of yours.

Amazon Invasion: 50 SP, a network of portals that connect different parts of future settings.

Fire & Water: 50 SP, your elemental wives become fiat-backed followers.

Blast From The Past: 200 SP, a perk that buffs your efforts against eusocial insects and hive-mind based organisms.

Dragon King: 200 SP, your draconic followers become fiat-backed and you can import them into future jumps.

Hope of the Namshaurik: 200 SP, a perk that makes you an inspiring military leader, especially when you are cooperating with and leading underdogs.

Lost Superweapon: 50 SP, the superweapon becomes fiat-backed and can be imported into future jumps as an item.

Secret Origin: 100 SP, a perk to uncover lore and secrets about your foes at supernatural speeds.

Cosmic Machinery: 100 SP, a cosmic machine of your own that can fight entropy, bestowing immortality on those it is used on.

Ragnarok: 100 SP, plus you gain a piece of technology that allows you to turn fear and misery into a universal fuel for any technology you own or invent.

Emperor of the Universe: 400 SP, This universe becomes a fiat-backed piece of territory you can import into future jumps.

A Dark Future:

This is... unpleasant. The time that Nymroschelle & Nohlladee come from could charitably be described as *Grimdark*. Normally you start this jump off in a timeline long before the various localized apocalypses that Nymroschelle & Nohlladee are familiar with have gained the momentum they've gained in the time of the twins. This scenario changes that. You are now in Nymroschelle's & Nohlladee's timeline, dealing with essentially every potential big bad and even some of the rivals, in a fallen, post-apocalyptic universe. There are two ways to win this scenario. Firstly you could just survive in this timeline for a decade or however long you're here. Alternatively you could time travel and escape this brutal epoch of universal history, hurling yourself either forward or backwards in time.

True time travel is difficult in this universe but it's not impossible. There is a place in the universe, *The Tumult*, wherein this appears to be easier than in other places, albeit still exceedingly dangerous. And that's without diving into the native dangers and risks in the Tumult before dealing with the stresses of time travel.

Rewards:

In addition to the baseline SP reward, you could get one of two perks depending on how you endured this scenario. If you escape the dark future you get the *Chronotraveler* perk, a perk

which allows you to study time and gain remarkable skill in time travel, be it magical, technological, or what have you. This also makes you immune to time-travel based attacks and attempts to alter you via timeline shenanigans.

If you are *Built Different* and you survive the dark future through raw grit, determination, and the like, then you attain the *Pressure Makes Diamonds* perk: this perk gives you a buff to your competence, learning speed (including training speed), and luck that scales to match the danger of your surroundings. You endured a dark place and time, and have come out stronger for it jumper.

Drawbacks:

Extended Stay (Varies): This is a handy drawback for any Troyverse jump as ten years here is not very long. Each purchase you select allows you to stay for another ten years and gives you 100 SP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Nemesis (Varies): This is a universe of connections. Not all connections are ones forged between friends and in battle, or under the sheets. Sometimes one forms deep connections of enmity and anger with others, which are still connections. This drawback allows you to select as many nemeses as you want from the nemesis section of the base CYOA. These options consist of Ur-Thyn-Dul (Elemental earth lord), Archduchess (powerful demon lord), Baroness De Kiiseur (Vampire mistress), Lady of Chillheart (Queen of the Winter Court in Faerie), Merak (Amazon Empress), Belial (Demon Lord), Lo'Ris I & La'Res II (evil Eldar reality warpers), The Conquering Queen (Elohim Baddie). Each of these nemeses gives you an additional 100 points, and this drawback empowers them such that they if capture you and enslave you in some way, even making you addicted to pleasure or something like that, they gain the power to decide if you continue your chain when this jump's timer runs out. They could even, if they wish, take your place as a jumper and have you become a companion!

Stereotypes (100 SP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Divine Attention/Demonic Destruction (100 SP): Pick either demons or angels. Whichever side you pick will either see you as a hero and try to force you to be their champion, or loathe you and want to see you humiliated at best and destroyed at worst. You can take this twice (and get points both times), and in so doing pick the other side and opposing reaction.

Remote Reaches (200 SP): The corner of the multiverse is located in an unspeakably vast distance from other places in the multiverse and for some reason teleportation infrastructure

and some devices have the hardest time with you. Enjoying spending your decade just going to places, almost always after something cool happens. Unless you yourself personally have cosmic speed (or you focus your adventure in a single place), a lot of your time here will be spent waiting to get places.

Everyone's Got An Agenda (200 SP): People are strikingly interested in you... But never for fun reasons. Whether it's because people want your body purely for fun, or because your blood or semen is some exceedingly handy material component, you can count on people around you wanting something from you. This will color all of your relationships, though some smarter, more dangerous figures will be able to mask their true intentions incredibly well. There are some people who don't want something out of you, but they are rare. Treasure your true friends jumper.

Anti-Magic Age (200 SP): Somehow the anti-magic your foes has tends not to work on your allies but on you... Well, on you anti-magic seems to go berserk. It's very inconvenient to you and your allies. If you can catch your enemy off-guard then you can protect yourself from your enemy's ability to counter their magic.

Dramatic Bastard (400 SP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which can be less than great for a star nephilim.

Sly Snake (400 SP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

Intolerance (400 SP): Oh well this isn't fun. The demagogues who loathe Star Nephilim, viewing them as abominations, have gained a lot of power and are hellbent on making your life miserable. Unfortunately even if you aren't a Star Nephilim you can bet they'll make you the target of their bigotry. You had better have some way of hiding who you are, and preferably even taking over someone else entirely, because people are shockingly good at detecting your alien nature with this.

Age Of Myth (600 SP (Exciting tier) or 800 SP (Epic Tier)): This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken. If you take the first, merely exciting tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding. If you take the epic tier this full awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Anael, Joy, Glory, and even, potentially, the Archdeity himself. This does not guarantee you will interact with these figures, but it's entirely possible that

you could encounter them. Even figures from the Veiled Solar System can show up here, such as the Warlock or the Zenith King can show up in this universe with this drawback.

Fate's Favorite Foe (600 SP): Fate is a funny thing. You find yourself invariably being drawn to people with powerful destinies, as their natural enemy. This dramatically shores up the number of powerful enemies you make, and most often makes you seem like a being of anarchy. Prepare to annoy a lot of powerful people, who seem incredibly eager to mess you up and to declare you a foe of their kingdoms, empires, or other sort of realms.

They Know You (600 SP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

Ending:

Return Home:

Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here.

Stay Here:

Take another 500 SP and add any final bits to your build you wish, in exchange for making the Troyverse your new home. This is an infinite omniverse, so while you probably won't reach the heights of power some jumpers attain before or after sparking, you, as a powerful adventurer you can reach impressive heights with patience and dedication.

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, continue your journey.

Notes & Mini-Changelog

-For some reason converting this CYOA into a jump has been a process. Even getting this far (this note was written on May 26th, 2025, and this document was created in October of 2024), reaching initial "Hey friends, peep this" status, has taken some time.

-Star Nephilims occupy the 16th rung of Troy's power-scale, above the likes of the Endymion and the weaker Planeslords from Planeslord Initiation, but below the Last Omega Lord, the Nova-Emperor of Etherscape, Sorothustrans, and the like (who all share real estate on the 15th rung of power). Star Nephilims are also above Zaars, Mulos, Oberons, and normal Grigoris and Incubi.

-Other star nephilim exist in the setting, though they are prodigiously rare. Opalnymx is one such star nephilim (and she is also a harem option). Other known star nephilim include Areldimasa (from the Anal: Lord of Fucking Glorious Ass CYOA) and Rubhysel (one of the connection options in the Sorothustra CYOA). Logically it's possible, probable even given their power, that Nymroschelle & Nohlladee are star nephilim (they are canonically the PCs daughter and have

powers known to belong to star nephilim) as well, possibly though this is up to player discretion, twin daughters of the PC Star Nephilim with Opalynx. Given that children of Star Nephilim seem to at least sometimes be implied to be hybrids (the children that the archduchess wants the PC Star Nephilim to have are said to be half-nephilim), it's pretty much left to player interpretation how all of this works.

-It is possible to earn both rewards for **A Dark Future** if you somehow complete both versions of the scenario. Doing so would take some OCP, or truly exceptional in-verse weirdness, but if you do you get both perk rewards (though you don't get 400 SP).

-The *Person in Orbit* origin is based on the haremettes, *Stellar Person* is based on the nemeses, and *Star Nephilim* is based on... well, you know.

-The capstones for the *Person in Orbit* origin are based on specific potential harmettes, namely Seduchiel, Kyzekke, Opalynx, and Owrja.

-This document was first shared to various spaces on May 27th, 2025, in **Version 0.3** status, meaning there's enough here for it to be deemed viewable, though it's admittedly far from finished. Still if you want to go ahead and lay your eyes on it you certainly can.

-On June 28th we finished all of the perks and updated the jump's status to version 0.5. We're still missing items, powers, scenarios, and drawbacks.

-On August 17th, the full powers section was completed, updating this to version 0.8, which is only missing the items, scenarios, some companion notes, and the drawbacks.

-On August 17th, this jump was completed and published!