

A Vajra On Saturn Jump

Version 1.0

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Welcome to the Troyverse! In this strange omniverse things like love, beauty, pleasure, and other such things have a power all their own. And there's one world, one that is surprisingly familiar and unfamiliar at the same to many jumpers, where a LOT of beauty gathers in one place; Saturn. That is where this adventure will, in all likelihood, mostly take place. That said, there is vital context that needs to be understood to make sense of this version of Saturn.

One peculiar facet of this setting is a specific sort of super-technology known as a *Hyperion Veil*, a shroud which can cover and divide whole worlds or even entire solar systems. One specific Hyperion Veil covers the solar system containing Earth and Saturn, and this specific Hyperion Veil separates humanity from the supernatural, allowing earthly humans to be blissfully unaware of the true nature of the universe, multiverse, and omniverse. A long time ago 13 strange beings, *Omega Lords*, were exiled from their people and came to the solar system. When they arrived they bargained with the *Archdeity of Eternity* the omniverse's creator and supreme ruler (albeit an incredibly hands off one). The AoE and the Omega Exiles reached an accord and a Hyperion Veil was placed over the solar system, one which placed humans and the Omega Exiles on one side and the supernatural on the other, protecting the Exiles from the many enemies the Omega Lords made elsewhere in the multiverse. They used each of the worlds

differently, and Saturn appears to have been used as a pleasure world by these ancient beings. The last of them died a long time ago, despite their immortality and great powers due to the veil and the fickle nature of mankind, and in the impossible time since the inhabitants of the veiled solar system have become independent. One facet of that independence is their usage of local resources. Saturn's distinctive resource is Prana; a curiously creative energy found on Saturn. This energy is circulated throughout Saturn by its rings, which are themselves strange sorts of technology.

Prana is a mighty energy but is most effective when two separate circumstances are met. The first circumstance is the intended usage of the energy. If Prana is being used to achieve a creative, constructive end then it is noticeably more powerful than other sources of energy. Additionally if Prana is being used by someone beautiful and/or sexy then it is noticeably more effective. This means that peaceful and beautiful scientists using Prana to achieve creative, peaceful ends find it to be a remarkably potent energy source that easily fuels even intensive spells, rituals, technology and more. Prana's presence on Saturn and the research into it that discovered how it works has created a strangely peaceful and protective culture on Saturn and some of the solar system's most famous beauties have homes on Saturn and citizenship in its strange cities.

This world is beautiful and so are the people. A range of variants of common magical species can be found here, from the *Glixies* (Saturn's version of pixies, glow-in-the-dark, curvy pixies that feed off of Prana), *Pranaiads* (Saturn's version of nymphs; colorful nature spirits that are immortal, carefree, and DTF), and *Floranalia* (a bit of a cross between *Glixies* and *Pranaiads* with powers over flowers). More distinctive locals include *Idylons* (an all-female species of incredibly beautiful and colorful human-like humanoids with an average physique on par with human olympians, and the dominant race on Saturn), *Spiritas* (Spiritual women created from the soul-stuff of a vajra, created from their innermost essence to be as beautiful and pleasing to them as possible with a peak-human physique), and *Vajras* (the rarest kind of beings native to Saturn, these creatures can be likened to male Idylons though that's a simplification. Vajras are immortal, handsome, archetypical embodiments of masculinity, and possess powerful prana within themselves as well as tend to be incredible leaders.). The most significant type of civilizations on Saturn are city-states led by Vajras as their cities tend to be incredibly stable, well-defended, and home to populations of loyal followers, most often women, who practically (and in some cases literally) worship them as gods or god-like beings. Independent cities and whole regions exist, and are quite common, most often led by Idylons due to their sheer numbers, technology, and sociality. The technology present in this world far exceeds that present on the mundane side of the Veil, but is otherwise more or less equal with technology found on Mars, another planet that on the supernatural side of the veil is populous and filled with advanced, intelligent civilizations.

Your adventure here begins the very same day that the newest and youngest adult vajra has arrived (he was raised on Earth, on the mundane side of the veil), and his (or yours, if you are him) presence has not gone unnoticed.

You now have 1000 Saturn Points. Use them wisely.

Author's Note: This is a jump-conversion of a **NSFW Troyverse CYOA** (and many, nearly all of the images in the base CYOA are NSFW). Have a link to the source material. Additionally in the Troyverse CYOAs and jumps are often written with gendered language, such as assuming that the Idylons are all-female and that the Vajras are all-male. This is not necessarily true in the version of the Troyverse you enter, as your benefactor has placed subtle tweaks into it to make it a better, more enjoyable setting for you specifically. It is free for you to freely swap gender and sex ratios of assorted species to better fit your own identity and sexual preferences.

Origin:

All origins are drop-in compatible, though a vajra or Spirita that's a drop-in would certainly make for an interesting conversation starter. **No matter your origin you can take the species you opt to become as an alt-form into future jumps.**

Your age and gender are up to you, though at the youngest you can opt to be 18.

Normal Native Of Saturn (+200 SP):
If you select this origin go ahead and select one of the following races; Idylon, Glixie, Paranaiad, or Floranalia. You are now a member of this race and a standard member of a Saturnalian society somewhere on the planet.

Spirita (Free):
You are now a Spirita, a creature created from the soul-stuff of a Vajra. You initiate this jump attuned to your soul-mate, possessing a form that is uniquely attractive to them, and understanding their fetishes and interests (sexual and non-sexual alike) innately and intuitively. You are also filled with knowledge of the truth of their origin, and can communicate it to them.

Vajra (-200 SP):
This origin works a little differently than the other origins do. If you select this origin you must also select a sub origin; you can opt to be a **Wanderer** (someone who doesn't shackle themself to a hold or holds) or a **Gardener** (someone who selects a hold or holds and claims them, infusing them with their prana and becoming the lord and ruler of said place). Wanderers and Gardeners get stipends for different sections as well as discounts on different perks within the larger Vajra origin.

You are a Vajra, the son of another Vajra that they had with their Spirita and specifically intended to be a vajra from the moment you were conceived. You have only just awoken to your destiny and opened your eyes only to find yourself on Saturn, as you were an unusual Vajra in that your mother gave birth to you and then specifically had you turned over to Earth and placed on the mundane side of the veil so that you may be raised by humans while your father performed a ritual to end his journey and take his harem and himself to a specially created, paradise afterlife.

Now that the ritual is complete, and it has only just been completed, you have been summoned to Saturn and can freely interact with people on the other side of the veil. You are his successor, the only vajra son of the strongest vajra since the very first, and thus will have eyes on you the very second your presence becomes known to others.

You are much stronger than you ought to be due to a combination of factors most importantly the fact that you lived on the mundane side of the veil for your entire life which allowed your vajra nature to build within you without ceasing and when it is allowed to emerge it powerfully erupts, making you 8 feet tall and making your manhood be positively gigantic (as well as powerfully capable of inflicting pleasure on those you make love to). Your human genetics (something your father magically blended into you) make you amenable to the veil's protective nature and thus it requires attacks on par with heavy artillery to damage you, especially while you are in any holdings you claim (when outside of your holdings sustained gunfire can do some damage to you). And like vajras you are innately tied to prana and able to generate massive amounts of it by having sex, which is the primary reason why it's so easy for vajras to find cities building up around them and why they tend to get harems that are devoted to them.

Starting Location:

There are two starting locations here. One, the North Pole Archipelago is where Vajras and Spiritas start, while the other; Somewhere on Saturn is where Normal Natives of Saturn begin their adventure.

1. **North Pole Archipelago**

You begin this jump in the middle of a tropical paradise, though one that is strangely devoid of other people. This is Saturn's North Pole, once the capital of the father of the latest Vajra to enter Saturn's political scene, and before that the hold of the very first Vajra. This place is beautiful, peaceful, and struck with a powerful effect; unless it is claimed by a vajra of sufficient power it idly prevents anyone from staying here for very long. If you, or your vajra if you are a spiritas, claim it you can stay but if not you will be forced away by the powerful, territorial prana that covers this place.

2. **Somewhere on Saturn**

Saturn is a beautiful world, filled with vast freshwater oceans and plenty of biomes for a variety of people. You initiate your jump somewhere on Saturn, able to start off in the hold of a vajra or somewhere else such as the ruins of a long deceased civilization or on a beautiful island in the middle of a vast freshwater ocean. If you opt to start off in a civilization of some sort you can decide if you are a citizen of that place or not, such as being a citizen of a vajra's hold.

Perks:

General Perks:

Saturnian Standards(Free): The people of Saturn are obsessed with beauty and attractiveness. This makes at least some sense, given the rather odd history of Saturn as a pleasure world and the quirks of Prana. Nonetheless this is still a strange and at times unpleasant facet of the nature of inhabitants of Saturn. Still, for better or for worse, you don't need to worry about this. You are truly stunning, whether you're a vajra or an idylon, you're at a minimum a 10/10 even on your worst days. You are also capable of somewhat empowering your own abilities with how beautiful or handsome you are, though this is noticeably stronger when used to empower constructive and creative abilities. People are far more forgiving of your faults and acts of maliciousness due to your beauty (this is especially pronounced if they are attracted to you) and you find it hilariously easy to use your charisma to befriend and manipulate people attracted to you. Finally this perk empowers all of your alt-forms making all of them incredibly beautiful or handsome.

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

Chromatic (200 SP, free for Idylons): Idylons are obsessed with color. As an Idylon you are naturally quite colorful with vibrant splashes of color adorning your body in a thousand little ways. You are also capable of minor chromomancy; you can manipulate colors in a number of small ways, primarily fit for aesthetics but you can learn to hone your chromomancy and eventually figure out neater, more useful uses for this particular power.

Luminous Form (200 SP, free for Glixies): You are uncommonly bright for a glixie, both in terms of intelligence and in terms of the actual luminosity of your skin. Most glixies are a fine substitute for fireflies but you are brighter than that and can easily light up a room. You can also tamper this down at will, and have complete control of this ability. The brighter you glow the more positive emotions are amplified in your presence.

Beautification (200 SP, free for Pranaiads): You are not only attuned to nature but you are capable of idly and passively beautifying it. You can, with an act of focus, direct the nature of this beautification, choosing whether to keep it wholesome or make it curiously lewd (as well as pleasant and safe to fuck). Beyond that you can focus on what you want to beautify and dramatically speed up the process as well as make it cleaner and safer, even when you are beautifying things that are not natural.

Petal Power (200 SP, free for Floranalia): You possess potent power over flowers. You can control them with as little as a flicker of intent and can make them move, bloom, and do anything they could normally do, as well as use telekinesis to move around them and to give

yourself a cloak of petals. Flowers you use your powers on become more beautiful due to the potency of your powers.

Normal Native Of Saturn Perks:

Eye Of The Beholder (100 SP): You are a resplendently beautiful being, even among the 10s out of 10s that dot Saturn. You have a rare sort of universal beauty, one that allows anyone and everyone to appreciate and be awed by it. This has a much stronger effect on those attracted to people of your gender, and this effect compounds if you are in someone's strike zone, which means you could easily attract a significant amount of attention. Thankfully people are also more amenable to you the more attracted to you they are.

Cultural Standards (100 SP): At the start of every jump you can opt to select a culture and make yourself as attractive as possible, physically (and within the physical possibilities of your chosen species), within the beauty standards of that culture. The impact of this can be quite significant, though for it to really matter will depend on your luck and other levels of charisma. After that first metamorphosis you can do this again once per jump, selecting a new culture to focus this on.

Designer (200 SP): Even among the people of Saturn you're a little bit *Obsessed* with aesthetics. Thankfully you've made the wise decision of turning an obsession into a career. You have immense skill when it comes to design. Of what, specifically, you ask? Well frankly most stuff. You can design buildings, clothes, and even whole cityscapes, to be remarkably aesthetically pleasing. You can easily get a successful career with this, and you are likely to be quite popular among the people of Saturn for your thoughtful, tasteful, beautiful designs.

First Picks (200 SP): You have a curious skill at being picked first when being picked would benefit you. This is especially powerful when it comes to romantic and sexual things, and guarantees that your first impressions are as good as they possibly can be, which can be incredibly handy for if you want to join a vajra's harem or something to that effect.

Local Talent (400 SP): You have a *Troyversian* talent. This could be anything from being a Yulebringer (a special kind of magic user gifted with the power to cast assorted spells related to Christmas), a Breedmaiden (someone able to get pregnant and give birth with increased ease, give birth to many offspring at once, who can imbue their children with traits based off of those they've slept with and who gets stronger with every child they have), or even the power to have multiple bodies that are all yours and perfectly under your control (and requiring that each of them die before you are considered "Dead" and need a 1-up). This is as freeform as anything seen in the Entourage Section of the base CYOA, and thus gives you great leeway to decide on your powers and talents.

Troyversian Logic (400 SP): Are you a protagonist? This is a weirdly protagonist-like skill to have in a setting like this. The more attractive you are the better you are at other things. You can focus this boost in a number of directions, such as fusing your attractiveness and your strength, or meshing your sexiness with your brain. You can reorient this once per week, making your beauty a rather flexible tool in your arsenal.

Responsibility & Power (600 SP): The inhabitants of Saturn are unusually able to grow when they are given responsibilities. Now you can take this power with you into future jumps, and when you are given responsibilities you find your skills rising to match them, giving you a permanent and thematic boost to your powers when you are given new responsibilities by those above you. This means that every promotion and job offer gives you a buff of some sort! Greater promotions and job offers hit harder here, but even a pay raise can give you a nice buff.

Beauty Protects (600 SP): The more beautiful you are the harder it is to hurt you. Your beauty even acts as a bit of a shield against supernatural effects, though it's less effective against this kind of thing than it is against raw material harm. This beauty-based protection also has a curious effect in that the more you adventure and the more battles you get it the stronger it becomes and the more beautiful you become.

Spirita Perks:

Spirita Set Up (Free, Only Available to Spirita): Spiritas have a pair of unusual abilities related to the person they are a Spirita for. So long as they live their vajra or other sort of soulmate can respawn if they die, reappearing next to the Spirita. Beyond that the Spirita also has a 1-up, though this only works once a jump/once per decade, and if you die you respawn next to your Vajra so long as the Vajra is still alive. Spiritas also have peak human physiques.

Crafted From Soul Stuff (100 SP): You are someone's *Soul Mate*. And that means something. You are crafted from their soul stuff, the esoteric substances and energies which exist in every soul. This gives you their ideal form, making you as attractive as possible to them in every possible way and giving you intimate and detailed knowledge of their personality, interests, and fetishes. At the start of every jump you can take a character in a setting and become their soulmate, reconfiguring yourself to suit them. This power only works once per jump.

Soul Sorceress (200 SP): You are a soul sorceress. This unusual talent manifests in two distinctive ways, with the first and potentially more impressive way being that, like some of the more mystically inclined of the *Erosalfar* you can actually reach into people and craft soul mates for them like you. This process is intense, requires concentration, and is moderately difficult, but you are more than able to do it if you have a few minutes to concentrate. This soulmate is keyed to the person you created it for, loyal to them and to you, and is essentially an entity similar to you but for someone else. You can also use soul magic, which allows you to use magic on someone regardless of range so long as you have something meaningful to them as a focus for the magic, and your relationship with them colors and strengthens the magic. This is much stronger when you are trying to heal and protect someone you love than when you try to hurt someone you hate but that sort of bond is still a bond and gets a bit stronger because of this.

Sexual Synergy (200 SP): You can attune to someone in a matter that gives you perfect sexual synergy with them, making you the very best possible lay for them in every way, even superseding silly things such as sex magic and the like. This makes you the best lover for that person in every purely sexual way, giving you temporary access to the proper equipment to satisfy them if you didn't already have it, and giving you knowledge of how to best please them. This can be done repeatedly, though it takes some energy to use it and you have to be physically close to them to initiate the process. This, coupled with something like soul magic, could actually override things like sexual hypnosis and mind control, and also makes sex with you restorative, allowing it to heal them.

Heart of the Matter (400 SP): Being attuned to someone's heart comes with some perks. At least for you. You have a remarkable learning boost when it comes to the things the people you love are interested in. The more someone you love loves something and the more you love them the greater the ability you have to grow in ways and areas related to the stuff they love. If someone you love is deeply into magic you have a stunning learning boost when it comes to magic. If they are into science, you can quickly become a scientist.

Mutual Love (400 SP): Your soulmates understand you, are moved by you, and gain learning boosts related to the things you care about. The more you love something the greater the boost someone who loves you gains related to learning about it, and this effect is greatly reinforced proportionally to how much they love you.

Soul Sharing (600 SP): Being so powerfully attuned to someone as a *Spirita* is to a *Vajra* comes with a fun benefit, at least in your case.You can share perks with your soulmate! This is especially powerful when it comes to 1-ups, and alt-forms, allowing you to share them freely with your love. One handy benefit from this is that training that your soul mate does counts for you as well, meaning that you can do a lot with a little with this perk.

Family Matters (600 SP): You are an uncommonly powerful *Spirita* aren't you? The protections you extend to your Vajra (and that they extend to you) are deeply imbedded within you, and you can extend them to your vajra's (and any other soulmates you have over the course of your chain) loved ones. This means that when their family dies they can respawn in youthful, eternal bodies, by your side. You can also extend this effect to one close friend and their family once per jump (and these people can become followers of yours, if you wish).

Vajra Perks:

Vajra Visage (Free, Only Available for Vajras): Vajras are an uncommonly powerful species, sexually. They constantly generate and passively emit small amounts of prana but can generate massive amounts of it by having sex, which is one of the reasons why they tend to be almost (and in some cases that *almost* becomes *literally*) worshipped by the various other common inhabitants of Saturn. The powerful sexual gimmick a vajra wields is the fact that their prana is concentrated most strongly in their manhoods, and when they have sex it enters their lovers. This causes them to experience soul-touching pleasure and satisfaction, dramatically enhancing the ecstasy they inflict on those they bed, making every time someone sleeps with a vajra be a soul-touching, life-changing experience. Beyond that every vajra has a spirita, and vajra jumpers can respawn once per jump/once per decade so long as their spirita is still alive, and their spirita can respawn unlimitedly so long as you live. Every vajra has no refractory period, controls their own fertility, is between 6-8 feet tall, and have manhoods that are over a foot long each. You, if you so wish, will stand an even 8 feet tall, and have a manhood that is two feet long, but is magically able to fit into any sexual orifice and provides incredible pleasure.

Fulfilled Life (100 SP): Vajras are so powerful and influential because of their profound ties to their prana. The immense, incalculable stores of prana within a vajra make them an invaluable living resource on Saturn. Vajras generate explosive amounts of prana while having sex, and this leads some to think that this is why vajras often indulge in their harems. What surprises scholars of vajras and of Saturn generally is that what actually generates the most prana, particularly over time, is for a vajra to be happy. You have internalized this unique physiological fact and spread it to all of your energy types. The happier, and the more fulfilled, you are, the more energy of any and every type you generate. Your happiness and fulfillment passively improves your rate of magical energy regeneration! This also serves as a minor, specific uncapper; you have no upper limit on how much energy of any type you can store within you.

Prana Powered (200 SP): You have a rather fascinating ability. This power lets you imbue objects with a sort of artificial variant of Prana. This means you can infuse objects with a sort of energy remarkably like that of Prana; empowered by creative, restorative pursuits and when utilized by the beautiful and sexy. This has a staggering variety of uses and can be incredibly handy in the hands of a peaceful explorer or determined defender.

Father's Fortunes (400 SP): You are remarkably like your family, in ways that benefit you. You are attuned to the places touched by your father, and can more easily and readily mimic his feats. This tendency follows you into future jumps, letting you always take after your fathers. In this jump this makes you a better leader, statesman, and ritualist. This also makes your children take after you more easily, as well as makes them more loyal to you.

Prana Protections (600 SP): This is an unusual ability. You have a passive shroud of prana that keeps you safe from a range of different enemy techniques and tactics. Your prana shield absorbs small amounts of all the prana you generate and use it to dampen and even outright nullify hostile magic, technological, and supernatural abilities. The more prana you have generated since this ability was last necessary the more powerful this shield will be, and with

enough prana you can even protect those around you that you love. This shield is most effective against magic and technology, but will dampen all hostile effects that are supernatural and/or technological in origin. Prana is extremely good at protecting people so even a small shroud will be enough to block a surprisingly varied and powerful variety of techniques and attacks. Plus since it depends on you generating prana it is fairly easy for you to keep this protection vibrant and active.

Wanderer Perks

Adventure Awaits (100 SP): You have a remarkable ability to find adventures that are both entertaining to you and that end with you getting appropriate rewards scaled to the adventure in question and that happen to be well-suited to your particular tastes.

Party (200 SP): There is something about you that attracts skilled, lovely (to you), individuals to your side. You have an uncanny ability to always find stunningly beautiful people who have skills you can benefit from and you find it impressively easy to persuade them to join you. You'll never adventure alone, dear jumper.

Saturnian Scientist (400 SP): You are extraordinarily adept at making sense of the curious sciences of Saturn. You understand how to do things like create the prana-rings that give Saturn its distinctive look, and know how to create lesser versions of the terraforming machines and technologies that once transformed this world, though since you are not an omega lord (unless you actually are…) your terraformers are less efficient. Still, within the depths of your mind are secrets that could allow you to turn other worlds into Saturn-like paradises. This includes methods of bioengineering and modifying lifeforms so they are more aesthetically pleasing and better able to utilize prana.

Passionate Prana (600 SP): You seem to have unlocked a curious skill. You can tie together how passionately you feel about something with your prana, giving it much greater depth and more power based on how strongly you want to achieve a goal compatible with it. This means that you can make your prana powers much heavier, and overall much harder to just ignore or tank even if you use it offensively (something that is normally not particularly effective, due to quirks tied to prana's essential nature). This can make even a small amount of prana tremendously powerful if you are doing something like trying to heal someone you love or reach a place fast enough to prevent a violent conflict from breaking out. You will become a respected prana user, given enough time, at least if your actions are public knowledge.

Gardener Perks

Stupid Sexy Leadership (100 SP): You are a skilled leader, and your charisma is directly linked to your sexiness. The sexier you become the better a leader you become and the better a leader you become the sexier you get. Additionally the sexier you happen to be in someone's eyes the more charismatic, to them specifically, you become and the more loyal to you they become.

A Ruler's Responsibilities (200 SP): You are exceptional at identifying talent. You can easily spot someone's innermost skills and secret abilities. Plus you retain the strange delegation ability that vajras have to imbue people in their entourages with skills and powers and can use it in a wider context. This means that when you give people jobs and responsibilities they see direct buffs to their powers and talents that are influenced by the jobs you give them but also include a comprehensive buff to them holistically that takes an existing talent and makes it much stronger, with how much stronger depending on the nature of the job you give them.

Prana Programmer (400 SP): This is a curious talent. You are extraordinarily good at using prana, so much so that you can actually shape it into a wider variety of structures than just the ones outlined in the Demesne section of this document. You intuitively understand how to shape prana into a variety of shapes and mold it to take on a much larger number of forms than it ought to be able to take on, which gives such structures all of the advantages of being formed from prana such as self-repair, instant teleportation to any new holdings you claim, and enhanced effectiveness in all manner of constructive and creative contexts. As you encounter new structures you have a curious habit of beginning to mentally draw up schematics of them in your mind's eye, and with enough study you can figure out how to make almost anything using prana.

Depth Not Width (600 SP): You have taken the vajra quirk of being able to choose between several places with less power to spread between them or being able to pick a few places in exchange for more power and internalized it. You can dig into locations you call home or have a meaningful connection to and cause several prana constructs to spring into being, even outside of the holdings you claim. The more areas you use this in, at least without undoing your connection to other places you've done it in, the weaker the constructs you can create but this process allows you to far more easily defend and claim places as your own. The longer you dig into a place the deeper your connection to it gets, gradually strengthening the prana constructs you have created and filled the place with. A patient vajra with this can and will make a difference. Additionally you gain much greater awareness of places you have claimed as your own with your prana, making you nearly omniscient within them. This lets you use any hold-linked powers in these spaces at full effectiveness, and count as being in your holds for all beneficial purposes when you are in a place you have used this ability on.

Power Customization Section

Wanderers get to select three powers here for free, and all vajras can purchase powers for 100 SP each. Spiritas and Normal Natives of Saturn can purchase the powers on sale here for 200 SP each.

Blast: This is a semi-offensive ability, allowing you to shape prana into blasts you can expel at will. These blasts are less harming to living beings than you'd think, but they have plenty of concussive force and can easily destroy inanimate objects like walls or armor.

Blinking: You can teleport up to 100 meters and after doing so there is a short cooldown of a few seconds. You can also teleport people and items within that range to you, and have a dimensional inventory you can put objects in or take them out of. This inventory is the size of a large closet.

Flight: You can fly twice as fast as you can run. If you are a vajra you are beyond humanity in terms of your physique, so you can fly much faster than you may think.

Healing: You are a skilled healer, able to use prana to heal yourself or others with a touch (to the extent of closing major wounds, curing diseases, and even regrowing limbs).

Phasing: You can use prana to become intangible or invisible, able to do so for several seconds or even a few minutes each time, though this is mildly draining on your stamina, similar to holding a breath.

Sense: You have a curious danger sense that reliably warns you of danger and even detects danger to those near you (including when the danger specifically targets them). This also lets you track and discover specific things, including stuff as specific as "Women I'd find sexy", "A specific person I've slept with" or something as general as "something generally interesting to me".

Shield: For as long as you concentrate you can maintain a forcefield that is shaped exactly as you'd like it. The wider this forcefield is the less dense it is, meaning bigger force fields are less effective than smaller ones.

Sleep: You can use prana to, with a moment's concentration, put anyone near you equal to you in strength or weaker than you (or willing to be affected by this) to sleep. This sleep is remarkably restorative and sleepers affected by this are able to lucidly dream without difficulty while sleeping due to this ability.

Weight: You can affect the weight of anything inanimate as big as a car in any direction you choose by up to ten times. You can make something ten times heavier or ten times lighter. This works as long as you touch an object, and after you stop touching it you can choose to continue to focus, minorly, on this which will allow affected objects to stay in their altered state for a few hours.

Hold Powers

The following powers are only usable within a hold, and while they are purchasable by anyone they get the most weight from Gardener Vajras or other rulers. **Gardener Vajras get to select 1 power here at any level for free and 2 powers at the entry level (if applicable) for free.**

A God Am I (150 SP): You are empowered by worship, and that includes the devotion your citizens show you. This improves you in every way, though how strong this is on an active level depends on whether or not you are in your hold (this weakens dramatically when you are outside of your holds). This also triples your prana production, and allows you and your followers to more easily use and produce prana-fueled tech and magic.

Bigger on the Inside (100 SP): Your holds start out as much as five times bigger on the inside than they are on the outside, and can grow indefinitely to support new citizens and structures.

Body Sculpting (50/100 SP): For 50 SP you can change the forms of your citizens (and enemies but it's harder to do, takes longer, and isn't permanent) so long as they are within your holds. If you only invest 50 SP in this you can only change someone's appearance within the bounds of their species. If you invest 100 SP into this you can change their species, though this doesn't grant supernatural powers.

Inspiration (100 SP): This power buffs the motivations and happiness your citizens feel, as well as strengthens the positive sensations they experience and feel. This stacks with the effects of the Halo hold if you claim it. These effects persist when they leave your hold, but only after a while. If you also have *A God Am I* then you can sculpt the minds of your citizens, filling them with desires and personalities you like.

Mental Link (50/100 SP): You can create mental links that tie you and your citizens. These effects persist for a while if they leave the hold for a long time. For 50 SP this link only allows you to share pleasure. For 100 SP you can speak to your citizens and they can speak back. If you have *A God Am I* you can read the minds of anyone in the link.

Nymph Speaker (50 SP): You can spawn pranaids from your hold in dense numbers, who are loyal to you and you alone. They are fully formed, in mind and body, and have various nature-based powers as well as flight, and are naturally attuned to your hold which means they can detect oddities and ferret them out with ease.

Sensual Sounds (50 SP): Your hold(s) has a soundtrack! The music comes out of nowhere, fits the mood, and doesn't interfere with your ability to hear other things.

Sustenance (50/100 SP): The way this power works depends on how much SP you invest in it. If you invest 50 SP you and your citizens can pick food, water, sleep, or air, and whichever you pick you won't need anymore of. If you invest 100 SP you and your citizens don't need food,

water, sleep, or air, while in your holds. If you have *A God am I* then you don't need these things even outside of your holds, so long as you have an active hold.

Terrain Sculpting (150 SP): The nature of the landscape within your holds is up to you. With an act of will you can manipulate minerals, plants, and the like, in your hold, though how fast this is depends on the scale and complexity of what you want to do. With *A God Am I* these changes only take seconds to minutes to take effect, possibly even being fast enough to mess up enemy invaders.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.
All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.
Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General Items:

Ring Generator (400 SP): While there is surely a mundane explanation for Saturn's rings believed by the humans of Earth, the truth of the matter is that they are an ancient bit of technology, or perhaps and more likely a thousand ancient bits of technology, that refine and circulate prana. This item is a ring generator that you can take with you that can do the same thing to the same level as Saturn's rings, or even further if you have the skills to fiddle with omegatech. This is enough to turn any world, continent, or country, into a Saturn like space given enough time.

Moon (400 SP): Saturn has over 100 moons, and while Titan is well-known for being a strange, monster-infested space (a rumor that is only somewhat true, as Titan is home to both strange humanoid races and what many would call "Monsters" due to its history as a dumping ground for stuff the other inhabitants of Saturn didn't want on Saturn), many are beautiful and ripe for habitation. This purchase gives you one moon, which can be as big as Earth's moon, and which is covered in lush vegetation and amenable to habitation and terraforming. This moon is fiat-backed to not mess with the gravity of worlds you put it in orbit of in the future and retains changes. It is also inhabited by pranaiads, all of whom are loyal to you and eager to get to meet you and do your bidding.

Normal Native of Saturn Items:

Prana Crystals (100 SP): These gems are made of solidified prana. They are valuable trade goods, and while their value depends on their size even small ones go for a pretty penny. They can be used as power sources, which causes them to lose their shine, and break if they are completely depleted. This is a supply of them that restores itself every week, and the largest of these crystals are powerful enough to power even a spaceship for weeks.

Prana Architecture (200 SP): You have a nice home in a Saturnian city. This is a luxurious penthouse suite somewhere in an elegant city, filled with amenities that are powered by Prana and that replenish themselves at an abnormal rate.

Profitable Role In Ceres (400 SP): You have a career now! You are an official of Ceres, one of the largest mining companies in Saturn, and can now take a branch of Ceres with you into future jumps. This also produces a nice amount of profit and material resources for you.

Spiritas Items:

Soul Outfit (100 SP): You have a set of clothes attuned to your soulmate that are extremely handy and change their appearance based on your soulmate's desires and the situation. You also have a second set you can give your soul mate keyed to you, that gives them the same benefits but keyed to you instead.

Loving Vessel (200 SP): This intimate spaceship is essentially a private yacht capable of flying through space. It is a luxurious, beautiful, intimate vessel and it is more than able to pilot itself or be piloted by one person, perfect for creating intimate getaways, romantic dates, and also for traveling the cosmos. This can be used to fly from Saturn to anywhere else in the solar system in hours, and can reach anywhere in Saturn in minutes, and most places in seconds. This vessel is larger on the inside than on the outside, and has enough room in it for dozens of people, allowing it to serve as a nice getaway in a range of contexts.

Soulmate Finder (400 SP): This radar is a curious thing. It can be keyed to anyone and when it's keyed to someone you can use it to find their soulmate. Not their Spirita, or some equivalent, but a more mundane conception of the term of soulmate. This is unfailing and perfectly accurate, and every person has at least one soulmate, though what a soulmate IS, depends on the person in question. Nonetheless, with this you can find someone's other half, no matter who they are or where they are. You can use it on yourself and it'll lead you to your vajra.

Vajra Items:

Morphomech (100 SP): This strange bit of technology is a robotic body you can slide a piece of your consciousness into. Placing a fragment of your consciousness into it allows you to pilot the machine, and it can look exactly like you, while you remain safely ensconced somewhere else. These machines are remarkable bits of technology and quite useful in a variety of contexts, and so long as you don't need to use any of your more intensive powers it can be impossible to tell that the machine isn't you if you have yours be a perfect physical replica of you. Your model is nice and compatible with your prana powers, though it is a bit taxing (more so than usual) to use your powers through it. If this is destroyed, you get a new one the next day, and if this is lost somehow then it deactivates and turns on a software that completely wipes its memories. Nothing done to this machine will hurt you in any way.

Father's Last Will (200 SP): This is a curious thing. This suite of items are weapons and technology designed by the scientists at your father's holdings, and while more of them are placed in a secretive war vault locked away inside a small and unremarkable moon (where other secret weapons are placed), this is more than enough to give you new means of defending yourself and defeating opponents. A key here makes it easier for you to go into the ancient vault, a place known to some scholars and vajras, and if you use it, you can find many more impressive weapons than what you already have…

A Grand Design (400 SP): This is an interesting item… This is the arcane schematic of how to perform a replica of the ritual your father performed which would ascend you and your harem to a paradise afterlife. This seems to be a one and done deal, and it appears so inviolable that even a benefactor might struggle to get through it but it is effectively a chain ender. Curiously you could also create smaller versions of this and seed them in a setting to give people clever ideas on how to get out of trouble. That said, such decisions are permanent, as permanent for them as they would be for you. Still, plenty of villains could be tempted with something like this once their situation gets bad enough.

Wanderer Items

Beautiful I.D. (100 SP): This curious thing is a whimsical device. It is a sort of protean I.D., giving you the credentials to pass as a citizen of wherever you happen to be, with it being handier the more beautiful you happen to be. The sexier you are, the more places you'll be let into.

Neutral Meeting Place (200 SP): You are the owner of a luxurious resort that people like you, be it in terms of temperament or in terms of species, like to gather. This resort is filled with all sorts of wondrous amenities and is perfect to use as a base of operations, but its primary draw is its nature as a place people feel safe gathering in and using for all sorts of important, official business. This place is especially attractive to people who are like you in several ways, such as someone who is a wandering vajra if you happen to be a wandering vajra. People this place appeals to will be easily persuaded to come here and patronize this meeting place.

Gardener Items

Rulership For Dummies (100 SP): This tome not only contains stellar advice on various forms of leadership, rulership, and basic statecraft, it's also a handy device that can scan people and can develop profiles for them that tell you how they'd do in various positions. With this you can find the best possible candidates for each possible position you need to fill out. This tome is flexible as well and you can create entries in it for new positions and it'll determine who is the most compatible with you and best suited to those positions from the list you have in it.

Prana Finder (200 SP): This handy little thing is a massive scanner that can scan whole worlds in seconds. It is keyed to prana and detects locations on each world where the largest amounts of prana can be found. These tend to be places filled with beautiful life, so the most common places where you can find sizable, relative to the world in question, bounties of prana are invariably scenic, life-filled places. These are the places that are the best suited for a Vajra to make a holding out of and sometimes these places can give rise to new prana-tech or naturally inspire new prana-powered spells and rituals.

Holdings & Demesne Section

In this section, **Gardeners** get to devise the nature of their holdings on Saturn, selecting architecture and other unique bits to add to their claims. This section will also include bits on the holdings a Vajra could select for themselves. How many Demesne points an individual vajra gets depends on how many holdings they select for themselves. Those who select 4-5 holdings get 6 points, those who select 2-3 get 8 points, and those who select only 1 get 10 points, barring something like a holding that grants you points. You can import your holdings into future jumps for free, and as a jumper, you can also fuse any relevant items, from this or other jumps, into your holdings for free.

Claims

For the duration of this jump, individual claims may be contested, meaning other vajras or even sufficiently powerful idylon civilizations might be interested in them and would make moves to unseat you at some point in the future. Individual claims may also give you Demesne points, or let you claim additional Vajra powers from the **Hold Powers** section of this document. **One important bit is that the number of claims you make during this jump, as determined by this section, is the number of claims you can make in future jumps with the same rule set.**

Abandoned Sky Island: A sky island that was once the territory of another vajra who abandoned it for some reason. This particular claim is **Moderately contested by other vajras**.

Ancient War Vault: This curious moon is receptive to a vajra's powers and if you claim it as a hold it will be easier for you to head into the vault and claim what it is inside of it; potent weapons from throughout Saturn's history and defenses designed to keep them safe. If you have not cracked the vault then this claim is **Not contested by other vajras** but if you have opened the vault and it is known that you have then this place becomes **Hotly contested by other vajras**.

Dophenkaan Isle: This strange island is mobile but is not under your direct control. The island slowly moves, always heading towards events and objects of interest to you. This is a **Moderately contested location** due to the fact that it moves.

Eye of the Whirlpool: A number of sky islands that float around a gigantic whirlpool. This scenic spot is easily defensible and is **Not contested by other vajras**.

Flying Castle: Flying castles are immensely rare on Saturn, though some existence elsewhere. This one is a castle created by your prana and it is **Extremely contested by other vajra** if you claim it due to its immense utility, and the prestige of a mobile holding will drive them to jealousy attack you.

Halo: This skyland is located within the halo and was a curiosity first discovered by your father long ago. Prana and maia; the winds of Jupiter, both flow through here and enhance positive sensations and feelings felt by lifeforms who visit, making this place powerful and valuable to

vajras. This place can be tamed by a vajra and is highly defensible. If this place is kept secret it is **Not contested by other vajras** but if it's existence becomes public knowledge it becomes **Highly contested by other vajras.**

Iridemas Trench: A large, long valley located under the waves and on the seafloor. If you follow the seabed to its end you reach a large pit leading deeper into the ocean, and at immense depths sea monsters await. This claim is **Not contested by other vajras**.

North Pole Archipelago: The place a vajra's adventure in Saturn begins. Claiming this place is perceived a certain way by other vajras, though they cannot claim it at all, as well as to other beings of power and ambition on Saturn. This claim gives you **4 additional demesne points**, and is **Not contested by other vajras** due to their inability to claim it.

Ocean Sector 640,829: A random stretch of a vast ocean, any structures placed here are placed on floating foundations automatically as they are constructed, something which doesn't affect how much energy they use in the slightest. This claim is **Not contested by other vajras.**

Ruined Isle: The ruins of a long abandoned, or destroyed, hold once claimed by other vajra. This place gives you **3 demesnse points** and is **Mildly contested by other vajras**.

Seabloom Valley: This strange valley is beneath sea-level but its highest reaches act as a natural dam. It is naturally receptive to terrain sculpting, and it grants a small stipend of 100 points to spend on hold powers. It is **Mildly contested by other vajras**.

Storm Ridge: This claim is **Moderately contested by other vajras** and is a strange place is a huge mountain ridge where a massive thunderstorm is always raging.

Virgin Isle: This claim is **Not contested by other vajras** and it is a newly arisen island in the middle of a freshwater sea. This claim also lowers how much terrain sculpting costs, bringing it from 150 SP to 100 SP.

Rulership Style

Select one of the following three styles of rulership. Each has its own benefits.

Lord Of the Land: You are the king and absolute ruler of your holdings. Your spirita is the place's queen. You can purchase **A God Am I** for 100 points instead of 150.

First Citizen: This makes your holdings a true democracy and even your vote is only worth as much as one of your citizen-concubines. That said you are respected by them and hold a softer sort of influence. This lets you purchase **Inspiration** for 50 points instead of 100.

Servant of the People: You have voluntarily relinquished your governing power, giving it wholly to your entourage and spirita who shall be the rulers of your holdings in your stead, and you are a prana generator and stud. You receive **Nymph Speaker** for free.

Demesne Architecture, Structures, & Infrastructure

Use the points you gained from other decisions on this section. You can also spend 50 SP to gain 1 Demesne point (DP) and can do this as much as you can afford. All things purchased here create themselves in any holdings you claim, and are buffed by prana and fiat-backing to be self-repairing, self-updating, and to have a slew of other minor buffs.

Your Palace (0 DP): You get a number of palaces throughout your holdings for free, with one supreme palace being placed in whichever hold you consider your capital (if you have more than one hold). All of the palaces you get are incredibly secure, obscenely luxurious, and more than capable of fulfilling any and all needs had by anyone in your harem and entourage. It is more than possible to spend the rest of the jump in a palace and to never feel any want or desire that isn't immediately fulfilled.

Alchemical Forges (1 DP): These forges convert prana into virtually any material that might be needed, mostly mundane and some minorly supernatural resources as well. These structures are also visually stunning.

Ateliers (1 DP): These are Saturnian factories, capable of producing manufactured goods at an incredible rate. Ateliers in your holdings, in particular, are even faster due to your potent prana. These factories run themselves, and due to the quirks of Prana do not pollute areas around themselves.

Broadcasters (1 DP): These spindles project prana across holds, allowing your citizens to tap into prana for the sake of powering spells, technology, and rituals of your design. This is not suitable for large scale stuff, but is incredibly handy for your entourage and citizens.

Collectors (1 DP): These devices collect excess prana and also empower ambient prana enough to make it useful. If there are enough collectors these devices can collect a hefty amount and make it useful.

Healing Nodes (1 DP): Diseases are usually not pretty so it should make sense, thematically, that they are not common on Saturn. Still, they happen from time to time and so these devices funnel your power to constantly release healing waves over your holds that gradually remove diseases, fix injuries, regrow limbs and all that. They are intelligent enough to not heal foes, and proximity to them enhances their strength and effectiveness.

Pranaducts (1 DP): These arcane-adjacent pana aqueducts carry prana to and from key locations across your hold(s). Following these things and their energy is thus an easy way to avoid getting lost. These devices can be tapped into at regularly spaced stations to draw large amounts of prana for any other reason, but only you, your entourage, and special people you specifically designate can do this.

Radiant Crystal Beacons (1 DP): These beautiful monuments radiate soothing energies that increase morale but can also be morphed to subtly conform people over time to your standards, both physically and mentally. This isn't as strong as body sculpting or mind sculpting, but overtime anyone who spends a great deal of time in your holds (barring those with great protections in place) will become more like you'd like them to become. Native Saturnians don't mind this, and most see it as a normal cost to pay in exchange for the boons that come with living in a Vajra's hold.

Runic Monuments (2 DP): Versatile structures that can be configured with brightly gleaming runic arrays of all sorts. These devices can be used to create a range of supernatural effects for those within your holds. Each specific effect is maintained by runic arrays and you can change out the active runic arrays at will, which changes the effects these devices cause. More powerful effects than others are more complex and more energy-draining than simpler abilities

Transport Nodes (1-2 DP): There are two tiers of this. For 1 point you and your citizens can fly in your holds, at up to 5 times your running speeds. If you invest 2 points you and your citizens can teleport anywhere in your holds from anywhere else in your holds. Both of these options give you long range teleportation abilities as well, allowing your citizens to teleport anywhere in the solar system (and this retains that range in future jumps), but does not offer a way to teleport back by itself.

Athenaeum (3 DP): An absolutely astounding university and research center. This place is astoundingly effective at promoting learning, science, research, and innovation. Prana is especially powerful when it comes to the enchantments and spells laid on the Athenaeum, which can make this institution one of the best universities and research centers in the solar system.

Gallery (1 DP): This is an entertainment center, but for a whole city-state. This illusion generating play is filled with rooms for the public and rooms for private use, and chambers in it can generate illusions that touch on and alter any and every sense, allowing you to experience wild illusions and do things like play virtual reality games, engage in remarkable storytelling, and experience all sorts of creative adventures. Beyond that this place produces incredible artistic masterpieces, particularly ones related to visual arts and to music and it dramatically enhances the *Sensual Sounds* power (though the ways it does this depends on the person you select to be your hold's muse).

Incarnation Compound (2 DP): Your citizens are immortal and upon death their souls return to your holds and are respawned in months, or at times years (if they are away from their home when they die). An incarnation compound makes them respawn nearly immediately, taking hours or days if their method of death is particularly harmful to their souls.

Monastery (3 DP): In this place meditation is dramatically more effective and this bolsters your, and any of your citizens, efforts to find purpose and contentment. It's worth noting that vajras are uniquely able to pursue enlightenment, and that as the son of the specific vajra you are the

son of (assuming you're a gardener vajra) you are uniquely adept at drawing out power and utility from meditation and pursuit of enlightenment and with this you'll quickly find that you have an affinity for unique abilities like flight, precognition, and you can potentially help your followers and citizen-concubines unlock these abilities themselves with tantric sex and conjoined meditation. These abilities will be strongest on Saturn, in your holds, but as a jumper you can find ways to continue to use these powers elsewhere with a bit of training and intentional meditation.

Temple (2 DP): This place, the seat of formalized… you worship, is a beautiful temple and is where idylons and other worshipers of yours will leave offerings of various sorts (typically sentimental or artistic ones). This place boosts luck, both yours and your followers, by a noticeable but not wild amount and allows miraculous events to occur that protect your worshippers, though these are not supremely reliable.

Companions, Followers, & Entourage

Companion Import/Companion Creation [50-200]
With this, you can spend SP to import companions into this jump, giving them 600 SP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 SP per person you do this for, or you can spend 200 SP and create or import 8 such individuals.

New Friend [50-200]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 SP here gives you a new token. Each unspent token is refunded at the end of the jump. Ascendants and creatures comparable to them cost 200 SP to recruit this way and tokens given to them that were not worth 200 SP do not work (though you can fuse 4 50 SP tokens to create one 200 SP token).

Somaia [Free, Requires Vajra origin]
As part of the cost of entry of becoming a Vajra you can take Somaia, your spirita, as a companion for free. She has the spirita origin freebies, and if you complete scenarios she gets more of the perks, with each price tier of perk becoming hers for each scenario you complete. Somaia is your spirita and is eager to explore the multiverse with you.

Vajra [Free if Spirita, 100 SP if normal native, 50 SP if Vajra]
Hmm look at this, you've befriended a vajra! That's nice. You can decide the specifics of their build, with their 600 SP stipend. If you are a spirita this vajra is your vajra, your soulmate.

Entourage:
This section is only usable by Vajras of the Gardener type, though anyone who completes the **Saturnian President** or the **Rumble in the Ruins** scenario gains followers with abilities similar to but weaker than those outlined here.

A Gardener type Vajra has an entourage; a collection of specifically and purposefully empowered citizens of their hold that have, in addition to the powers they gain by being a part of your entourage, thematic powers tied to their roles. While there are 15 roles, some roles can have more than one person occupying them simultaneously, such as Vicars (which are 1 per hold, so if you have more than one hold you have more than one Vicar). It does not cost you anything to put a follower in a role, and you can change out which follower is in which role at will (though the person who gets swapped out loses the benefits of the role and their power unless they are just trading roles with someone who has a role).

All gardener vajras have all of the entourage candidates as followers for free, as well as hundreds of thousands of other Saturnians in their holds as citizens. You can, of course, pay to import someone in your holds into future jumps as companions, and anyone with powers granted via the rules here also retains them as a companion unless you switch out their roles.

Abbe: A multi person role, you can an assign an abbe to each demesne structure you have, not including your palace or infrastructure (you can assign an abbe to an Atheneaeum, Gallery, Incarnation Compound, Monastery, and Temple). Abbes gain strong connections to their assigned buildings, and authority over them, as well as the power to sense irregularities within them. Within their assigned structures they also gain significant boosts to their physique, intelligence, and charisma, the power to teleport within their structure at will. They also gain thematic abilities tied to the structure's purpose such as enhanced intelligence or charisma.

Apostle: Another multi person role, you can have up to 3 apostles who will always be with you barring rare exceptions. These individuals gain a subtle link to you, anticipating your needs and wants both when it comes to sex and when it comes to other topics as well. Sex with them is wildly more pleasurable for everyone, even equalling sex with your spirita, and everyone of them orgasms when you do. They also have limitless stamina for sex and sex with you meets their physical needs for them. They also bolster your morale and resolve when closeby.

Cardinal: The primary steward and chancellor of the realm, dealing with the administration and daily running of your territory. They usually have teams of assistants helping them with this. She gains a boost to her intelligence and multitasking abilities as

well as staying calm in a crisis. She can even teleport to your palace from anyone in your hold and can teleport between palaces in different holds at will.

Chaplain: A broad role concerned with tending to the needs of your citizens, requiring flexibility and finesse. Chaplains are also preoccupied with bringing your wishes to your people, allowing you to use them as mouthpieces, and they have gain a powerful empathetic sense for the sentiments of others, as well as an air of approachability, and a skill at translating your desires into words. Chaplains may spend their days working directly with you and other members of the entourage or they may go about to the people and learn of their needs directly from them, switching it up from day to day.

Confessor: The arbiter and judge of your people, who oversees things like ending disputes and the execution of the law. The confessor gains an excellent gun instinct for telling when someone is lying, and a deep, nearly psychic understanding of what you would decide in her place. This is more about legal disputes than other conflicts, which the Chaplain tends to oversee.

Curate: Your personal attendant and the head of your household, given the same powers as an Abbe but keyed to any palaces you own as well as being responsible for ensuring that your needs are met. She will almost invariably establish an order of concubines keyed to your needs and desires as well as her individual skills, which she uses to accomplish tasks on your behalf. She also gains a sixth sense for anticipating you, a buff to her mental abilities broadly, and a boost to her lateral problem skills.

Muse: This role's execution is keyed to your particular interests, but generally revolves around the arts in some major capacity. A muse is capable of being an inspiration, an artist, a mascot, or some combination of the three. She also gains mundane level expertise in the arts and other creative abilities, as well as the ability to supernaturally inspire people when it comes to art creation. You can give her a focus, which enhances her level of skill in a given field, and any sort of musical focus will dramatically empower the *Sensual Sounds* hold people.

Paladin: Your champion and bodyguard, gaining martial expertise and a truly superhuman (Spiderman level) physique. She can also manifest beautiful and intangible jewelry on her body which takes blows for you, absorbing damage that you'd otherwise take. The jewelry is extremely tough (scaling to match her durability), and can self-repair but if it breaks you'll be able to be harmed again. She also gains supernatural durability and slow regeneration, as well as expertise as a bodyguard and enhanced combat ability.

Prelate: Your mistress of ceremonies, a role that involves arranging that you be entertained as often and as thoroughly as you can and as you wish to be. This role can also involve arranging public entertainment as well. She gains supernatural luck when it comes to dealing with entertainment logistics and her sense of humour and wit are bolstered.

Priestess of the Heart: A special role that only you as the CYOA Vajra have access to, but also one that offers no direct benefits (though the person you pick still gets any personal

boons they'd get by virtue of being in your entourage). Her role is about dealing with mythical topics related true love, vital life, passionate lust, virile fertility, etc and pursuing routes that touch on these things and the way of the heart. If you give someone this role they'll pursue legends regarding an order of priestesses that delve into these topics, and also harmoniously deal with spiritual matters.

Saint: This person is held up to the people of your holds as someone you want them to emulate in some way, which inspires your citizens to be more like her, and thus her traits get amplified and magnified. She also gets skills in mentoring others to emulate her.

Sexton: A curious and influential role, your sexton is responsible for ensuring you always have suitable partners for sex. The person assigned this role gets instinctive people management skills, and a keen sense for your sexual appetite, knowing when and where you'd want to fuck someone and who that someone is.

Shamaness: A woman who tends to the land and ensures that the prana flows properly. She can unclog places where prana gets stuck, and can help you and spirits as well as tend to the land. She gains great insights into things related to nature and druid-type powers.

Templar: Your main general, overseeing security, espionage, counterintelligence, and if you are a conquering sort then outwardly expansive military actions. The buffs she gains are mostly mental, buffing her tactical and strategic acumen, giving her knowledge in the area of military matters, security stuff, and spycraft, as well as stealth, and buffs to her intelligence and leadership ability broadly. She can also mark up to 12 minions who she can communicate with mentally over a distance as large as that of the solar system.

Vicar: You can assign one person to the role of Vicar per hold. Vicars are the regents of their assigned holds in cases where you or your Spirita are unavailable and thus has a lot of authority. This individual is also a living link between you and your hold, streaming your prana through to your territory. She has the power to use any hold powers you have but only in her assigned hold and only in ways you would approve of. She also gets a moderate overall boost to her body, mind, and charisma, as well as buffs to her leadership, management, diplomacy, economy, military, and espionage skills, though not to the same extent as entourage roles that specialize in that.

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. If a scenario has requirements, such as having a specific origin, they'll be noted next to the scenario title. Each scenario also awards 200 SP upon completion, in addition to any other stated reward.

Current Scenario Ideas:

5: Unify Saturn, with a finale requiring you to interact with Gaea (and meet your dad in the process, if you are a Vajra) and get her permission to be Saturn's ruler, similar to the Unify Mars scenario from AKOM's jump.

Titan:

The massive moon of Titan is a bit of a taboo topic among the people of Saturn. It is an ancient dumping ground used first by the Omega Exiles to banish things that didn't fit the themes of Saturn (things they found monstrous, among other such stuff) and then by the dominant Saturnians who continued that problematic trend. It is now inhabited by various creatures and organizations. Some individuals on Saturn feel remorse for what happened to the moon and shame at what they've done to other living beings, and wish to begin to understand Titan. They ask you to explore the moon and catalogue the creatures living there. To complete this scenario you (and/or your faction, if you're a Vajra with holdings and the like) must go to Titan and work to understand the creatures that live there, cataloguing them and also mapping out the moon, as well as make inroads towards a peace between the people (including monsters that are of roughly human-level intelligence, which is not all of them) of Titan and those of Saturn. You could also just conquer Titan, a task which you can do peacefully if you wish just by unifying the different civilizations on Titan.

Rewards:

For completing this task you are given a textbook which catalogues all of the various lifeforms on Titan, and named Titan's Titan. Being named Titan's Titan gives you an aura of peace that can help you pacify monsters and befriend creatures, as well as ensures that Titan follows you to future jumps, with its inhabitants recognizing you as their monarch and leader. Titan's Titan is a perk, and the textbook is a bestiary which updates to include details on every monster in future jumps.

Mining Mayhem:

A dispute has broken out between businesses from Mars and the Ceres Corporation regarding mining rights of the asteroid belt. You are asked by various Idylons to go and resolve it, peacefully. This can be done in many ways but the easiest is to use any beauty or sex perks to

charm your way into the pants of figures on both sides of this conflict and coax people into an agreement.

Rewards:

The reward for this scenario is a group of followers keyed to the side that is the most satisfied with how you resolved the conflict. If you did a fantastic job for the people of Saturn you'll get Saturnian followers, ditto for Mars with Martian followers. Beyond that you also get a healthy fee, which is a sizable fortune for even wealthier Vajras, and which you get again and again at the start of each jump from here on out (which counts as an item for the purposes of any and all perks and items that affect items).

Rumble In The Ruins:

What starts as a normal day of exploration is guaranteed to end in a rather silly way. While exploring the ruins of a long destroyed kingdom, the depths of the very same one as the potential adventuring location for Wanderer type Vajras, you happen across a strange device in a room that locks around you. Attempts to escape the room prove futile as the room hums with strangely entropic energy The device reacts to your proximity, blinking to life and beginning an odd countdown. When it comes down to zero everything goes white and you lose contact with anyone who wasn't in the room with you, as you are shunted backwards in time.

When you come to, you are standing in a great green field inside of a curious hold that you do not recognize. If you have mapping powers or sufficient OCP you will eventually realize that you are standing somewhere in the North Pole Archipelago and even if you don't you are quickly detected by a passing group of female guards who recognize you as a stranger and ask if you want to be welcomed into the hold by the Mother of Vajras; the eldest Vajra. The key to getting home is to find this stranger, so one way or another you eventually meet her; a towering figure who is very much a womanly version of what you expect Vajras to be. When you meet her you may or may not realize what she actually is, an *Omega Exile* herself. One of the Omega Lords. She senses your nature as a time-displaced being and feels a curious kinship to you due to your nature as a multiversal wanderer. She asks you to impress her. If you do, she sends you back to the ruins using powerful *Truewarping* one of the more powerful abilities an Omega Lord can have. Once there you find yourself face to face with secretive omegatech warriors, the last remnants of an ancient order of warriors tasked with guarding the final vestiges of true Omegatech in this region. They are strong but not overwhelmingly so, though at the end of the battle they blow up the area you're fighting in and summon a swarm of powerful monsters hiding in Saturn's depths. Nonetheless, they must fall and if you succeed at defeating them then you beat this scenario.

Rewards:

The reward for beating this scenario is, at first, something unassuming. You get a simple but potent cache of omega lord weapons, a powerful but limited tool. It is only when this scenario ends that the true reward reveals itself.

When you finish this jump you are surprised to see the First Vajra in your warehouse or otherwise waiting for you when you complete the jump. She greets you and tells you your benefactor came and spoiled the ending of the first chapter of the story of the Omega Lords for her and she wants to write a better ending. She joins your chain as a follower or companion with both the powers of a Vajra and an Omega Lord. She pledges her resources to you, which is one method through which a Spirita or a Normal Native of Saturn could be able to get holdings, entourages, and Demenses of their own, as this follower's resources are, coincidentally, what would work best for your jumper. You note your benefactor winking at you as you notice this.

Saturnian President:

The *Conquer/Unify Saturn* scenario. This scenario asks you to become the true ruler of Saturn, a difficult but not impossible task. As befits any world under the domain of a Hyperion Veil partway through your conquest or unification you'll note that time has frozen for the whole world. When you explore the planet you'll find that there is a glimmering portal to a paradise in the beating heart of your capital. When you step through it you find yourself face to face with two glorious strangers, both of whom feel curiously familiar to you. They introduce themselves with smiles.

One of them is Gaea, the living spirit that controls the Veil that separates Earth's humans from the supernatural, and the rest of the solar system from disaster and calamity. The other figure is a kindly older-man whose name you recognize. If you are a Vajra you recognize the figure as the man Somaia told you about, your father. If not you recognize that the man who stands before you is the most powerful of the Vajras, the one who sealed himself away. Both talk about how they've noted your power and wish to converse with you. For several hours you talk to them, and by the end they've decided whether or not to allow you to resume your conquest. If they give you their approval your conquest continues unchanged. If not you find that you can't make more advances. You don't necessarily lose any of your gained territory, but attempts to advance fail altogether, be it treaties falling through or enemies rebuffing your forces. If you succeed you conquer and unify Saturn. That's what makes this scenario be deemed a success.

Rewards:

The reward for this scenario is that Saturn gets to follow you along your chain. You take the whole planet and keep it for yourself, complete with people and all (though these people might be copies of the people who are here when the jump ends, as they get asked whether or not they'd like to come with you on your chain). This is also a fully fiat-backed version of Saturn that can be imported into future settings and retains changes you make, as well as can replace Saturn in jumps that take place on Earth or otherwise in our solar system. You can take a city for yourself as your own holding if you are not a Vajra, and can get weaker versions of the options in the Demesne section.

Drawbacks:

Extended Stay [Varies]: For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.
Lockdown [Varies]: You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 SP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.
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.
No Prettiness Boosters For You (100 SP): For some reason the normal prettiness boosters that should be active are not working. You are only as attractive as your body-mod is, which can be less than excellent in a beauty-obsessed world like this.
Remote Reaches (200 SP): The corner of the multiverse the veiled solar system is located in is 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.
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.
No Prettiness Boosters For Anyone Else Either (200 SP): Weird. Now everyone else is only average to look at. And in a twist that is quite annoying other people are not aware of the fact that they are mid, and act like they are the sexiest things in this side of the Milky Way Galaxy. Ugh.
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 for a Sorothustran can be a powerfully negative fate.
Order of Haters (400 SP): What?! How is this here?? I guess we underestimated the power of hate. This common Troyverse drawback is rearing its ugly head even here. There is an order of people who loathe the people of Saturn and they are making moves. This really disrupts the vacation-jump tone of 90% of this setting, but on the bright side other people will be able to unify against this inconvenient threat to the lax way of life of at least some natives of Saturn.

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.
Age Of Myth (600 SP (Exciting tier) or 800 SP (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 in the Veiled Solar System, 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 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.
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.
Saturnian Sovereigns (600 SP): Some big shot Vajra is really out for your blood. This figure has a big head and a lot of power, and they want your blood. Expect stuff to begin subtly, but over the course of the jump the conflict will get worse and worse unless you can handle the Vajra, which would be quite impressive given the surprising power of a Vajra, even if they aren't as scary as some other creatures. Expect the Vajra to try and rope some of their other allies into the conflict if they must.

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 benevolent ruler, or the sort of sage who changes the world? I suppose your people will find out soon enough.
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 vajra or other sort of native Saturnian you can grow into an impressively powerful being.
Continue Your Journey:
There are many more places to go and people to see. Go on jumper, show the true omniverse the might and ferocity of someone from a world as beautiful as Saturn.

Notes & Mini-Changelog

-The first version of this to go public was released on March 26th, 2025. That is the 0.3 version, with most of the formatting, and one perk tree (Normal Native of Saturn) completed.
-On March 27th the version number was updated to 0.5, meaning we've completely covered all of the perks. There's still a ways to go, such as items, demesne stuff, and companions and drawbacks, but we're getting closer.
-On March 28th we hit version number 0.8, meaning we've hit all the items. All that's left is to finish up the holdings, demesne, entourage, scenarios, and drawbacks and we're hit version 1.0!
-This jump reached published status on May 7th, 2025.
-This is a chonky CYOA and while I'm not doing bios for each of the entourage candidates or doing detailed transcriptions of the stuff for the holdings, there's still enough here that this project will probably take a beat. Still, since it's me we can expect some level of speed.
-It is entirely possible to use this as a vacation jump. In fact I recommend it. This is a real CYOA with lots of fun adventure stuff, but if you wanna come here, chill, amass a harem, and just live in a beautiful city that you rule, that's extremely valid. Come here, take some extended stay drawbacks, get your city, and then dip.
-Oh hey, our first Omega Lord companion. Nice.
-There'll definitely be some lore silliness here and there. It's cool, though I appreciate corrections and stuff.