



Living Hyperion Jump

Version 1.0

Original CYOA & Concept By: Troyx Jump Document By: LJGV/SinGod

Welcome to the Troyverse! In this fantastical, and at times hilariously mundane setting, monsters and magic exist. In this setting, the equivalent of the real world is shrouded by an unfathomably ancient and unbelievably powerful bit of sorcerous technology known as a Hyperion Veil. The Veil, administered by its animating spirit known to humans as the mythical Gaia, is a powerful bit of, essentially, eldritch technology that shrouds the supernatural and the exotic from the view of human beings (with rare exceptions known as Veil-Straddlers). In this jump, you become a **Living Hyperion**, a living being with a **Hyperion Core**. This is different from being the animating spirit of a **Hyperion Veil**, in that you are a mobile, free-willed being, and still have the properties and powers of a Hyperion core, in their full robustness unfettered by

programming, deals, or any sort of cosmic responsibility. The archdeity loves little more than cosmic adventure and freedom, and is happy to see what sort of shenanigans you get up to if left to your own devices.

The term **Hyperion** itself, in this setting, refers to something that has a **Hyperion Core** which is at least somewhat akin to a soul that has been infused with the personal blessing of the **Archdeity of Eternity**; the single most powerful being in this setting. The AoE is the creator of this cosmos, the supreme lord of it, the one and only truly omnipotent (in every sense) being in this omniverse. He is, perhaps thankfully and at times frustratingly, hands-off and prefers to adventure at random with his family but he sometimes takes an interest in those far away from him. He has taken an interest in you, dear jumper. How will you use what he has given you?

You now have 1000 Hyperion Points. Use them wisely.

This is an SFW Troyverse Adventure Jump. Have a [link](#) to the source.

Author's Note: This is an incredibly powerful jump based on a CYOA that gives the player power just beneath Glory, Joy, the Anael, and the Archdeity of Eternity, the most powerful beings in the Troyverse. There is an origin for a more normal experience, that of the Adventurer, but this is intended to be a cosmically powerful jump that could allow those who partake in it to complete their chains (and it does feature an end-jump scenario). Those considerations and that context can be enjoyable for a range of jumpers, be they people who want an easy chain, people who have reached this level of power by themselves and are looking for a unique end-jump scenario, or any other sort of person. That said, if cosmic scale things aren't your speed it's my hope you enjoy the Adventurer origin.

Also, this jump is, at the time of its completion, the strongest SFW Troyverse jump completed by the jump author. It will likely remain that way until/unless Troy releases a CYOA for an SFW being stronger than the Living Hyperion.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump.

Adventurer (+200 HP): The "OP but not so OP" option. This is the best option for someone who wants to earn their power. This option is also best suited for people who seek to be wandering adventurers, have new experiences, go on journeys, and make new memories.

You only get **12 Core Power** for your stipend in the **Hyperion Customization Section**.

Metachampion (Free): The standard set up for being someone in the spirit of this iteration of this setting. This gives you incredible power, but not so much power that you can get everything

at breakneck speeds. This option is well suited for leaders, for those who seek to take responsibility and build things that last.

You get a healthy stipend of **24 Core Power** for your use in the **Hyperion Customization Section**.

Happy Jabbers (-400 HP): Ah, the option for people who want it all. Perhaps the best spirit for this kind of cosmic power? This is more cosmic and esoteric in nature, and it relates to emotions and sensations.

You get a delightful stipend of **42 Core Power** for use in the **Hyperion Customization Section** later in this document.

Starting Location:

1. Anywhere In The Main Multiverse

You can set your starting location anywhere in the main multiverse Troy's CYOAs take place in. You can begin on Veiled Earth, in the Empire of Etherscape, at the End of Time, or even in places like the prime overhell if you want. Though a sensible starting place may well be Veiled Earth. Long ago the actions and politics of an ancient group of alien exiles originally from far away in both space and time resulted in the Solar System containing Earth, Mars, and other local planets, getting shrouded in a **Hyperion Veil** which protects the worlds from overly ambitious outside influence and power.

This specific veil operates somewhat differently than other veils do (allowing outsiders to set foot on Earth and other veiled worlds, though only on the "Supernatural" side of the Veil, as opposed to most Hyperion Veils which wholly keep out outsiders), and it shrouds and protects (most) humans from even learning of the truth of the supernatural. You have lived a life where you have begun, unless you are a drop-in. If you are not a drop-in then you have a local history that you can configure pretty freely, such as being royalty, a demi-god, or anything that is not integrally tied to some other Troyverse jump (unless you've been to that jump already).

You wake up the instant after the instant *you* have allocated your points in conversation with the *Underboss* and vividly recall the conversation you had with him. You remember how he hijacked your brain to tell you about Hyperion Cores, Hyperion Veils, and even Hyperion Worlds. You remember how he explained the Cosmic Hierarchy with the Archdeity at the top, him second in command, how he discussed the importance of Census Takers, the role of Elohim, the power of ascendants, and even beings like Multiversal Overdeities. You remember your build. And then you get up, the very first (and very probably only) **Living Hyperion** in existence*.

*Unless you have companions you imported into this jump. In that case modify this bit as needed.

Perks:

General Perks:

Hyperion (Free & Mandatory for this jump): For free, by default, as a **Living Hyperion** you have three central traits.

Firstly you have **Immortality**, perfected and unyielding this is eternal youth, no needs, no weakening due to age, immortality. You are eternally in your prime, will never age, and can't die due to natural causes. Secondly, you have **Freedom**, you cannot be controlled or manipulated by destiny, fate, kismet, or anything else like that unless you knowingly, willingly, and deliberately allow it (this also allows you to overcome fate's control on other things, granting you immunity to plot armor and other such stuff). The final trait, the key trait in fact, is that you are **Unlimited**. This **Unlimitedness** means that you can surpass any limits present in any of your powers. This is NOT easy and requires training and deliberate effort, but this is a comprehensive uncapper that slowly and surely improves every facet of yourself so long as you strive towards self-perfection. If you work for it, it will come. This also means that with extreme effort and proportionate risk, you can even unlock new abilities for yourself, allowing yourself to grow ever greater.

You are also **utterly immune to any efforts to steal, copy, mitigate, or nullify your powers**. Yes, this includes while you are **on** other Hyperions, be they Hyperion Worlds or even, if the impossible happens, another Hyperion Being. If you opted to stay on **Veiled Earth** you could still use your powers on both sides of the veil, and if you are creative even figure out how to move people from one side of the veil to another! This also means that your powers trump immunities and resistances, at least while you're in your Hyperion form.

In future jumps your Hyperion appearance and physiology becomes an alt-form you can access and don at will (barring drawbacks that trump and lock away your ability to access alt-forms).

Troyverse Physiology (100 HP): This perk grants you absolute control over your fertility, your attractiveness is boosted enough to at least make you an 8/10, you are perpetually clean, and you gain an ability to learn languages spoken by others through physical touch. More intense kinds of physical touch can grant you a greater knowledge of languages, but we're applying a very loose definition to the phrase "more intense". If you are giving someone a massage that is considered "more intense", as is engaging in an unarmed brawl, and, of course, dancing and other fun activities can also be considered "more intense". The other person doesn't sense anything supernatural when this occurs.

You can also have hybrid children with others that inherit the best possible traits from both parents (normally, in most jumps with this perk, this effect tapers off and loses potency when it comes to traits like Omega Sparks and Ascensions, and effects and statuses of such power are not guaranteed. **For this jump, this iteration of this perk does not taper off and lose potency. If you have offspring with someone, they are guaranteed to inherit any possibly**

inheritable trait, unless you or your partner wish otherwise.). People will also be far less judgmental of your relationships so long as everything is age-appropriate and consensual.

No one can control your gender or sex but you. When relevant, you can ignore any gendered and/or sex-ed language and expectations with this. Your career types also won't be limited based on your gender and/or sex, letting you do stuff like being a male priest of Lolth.

Loved By The Cosmos (200 HP): You were hand-selected, personally chosen, by the Archdeity. You are loved by the heavens themselves, by nature on a scale that is cosmic in scope. Destiny, fate, whatever you call it, has a fondness for you.

This ability subtly guides you where you are needed, where you can grow, and where you want to be. It finds the sweet spot where all three of those different things are the highest possible points, so fate will subtly guide you to fascinating places where all of those conditions are met, such as a rest and refuel station on the outskirts of a galactic civilization that is hours from being attacked in a preemptive strike that will eventually lead you to a set of ruins where you can learn more history. This guarantees adventures that will be on your level, will help you grow, and will let you be the vector that causes change in ways that mesh with your morality and that benefit you.

Veil (400 HP): You possess a version of the signature ability that makes **Hyperion Veils** so frustrating. You can, by expending some of your energy, shroud an area in a **Veil**. Space you have veiled operates under your rules, with you determining what (if any) technology, magic, superpowers, or even biological systems, devices, and abilities work and which don't in an area you have veiled (and you can protect things from outside usages of stuff you've hit with your own banhammer at will, preventing even things like planet-destroying super lasers from hitting and affecting anything you've veiled). This even lets you mess with senses, letting you determine what can and can't be perceived while people are in your veil.

How large an area you shroud with a single usage of this ability is determined by how much energy you expend, and your personal power. The stronger you grow the easier it is to shroud larger and larger areas in a veil. You can also determine if different areas of a singular veil operate differently, such as some spaces allowing some magic and other spaces not allowing magic at all.

Adventurer Perks:

Linguistic Ease (100 HP): You wouldn't be that great of an adventurer if you couldn't speak to people, would you? This is a powerful omnilinguistic ability that lets you speak all languages you have some minimal exposure to, letting you instantly gain the ability to communicate with any and all beings. You also gain a conditional telepathic ability that lets you "Speak" to beings that can communicate in ways other than verbal abilities, so you can well and truly "talk" to everyone.

Proper Rewards (200 HP): When you aid people, the very cosmos itself will see to it that you are properly rewarded. You will always be rewarded in some way, it may not come from the person or group who asked you for aid, or from the people you aided, but your efforts are noted by forces on high and they do not like to see labor gone uncompensated. You will instinctively sense when the universe is rewarding you for your aid, even if the reward seems not to be related to what you did in the first place.

Party (400 HP): Somehow you have a habit of making new friends. These new friends grow with you, and will always have skills and expertise in areas you lack. You can easily form a small group of close cohorts who will always be free to travel with you (and who will be eager to accompany you on your journey throughout the cosmos), but you also sometimes meet people touched by destiny and fate who find a kinship with you and will accompany you on short-term adventures. Sometimes you'll encounter these folks again, and they'll have grown in meaningful ways that are relevant to their roles, their dreams, and of course future opportunities to go on adventures with you.

Growth Through Experience (600 HP): This causes your powers to grow in strength the more you use them and through more varied experiences. The more adventures you go on, the greater your strength will grow. The omniverse is waiting, adventurer, will you answer the call? **Unlike the limitations of the Hyperion form's innate traits, which only work while in the Hyperion form, this works independently of your equipped form at all times so long as you have purchased it.**

Metachampion Perks:

Cause (100 HP): You love a good, as defined by you, cause and good, again as defined by you, causes sure seem to love you. You are a champion at finding causes and becoming one of the leaders of said causes. Somehow you are just excellent at tracking down groups or even creating them and then leading them.

Change Maker (200 HP): You excel at motivating change on a large scale. Something about you disrupts the status quo and so you both advertently and inadvertently serve as the trigger for change in your settings. This'll definitely give you plenty of causes to take up...

Leadership (400 HP): You are exceptionally skilled at every facet of leadership from being an outward-facing figure and dealing with public relations to doing more internal backend stuff. You are fiercely adept at leadership and can inspire confidence in those who dare to follow you.

Growth Through Recognition (600 HP): You grow in power through recognition. The more people who know of you, the easier it is for your powers to grow. You gain a training and learning boost that will steadily improve even minuscule amounts of training so long as your fame grows. This is also affected by how people view you. If people view you fondly, viewing you as their ruler, one of them, or otherwise viewing you with respect, the greater the boost. You are a champion, you will be recognized as such. People losing faith in you doesn't reduce the

growth you get, and restoring their faith in you acts as a new instance of a boost to this perk's effects. **Unlike the limitations of the Hyperion form's innate traits, which only work while in the Hyperion form, this works independently of your equipped form at all times so long as you have purchased it.**

Happy Jabbers Perks:

Absolute Empathy (100 HP): You have an incredibly perceptive nature and can detect emotions at a glance. Your perception of emotions is always accurate, and you can detect what people are hiding with even the most cursory of inspections when it comes to the topic of their feelings.

Inspiring (200 HP): You are remarkably adept at inspiring emotions. Your actions break through cynicism and evoke heartfelt reactions from others. Now specifically WHAT emotions you inspire depend on your actions, as this is not something that changes what people feel, it just makes it easier for you to pierce walls people put around their hearts. You can inspire terror or hate as easily as you can inspire love, acceptance, and joy.

Predictive (400 HP): You can predict how your actions will be perceived by others before you do them. You understand on a deep and intuitive level how people will feel about the things you do. This is not perfect, especially if you are using it on huge numbers of people and have limited information, but the better you know someone and the more you understand their culture and background the better and more specific this predictive ability becomes. It can also be trained so that over time you can get a perfected version of this that lets you predict specific reactions even from large groups at once, but that'll require plenty of experience with it.

Growth Through Emotion (600 HP): Select an emotion. The more you induce this emotion in others the easier it is for you to grow in power, and to get more varied powers. With each jump, you can select a different emotion and you can instead gain boosts to your growth and learning rates based on how much of that emotion you induce in others. If you select joy, for example, and you do things that induce joy you will feel a powerful boost to your ability to grow and learn. You inducing this more than once in someone counts as new instances of the power activating, and someone feeling something other than your chosen emotion does not weaken this perk.

Unlike the limitations of the Hyperion form's innate traits, which only work while in the Hyperion form, this works independently of your equipped form at all times so long as you have purchased it.

Hyperion Customization Section:

This is where you spend your **Core Power Stipend**. How much Core Power you have to spend depends on your origin. Adventurers have 12, Metachampions have 24, and Happy Jabbers have 42. This section allows you to customize the Hyperion abilities and powers you'll have in your Hyperion form. You can also spend Hyperion Points here, and the math is simple. 1 Core Power equals 50 Hyperion Points. Some facets of this section are required and will be marked

as such. Prices default to 1 Core Power unless stated otherwise. Yes, anyone can grab the free versions of every power here (which does differ from the CYOA, and that's fine).

Nullification (0/1/2): For **Free** you are immune to all unwanted powers and abilities except for those powered by the Archdeity herself, and their daughters Joy and Glory. This protects against unwanted tampering with your timeline. For **1 Core Point**, you are able to actively nullify the powers of others in your presence, even doing so permanently if you want. For **2 Core Points**, you can do this in a planetary radius around you, even creating permanent null zones that exclude those you wish and can be permanent unless nullified by someone stronger than you.

Reality Shifting (0/3/6): For **Free** you can teleport anywhere and anywhen instantly all across time and universes with perfect accuracy and can bring up to an army with you, or even send them somewhere without going along yourself. For **3 Core Points**, you can teleport entire planets at once, alter the world around you at will, and warp reality to achieve nearly any effect. For **6 Core Points** you can teleport and reality warp on a scale of entire universes at once, even creating and nullifying concepts and dimensions too.

Blank (0/1/2): For **Free** you do not factor into divinations of any scale, users of such things sense a "hole" somewhere but they have no idea how to determine the cause. You can exclude anyone you want from this. For **1 Core Point**, you can become invisible to the five senses and can be blanked such that diviners and others with supernatural senses don't detect a hole in their powers. For **2 Core Points**, you can become invisible to all senses and other forms of detection, and can even modify your blankness to give supernatural senses and methods of detection false readings that you would want them to get.

Pocket Dimension (0/1/2): For **Free** you have an infinite hammerspace inventory for anything you can fit into your hands where time does not pass. You can summon things from there to your hands or nearby and can instantly warp stuff into it. For **1 Core Point**, your hammerspace inventory can now hold objects up to the size of large vehicles inside of it, and you can travel to and from your impregnable pocket dimension at any time, it has a luxurious mansion that maintains itself. For **2 Core Points** your pocket dimension is infinite in size and you are omnipotent inside of it, but your omnipotent effects fade outside of the pocket dimension.

Physique (0/1/2): For **Free** you have a peak human physique in any form that is humanoid or near-human in capability (such as an elf, orc, or asari), and it comes with associated abilities if you want so long as it's not stronger than asari biotics. For **1 Core Point**, you can have the physique and associated species powers of beings on par with Spider-Man. For **2 Core Points**, you can have the physique and associated racial powers of beings on par with Kryptonians but without Kryptonian weaknesses.

Invulnerability (0/1/4): For **Free** you can withstand, without a scratch, enough damage to destroy an entire planet at once across all vectors of harm including disease and hunger. For **1 Core Point** you can withstand, without a scratch, damage that would be sufficient to destroy an

entire galaxy. For **4 Core Points**, you are completely and totally invulnerable, even on a conceptual level. It would take someone creatively addressing you without violence for them to “defeat” you.

Mind (0/1/3): For **Free** You have perfect, eidetic memory (though you can selectively let things fade), a mind fit for immortality, and if you so desire you can have infinite willpower and a minor boost to your overall intelligence. You also learn new things very easily and quickly, mastering complex sciences and skills in a fraction of the time, your mastery never fading. For **1 Core Point**, you become a comic-book-level super genius capable of replicating all but the most intense feats of science across the omniverse with laughable ease. For **3 Core Points**, your mind is like a Matrioshka Brain in sheer computing power, able to sustain countless trains of thought and focus on anything your senses can perceive with eerie, inhuman precision.

Lewd Logistics (0/1/2): For **Free**, You have anything and everything you want to enact any sexual fantasies you have. This can be as varied as you having a big dick or finding a world filled with anthro furies. At this tier, this only applies to you and your liaisons. For **1 Core Point**, you can apply and/or remove porn logic/physics to any universes you go to, temporarily or permanently. For **2 Core Points** take the aforementioned effects and apply them to entire multiverses at once.

Sharing (0/1/3): For **Free** any friends and family you wish to have your powers, any of them (including from other jumps), get them. You gain the ability to share any of your abilities at will with those you want to share them with. For **1 Core Point**, you can share any of your powers with everyone in your local setting (a large chunk of the setting you’re in). For **3 Core Points**, you can share your stuff with the totality of the jump you’re in, to any extent you want.

Prosperity (0/1/2): For **Free** you can bestow a blessing upon worlds that make them guaranteed by fate itself to survive and never dip too far below the current prosperity level. For **1 Core Point**, you can apply the effects described above to any world or universe you inhabit. For **2 Core Points**, you can apply the effects of past tiers to as much of a setting as you want, and you can even invoke blessings of incredible prosperity for any/all of these places, letting you not only protect them but make them happier, better places to live.

Psi (0/2/3): For **Free** you have telekinesis potent enough to smash skyscrapers and telepathy potent enough to mentally dominate hundreds of people at once, effortlessly. You also have very fine precision and control with this power. For **2 Core Points**, your telekinesis can affect a whole planet at once and your telepathy can affect millions. For **3 Core Points** your telekinesis can affect a whole star system and your telepathy can affect trillions.

Magic (0/1/2): For **Free** you have archmage-level magic with virtually limitless amounts of mana or any other magical energy. You know hundreds of spells and have very little need for gestures, incantations, or components, and you can learn magical systems of future worlds and find them etched onto yourself, gaining fiat backing. For **1 Core Point**, you can either ratchet up the scale of your magic OR cast dozens of spells at once. For **2 Core Points**, you can have both options.

Alter Power (0/2/4): For **Free** you can create, modify, bestow, or even remove powers to and from anyone around you (including yourself), and can easily give a whole city the powers of Superman in one use of this ability. This is an example, and the fewer people you target the greater powers you can give. For **2 Core Points**, you can easily give an entire planet's worth of people Superman's powers at once. For **4 Core Points**, you can give out Superman's kit to a whole galaxy!

Items:

General Items:

Hyperion World (100 HP): You have been given a special gift by the Archdeity, one that the Underboss didn't tell you about. This is a **Hyperion World**, a place already shrouded by a Hyperion Veil. This world can be customized to your specifications, and can be used in virtually any way you want, from being a pristine sanctuary world for endangered species to being your most secure citadel protected by a Hyperion Veil and thus untouchable to all but any foes who are empowered by drawbacks.

Adventurer Items:

Adventurer's Bag (100 HP): This is a bag that always contains useful supplies for an adventurer. What precisely it contains is flavored by the sort of adventure you're on, or in downtime the sort of adventures you TEND to go on, and it'll always be minorly useful. It could be enough coins to pay for a meal or a bed, a weapon in case of combat, or some supplies if having them could help heal a friend or wounded stranger in need of first aid.

Map (200 HP): This item leads you towards adventures that suit your morality, your desires, and your power level. It is also a clever, absolute map that updates in real-time and identifies everything around you even things that are invisible and/or supernaturally cloaked.

Personal Vehicle (400 HP): This is a shapeshifting vehicle that is perfectly suited to your needs. It is personal in scale but can be large enough to carry a decent contingent of troops and allies across space or the ocean. It is self-piloting, self-repairing, and always maintains itself. It defaults to a horse-drawn carriage, and the horse is provided by the item (as are any other animals for vehicles that need animals).

Cadre of Census Takers (600 HP): It seems that someone in the ROB (Random Omnipotent Being) Pantheon Council seems fond of you. Did the Underboss actually like you underneath all that gruffness? Well regardless of how it happened someone at the ROB Pantheon Council approved something quite unusual. You have a small legion of Census Takers at your disposal. These are people who have a TARDIS-like device, are immortal, and are normally given free roam of the omniverse, but these ones have been tasked with obeying your directives. If you have **Sharing** it may not be the worst idea to empower them a little, as most of them are normal human-like people aside from their tech and immortality.

Metachampion Items:

Those In Need (100 HP): This is a tablet-like device that is safely stored in your warehouse. When you enter a jump it will scan the setting and produce a list of people and causes in need of a leader or just extra help, and by studying the list you can determine where people are located and how to help them.

Legendary Symbol (200 HP): This item is a legendary symbol of some sort that is both mythic in terms of its cultural significance and also incredibly useful. The form that it takes differs from jump to jump, but it retains its ability to morph into forms it has previously been and it is retroactive as well, capable of adopting forms from past jumps. People recognize it and view you in a different light for having it.

A Civilization Yearning For Leadership (400 HP): Every jump there'll be a civilization that has legends of you. They'll be waiting, desperately hoping for your emergence and leadership, in dire need of help you can easily provide which will propel you to a leadership position among them. Somewhere near your starting location, you'll find a device or vehicle that if used will take you to them. Will you be a glorious leader who rises to the occasion and creates a wonderful civilization, or will they form the first members of a magnificent, but dark-hearted military?

Ascendant Alliance (600 HP): Ah, so a group of ascendants have found you have they? I wonder if they're familiar with **Veiled Earth**... That would explain why they decided that it'd be better to serve you than to try and be your foes. They'd have already experienced what happens when people are unruly towards Hyperion entities or Hyperion objects. This group of ascendants, which can be customized as you see fit (though none are cosmopotences just yet), are eager to explore the omniverse at your side as your right hands. By default, these beings import as followers, but you can pay and import them as companions in future jumps if you wish.

Happy Jabbers Items:

Shield of the Heart (100 HP): This potent artifact is a shield treated by a cosmic goddess of the heart. It is a handy powerful shield in anyone's hands, but in your hands and in the hands of those you choose, this shield gains power based on the depths of your emotions (or the emotions of the shield's wielder) you are feeling. With a deep enough heart and enough experience, this shield can block any attack.

Emotive AI (200 HP): This artificial intelligence is tied to your emotive powers and seeks to give you opportunities to flex your powers and grow. It will create opportunities for you to make people feel emotions tied to you and the AI is willing to pretend to be the opposite of you as needed, to help you have chances to shine. This being starts off with an ultrahuman mind, and can eventually ascend (most likely becoming a transynth, but how it ascends depends on what it does for you, so it can become any other kind of ascendant depending on the specifics of your

adventures), if utilized enough. It can be imported as a companion, if you opt to pay the proper price for it to do so.

The Heart Of The Matter (400 HP): This unique object is a mystical artifact tied to emotions. It is a rod with a stylized heart atop it that can be used as a magical focus. When you channel your powers through it, such as casting a spell or using it to help with telekinesis, and you feel the emotion tied to the artifact (which you can change once per day) the power you are channeling through it is strengthened proportionally to how intensely you're feeling your chosen emotion.

Cosmic Connection (600 HP): In a sense, as a Happy Jabber, you are kind of a cosmic force in and of yourself. In that regard perhaps it makes sense that another cosmic force has reached out to you and befriended you. This is a cosmic being who really likes your whole deal and is willing to serve you in exchange for accompanying you on your chain. They are imported as a follower by default but can become a companion if you wish and will draw power from instances of themselves throughout any new jumps you visit in the future.

Companions & Followers

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

Narratively... the Archdeity simply decided you'd have more fun with more friends, so the deal he struck with your benefactor has been extended to include a group of your homies, or maybe members of your harem (he's into that, so no judgment from him.).

New Friends (50 HP): This option is for companioning other Troyverse beings. Normally this section would have a spiel about power and about how power matters for determining the cost of your ability to companion new folks you meet here. Not so for this jump. This jump is powerful enough that if you can convince someone to accompany you here, they all cost the same.

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 these scenarios simply means you have failed the scenario in question. Though death would logically cause a scenario fail, a scenario fail does not mean death it simply means you don't get the rewards for the scenario unless otherwise stated. If relevant 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.

Supreme Blessings (End Jump Scenario):

This scenario begins innocently enough. You start hearing rumors of a strange, jolly individual patrolling the bars of wherever you live (or bars in relative proximity to your general location). It seems this absolute unit of a person gets drunk, acts rowdy, and causes disruptions that always work themselves out and leave people involved better off in ways that are hilariously illogical such as a woman who tried helping the figure finding a lottery ticket worth a billion units of the local currency during the encounter, or a man who tried to stop the figure getting elbowed, sent to a doctor, and healed of illnesses he didn't know he had. You get approached by an ally or a friend and asked to investigate. When you wonder whether or not to investigate you get a strange, oddly foreboding feeling that if you investigate the person at the heart of this matter you will be setting a cinematic set of events in motion. If you decide to investigate this scenario begins.

You find the individual quickly enough, within days of looking into their destructive yet benevolent antics. They are a jolly sort, enjoying a drink with two beautiful women who bear a striking resemblance to them, but you have a hard time making out the apparent gender of the person. They spot you and ask you to join them, not yet having descended into a rowdy outburst. You join them and up close the only thing you can determine about them is that they are friendly. They offer you a beer and ask if you wouldn't mind telling them a story.

You get the strange sense that the story you tell them will matter a great deal and instinctively sense that the figure is more than they seem. You also get a sense that they value creativity and good natured people, but that being amusing may matter just as much (or even more) than telling a true, accurate story. How this scenario plays out depends on the sort of story you tell. Once you begin to tell them a story, your senses blur and you find yourself IN the story you are telling them, able to hear some other version of you narrating the story but reliving the events of the story yourself.

If you tell them the story of your chain and use your powers to move along the story, then the figure is greatly entertained. This is especially true if you use your powers benevolently, even if you end up changing the story of your chain. If you tell them another story or use your powers in a non-benevolent way, such as by making the story more efficient by quickly cutting down your foes, the figure is still greatly entertained. When the story ends you are released from the... illusion for lack of a better, succinct explanation. If the figure was maximally entertained, they get up and go peacefully. If not they descend into bawdy antics and have a fun but notably less destructive time before leaving peacefully. Either way at the end you get a pair of kisses on your

cheek from the figure's beautiful daughters, who also made merry and had drunken fun listening to your story. What you get for completing this story depends on what sort of story you told and one way or another the reward manifests the next morning.

Reward:

There are two separate rewards here and which you get depends on how you handled the encounter with the drunken, jolly individual.

If you told a true version of the story of your chain AND you were good throughout your chain already, you get two **Supreme Blessings** delivered to you by a beautiful woman who identifies herself as The Envoy and says she is conveying a message from The Archdeity herself. This version of the Supreme Blessing can include a Spark. Alternatively, you can achieve this maximum goodness ending by telling a less true version of your chain's history wherein you used your new powers to achieve better endings for people. You can choose any two of the options available to normal people who receive Supreme Blessings, and one of them can be a Spark.

If you told any other sort of story, you still get a message from The Envoy and still get a pair of **Supreme Blessings** but you won't be able to get a spark.

Hyperionite Consensus:

In the Troyverse, prophecies tell of a civilization known as the **Hyperionite Consensus**. They say this civilization will become the most advanced civilization in the omniverse, the greatest, most powerful civilization (even though it is not the largest). In some Troyverse jumps this civilization already exists. In this one... it does not. It is up to you to change that if you accept this scenario.

Your goal is simple. You must be the founder of a gloriously powerful and wonderfully advanced civilization, one greater than any other, even though it doesn't have to be the biggest. If you use your powers and are a skilled leader, you can surely do this.

Reward:

The Hyperionite Consensus is now your creation and you are its supreme leader. This civilization will joyously follow you along your chain and eagerly spread your will and technology to those unfortunate enough to be outside of the Consensus unless you wish to be like the canon Consensus and intervene only rarely and based on vague criteria of your own selection.

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 HP 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.

Stereotypes (100 HP): 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.

Arrogance (100 HP): Potential enemies are incredibly likely to be filled with arrogance and think they could take you despite the sheer lack of evidence supporting that view. Expect to have to do something about foes, despite how obviously outclassed they are.

Realism (100 HP): Despite your cosmic power the most common problems you'll face are mundane ones. They may be solved with laughable ease, but that won't stop them from coming.

Remote Reaches (200 HP): Things like teleportation magic just do not work with you. If you're gonna travel the omniverse you have to do it the old-fashioned way.

Real Politics (200 HP): The Troyverse, particularly the Veiled Solar System, tends to have things go right. People tend to be either kind or competent, usually both, and while ambition and cynicism sometimes rear their ugly heads, usually they are overcome. Typically by the power of friendship, love, and this gun* someone found. This drawback darkens that, just a touch. This isn't enough to overcome the overall happiness and peace of this setting, but more people are more grim, politics are more cutthroat, and at pivotal times despair can creep in if you aren't cautious.

*The protagonist of any given CYOA.

Disruptions Abound (200 HP): Somehow you can never just travel from point A to point B with the appropriate ease. An endless cavalcade of small disruptions will conspire to make you late constantly.

Census Troublemaker (200 HP): For some reason your goals and the goals of the Census Takers never seem to mesh. You encounter them constantly and they are always ready to get in your way. Frustratingly, this also leads to a lot of conversations with the Underboss, who at first nicely asks you to leave them alone and eventually gets more annoyed with you.

Dramatic Bastard (400 HP): 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 for a Sorothustran can be a powerfully negative fate.

Cosmic Antithesis (400 HP): This cosmic force embodies some aspect of reality that you aren't a fan of. It turns out that it can sense that and the feeling is mutual. This creature will try to turn others against you and get you isolated, because it knows it is too small to do anything of real importance to you other than isolate you. If you kill it, a possibility due to your overwhelming power, other cosmic forces will view you with suspicion and fear, and may begin to believe what it said about you.

Sly Snake (400 HP): 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.

Age Of Myth (400 MP (Earthly tier) 600 MP (Exciting tier) or 800 MP (Epic tier)): At the start of your time in this jump you immediately know of strange rumors, from word of an eldritch being stalking the world of Mars, to rumors of activity in an otherwise desolate pocket of the multiverse that has been empty for as long as anyone has recorded. 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 Earthly tier of this, that means that characters at around the power level of the Zenith King from A King On Mars begin to appear throughout Veiled Earth and on Mars. This tier causes the Oberon, Zaar, Mulo, Endymion, Grigori, and Incubus to appear at the same time as you, as well as causes Mars to begin to become the center of a lot of mischief.

If you take the 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.

They Know You (600 HP): 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.

Multiversal Overfoe (600 HP): You have made an annoying rival in the form of an egoistical Multiversal Overdeity who deeply dislikes you. This individual will always want to steal your thunder, or disrupt your life in ways that they think would annoy you. By default this is more a one-sided rivalry on their part, but if you want to get an extra 200 HP you can instead make it so that this foe wants to see you defeated, brought low, and then killed (if such a thing is even possible). Perhaps it's scared of your power?

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. Will you be a friendly Hyperion, or something... more malevolent?

Stay Here:

Take another 500 HP 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 aren't a Sparked Jumper, you can mimic their abilities in many respects and you, as a Living Hyperion, might actually be able to contend with them. Who knows?

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, show the true omniverse the true might of a **Hyperion Being**.

Notes & Mini-Changelog

- There are differences between this and the CYOA. That's mainly because I personally like doing my best to make any build viable and desirable beyond big numbers and big stronk. I wanted to make the Adventurer tier/build more fun for people so I decided to go with the perks and theme that I ended up choosing which is to make the adventurer... a real adventurer.
- Version 0.1 of this was initially initiated in 2023, but the jumpdoc that people are seeing was created on October 14th, 2024, after work was done on the Earthly-Tier Transformation jumps and things were learned from that format.
- Version 0.3 status was reached on October 14th, 2024.
- Version 0.8 status was achieved on October 15th, 2024.
- Version 1.0 was published on October 15th, 2024.
- This is derived from an SFW CYOA set in the same grand setting as Emperor of Etherscape and the Last of the Omega Lords. The overall name for this setting is the Troyverse, and it is the name the fanbase has given to the collective works of TroyX, a Redditor, and Questionable Quester.
- Coming up with three origins for this that had themes and were consistent was fun. Happy Jabbers is... definitely a reference to something I don't understand, but I think making an emotional quasi-cosmic being tied to a chosen emotion in ways reminiscent of the Anael feels appropriately thematic to the Troyverse so I just ran with the idea.
- This jump is actually one of the OG 3 I planned to do for the Troyverse, with the other two being the Anael and the Grand Adonis. Grand Adonis ended up being the simplest for me to adapt, so I ended up making it first. A combination of life and also me wanting to become a better jump-maker led to me putting off L.H. until... well, until now, really.
- A fully maxed out Living Hyperion, which even an adventurer could BECOME given time, is grander than the Grand Adonis on Troy's personal headcanon regarding power in the Troyverse. That's WILD. That means that, at the time this will be completed, this'll be the most powerful Troyverse jump in terms of its overall ceiling of power.

-I did not reduce how many points the Happy Jabber gets despite not including the Beyond power. The purpose of Happy Jabber is to be overpowered. I'm rolling with it.

-Also big thanks to u/ArchAngel621, who reminded me that Supreme Blessings exist. I was wondering what a fun end-jump scenario would be, and Supreme Blessings existing allowed me to come up with a creative way to end the jump.

-For more information on the Supreme Blessings alternative rewards, feel free to check out the source by clicking [here](#).