# Universe of Troy

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*Version 1.1*



*In a vast galaxy, in another world, stars are not merely distant lights. Each is a sun to its own planets, home to diverse peoples of countless races, cultures, shapes, sizes—and abilities. The cosmos is a tapestry of mysteries, waiting for the bold to uncover. Long ago, the secrets of effortless traversal through this infinite expanse were discovered, perfected, and widely embraced. When you gaze at the night sky, know that someone, somewhere among the stars, is likely looking back.*

*In such a galaxy, where travel is effortless and diversity abounds, history has never remained idle. Trade flourished, wars erupted, adventures unfolded, and emotions of hate, love, and everything in between left their mark. Stories are told and retold across millennia, their echoes repeating through the ages.*

*Yet, among all the countless worlds scattered across the stars, none are quite like* ***Troy****.*

*On this planet, the very ground resonates with arcane power, and the mysteries of magic run deeper here than anywhere else in the universe. Troy is a place of boundless adventure, peril, and discovery. Here, the forces that bind existence seem to converge, creating a singular place where the extraordinary becomes possible. Whether you seek ancient knowledge, untapped power, or an adventure unlike any other, it is on Troy that you will find the greatest of rewards. Here, the mysteries of the universe will test your will and wits.*

*The question now lies before you, Jumper: Will you explore the vastness of the cosmos, following the threads of magic that tie the universe together? Or will you set your sights on Troy, where the very heart of power beats strongest?*

*The choice is yours to make—but beware, once you set foot on this enchanted world, the pull of destiny may prove harder to resist than the promises of any distant star.*

*As a welcoming gift, take **+1000 Troy Points**.*

# Time of Arrival

*A vast galaxy carries with it a long and intricate history. Though your time here may be limited to just **10 years**, the choice of where your story begins is yours to make.*

## A LONG, LONG TIME AGO...

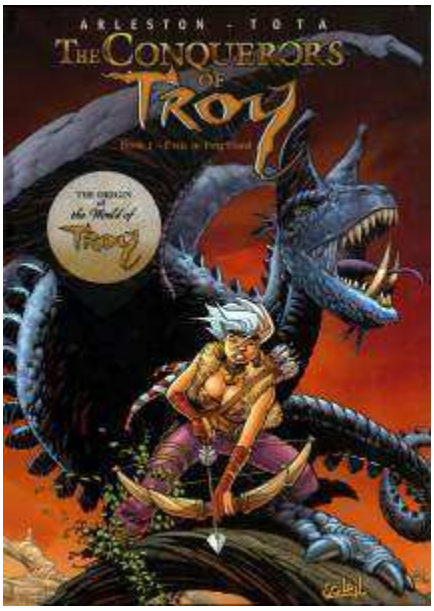
In a time long before the events central to this universe unfolded—tens, perhaps hundreds of thousands of years ago—space travel may not yet have been achieved. The Consortium of Flowers and its Merchant Princes and Princesses might only just have been founded. The Phatacelces could be enduring their genocide as a trio of time-traveling companions struggles to save the galaxy.

A long and storied history, indeed. Ultimately, the choice is yours.



# CONQUERORS OF TROY

A few thousand years ago, a remarkable planet was discovered. Its environment, as breathtakingly beautiful as it was perilous, was perfectly suited for life to thrive. This world was named Troy.



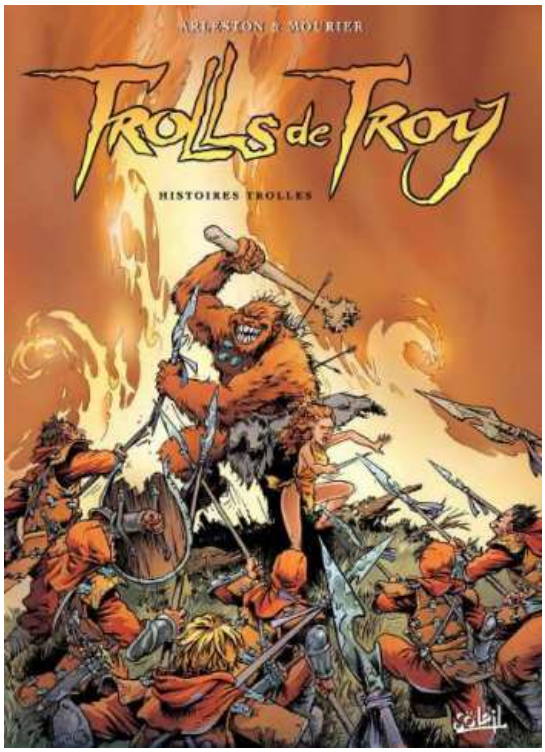

Hidden within Troy's untamed landscape was a magnificent, mammal-like creature known as the Magohamoth. This being emitted a constant flux of cosmic energy—the same type harnessed by the advanced technology of the time. This energy, curiously, was also known to awaken strange 'psi-powers' in humans. When individuals with such abilities came into proximity to the Magohamoth, their latent powers seemed to evolve, transforming into truly magical capabilities.

Fascinated by this potential, the Consortium of Flowers orchestrated an audacious experiment. They abducted every human with psi-powers from across the galaxy and transported them to Troy, a pristine and untamed world, to serve as its first colonists. The Consortium hoped that, over generations, these individuals would adapt to Troy's unique environment and develop into something truly extraordinary—perhaps even something beyond their wildest imaginations.

Now, you stand at the threshold of this time. You may choose to arrive as the experiment begins, when the first colonials are brought to Troy's surface, or a few years later, as they begin to uncover the planet's secrets and forge their new society.

# TROLLS OF TROY

A mere couple of centuries before the Saga of Lanfeust, the planet of Troy was still largely untamed. The land was contested between the Humans—descendants of the first colonials—and the native Trolls. The Trolls were fierce and powerful, brutish man-eaters with unmatched strength. The Humans, on the other hand, possessed singular, unique magical abilities, which only manifested in the presence of their sages. Coupled with their medieval technology, this gave them a fighting chance in the ever-shifting balance of power.




Troy was a paradox: wild and civilized, chaotic and magical, always teetering on the edge of wonder and danger.

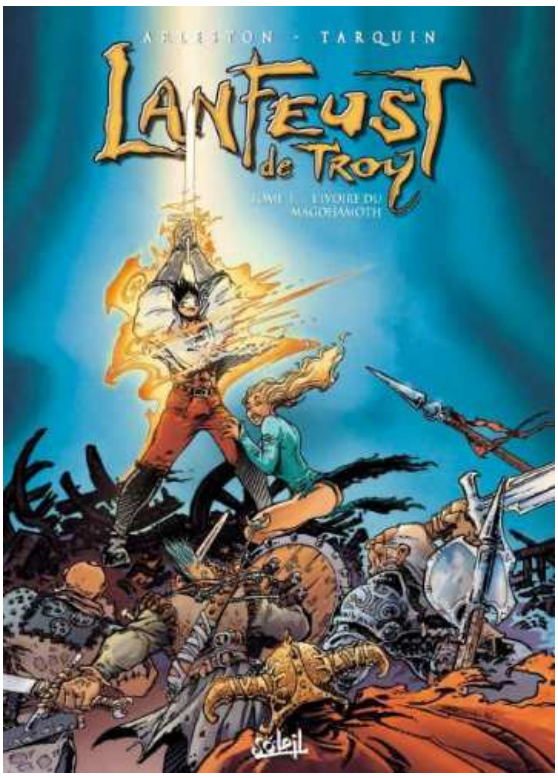
Then, one day, a Human child with a strange and powerful magic was adopted by a Troll family. You arrive as the young Waha begins to discover her power.

Meanwhile, far beyond Troy's atmosphere, the rest of the galaxy had long forgotten the grand experiment. The memory of the Consortium of Flowers' audacious project had faded into obscurity, remembered only by a few of its originators. To the galaxy at large, Troy was insignificant, a backwater world with no real consequence.

But is there truly such a thing as an uneventful day in a universe so steeped in magic and mystery?

# LANFEUST OF TROY

In the magical lands of Troy, where the arcane energy of the Magohamoth permeates all, lies the kingdom of Eckmül—a city renowned as the heart of knowledge and magic. Among the many kingdoms of this era, it is under Eckmül's governance that the most important man in the galaxy, Lanfeust, is born.

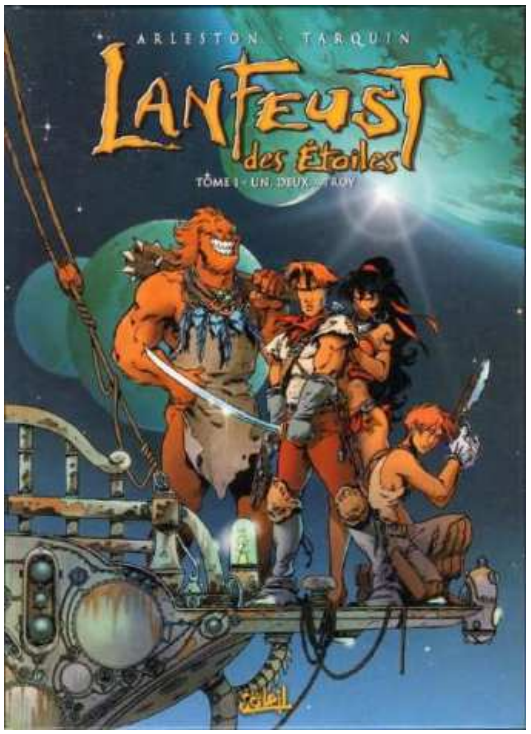



Lanfeust, a humble blacksmith's apprentice gifted with the ability to heat metal with a glance, leads an unassuming life—until a chance encounter changes everything. Upon touching the ivory of the Magohamoth, his latent magical potential erupts in a spectacular reaction. In the chaos, Lanfeust falls into a vat of molten metal, only to emerge unharmed, to the shock and awe of all who witness it. Recognizing his extraordinary gift, the sage Nicolede urges him to go meet the council of Eckmül, setting into motion the events of the legendary Saga of Lanfeust of Troy.

You arrive in this universe as Lanfeust's journey begins in his quiet home village of Glinin.
Alongside the sage Nicolede and his two daughters—Cixi, the spirited younger sister, and C'ian, Lanfeust's devoted fiancée—he sets out for Eckmül. This is the dawn of a tale that will shape the fate of Troy and echo far beyond its atmosphere.

# LANFEUST OF THE STARS

A few months to a couple of years after the end of the Saga of Lanfeust of Troy, peace reigned across the land. The selfish and destructive Thanos was defeated, and the 'hero party'—Lanfeust, Nicolede, C'ian, Cixi, the Troll Hebus, and the Knight Gold-Azure—each found their purpose, and in many cases, love. Everything was as it should be.




But perhaps, it was too perfect.

Lanfeust, the celebrated hero, found himself adrift. With ultimate power at his command but no great adventure to follow, no princess to save, and no evil to fight, he was overwhelmed by a single, gnawing feeling: boredom. Day after day, he lamented the lack of challenges, longing for a new quest to ignite his spirit.

Unbeknownst to the people of Troy, far above their heads, ancient satellites observing the planet finally completed their task. After millennia of silence, they emitted a signal, delivering their long-awaited report: the experiment had yielded not one, but two successes—two humans with ultimate powers.

As Lanfeust bemoaned his monotony for the thousandth time, a spaceship descended from the skies and landed before him. Its purpose was clear: to take both Lanfeust and his old nemesis, Thanos, to meet the enigmatic Merchant Princes of the Consortium of Flowers.

Thus begins the Saga of Lanfeust of the Stars.

You arrive in this universe a day before the spaceship lands, with the cosmos poised to open its gates to Troy's mightiest.

# *Species*

*What will you be in this incarnation, Jumper? Whatever your choice, your body will be reshaped according to your desires—within the bounds set before you.*

## Blavasse (+400)



Blavasses are large worms, roughly the size of a few fingers, originating from another planet. These soft-bodied creatures are incredibly weak and can barely move on their own. One of their two notable traits is that their droppings are both edible and highly nutritious.

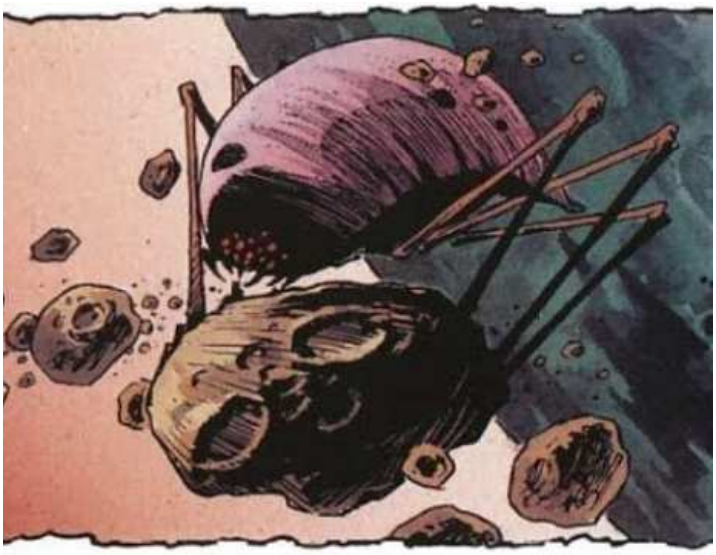


The second, far more fascinating trait of Blavasses is their astonishing evolutionary cycle. After a period spent in a cocoon, a Blavasse transforms into a **Blatouille**, a large alien tortoise that continuously emits a gas capable of inducing happiness and drowsiness in those nearby.

A Blatouille eventually evolves into a **Blattru**, a human-sized, centaur-like insect with limited intelligence. Though not highly intellectual, Blattrus are capable of following orders, wielding tools, and serving as formidable warriors.

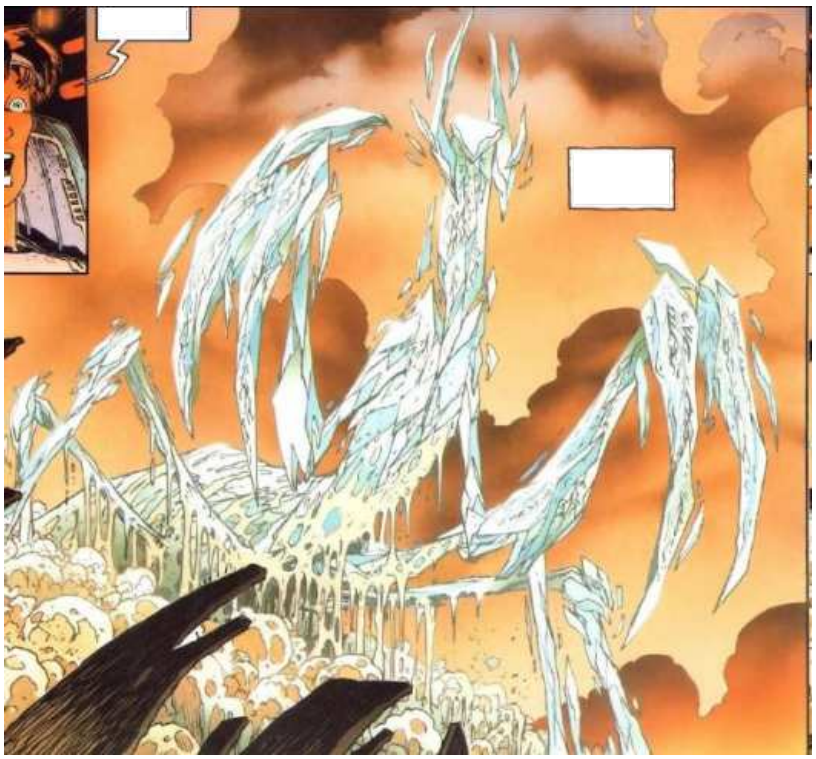



In rare cases—approximately one in a million—a Blattru undergoes another transformation to become a **Blattor**, a massive, multiple-house-sized alien beetle capable of surviving the vacuum of space. Blattors, with some biomechanical modification, are often used as living spaceships.



The ultimate and most mysterious stage of Blavasse evolution, yet unknown to most, occurs when a Blattor is infused with a tremendous amount of energy. This triggers its transformation into a colossal, city-sized alien **praying mantis**. This unnamed creature is nearly indestructible, with a crystalline body, liquid mercury for blood, and an insatiable appetite for cosmic energy. This energy absorption renders it almost completely immune to magic. However, if exposed to overwhelming heat and power, it can

detonate with nuclear-scale force, forcibly resetting its cycle back to its larval form: a **Blavasse**.



This unique, cyclic metamorphosis makes the Blavasse one of the few species in the universe capable of true biological immortality—aging poses no threat to its existence, if it is lucky enough to trigger all of its metamorphoses repeatedly.

## Human (Free)

Humans are, as always, a paradoxical species. Resourceful yet prone to foolishness, adaptable yet resistant to change, fragile yet surprisingly resilient—a bundle of contradictions capable of achieving nearly anything when driven by sufficient motivation.



In the universe of Troy, however, humans possess a unique and fascinating trait: a specialized brain structure that

grants them limited control over cosmic energy, manifesting as psi-powers, or what many might call magic. Despite this latent potential, only a rare few ever awaken such abilities—though there is one planet where this rarity becomes the norm.

## Troll (200)

Trolls are a native species of Troy, known for their incredible strength, resilience, and savage nature. Bristling with thick, matted hair, they exude a brutish demeanor that matches their wild temperament. Their aversion to water borders on outright fear—not because it harms them, but simply because they despise being clean. Trolls often find companionship in the swarms of flies that perpetually hover around them.



When it comes to food, Trolls are infamous for their indiscriminate and revolting palate. The more disgusting the meal, the better. They revel in hunting their prey, often favoring brutal, messy kills as part of their feasting ritual. Perhaps owing to this bizarre diet, Trolls are extraordinarily resistant to magic, and their urine possesses a lethal property: it can melt metal like acid.

Yet, for all their monstrous traits, Trolls can be among the most loyal, cheerful, and formidable companions. Winning their friendship—or magically enchanting one—can turn even the fiercest beast into an invaluable ally.

## Phatacelce (400)

The Phatacelces are an alien species resembling human-sized, purple squids. With numerous, dexterous limbs, they are incredibly agile and precise.

However, their most remarkable trait lies in their unparalleled control over their own biology.

Phatacelces lack vital organs and are immune to incapacitation by conventional weapons. Their bodies can self-repair instantly or shift to avoid damage altogether, rendering them extraordinarily resilient. This biological adaptability also makes them natural shape-shifters. They can mimic appearances, clothing, and other details with precision, constrained only by their available mass. Even this limitation is minor, as skilled Phatacelces can merge with another of their kind, combining mass while sharing control between multiple minds.




Advanced practitioners of their abilities can create semi-independent extensions of their bodies. For instance, a Phatacelce might craft a replacement eye for someone else, maintaining the ability to see through it regardless of distance. They could even command the eye to liquefy and attack an enemy, allowing them to influence the battlefield without being physically present.

Despite their formidable abilities, Phatacelces have notable vulnerabilities. They are fatally weak to fire, which was exploited during a devastating genocide 4,000 years before the Saga of Lanfeust of Troy. This catastrophic event brought their species down to a single member. Additionally, a peculiar bacterium native to their home planet is lethal to them, forcing a Phatacelce to lose cohesion and control over their shapeshifting abilities—even if they would otherwise maintain a form indefinitely—as they die a slow and painful death.

Though few remain, the Phatacelces are a testament to adaptability, ingenuity, and resilience—traits that make their kind both fascinating and fearsome.

## Ghomo (400)

The Ghomos are a peculiar alien species, primarily aquatic mammals with a striking natural transparency—imagine telepathic dolphins made of living water. In this form, they are bound to the ocean, unable to survive for long on land.



Yet, their true nature is far more extraordinary: Ghomos are primarily spiritual lifeforms. They absorb cosmic energy passively and can harness this latent power to project their spirits outside their physical forms temporarily, leaving their aquatic bodies behind to possess another.

Ghomos are inherently ethical beings and strictly refuse to take over living bodies, regardless of the host's sapience. Instead, they inhabit corpses, using them as temporary vessels. However, this peculiar arrangement does not halt decomposition, forcing Ghomos to constantly seek new bodies. In dire circumstances, multiple Ghomos may share a single body, pooling their abilities to survive. Despite their adaptability, they are not immortal—if a Ghomo inhabiting a body suffers brain destruction, the Ghomo perishes permanently.

Tragedy struck the Ghomos 4,000 years before the Saga of Lanfeust of Troy, when the Phatacelces drained their home planet's oceans, dooming its aquatic inhabitants. Nearly all Ghomos perished, but one—a remarkable and uniquely powerful individual—endured. This sole survivor carried the spirits of its kin within itself, guiding them to safety. Over time, this exceptional Ghomo made its way to Troy, where it would be revered under a new name: **the Magohamoth**.

However, don't be misled into thinking all Ghomos possess such extraordinary potential. The Magohamoth was a singular anomaly—its power was never its own in the first place.

## God (600)

Gods are one of the many unique species found on Troy. A god is, at its core, a living construct of magic. Their existence is born from collective belief: when enough people direct their faith toward a singular being, their combined thoughts channel the flow of magical energy, shaping that entity into existence. Conversely, a god ceases to exist when their last believer dies.



Because their existence is tied to belief, gods can take any and all forms, and they cannot be killed directly. However, they can effectively be incapacitated—through imprisonment, for example. Their power is proportional to the faith they receive: the more believers, the larger the flow of magic, the greater their strength. Likewise, their abilities are shaped by the nature of their worship. While gods wield power far beyond that of human magic, their capabilities remain limited by their domain. For instance, a god of beauty cannot summon snow, no matter how devout their following.

The magic sustaining the gods flows from the Magohamoth, the source of all magical energy on Troy. In a sense, it is the Magohamoth that creates and maintains the existence of the gods. Should you choose to join their ranks, you must remain on Troy—or at least ensure a continuous connection to its magical energy. If you were to venture into a space cut off from this energy, the consequences are uncertain. Would you vanish in an instant, or simply persist in a powerless state? None can say, as no god has ever faced this situation—or lived to recount the experience.

Should you choose to stand among the pantheon as one of their own, you may be slain once the two following conditions are met: you must have no other living mortal follower, and you must be dealt a killing blow.

## Alien (200)

The universe is vast, its possibilities infinite. Among the countless stars and planets lie alien species so diverse that no single description could encompass them all. Choosing this path means embracing the unknown—you will become a being that is wholly unique, neither bound by the familiar forms of Troy nor resembling any of the species previously described in this section.

Your appearance and physiology will be shaped by the needs and quirks of the world you once called home. You might have scaled limbs, bioluminescent

skin, or wings-like appendages. Perhaps you'll possess sensory organs that allow you to perceive heat as a color, or perhaps your form will be as simple as it is resilient. The only certainty is that you will be strange.

As an Alien, you'll possess natural abilities that rival the physical strength of a Troll. Whether this means raw power, remarkable endurance, or something more exotic is entirely up to the nature of your chosen species. However, these advantages come with no guarantee of dominance. Your capabilities will be extraordinary but balanced—enough to thrive in this world of magic and wonder without surpassing its fiercest natives.

This is the option of mystery and individuality. If you choose to be an Alien, you'll be stepping into a form unlike any other, with abilities tailored to your imagination. The galaxy is full of surprises; perhaps the greatest one of all is you, Jumper.

# Point of Origin

*In this galaxy, in this story, all roads lead to two places: the world where the Saga of Lanfeust began and ended—and everything beyond.*

*Choose one.*

## TROY

Troy is a strange and enigmatic world, steeped in mystery and brimming with magic. Once, it was the centerpiece of an ambitious experiment—an attempt to create humans with unimaginably powerful magical abilities. But as millennia passed without the anticipated success, Troy grew into a world of its own, wonderful yet perilous, shaped by its untamed wilderness and boundless potential.

The planet is home to many species, the most well-known being Trolls and Humans—both of which you've already encountered in the earlier sections.

What Troy will look like to you depends entirely on the Era of your arrival. Yet, some truths remain constant: at its heart lies the Magohamoth, a mythical beast of unimaginable power. Its presence blankets the planet in a vast flux of magical energy, granting humans the ability to wield extraordinary magical powers. For those living far from the Magohamoth, rituals allow individuals to renounce their personal powers in exchange for becoming sages—living conduits, extending the reach of magic across the land. This peculiar balance has shaped Troy's society for centuries, dividing its cultures between those who depend on magic and those who fear it.

Wherever you arrive—be it the untamed wilds, a bustling kingdom, or the shadow of the Magohamoth itself—Troy welcomes all comers. Even if you are not of its native species, its inhabitants are accustomed to strangeness. In a world so fantastical, your arrival will scarcely raise an eyebrow.



# COSMOS

The cosmos is unimaginably vast, Jumper—a galaxy filled with wonders and dangers alike awaits your arrival. Yet, even with a lifetime to explore, I doubt you could ever see it all.

In nearly every Era available to you, the galaxy falls under the dominion of the Consortium of Flowers, ruled from the shimmering capital planet of Meirillion by its 13 Merchant Princes and Princesses. They are guided—and held accountable—by the Provost, a collective consciousness formed of countless living brains from millions of species. This enigmatic entity sees all, knows all, and passes judgment with an impartiality that even the Consortium itself dares not defy.

The technology of the galaxy shifts from Era to Era, but certain marvels persist: faster-than-light travel, shimmering portals, energy weapons, advanced robotics, force-fields, and innovations beyond comprehension.

Yet the galaxy defies simple description. No two places are alike, each a tapestry woven from the threads of countless civilizations, cultures, and species. Wherever you arrive—be it the jewel-like spires of a technocratic city, the shadowed canopies of an ancient jungle world, or the farthest reaches of a lawless void—you are certain to find wonders beyond imagining.

The question is not whether the galaxy will amaze you, Jumper. It is simply where you will begin.



# Perks

*Perks are powerful abilities that will aid you on your journey through this vast universe. Choose them carefully, as they will shape your experiences and potential.*

*All Perks under your **Species** and **Origin** are offered at half-price—with the exception of Perks costing **100 TP**, which will be granted to you for free.*

## TROY

### Traveler's Tune (100)

On Troy, one of the most reliable means of transportation is the Petaur: a massive, mammoth-like beast capable of carrying immense loads and plodding tirelessly for hours. Its sheer size is often enough to dissuade would-be predators, making it an ideal companion for traversing the dangerous lands of Troy.

However, Petaurs are not without their quirks. A peculiar fact about these creatures is their utter refusal to move unless accompanied by song—loud and persistent. They seem entirely indifferent to the quality or content of the singing, but this requirement has led to more than a few… incidents. It is not uncommon to find tales of Petaur drivers meeting violent ends at the hands of their fellow passengers after hours of off-key crooning or repetitive tunes.




To spare you such a fate, you've been gifted an extraordinary ability: the voice of a natural-born bard. Your tone is pure, your transitions seamless, and your delivery brimming with emotion. You instinctively hear and correct even the smallest mistakes in pitch, making every performance a delight—or at least tolerable—to those around you.

Even better, your talent comes with perks beyond artistry. Your throat will never tire, nor will your voice falter, no matter how long or passionately you sing. While others might find themselves stranded mid-journey, croaking out half-hearted notes through sore throats, you'll always be ready to keep the Petaur moving with a tune.

So, Jumper, the road ahead may be long, but at least it'll be melodious.

## Grim Serenity (100)

On Troy, death is omnipresent. Violent ends are as common as the rising sun, even in the supposed bastions of safety. If a Troll were to go on a rampage in the heart of Eckmül, leaving behind a trail of dismembered bodies, few would so much as blink after the carnage was cleared. This is simply the way of life on Troy.

Murder, pillaging, wars, suicide—acts of brutality and death are everyday occurrences, woven into the fabric of the world. It is a place where death comes for everyone, and no one mourns for long.

For someone like you, from a gentler world, such an environment could drive you to madness or despair. That is why you have been granted a unique gift. This Perk allows you to detach yourself from the horrors of Troy. Death, no matter how gruesome, will no longer weigh upon your soul—so long as the victims are not those you deeply care for. Your visceral reactions to violence, bloodshed, and carnage have faded, and your guilt over dealing death, even in its most savage forms, will not haunt you.

Remarkably, this ability does not turn you into a cold, unfeeling monster. You can still feel righteous fury when your loved ones are threatened, and you remain capable of compassion. But nightmares of slaughter and the crushing sadness of witnessing death are no longer your burdens to bear.

Though if you wish, you may suppress this gift temporarily.

## Tenacity of Troy (200)

Despite Troy's wild and perilous nature, its people possess a remarkable resilience—perhaps born of necessity in such a brutal world. Injuries that would incapacitate or kill others seem to affect the people of Troy far less.

It is not unusual for a native of Troy to lose a limb and continue fighting, to bleed profusely for hours and still cling to life, or to survive being crushed beneath a house-sized dragon and emerge battered but conscious. Some have even been set on fire, only to stagger to their feet moments later covered in burns, their sheer tenacity and resilience to pain defying logic.

Now, you too share in this extraordinary gift. Your body has been blessed with Troy's uncanny toughness. Wounds that would incapacitate others merely slow you down, and injuries that do not kill you outright are ones you

will almost certainly recover from. The threshold for what counts as "lethal" for you is far higher than most, allowing you to keep going where others would fall.

## Prodigious Warrior (200)

For reasons unknown, your prowess in battle advances with extraordinary speed. Where others spend years honing their skills and instincts, you achieve mastery in a fraction of the time. Within mere months of starting your journey as a novice adventurer, you could find yourself rivaling a hardened pirate lord who has spent years perfecting their craft.

This growth is not limited to a single discipline—it encompasses every aspect of combat. Weapon techniques, martial tactics, and even unarmed brawling come to you as if second nature, each encounter sharpening your abilities further. Your capacity to learn, adapt, and overcome is unparalleled, ensuring that every battle leaves you stronger, more skilled, and more dangerous than before.

You are not just a fighter—you are a prodigy, a force destined to surpass even the most seasoned of warriors.

## Cosmic Conduit (400)

The sages of Eckmül are often heralded as the saviors of Troy. It is through their efforts that magic thrives across the land, empowering humanity to stand against the planet's myriad horrors and maintain their fragile society. While a human's magic is normally limited to areas near the Magohamoth's influence, sages of Eckmül possess a unique ability: they can forge a permanent connection to the Magohamoth's magical energy and broadcast it across vast regions. In doing so, they enable those around them to wield their extraordinary powers regardless of distance.

Now, you carry this monumental gift. With a few days of meditation, you have the ability to connect to any source of supernatural energy in your vicinity—be it the magic of Troy, the cosmic energies of another galaxy, or the mystical forces of a completely foreign universe—and act as a conduit for these energies. By extending this connection, you grant those around you the ability to access and harness these energies in their own personal ways. The more control and knowledge you possess over these energies, the greater the range at which you may broadcast them.

This power is not limited by time or space. You can establish this connection even across universes, allowing others to learn and wield the supernatural forces you have already tapped into. Whether it is magic, aura, chakra, the Force, or some other esoteric power, your gift transcends boundaries, opening new worlds of possibility to all around you.

Unlike the sages of Eckmül, who must sacrifice their own magic to serve as relays, your connection comes without this cost. You remain both a master and a benefactor, wielding your abilities while empowering those around you.

## Harmonic Bond (400)

You possess a deep, natural affinity with the flora and fauna of the world. Creatures of the wild instinctively sense your harmonious presence, placing their trust in you unless actively provoked. With an innate understanding of their behaviors and needs, you can calm even the most ferocious predators, soothe restless beasts, and form bonds with the untamed denizens of nature.

Navigating wilderness becomes second nature, as if the terrain itself guides your path. Edible plants, medicinal herbs, and hidden magical resources reveal themselves to you with ease, and even the most elusive creatures seem drawn to your presence. The forests whisper their secrets, and the animals see in you a kindred spirit.

Whether among towering trees or sprawling plains, both flora and fauna regard you as a trusted friend, their faith in you unshaken by the chaos of the wider world.

## Weaver of Fortune (600)

Your bond with Troy's magical flux grants you a unique and enigmatic power: the ability to subtly influence probability and shape destiny itself. Minor coincidences effortlessly fall into place in your favor—a missed step lands on solid ground, a lost key reappears at the perfect moment, and chance encounters unfold with uncanny timing.

Yet, your influence extends far beyond minor happenstance. By channeling significant magical energy, you can grasp the threads of fate and weave them to your will, orchestrating grand outcomes that align with your desires. But fate is a delicate and treacherous tapestry, resistant to manipulation. The more you twist its threads, the greater the strain—and the greater the risk.

Too bold a tug may send the fabric of destiny rebounding back upon you, its consequences spiraling into unforeseen chaos. Events you set into motion may twist and collide, dragging you into the tides you sought to control.

This is the double-edged power of a fortune-weaver: immense potential tempered by the ever-present threat of fate's retribution. Wield it wisely, or be prepared to face the storm.

## Eye of the Storm (600)

In the heart of disorder, you find clarity. Amid battles, natural disasters, or political upheaval, your abilities flourish with an almost supernatural precision. Where others falter under the weight of chaos, you excel, your reflexes sharp, your intuition unerring, and your decision-making flawless.

Opportunities that others would overlook seem to reveal themselves to you as if guided by instinct. You adapt effortlessly, turning chaos into your ally and emerging victorious or unscathed from even the most desperate scenarios. To those around you, your actions appear the work of an unparalleled genius—a cunning tactician or a perceptive visionary.

But to you, it's far simpler. You're just following your instincts, embracing the chaos and letting it guide you to triumph. In turmoil, you are at home, and where disorder reigns, so too does your power.

## Arcane Scholar (800)

The sages of Eckmül are more than just magical relays and the backbone of Troy's human societies—they are the most erudite scholars of their world. This is no coincidence; to become a sage, one must first perform a ritual to relinquish their innate magical ability and reforge their connection to the Magohamoth.

Paradoxically, this sacrifice necessitates a profound understanding of magic. To give up magic, a sage must first master it.

On Troy, a clear distinction exists between magical abilities—personal powers granted at birth—and acts of magic, which anyone can achieve with the proper knowledge and preparation. Acts of magic begin with learning to sense the flow of magical energy throughout the world. Through ritualistic songs, dances, and the use of specific materials, nearly anyone can redirect the flow of magic of the universe and perform feats akin to spells, or bind such effects to objects—if they possess the necessary expertise.

Thus, sages are never truly defenseless. Even without their personal magical abilities, their knowledge and preparation make them formidable. With the right incantations—one of the very first they ever learn—a sage can enchant a Troll, earning its unwavering loyalty for over a month. Though the ritual to

achieve this feat is meticulous—requiring the Troll to stand still for two full minutes amidst mystical incense while the sage chants and dances—it can be prepared in advance and stored in a magical box for future use.

With enough study and preparation, a sage can accomplish nearly anything. They can bend the weather to their will, command the elements, heal grievous wounds, curse their enemies, reshape animals into monsters, and even foresee the future by reading the entrails of the recently deceased. The only true limitation is the time and materials needed to complete these intricate rituals.

You, however, are no ordinary sage. You are the most learned sage in Eckmül's history. You can sense the flow of magic and detect other magic users from afar. Your knowledge encompasses spells and rituals to bind creatures to your will, reshape the world, heal the gravest wounds, unleash devastating destruction through natural elements and unnatural beasts alike, or open the gate to more esoteric manipulations of the fundamental fabric of reality. You can think of a way to achieve nearly any magical effect you can possibly imagine. You are an unparalleled master of all of the magical lore of Troy.

The only thing you lack—is time.



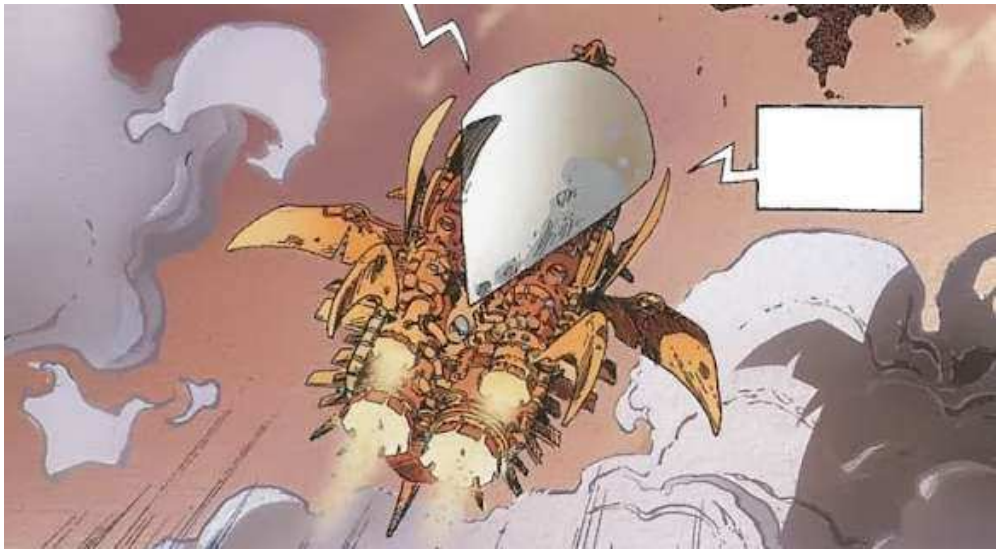
# COSMOS

## Flight Ready (100)

The cosmos is a vast, vast place indeed. In this vastness, the only reliable way to travel is aboard a humble spaceship. Ships come in all sizes and serve countless purposes: simple transport, cargo hauling, combat, exploration, business ventures, or even as a home for some.

Yes, a spaceship is indispensable to thrive in the cosmos. And to help you navigate this grand universe, you have been gifted the knowledge of piloting one. While you are not an expert by any means, you are skilled enough to get from point A to point B in nearly any craft, regardless of size or design—given a little time to familiarize yourself with the controls.

However, keep in mind that many ships require a crew. No amount of skill in flying will save you from the need for teamwork.



## Celestial Compass (100)

Travel on land is simple: up is up, down is down, and the cardinal directions follow the planet's poles. A bit of knowledge about the local stars can guide you when maps fail.

Travel in space, however, is far less forgiving. Up and down lose all meaning, cardinal directions vanish into the void, and the stars themselves drift endlessly with time. Maps are worthless when you don't know where you are. Getting lost in the vastness of space is often fatal—but not for you.

You possess an extraordinary sense of direction, one so finely tuned that it transcends the terrestrial and ventures into the galactic. On land, you can instinctively keep track of roads, turns, and distances over thousands of miles. In space, your gift expands its scope, allowing you to navigate confidently across thousands of light-years. Even throwing yourself into a random portal won't leave you disoriented—you'll always have an intuitive grasp of where you are and where you need to go.

## Cultural Chameleon (200)

A single planet may host thousands of cultures, each with its own languages, traditions, and customs. Multiply that by the infinite diversity of a galaxy brimming with sentient species, and the scope of cultural difference becomes incomprehensibly vast.

Most beings have resigned themselves to a superficial understanding of others. Their customs rarely extend beyond their homeworlds. Translators bridge the language barrier, violence is a universal tongue, and commerce keeps the stars spinning. For them, this is enough.

But for an explorer, it is not. To truly experience the myriad worlds out there, one must integrate—immerse themselves in foreign societies, understand their traditions, and build bridges of empathy where others see

only walls. This is a daunting task, requiring years of dedication for every new culture.

You, however, are not like most explorers. With this gift, you can bridge the gap in record time.

This Perk grants two extraordinary abilities. First, you speak and read the "common tongue" of every alien species you meet—whatever language is most widely used among them will flow from your lips as naturally as your own. It won't help with obscure dialects, forgotten tongues, or ancient scripts, but it will make communication effortless.

Second, you are a cultural chameleon. For every day you spend immersing yourself in a society, you learn what others would take a month to grasp. Their traditions, behaviors, and ways of thinking become second nature to you, making you a master of adaptation in this galaxy of endless diversity.

## Enduring Extremes (200)

You possess a truly extraordinary capacity to adapt to even the most hostile environments. Whether stranded on the airless expanse of a barren moon, navigating the crushing depths of an oceanic abyss, enduring the toxic gales of a gas giant, or standing beneath the searing blaze of a dying star, you endure where others would succumb.

This resilience is not indefinite, but it grants you the critical edge of time—up to half a day—to find safety, solutions, or simply defy the odds. While others falter in the face of extreme conditions, your body and mind instinctively adapt, stretching the boundaries of possibility and ensuring survival when all seems lost.

Where others perish, you persist.

## Cosmomathematician (400)

In the vastness of the Universe of Troy universe, portals are indispensable for intergalactic travel. Ships leap through the void, using faster-than-light travel to reach these ancient constructs, each one a gateway to another part of the galaxy. To traverse the cosmos, a ship must jump from portal to portal, navigating a network scattered across the stars. Some regions, known as portal hubs, are chaotic clusters of these mystical gateways, floating in space and pointing in countless directions.

Here's the catch: most portals are not pre-linked to others. A ship entering a portal must do so at precisely the correct speed and angle, relying on the mysterious mechanics within to guide it to the intended destination. The wrong entry parameters can send you hurtling into the unknown—or worse. Calculating the exact trajectory requires an immense understanding of the ship's position, the destination portal's coordinates, and the intricate relationship between them. Even advanced computers can take dozens of seconds—or minutes—to compute the necessary variables for a safe jump.

But not you. You are gifted with an extraordinary mind, capable of performing complex mathematical operations instantaneously. The moment you have the required data, the answer is there, as if whispered directly to your thoughts. Whether navigating the perilous maze of portals, plotting a daring escape, or ensuring an ambush lands with precision, you need no machine—your mind is the ultimate computational engine.

This remarkable gift extends beyond navigation. You can predict the trajectory of an enemy's movements, determine the blast radius of an impending explosion, or anticipate the outcome of any situation governed by measurable factors. So long as you have the variables and operations, the math is yours to wield. In this galaxy of wonders and perils, your ability to calculate instantly might just be the edge you need to survive.

## Omnihacker (400)

In a galaxy where technological literacy is common, your mastery of the digital realm sets you apart as a true legend. Your understanding of galactic systems is unparalleled, granting you the ability to infiltrate, manipulate, and extract data from nearly any computerized network or device with effortless precision.

Whether slicing into the encrypted archives of the Consortium, evading the most advanced security grids, or pilfering vast sums of credits from unsuspecting accounts, your digital prowess knows no equal. Advanced robotics, autonomous ships, cybernetic augmentations and implants, military defense systems—no technological construct is beyond your reach. Even more impressively, distance and connectivity are no obstacle; your skills grant you the ability to remotely access and commandeer technology, bypassing physical barriers entirely—even if no one should rightly be able to access it externally.

From erasing your existence from a bureaucratic database to orchestrating a fleet-wide mutiny from the safety of another world, your control over the digital is absolute. The only frontier that remains beyond your grasp, for now, is direct neural interfacing with these systems—your computer will be your greatest ally.

You are the master of the unseen, the ruler of the virtual. In the digital realm, there are no gates you cannot breach.

## Steedbinder (600)

Pilot. Driver. Rider. None of these titles truly encapsulate what you are capable of. Whether astride a beastly mount, steering a starship through an asteroid field, or driving a war machine into the fray, you forge a bond that transcends mere control.

Your connection with any vehicle—whether mechanical, magical, or living—is symbiotic and profound. The mount, ship, or contraption you command becomes an extension of your body and mind. Your reflexes flow effortlessly into its movements, and your abilities and Perks transfer to it, amplifying its performance far beyond its natural limits.

No matter the nature of your steed—be it a roaring hovercar or a galloping warhorse—you can coax it to feats that defy logic and expectation. Over time, your bond deepens, allowing you to repair or heal it through sheer force of will or guide it intuitively even in the most chaotic situations. Together, you and your chosen mount or vehicle move as one, unstoppable and unmatched.

When you ride, drive, or pilot, the line between you and your partner disappears, leaving only perfection in its wake.

## Chrono-Stream Echo (600)

Whether through an anomalous brush with the cosmos or a fluke in the fabric of existence itself, you have been granted abilities that defy the natural order of time. What you possess is no magic—it is something far stranger, a byproduct of your slightly out-of-phase existence with the universe.

Your connection to the flow of time is instinctive and precise. You can slow your perception of time, allowing you to react with impossible speed and accuracy, or subtly alter the pace of time in your immediate vicinity. For a few moments, you might speed up or slow down the world around you, creating opportunities to evade danger, outmaneuver opponents, or turn chaotic battles to your favor.

This temporal dissonance also enables you to manifest echoes of yourself—brief afterimages or ephemeral duplicates that flicker into

existence within a few meters of you. These echoes appear in places you *could* have been—*may* have been, in another time—confusing enemies and distracting foes while performing minor independent actions. Whether dodging attacks or executing split-second stratagems, these echoes make you as unpredictable as you are untouchable.

Though the scope of your power is subtle and localized, it is undeniably potent, granting you a masterful edge in combat, navigation, and survival.

Your presence seems to slip between moments, always one step ahead, impossible to pin down.

## Galactic Engineer (800)

This galaxy is vast, its history long and winding. Across its infinite expanse and eons of time, technological marvels have risen beneath the light of countless suns—only to vanish into the abyss of memory, lost to time or banished by decree.

In the Universe of Troy, the heights of invention know no bounds. Imagine spaceships racing through the stars faster than light, force fields strong enough to protect orbital stations skimming the surface of a star, yet precise enough to allow vessels safe passage. Picture medical marvels that decode the entirety of your genetics from a single drop of blood, or machines that can preserve a brain and give it a holographic form to exist in perpetuity.

This galaxy holds robots capable of independent actions, advanced artificial intelligences capable of running entire stations and researching more technology on their own, hard-light holograms indistinguishable from reality, networks of living brains serving as vast repositories of judicial and legal wisdom with unparalleled impartiality, and even ships designed to traverse time by skimming the edges of black holes. There are genetic alterations

rendering species immune to fire, procedures to transform colossal insects into biomechanical starships, and portals allowing intergalactic travel in the blink of an eye.

Weapons of terrifying power also abound: energy rifles, bombs capable of planetary devastation, and hard-light blades with edges finer than a molecule. Tools to suppress and detect psi-powers, cloning vats to remake bodies, and stasis chambers that can preserve life for millennia while erasing memories—all these and more can be found. Even the mundane is extraordinary: flying cars, instant facial reconstruction helmets, shapeshifting clothes responsive to thought, intergalactic communication with zero delay, and drugs tailored to satiate the most disturbing compulsions.

And yet, for all its brilliance, a large amount of this technology has been forgotten, hidden, or outlawed. What remains is both wonder and terror—a reflection of the galaxy's creativity and its caution.

But you, Jumper, are unique. You are a master of technology, past and present—and future. From first principles and cosmic energy manipulation to complex assembly, from ancient blueprints to cutting-edge advancements, you understand how it all works. You can recreate these marvels and horrors, restore the forgotten, and invent the unimaginable. Even beyond that, whatever invention you can think of, you can see a way to craft it. The galaxy's technological tapestry is yours to weave.

The only thing you lack—is a workshop. And materials.

# BLAVASSE

## Bound To Transcend (Free / Exclusive Blavasse)

You are a Blavasse. A pitiable existence, truly, for the Blavasse is a creature defined by limitations. In the hierarchy of life, you sit at the very bottom—a being of instinct, frailty, and perpetual struggle. Yet your story need not end here. Evolution holds its hand out to you, if only you can grasp it.

For most Blavasses, evolution is a cruel lottery. The odds of becoming something greater—a Blattru, a Blattor, or perhaps something even more extraordinary—are infinitesimally slim. Most wither away, never knowing the glory of transformation.

But you, Jumper, are not most Blavasses.

This gift ensures that you are always one of the rare few destined to transcend. So long as you gather the energy and survive long enough to trigger the next stage of metamorphosis, you will succeed where others fail. And more than this, your gift ensures that every requirement of evolution normally left to chance—be it genetics, aptitude, or innate compatibility—will always be fulfilled. You will meet every such prerequisite, finding the path to evolution without fail. Be the one-in-a-million Blattru who ascends to a Blattor. Be the one-in-all-of-history Blattor who evolves into something the galaxy has never seen. And when your journey comes full circle, returning you to the state of a Blavasse, this gift will ensure your path upward begins anew.

This does not make the journey easy. You will still face the same struggles, the same dangers, and the same need to fight, survive, and gather the resources to transform. Luck may still govern some aspects of your ascent, but the path to greatness will never be closed to you for reasons beyond

your control—and when the moment comes to achieve the next stage of power, you will never be found lacking.

## Blavasse Bounty (100)

Through an inexplicable twist of your biology, your bodily excretions defy the natural order of disgust and uncleanliness. Yes, your droppings, excrements, and urine are still aesthetically unappealing in form and texture, but their properties are another matter entirely. They are fragrant, oddly colorful, and—most bafflingly—nutritious and delicious to those brave enough to try them.

These byproducts are perfectly tailored to meet the dietary needs of any being capable of digesting food, providing a complete and balanced nutrient profile in surprisingly modest quantities. Strangely enough, partaking in this "forbidden cuisine" might genuinely be the healthiest choice for anyone, regardless of species.

Of course, this unusual ability doesn't create sustenance from nothing; the "produce" is still tied to the amount and type of food you consume. It's a delicate balance of nature's recycling at its most bizarre.

As a side benefit (or curse, depending on perspective), your digestion is perfectly efficient, rendering you completely immune to constipation or other digestive ailments. While the practical applications of this ability are undeniable, convincing others of its merit might be another challenge entirely. You'd better keep this secret close to your chest—or, rather, your gut.

## Natural Progression (200)

For most Blavasse, the period of growth before evolution is fraught with peril—their fragile, finger-thin forms and insatiable hunger make survival a daunting challenge. But for you, this vulnerable stage is bypassed by an

extraordinary ability. Even in your weakest form, you possess an innate sense that guides you toward the stimuli—nutritional, energetic, or environmental—required to trigger your next stage of metamorphosis.

This ability extends beyond your natural Blavasse growth, affecting all transformations, evolutions, and metamorphoses you are capable of. If something essential for your progression is nearby, you can instinctively locate it and absorb it, even passively, at a pace far greater than normal. Whether you're basking in sunlight, nibbling on grass, or simply lying low to avoid danger, your body ensures that you steadily move toward the next stage of your potential.

No longer must you face the risk of stagnation or starvation in your quest for growth—your evolution is guaranteed, no matter how cautious or resource-starved you might be.

## Biomechanical Harmony (400)

The Blattor is a marvel of both nature and technology. A colossal, void-dwelling beetle, it is as much a creature of biology as it is a tool of ingenuity. When a Blattor ascends to its apex form, it is invariably transformed into a living spaceship—a biomechanical marvel that houses entire crews, bristling with technology embedded into its very flesh. Sensory arrays, propulsion systems, energy cannons, and living quarters are seamlessly integrated, creating a perfect fusion of life and machine.

But you, Jumper, know that a Blattor is not the end of the evolutionary line. There exists another form—higher, stranger, and entirely unknown to most. This raises a critical question: what happens to the vast technological alterations grafted into a Blattor when it evolves? Will it shed them like a chrysalis or be torn apart in the process?

Thanks to this gift, the answer is neither. No matter the scope or nature of the technology embedded within you—mechanical, electronic, or biological—it will adapt perfectly to your new form. Your body treats all modifications as its own, reconfiguring them to function flawlessly, regardless of your size, shape, or evolutionary stage. You could evolve into a being of pure energy or a planet-sized organism, and the technological marvels within you would shift, expand, or transform as needed to remain useful.

As a bonus, your body now boasts infinite internal capacity for modifications. Be it a battleship-grade energy cannon, a self-repairing AI core, or an entire mobile factory, you can house it all within you without compromising your biology or functionality.

So go ahead, Jumper. Load up. The sight of a Blavasse firing a ship-killing weapon from its mandibles will surely be the stuff of legends.

## Metamorphic Legacy (600)

Every step you take in your evolutionary journey leaves an indelible mark upon your being. With each ascension to a new evolutionary stage—be it biological transformation, magical metamorphosis, or otherwise—you gain a powerful, unique ability that reflects the experiences and environment that shaped your growth.

These abilities are not fleeting gifts meant only for your current form. Instead, they become permanent aspects of your essence, carried forward into all subsequent transformations. As you evolve, these accumulated powers weave together, ensuring you become an ever-adapting, ever-versatile force capable of thriving in any challenge the universe throws your way.

Through each new stage, you transform not only in body but in capability, steadily forging a legacy of adaptability and unparalleled power.

## Cyclebreaker (800)

The Blavasse's life is a tapestry of extremes, a continuous cycle of transformation and renewal. From the humble worm to a titanic praying mantis, from an asteroid-sized belt to a humanoid insectoid centaur, your forms fluctuate wildly in size, power, and utility. Yet this incredible diversity comes with a cost: your lowest forms leave you vulnerable, while your highest forms challenge your ability to find the simplest comforts—like clothing, shelter, or sustenance.

With this gift, these challenges become a thing of the past.

You now have complete mastery over your evolutionary states and temporary power-ups. First, you can maintain any form you have ever achieved indefinitely. If you wish to remain as a Blavasse forever, so be it. Even transformations that are supposed to be inevitable or temporary—like a "super-form" or "limit-break" state—are yours to hold onto as long as you desire.

Second, you gain the ability to revert to any of your previous forms at will. With a mere thought, you can shift from a colossal Blattor to a simple Blavasse, return to your original human body, or even adopt an ephemeral spirit that you once inhabited. No cooldowns, no restrictions, and no questions asked—any form you've lived in is yours to reclaim instantly, forever if you so wish. Though whatever wounds you may have sustained will transfer over to your next form with a similar level of severity.

Freedom of form is now your birthright, Jumper. Use it wisely—or simply to mess with others. After all, who wouldn't be unnerved by a colossal mantis suddenly shrinking back into an unassuming worm?

# HUMAN

## Gift of the Magohamoth (Free / Exclusive Human)

Magic, as it is known in Troy, is a birthright—an intimate expression of one's essence and potential. Now, as is the fate of most humans in this universe, you have received your very own psi-power.

Magic in this world is as diverse as the stars themselves. Your power might be the ability to make teeth fall out at will, heal wounds with a touch, teleport to any place you've seen before, melt metal with a glance, grow plants in barren soil, or compel a feather to seek a specific person. It could cause thirst, itching, or constipation—or grant you the ability to walk on water or command the wind. No matter how trivial or bizarre a power may seem, with ingenuity and the right circumstances, even the most niche abilities can prove invaluable.



But magic comes with its limits. Every ability has its quirks, restrictions, and drawbacks. A teleporter may leave their clothes behind. A healer might find their powers work only at night. An elemental manipulator could move mountains, but only for a brief moment before exhaustion claims them. Using magic drains your personal energy, leaving most people able to perform only a

few significant feats before needing rest. Without access to an external source of magic to bolster their strength, even the strongest users find themselves limited.

Your magic will not be chosen by you—it is left to chance, a unique reflection of your potential in this vast universe.

## Heroic Resolve (100)

Humanity's reputation for resilience is not unearned, though it often speaks of exceptional individuals—heroes whose strength of spirit elevates them beyond the norm. You now stand among their number, a paragon of unshakable determination.

Your mind is fortified against the forces that break others. Fear cannot cripple you; pain cannot deter you; despair cannot consume you. Be it in the face of overwhelming odds, cunning manipulation, or unrelenting danger, your willpower remains a steadfast beacon.

This exceptional mental fortitude not only keeps you centered amidst chaos but also inspires others to stand firm alongside you. In this beautiful, yet unforgiving universe, your unyielding spirit may be the ultimate edge that sets you apart.

## Limitless Applications (200)

While most humans are bound to a singular magical ability or a fixed set of talents, your powers stand apart. Every gift, skill, and ability you possess comes with an innate flexibility—allowing you to tweak, adapt, or slightly reimagine their application depending on the situation.

This does not break their fundamental rules nor transform them into something they are not, but it does mean you can wield them in

unconventional ways, catching enemies unprepared and devising solutions that would otherwise seem impossible.

With your capacity to think outside the box and use your abilities creatively, no challenge seems insurmountable. The versatility you wield makes it feel as though you always have an answer, no matter how daunting the problem or how unique the threat.

## Galactic Icon (400)

Throughout the galaxy, humans have earned an inexplicable reputation as one of the most desired species. Perhaps it is their unmatched adaptability, their resilience in the face of adversity, or their knack for turning even the direst situations to their advantage. But for you, Jumper, the truth is far simpler: you are the epitome of beauty—or handsomeness.

Your appearance transcends the limits of biology and cultural biases, making you the ideal of attraction in the eyes of all who behold you, no matter their species or background. Your allure is not merely physical—it is an intangible magnetism that draws others to you, capturing hearts and sparking admiration effortlessly. Wherever you travel, your presence lights up the room, turning heads and igniting sparks of desire.

But this blessing is as considerate as it is profound. Those who find themselves enchanted by you will always respect your boundaries, accepting refusal without anger or resentment. They will treasure the moments shared without expectation of more and will not lash out or act with jealousy, even if they see others vying for your attention. This is a gift of connection without complication—a power of pure attraction, untainted by strings or obligations.

Moreover, wherever you go, you will always find at least one individual whose appearance and demeanor appeal to your own preferences—someone who is

entirely willing to share a night of passion, or even more, on your terms. Often, there will be many who offer themselves freely, but always with mutual respect and understanding.

This is your power, Jumper: to be the beacon of irresistible charm and boundless allure, to inspire love and desire wherever you tread, and to leave behind only fond memories and admiration. The galaxy itself cannot help but adore you, but it will do so on your terms.

## Heart of Humanity (600)

To be human is to care. You possess a profound and immediate understanding of the emotions, intentions, and needs of others—extending even to alien species and beings vastly different from yourself. This empathy transcends language and cultural barriers, enabling you to diffuse conflicts, inspire hope, and form deep, meaningful connections.

To those who encounter you, your ability may seem almost supernatural, as though you can peer into their very thoughts and secrets. Your presence alone has a calming effect, soothing tensions, building trust, or rallying others to your cause with a quiet but unshakable conviction.

If it can feel, it can feel you—and you can feel it in turn. Through this connection comes understanding, and through understanding, companionship and unity. Whether bridging divides, offering solace, or igniting hearts to action, your empathy is the foundation of your strength.

## Waha's Wild Gift (800)

The Troy experiment sought to create gods—beings capable of wielding such limitless psi-power that nothing would lie beyond their grasp. While the ultimate success of this experiment is nearly unique, you find yourself gifted with a power akin to a rough draft of the divine, much like young Waha's.

Your new magical ability allows you to do almost anything—but with a catch. This power activates primarily by accident, often triggered by moments of heightened emotions or extreme situations—or sometimes in the name of comedy. The effects are always unpredictable, ranging from miraculous to absurd. You might freeze time, conjure a storm, grow a forest overnight, create matter from nothing, or… turn someone into a carrot.

It is possible to consciously force this power into action with extreme effort leading to complete exhaustion, and you may even guide its focus to some extent. However, it remains wild and uncontrollable, as much a force of chaos as a tool of creation. Despite its unpredictable nature, the raw potential of this ability is staggering—capable of reshaping a small planetoid in its most powerful moments. Whether a blessing or a curse, this limited omnipotence is yours to wield… if you dare.

Unlike Waha, you are entirely aware of when this power would activate, and may force it to settle down if that is your preference.

# TROLL

## The Fly Whisperer (Free / Exclusive Troll)

Trolls are many things: strong, tough, savage, and undeniably hairy. Their appetites are as varied as they are horrifying, and their ways are often brutish. Yet, there is one aspect of Troll life that is unexpectedly heartwarming—their profound ability to form deep, unwavering friendships. And among all their companions, none are more cherished than their flies.

As a Troll, your bond with your flies transcends mere companionship; it is a connection of pure understanding. You can communicate with them perfectly, sharing your thoughts, feelings, and even requests. In return, your flies require little more than the joy of your company. They will gladly help you navigate your surroundings, buzz around to find what you're searching for, or

take playful revenge on your behalf—such as dive-bombing into the eyeballs of anyone who's particularly vexing you.

This bond is not just endearing; it is practical, powerful, and emblematic of the Troll's unique way of life. A fly's friendship, much like a Troll's, is a bond to be treasured.

## Troll's Lore (100)

Trolls are creatures of the wild, a fact that surprises no one given their tendency to view civilized beings as nothing more than prey. This untamed lifestyle has honed their survival skills to a razor's edge. Trolls are masterful trackers, formidable hunters capable of taking down even the most dangerous beasts, and ingenious trap-makers—especially when humans serve as bait. They can endure and thrive in nearly any environment, their resilience unmatched.

However, even Trolls have their limitations. Their survival expertise does not extend to medicinal plants—an irrelevant skill for creatures as robust as they are. Similarly, swimming is not in their repertoire for reasons best left unexplored. That said, Trolls do possess a primitive yet effective form of first aid. Their methods often involve eating very specific parts of a body to extract parasites or making precise cuts to suck out poisoned blood—practices as grotesque as they are functional.

With this Perk, all of this wilderness wisdom is now yours. You have inherited the Trolls' expertise in survival, hunting, and trapping, as well as their unique take on emergency medical care. While their methods may be unconventional, they are undeniably effective.

## Grotesque Gourmet (200)

Like any Troll, your stomach is a miracle of nature—or perhaps chaos. You can eat anything and everything—rotting meat, poisonous plants, solid

metal—and not only survive but thrive. Your digestion system effortlessly converts even the most revolting substances into incredible strength and boundless energy, giving you the edge to persevere in any environment and situation.

Strangely enough, the experience isn't nearly as unpleasant as it should be. Each repulsive meal takes on a unique, delicious flavor that you alone can savor, turning even the most vile scraps into a feast fit for royalty.

In addition to your limitless diet, your physiology grants you immunity to all toxins, diseases, or magical effects tied to food and drink. No substance, however dangerous or cursed, can harm you through consumption—your stomach will only feed in defiance of the impossible.

So go ahead: devour the inedible, and leave the world wondering how you make it look so easy.

## The Beast Unleashed (400)

Trolls are among the most formidable humanoids in existence. They combine incredible strength and resilience with surprising speed, dexterity, and agility. These traits, paired with an uncanny instinct for tactics and a natural affinity for teamwork, make Trolls exceptional hunters and warriors by nature.

Yet, even these mighty beings face challenges. When Troll clashes with Troll, the battlefield often becomes a bloodbath, each side pushing itself to the brink. But there is a hidden truth buried deep within every Troll—a primal force bound by instinct and rage, a power that lies dormant beneath the veneer of camaraderie and civility. This is the essence of the monster within.

When a Troll succumbs to this primal madness, the chains of reason, magic, and even loyalty are shattered. What emerges is an unstoppable force of

pure destruction. No longer a warrior, no longer a hunter—the Troll becomes a beast driven only by the need to kill. Every movement is calculated to annihilate, every strike lands with devastating precision. Fists, clubs, claws, and teeth all become instruments of carnage.

The monster is swift, unpredictable, and utterly relentless. It adapts instinctively, carving through enemies in a seamless, brutal rhythm. A single bite into an opponent not only rends flesh but also restores the monster's vitality, knitting wounds and replenishing stamina in an instant. This is no mere battle frenzy; it is a transformation into a living engine of destruction.

Yet, this power comes at a cost. A monster cannot distinguish friend from foe. It recognizes only targets. When summoned, this force will not stop until all opposition has been obliterated. No amount of hunters—save for an overwhelming legion—can hope to bring down a true monster in its prime.

This is your power now, Jumper. A force you can call upon in moments of desperation, when all hope seems lost. But beware: once unleashed, there is no turning back until the battle is done. Revel in your power to rend and consume, tearing through enemies like paper and feasting on their strength to heal your own.

Rip and Tear—until it is done.

## Harbinger of Ruin (600)

Where all Trolls are forces of destruction given form, you are something far more chaotic—a walking maelstrom of disorder. You exude an aura that warps reality around you, turning the act of fighting you into an ordeal of misfortune and ruin.

Enemies who strike you find themselves afflicted with bizarre and debilitating curses: blades rust and crumble mid-swing, spells rebound with catastrophic results, and bodies weaken or contort under the stress of

prolonged conflict. No two opponents suffer the same fate, and the longer they resist, the more inevitable their downfall becomes.

Your aura doesn't stop at those who face you—it seeps into the very battlefield. Terrain becomes treacherous, structures destabilize, and unpredictable hazards manifest. What was once a field of strategy becomes a chaotic stage, hostile to anyone foolish enough to stand against you and your allies.

This power is as awe-inspiring as it is terrifying, marking you as the harbinger of disorder and ruin wherever you tread.

## The Unstoppable Force (800)

Trolls as a species are a testament to pure power, and you are the very ideal of the heights they can only dream to reach. Your body is a living engine of destruction, an embodiment of sheer, relentless might. In the chaos of combat, nothing can hinder your advance—not wounds, not magic, not physical barriers. You bulldoze through walls, cleave through defenses, and plow forward no matter the odds. Immobilizing effects slide off you as though they never existed, and injuries that would incapacitate others are little more than minor inconveniences in your wake.

Your blows strike with such overwhelming force that even solid stone and the thickest armors are reduced to debris with the same ease you would tear through a wall of air. So long as breath fills your lungs—or even if it doesn't—you will fight with the full strength of your prime, defying every expectation of mortality. Every moment you live is a moment you can fight without hindrance.

Even death itself struggles to claim you. Should it manage to touch you, your will and body persist for ten more minutes—an eternity in battle. During this

time, you retain all of your strength as usual, giving you the chance to obliterate your enemies or perhaps even heal yourself to fight another day.

Once your eyes lock onto a target, the world itself might as well step aside. Whether you succeed or perish in the attempt, one truth remains: nothing stands in your way for long.

# PHATACELCE

## Limitless Form (Free / Exclusive Phatacelce)

The Phatacelce are a race defined by their extraordinary adaptability, born as natural shapeshifters. Every cell in their bodies can be seamlessly rearranged, reorganized, and reshaped in an instant. They can mimic appearances, replicate clothing and accessories, alter their voices, and even duplicate fingerprints with perfect accuracy. To see a Phatacelce is to see an illusion made flesh.

Yet, this remarkable ability is far more than a tool of deception—it is a gift of survival and dominance. A Phatacelce's mastery over their form makes them virtually invulnerable. Their bodies instinctively self-repair from wounds, sealing injuries in moments. If an attack is anticipated, they can shift their structure to avoid damage altogether, bending around blades, bullets, and blows. Against a Phatacelce, conventional weapons are little more than an inconvenience.

This is the power you now wield, Jumper. You can become whatever you desire, whenever you wish. Your only restriction is the mass you have available. With time, practice, and creativity, you may unlock even greater possibilities:

- Splitting yourself into multiple near-independent forms.
- Fusing with other shapeshifters to share strength and knowledge.

- Creating replacement organs for allies under your direct control.
- And far, far more.

The boundaries of your potential are limited only by your imagination and your will. With this gift, you are not merely a being—you are limitless.

However, beware. Whatever form you choose to take is not merely skin-deep by default. Whatever you share the appearance of, you also share the weaknesses.

## Instinctive Coordination (100)

The Phatacelce are often compared to giant squids for good reason. By nature, they possess numerous prehensile limbs, tentacles of varying lengths and sizes, capable of extraordinary dexterity. But their true advantage lies in their limitless potential—should they desire it, they can sprout countless additional appendages in any shape or size, limited only by their imagination.

To waste such versatility would indeed be a shame. This Perk ensures that no matter how dramatically your form shifts or how many new limbs you create, you remain in total control. Whether you grow new arms, tails, wings, or entirely alien structures, as long as they are connected to your body and nervous system (or equivalent), you instinctively understand how they should move. Even the most unnatural or seemingly mechanical appendages respond to your will as if you had used them your entire life.

While practice will refine your movements and unlock their full potential, you will never be clumsy or uncoordinated with any part of your body. From a thousand tendrils weaving intricate patterns to a sudden, improvised grasp with an unfamiliar limb, you will always move with a level of competence that feels natural and intuitive.

With this mastery, you not only inhabit your body—you command it, no matter how bizarre its transformations. This is your power, Jumper: to truly own your form, no matter how wild or wondrous it becomes.

## Infiltrator Extraordinaire (200)

The Phatacelces possess an incredibly powerful innate ability through their shapeshifting, which they have wielded to great effect in battle, defense, and even diplomacy. However, their true brilliance shines in the art of infiltration.

You, unlike most of your kin who rely on turning into giants for super strength or transforming their limbs into razor-sharp weapons, have achieved something far greater. You are akin to the lone survivor of the genocide who rose to practically rule the galaxy through a new, politically powerful identity. You have transcended mere physical transformation—you have mastered the art of acting.

You are a virtuoso of playing roles, maintaining facades, and crafting the perfect reactions to convince others of your chosen persona. Never will you accidentally reveal knowledge your "face" shouldn't possess or reflexively display abilities inconsistent with your current guise, except in moments of genuine life-threatening danger.

Given sufficient time and information about your target, you can flawlessly impersonate anyone—even in front of their closest friends and family. Entirely replacing someone is well within your grasp. From there, you can subtly shift the perception others have of the person you've replaced, gradually nudging their image to better align with your own personality—allowing you to ease into being yourself without raising suspicion.

All you need is enough information to step convincingly into the role.

## Sovereign of Self (400)

Among the most powerful of the Phatacelce lies a fearsome and coveted ability: the power to absorb others into their own body, integrating both their mass and abilities. This talent is not without its uses—Phatacelce warriors often combine forces during dire battles, merging temporarily to gain overwhelming strength before separating once the danger has passed. Sometimes, however, the temptation lies in acquiring a particularly fascinating ability from a foe.

But this power comes at a cost. When you absorb another, you take not only their body but their mind as well. Their psyche lingers alongside yours, watching, whispering, and sometimes struggling for control. Even among the strongest Phatacelce, this presents a dangerous gamble. The persistent and cunning can manipulate your body from within, and the most patient may bide their time, waiting for the perfect moment to wrest control and trap you within your own flesh.

That is where this Perk changes the game. From now on, any mind or spirit that finds itself within your body falls completely under your dominion. Their thoughts are silenced at your whim, their power consumed or destroyed as you see fit. Should you choose, you can eject them entirely, keeping their body and abilities without retaining their consciousness.

This control extends beyond physical absorption. Any force—be it magical, psychic, or otherwise—that attempts to touch your mind or spirit will find its grasp slipping away. You are immune to their influence, no matter how insidious or powerful. The realm of your mind and body belongs to you alone, and no intruder may claim it.

With this Perk, Jumper, you are not merely a vessel. You are the sovereign of yourself, the undisputed master of all who would dare trespass within.

## A Mind Unbound (600)

The limitations of a fragmented existence are no longer yours to endure. Where the typical Phatacelce struggles to manage the independent actions of its divided selves, missing critical details in the inevitable gaps of attention, you are free of such shortcomings. With this Perk, your mind transcends the ordinary bounds of focus and singularity, existing as a perfectly split and coordinated whole, no matter how many parts you divide into.

Each fragment of you retains the full measure of your intellect, awareness, and processing power, working in perfect harmony as one interconnected entity. There is no loss of clarity, no risk of discord, no confusion born from separate thoughts clashing for dominance. You are truly infinite in your capacity for multitasking, each division of your mind seamlessly contributing to the whole. Whether coordinating a thousand limbs, piloting multiple bodies, or simply tackling an impossible number of mental tasks, there is no limit to what you can pursue at once.

While your physical form may impose restrictions, acts of pure thought know no such boundaries. Ideas, strategies, calculations—these can unfold at speeds and scales that defy comprehension. Projects that would take lifetimes for others can be orchestrated by you with effortless precision.

Moreover, your mind has undergone an astonishing transformation. Information is no longer fleeting or bound by limits of memory. Everything you perceive or learn is stored permanently, accessible at will without degradation or capacity constraints. You are a living library, a repository of boundless knowledge, capable of recalling every detail with perfect clarity.

With your limitless focus and infinite retention, you stand as a being of unparalleled intellect and adaptability. No challenge is too complex, no

endeavor too vast. You are a master of your own multiplicity, the embodiment of a mind unbound.

## The One Who is Many (800)

Despite their incredible powers, even the mighty Phatacelce are not invincible. Age still wearies them as their cells falter and fail to replicate. They require mass to sustain themselves, even though their bodies lack traditional vital organs. And while their regenerative capabilities are astounding, they are not limitless. Fire can reduce them to ash, disease can ravage their alien biology, and disintegration leaves nothing to heal.

This Perk offers you a path to surpass these vulnerabilities. From now on, you are not bound to a singular form or dependent on organs for life. Instead, every single cell in your body carries the totality of your vital functions, powers, and capabilities. To destroy you utterly, one would need to annihilate every last one of your cells. So long as a single cell remains intact—anywhere in the universe—so too do you endure.

“Vital organs” are now a meaningless concept. Bleeding out is no longer a threat. Your very essence is distributed across the whole of your form. With this power, cloned bodies, organic parts gifted away to others, and even your very offspring can similarly be used as a vessel for your reincarnation.

However, this gift has its limits. Being "not dead" does not mean being "whole". While a single surviving cell preserves your existence, it lacks the power to multiply itself into a full body without external aid. Nor does this ability halt the march of time—your cells will still eventually succumb to age unless you find a solution on your own time.

This Perk is a monumental step toward true immortality, granting you unparalleled resilience and adaptability—but the journey to forever is yours

to complete. For now, Jumper, you are a survivor in the truest sense, one whose destruction is an exceptionally daunting challenge.

# GHOMO

## Wandering Spirit (Free / Exclusive Ghomo)

The Ghomo are a species unlike most, their essence defined by the spiritual rather than the physical. As a being reborn in their image, your life is no longer fully tethered to your body. Instead, your spirit resides within it, a pilot rather than a prisoner, capable of departing from its vessel when the need arises.

With this power, you can project your spirit outward, leaving behind your current form to possess another body. You may inhabit this new shell for as long as it lasts, but be warned: should your original body perish while you still inhabit it, your spirit will be drawn to the afterlife, and your existence will end.

Though you are not bound to a single form, your spirit is not limitless. Outside of a body, you can survive for only a brief time—mere minutes before you begin to fade, your essence dissipating into the ether. Even the act of possession carries risks. Forcing yourself into an unwilling host may harm both your spirit and theirs, potentially beyond repair. Coexisting within a body is possible, but only with caution and consent.

As a natural extension of your spiritual nature, you can partially project your essence outward to establish connections with those around you. This allows you to speak directly to their minds, communicating telepathically with ease.

You are no longer merely a physical being, Jumper. Your existence transcends flesh, a spirit navigating the mortal realm through borrowed

vessels. Use this power wisely, for while it grants freedom, it also demands responsibility and care.

## Nullmantle (100)

Your physiology is attuned to the very fabric of the universe, granting you a peculiar yet powerful trait: the ability to naturally absorb the cosmic energies that permeate existence. Through some mysterious mechanism, your body acts as a siphon, drawing in energy from all supernatural sources that come into contact with you.

This makes you a disruptive force against those who wield such powers. Psi-powers, magic, and similar energy-based effects falter when directed at you. Their potency is not entirely negated but is noticeably diminished as your body pulls away part of their strength. Even more intriguing, the energy you absorb is not wasted—it is stored within you, ready to be called upon when needed.

Uniquely, you retain complete control over this ability. You can deactivate it at will, allowing supernatural energies to interact with you unhindered. Whether to experience their full effects or to avoid inadvertently disrupting allies' abilities, the choice is always yours.

However, this ability has its limits. Like a sponge, your capacity to absorb energy has both a rate and a threshold. A sustained barrage of supernatural assaults or a single overwhelming attack can surpass your ability to absorb, allowing the energy to affect you in full force.

Thanks to your nature as a Jumper, this ability adapts to absorb not just cosmic and magical energies but all supernatural forces you may encounter across different worlds and realities. Your unique physiology ensures that no matter where you go, you are a living wellspring of borrowed power.

## Soul of the Deep (200)

Though the bodies you inhabit may be fleeting, the essence of your origin as a Ghomo leaves an indelible mark upon your capabilities. Any shell you inhabit becomes perfectly adapted to the depths, capable of thriving indefinitely in aquatic environments. From the crushing pressures of the ocean's abyss to the frigid, lightless voids beneath alien waves, you remain unfazed. No extremes of temperature or absence of oxygen can hinder you, and you find yourself moving through water with an ease and familiarity that borders on instinct. In this way, the most alien seas and underwater realms become as welcoming as the air-filled spaces above.

## Timeless Shell (400)

While a Ghomo is a spiritual being at its core, their existence is typically intertwined with the limitations of the physical. Corpses rot, living bodies age and demand sustenance, and even the most resilient hosts eventually break down. For a Ghomo, these constraints can prove to be a constant challenge.

But for you, Jumper, such limitations are a thing of the past. Through a unique quirk of your essence, the eternal nature of your spirit extends to the body you inhabit. Whether it be a living shell or a long-dead corpse, your presence halts the passage of time and the demands of biology. Living bodies cease to age; the dead no longer decay. Even the most basic requirements—food, water, sleep—become wholly optional so long as your spirit resides within.

This gift provides unparalleled freedom. Travel across deserts without thirst, endure sleepless nights without fatigue, or inhabit a long-forgotten corpse with no fear of decay. Of course, you may still choose to eat, drink, or sleep for pleasure, strategy, or convenience, but never again will you be bound by necessity.

You are not just a soul borrowing flesh. You are the guardian of your vessel, making it as unyielding as your spirit. Whether you walk among the living or the dead, your presence alone ensures the shell you wear remains impervious to time and need.

## Immortal Spirit (600)

The frailties of a semi-spiritual existence no longer hold sway over you. Your spiritual essence transforms into an indestructible and self-sustaining force, unshaken by the natural environment or mundane threats. Should your body or vessel meet total annihilation, it is but an inconvenience—not only will you not share its fate, you can seize control of nearby matter, whether animate or inanimate, and sculpt it into a new form to house your spirit. In the absence of any suitable vessel, your energy will gradually coalesce and reform you from nothingness itself.

However, you must not grow complacent, for the term "indestructible" applies only to the trials of nature. The supernatural forces of the universe, wielded by enemies or phenomena, retain their potency against your spirit, capable of harming or even annihilating it if you are not vigilant.

## The Magohamoth's Blessing (800)

You embody the pinnacle of the Magohamoth's sacred legacy, a being capable of reshaping destinies and societies with but a gesture. Through touch and an act of will, you can permanently bestow an unlimited number of individuals with perfect replicas of your powers, abilities, skills, and even Perks. These gifts are boundless in their replication, allowing recipients to achieve the same heights you have reached. Once imbued, these empowered individuals operate independently, requiring no energy or upkeep from you. Their potential transcends lifetimes, persisting across generations, forming a lineage of monumental influence.

However, the permanence of your gift is a double-edged sword. Once granted, it cannot be revoked or undone, no matter how circumstances may change. In your hands lies the power to create allies of unmatched prowess—or enemies who can rival your own greatness.

This ability is a testament to your magnanimity or cunning. Choose with care, Jumper, for the legacy you weave will echo across time.

# GOD

## Shapeless Divinity (Free / Exclusive God)

As a God, your existence is intertwined with the vast currents of magic and belief. Your power is expressed through a Domain—a magical embodiment of a concept or force, akin to human psi-powers but with boundless potential. Domains can be anything: Pleasure, War, Fire, Troll, or even the abstract concepts of Chaos or Diplomacy.

However, your strength, and even your continued existence as a deity, depends on the flow of magic directed toward you. To thrive, you must secure a source of magical energy—either through tapping into existing power or by gathering faithful followers. Prayers offered by your believers channel their supernatural energy to you, bolstering your divine essence and expanding your might.

Thankfully, you begin this journey with a safety net. By virtue of your unique nature as a Jumper, you count as your own first believer. Though this provides just enough power to keep you from fading into obscurity, it is far from sufficient to wield the true might of a God. Your survival is assured; your rise to divinity depends on your ability to inspire devotion.

What makes you truly unique among the Gods is your relationship to your Domain. Unlike others who are born to embody a single concept, you are a

blank slate. Your Domain is anything—and nothing. You do not represent a predefined idea; instead, your followers define you. Convince others to worship you as the "God of Fire," and you gain dominion over flame. Persuade them to revere you as the "God of Harvest," and you inherit power over growth and bounty.

There are no limits to the number of Domains you can acquire, save for the devotion of your followers. Yet this adaptability comes with challenges: the power of a Domain is wholly dependent on the strength of belief. Should all who worship you as the "God of Fire" perish, your mastery over fire will vanish. Furthermore, a single follower's devotion can only provide so much energy, which must then be divided among all the Domains they believe you to possess. The more roles you claim, the thinner your power is spread.

Beyond your Domains, all Gods share a basic ability as a consequence of their magical nature. Being entirely composed of magic, you can vanish from all senses at will, becoming imperceptible to sight, sound, touch, and more. Be warned, however: the flow of magic remains your anchor. While mortals cannot sense you, those attuned to magic may still perceive the ripples of your presence.

Your divinity is yours to shape, Jumper. Who will you be? What will your followers see in you? The infinite potential of belief lies before you—if only you can inspire it.

## A Prayer For My Jumper (100)

No God truly deserving of worship remains distant from their faithful. You, Jumper, stand apart, for you are intimately attuned to the thoughts and feelings of those who pray to you or speak your name with reverence. Across any distance, through realms both physical and spiritual, their emotions, desires, and thoughts flow directly to you. Every prayer is a whisper in your mind, and every reverent word a potential action you might take. Through

this connection, your understanding of your followers is profound, their needs never unknown, and your power ever poised to grow as you respond to their pleas.

Yet, the burden of omnipresence can grow heavy. Should the voices become too much, you may silence them for a time, narrowing your focus to chosen individuals or specific prayers. But beware the risk of missing something vital, for even the smallest utterance may carry seeds of devotion—or rebellion.

This ability ensures your divinity thrives, shaping faith through connection. You are the God who listens, and through listening, you lead.

## The Presence (200)

Though faith is born from reverence, it is through action that a God cements their power in the hearts of their followers. You are no exception, yet your ability to act transcends the limits of physical presence. Whenever a prayer is offered in your name, you gain the power to manifest your will in the surroundings of the supplicant. Distance and boundaries pose no obstacle; your influence extends as if you were there in the flesh. Objects move under your command, your abilities flare to life, and miracles unfold—all to answer the call of faith.

This divine intervention is not without limits. The connection forged through prayer lasts only a minute or two before fading, requiring another plea to re-establish your presence. However brief, these moments of tangible aid weave an unbreakable bond between you and your faithful, spreading your legend as a deity who listens and acts. Through this, your worshipers become your avatars, capable of bringing your might to any corner of the world.

## God Eternal (400)

Unlike other Gods, your power is not tethered to the fickle tides of mortal belief or the fragile thread of faith. While the prayers and devotion of followers can bolster your strength, their absence will never diminish you. You are not defined by their worship but rather by your own growth.

Every milestone you achieve, every ounce of strength or mastery you acquire, becomes a permanent part of your divine essence. Once attained, no massacre of your believers, era of dormancy, or bout of idleness can strip you of your accomplishments. Your power is yours alone, and your ascension is eternal.

This trait grants you unparalleled freedom. You may walk among mortals as a true beacon of stability, secure in the knowledge that nothing can undo the heights you've reached. For you, faith is a gift, not a necessity—a tool to amplify your might, never a lifeline upon which your existence depends.

You are a God unbound by mortality's whims, a divine being who grows and never diminishes. Your foundation is your own, and each step forward is forever.

## Divine Embodiment (600)

Your divinity transcends the singular, for where other Gods act alone, your power flows through the faithful to multiply your presence. For every thousand believers devoted to you, you gain the potential to create a manifestation—a fragment of your divine essence that can be bestowed upon a follower. This fragment lies dormant until granted, transforming the chosen into one of your Blessed, or perhaps even a Lower God in the eyes of the world.

Once gifted, the Blessed acts as a vessel for your will. They gain full access to all your powers, their every action and intent aligned perfectly with your

own. To the cosmos, they are indistinguishable from you, acting as extensions of your divine being. You see through their eyes, hear through their ears, and command through their hands. You may even exchange places with them in an instant, seamlessly uniting your presence across vast distances.

This bond is absolute; no force can sever their loyalty, no deception can turn them against you. So long as one of your Blessed endures, so do you, for their existence safeguards yours. Even in death, your essence persists, rebirthing you through your Blessed.

However, the death of a Blessed comes at a cost. The manifestation tied to their soul is lost with them, leaving you diminished until it can be replaced. Such a replacement is no simple matter—it requires an act of overwhelming faith, such as a city-wide sacrament, a grand celebration of worship, or another monumental event that reaffirms your divine presence among the people. Thus, your survival depends not only on your strength but also on the devotion and resilience of your faithful.

Should a Blessed lose even a fragment of loyalty towards you, they lose their status, and you will know why immediately—though you regain your freed manifestation in this case.

## The All-Consuming One (800)

For most Gods, the prayers of their followers are a sacred transaction. Mortals offer their faith and magical essence, and in return, their God wields that power to sustain their Domain. The bond is symbiotic, even reverent—a mutual exchange of energy and devotion.

But you are no ordinary God. You are something far greater, far hungrier, and far more dangerous to the natural order of divinity.

Your connection to your followers transcends mere faith. A single heartfelt prayer, one act of true devotion, binds a soul to you forever. From that moment, they are wholly and irrevocably yours. Their magic, their mind, their body, their spirit—all of it becomes an extension of your will.

Through these followers, your reach becomes boundless. You can use them as vessels, channeling your power as if you stood in their place. You may exchange positions with them instantly, seize control of their thoughts and actions without resistance, or wield their abilities as your own. For those who serve you, there is no escape—even in death. Their souls remain tethered to your essence, eternal tools for your divine will.

The most devoted among them may even become indistinguishable from you, with your presence seamlessly replacing their own, leaving none the wiser.

This is not divinity as mortals understand it. This is an unyielding consumption, a power that knows no bounds, no mercy, and no limits. Each follower strengthens you exponentially, their very existence becoming part of your dominion. Given time and enough faithful, your ascent toward omniscience and omnipotence is not just possible—it is inevitable.

You are a Devouring God, a force of divine inevitability. Worship comes at a price, and for those who give you their faith, the cost is everything.

# ALIEN

## Undeniable Being (Free / Exclusive Alien)

Whatever shape your body takes, it is unmistakably alive—a presence that commands recognition and stirs the hearts of all who behold it. Whether you are as small as a pebble, as vibrantly colored as the brightest fuchsia, or as geometrically alien as an octahedron, your existence cannot be ignored. No matter how far removed from the familiar your form may be, all who gaze

upon you will understand one truth: you live, you feel, you think, you **are**—just as they are.

Awe, terror, reverence, or curiosity may bloom in those who witness you, but it matters little which emotion prevails. What matters is that they see you. Your being transcends shape and size, evoking recognition of your sentience even in the most skeptical minds, making you impossible to dismiss as mere object or anomaly—or even as lesser than others. Your form, no matter how alien, is undeniable proof of your individuality and existence, sparking connection and empathy in the hearts of all who encounter it.

## Somewhere Between the Stars (100)

This galaxy is vast beyond comprehension, filled with wonders and terrors in equal measure. Every journey takes you further from the place you once called home—a home you may never see again. The ache of homesickness is a constant companion, not a sharp pain but a persistent, quiet longing. Strangely, it does not crush your spirit. Instead, it sharpens your perspective, reminding you not to take anything for granted.

You find beauty in the smallest details, joy in the simplest moments, and a boundless sense of amazement at the marvels of the universe. This pain, far from breaking you, protects you from the creeping shadow of boredom or apathy. No matter how much you see or how far you go, the galaxy will never lose its shine, and you will never lose your awe.

Curiously, this homesick resilience comes with an unexpected perk. Your tolerance for alcohol and drugs is astonishing—even inhuman. Whether drowning your sorrows or toasting new discoveries, you can partake without fear of losing yourself. Why this connection exists, even you cannot say. Perhaps it's just another gift of a wandering heart.

## Alien Logic (200)

Your mind is unlike any other—a labyrinth of alien reasoning and perspectives that seem bizarre, even incomprehensible, to those around you. Where others see obstacles, you see opportunities. Where others are bound by convention, you find freedom. Problems that would baffle even the most brilliant minds become manageable puzzles in your hands, as your unconventional logic twists through the boundaries of expectation.

This ability is more than just cleverness or intelligence; it's a way of thinking that defies the ordinary. Your perspective is as much a tool as any weapon or spell, allowing you to approach challenges from angles no one else would ever consider. Whether navigating the treacherous politics of alien empires, unraveling ancient riddles, or building impossible devices, your mind finds the path where others see only a dead end.

And while others may struggle to understand your methods, they cannot deny the results.

## Voidwalker (400)

Your alien nature has blessed you with a resilience that few in the universe could fathom. The hostile, airless void of space holds no fear for you. Whether drifting amidst the silent stars or crossing a barren asteroid's lifeless surface, you remain untouched by the vacuum's suffocating grasp, its lethal radiation, or its merciless extremes of heat and cold.

Even in the absence of gravity, you are not helpless. With a thought, you can propel yourself through zero-gravity environments, navigating the vast emptiness with a precision that makes even seasoned astronauts envious. This limited propulsion doesn't match the speed of a ship by far, but it is enough to control your trajectory or close short distances with ease.

Where others see space as a vast and terrifying expanse, you see a frontier that welcomes your presence, a realm of endless possibility where you are truly free.

## Living Portal (600)

Perhaps it is the countless eons your people have spent leaping across the galaxy, diving through FTL lanes and intergalactic portals, that have imprinted their strange logic onto your very being. You are certain this isn't magic—whatever it is feels far too mechanical, too grounded in the nature of space itself. Yet the results are nothing short of miraculous.

Your body now operates like a living portal. By reaching a precise speed and moving in a carefully determined direction, you can teleport to a different location. The distance and destination are dictated entirely by the combination of your velocity and angle. Mastery of this ability will require patience and experimentation, but in time, you could cross continents, planets, or even the gulfs between stars in an instant.

There is a caveat, however. Using this ability at FTL speeds without extensive practice is ill-advised. The faster you go, the farther you are likely to leap—and the less control you will have over where you land. While the mechanism prevents you from materializing within solid objects, it has no such safeguards against other hazards. An uncontrolled leap could place you in the crushing depths of a distant ocean, the toxic atmosphere of an alien gas giant, or even on the edge of a black hole's event horizon.

With patience, though, this power could make you the ultimate traveler—an interstellar wanderer untethered by the limits of conventional physics.

## Anomalous Presence (800)

Your alien nature transcends the bounds of what the galaxy can fathom. You are not just a stranger in this universe; you are an anomaly, an entity that

defies its very framework. The essence of your existence is fundamentally *other*, unshaped by the physical and biological laws that govern all known species.

With great effort and a monumental expenditure of energy, you can assert your otherness onto the world around you, bending reality into shapes that should not be. You can create zones where gravity reverses or ceases to exist, where time stutters, slows, stops, or even rewinds, and where injuries knit themselves together in moments. You could make fire freeze in midair, water flow upwards, or biology invert in strange and wondrous ways.

This is not a passive gift, however. Every rule you break or rewrite strains the fabric of existence. The larger the area you manipulate and the more extreme the change, the greater the toll on you. Your reserves of supernatural energy deplete first, followed by your physical stamina, and finally your very life force. Should you push too far, the universe will snap back with violent precision, potentially leaving you broken or dead.

Your abilities offer unparalleled power to reshape the world—but they demand respect and restraint. The more you push against reality's boundaries, the harder it will push back.

# *Items*

*Items are trinkets, technologies, and perhaps even creatures that will aid you on your journey through this vast universe. Choose them carefully, as they will shape your experiences and potential.*

*All Items under your **Origin** are offered at half-price—with the exception of Items costing **100 TP**, which will be granted to you for free.*

# TROY

## Simple Armament (100)

Troy, for all its splendor and grandeur, is no sanctuary. Danger lurks in every shadow, and even the most seasoned warriors risk meeting their end in sudden, sometimes laughably tragic ways. While your abilities may grant you some measure of protection, I would be remiss if I didn't provide you with a weapon to keep fate at bay.

Before you lies a selection of fine armaments: swords, axes, clubs, warhammers—even shields. Each one is crafted of castle-forged steel, utterly unbreakable, and enchanted to return to your side with but a call. You may take only one, so choose with care.

## Traveler's Haven (100)

The wilds of Troy are vast and untamed, filled with both wonder and peril. It would be unwise to face them ill-prepared, as our intrepid hero party so often does. To spare you their hardships, take this tent—a trusty companion for your journey.

This tent comfortably shelters two and comes equipped with a few invaluable tools: a rope of infinite length, a knife that remains perfectly serrated no matter the use, a fire-starting flint that never dulls or dirties, and a waterskin that refills itself once a day. With these, you may wander boldly, knowing the wilderness cannot easily outmatch your resourcefulness.

## Sage's Satchel (200)

A sage's wisdom is only as effective as the tools they wield, and this humble leather pouch ensures you're never without the essentials. Compact yet remarkably practical, it contains a collection of ingredients and supplies ideal

for a fledgling sage of Eckmül—or any aspiring practitioner of mystical and practical arts.

Inside, you'll find medicinal poultices and bandages for tending to wounds, mystical incense suited for Troll enchanting or other rituals, fragrant perfumes, and reliable insect repellents. It may not seem like much at first glance, but this pouch holds the promise of resourcefulness.

And its greatest boon? Each day, the contents mysteriously replenish, ensuring you'll always have what you need to heal, enchant, or simply endure the challenges ahead.

## Trollbone Totem (200)

There's something peculiar about the bones of creatures native to Troy it seems, though the reason remains elusive. What matters now is the small, unassuming totem you hold in your hands, crafted from the bone of a mighty Troll.

It's a humble trinket, modest in size considering the colossal source, yet its power is as undeniable as that of the ivory of the Magohamoth. Carrying the totem imbues you with the strength and resilience of a juvenile Troll. By their standards, it's little more than fledgling power, but by yours, it's extraordinary.

With this totem, you gain the raw might to tear a human limb from limb with ease and the fortitude to survive a fall from several stories onto solid stone—scratched perhaps, but unbroken.

For those who dare hold this artifact, the bone of the Troll becomes a testament to strength beyond mortal reckoning.

## Skyborne Colossus (400)

The cargo dragon is a marvel of both size and utility—a behemoth large enough to carry an entire stadium upon its back. Its scales can be of any color you desire, and its frame is outfitted with an array of harnesses to secure even the most unwieldy of loads. Atop its back lies a command center resembling a wooden Viking longhouse. While rustic in appearance, this structure is remarkably sturdy and insulated, providing complete protection from the biting winds and turbulence of high-speed, high-altitude flights.

Yes, this dragon can fly—and not merely fly, but soar at speeds rivaling modern jets, covering a thousand miles in just over two hours. It is unwaveringly loyal, obeying your every command as if attuned to your very thoughts when you sit in its commander's chair. No matter where it is, a call will summon it to your side in under five minutes.

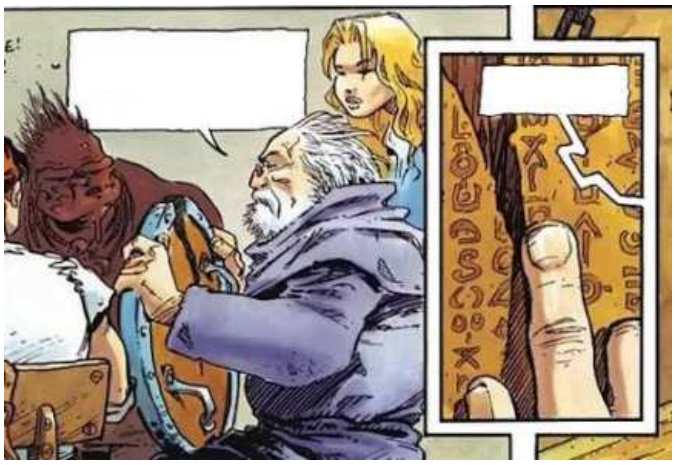
Beyond its role as a formidable transport, the cargo dragon serves as a versatile tool. It can strike terror into foes, leveling all in its path with a devastating crash from the heavens. Alternatively, its size and strength can be harnessed for non-combative tasks, making it an invaluable utility companion. Should the need arise, it could even be a source of sustenance—its meat enough to feed an entire village, and its entrails capable of revealing grand visions to a skilled sage.

Should your dragon meet its end, fear not. Within a week, a new one will rise to answer your call, as if fate itself ensures your bond endures.

## Mythbearer (400)

In your possession is a shield, though not an extraordinary one—at least, not by the standards of battle. Its make is unremarkable, offering neither superior protection nor masterful craftsmanship. Yet, its true intrigue lies not in its face, but in its back.

Etched upon the inner surface, where your eyes naturally fall when shielding yourself, is a tale—a grand epic spun of mystery, adventure, and legend. This story is no mere fiction. While its events may be shrouded in embellishment, the locations, artifacts, and mythical creatures described are real, waiting for an adventurer bold enough to seek them out.



When you uncover the treasure or truth behind one tale, the shield will shift, erasing its old words to inscribe a new legend for you to pursue. Each new story unveils paths to greater artifacts, mighty allies, and the unraveling of myths long thought forgotten.

No matter how far you roam or how many adventures you undertake, the shield will never run out of legends to tell. It will guide you to the extraordinary for as long as you dare to listen.

## Harbor's Hollow (600)

You know, Jumper, there was always something odd about that old tale. Thanos takes over Eckmül—that much makes sense, given his power. The civilians rise in quiet rebellion—a natural response to tyranny. The rebellion has a hidden headquarters somewhere in the city—logical, as it's the only way to resist without immediate annihilation. That HQ is located in a random

pub—smart, really, hiding in plain sight where soldiers might never think to search.

But then there's the kicker: the key to the hidden entrance is a set of linked sausages. Pulling them opens a door to a short tunnel leading into an absolutely massive cave—large enough to fit a quarter of the city—and this cavern connects directly to the ocean. How? How could something so enormous, with such obvious features, go unnoticed by Thanos' forces? A gigantic sea-facing cave, in a city with only a single port and seaside, somehow accessible from a random pub in the middle of said city? It defies all reason.

Strange as it may be, this particular oddity is now your asset. Wherever you go, you can designate any room with four walls and a roof as your secret HQ. This room will gain a hidden entrance, so well-concealed it would take a miracle for anyone to find it. Beyond that entrance lies an impossibly vast cavern—a space large enough to hold an entire city, complete with both an access to the sea, and an opening facing the sky for your means of flight.

No matter where you are, you'll always find a way to this hidden sanctuary from open water, and you can shift the "room-side" entrance as easily as declaring a new room as your secret base. Despite the entrance moving, the cave itself remains immovably fixed in its own separate reality.

Should you wish it, the cave can also connect directly to your Warehouse, granting you a base of operations of unparalleled secrecy and usefulness.

## The Godspire Range (600)

A vast mountain range rises before you, its jagged paths fraught with peril and prowling beasts. The highest peaks stretch into the heavens, and at their very summit lies the fabled Kingdom of the Gods. To be clear, this

mountain range exists within the Universe of Troy, whether or not you choose this option.

What sets this apart is your ability to find your way to the range within a single day of setting out, no matter where you are. At the summit, you'll encounter not just the gods of Troy, but any and all divine and godlike beings that inhabit your local universe.




But why risk the climb, Jumper? Is it merely to annoy the omnipotent? Hardly. For in ascending this perilous range, you demonstrate a courage that even gods must acknowledge. They won't be forced to listen, but your audacity earns their attention, their respect—or at least their curiosity.

This attention grants you the rare chance to plead your case, share your woes, or request favors. While these may be "small" gestures to the gods, their boons can carry tremendous weight in mortal and divine affairs alike. To court the favor of one god is powerful. To earn the goodwill of entire pantheons is to shape the fabric of destiny itself.

Once your case is made, or your purpose atop the mountain achieved, you will find yourself teleported back to the mortal realm. This return is not without consequence—you will always be sent far from the mountain range, so far that you'll need yet another day of travel to find your way back. Moreover, the gods do not take kindly to persistent interruptions. Attempting the climb more than once in a single month risks angering them—and though no mortal shall be given death in these hallowed halls, the consequences will be as dire as the heights themselves.

## Shard of Infinity (800)

What you hold in your hands, Jumper, is none other than a piece of ivory from the Magohamoth—a rarity so profound that only one other exists in the entire universe. Its mere existence speaks volumes about its significance.



The Magohamoth, a creature of unimaginable magic, does not produce ivory naturally. Its aura is so potent, so saturated with raw magic, that its very presence bends reality to the dreams and fears of those nearby. The Gold-Azure ancestor once stumbled upon the Magohamoth's resting place, expecting to find a terrible beast bristling with teeth. And so, through the Magohamoth's power, his imagination made it so—conjuring forth a monstrous apparition that left behind the original ivory.

Your piece of ivory does not share this origin, but it carries the same breathtaking power. To touch it is to touch the Magohamoth itself. Its magic courses through you, granting access to boundless reserves of energy and enhancing your abilities beyond measure. The smallest spark of power can

ignite into a blazing inferno. Where once it took all your effort to manipulate a single element, you may now wield entire landscapes with ease, boiling the surface of an entire sea to summon a fog bank or turning tides with but a thought. Even the once most chaotic and unruly forces will bend gracefully to your will.

This ivory's power transcends dimensions and worlds. Its magic extends to all supernatural abilities, amplifying them in ways you've yet to imagine. It can even unlock latent potential in others, gifting them with the psi-powers of Troy's universe. With it, you hold the key to spreading Troy's magic to countless worlds, leaving an indelible mark on the fabric of reality itself.

## COSMOS

### Radiant Rifle (100)

This galaxy, for all its wonder and splendor, is far from safe. Danger abounds in every corner, and even the most skilled adventurer risks an untimely and, perhaps, embarrassingly absurd end. While your abilities may offer some measure of protection, I would be remiss if I didn't arm you with something dependable.




The energy rifle is the quintessential weapon of this galaxy—common, reliable, and remarkably simple to use. Typically, it requires a new power pack after every dozen or so shots, but yours is no ordinary rifle. This one is unbreakable, perpetually pristine, and equipped with a power pack that never depletes—at least when firing energy shots.

Do be mindful, however: while the rifle's barrel will never warp or deform from intense heat, firing off a hundred shots in rapid succession might leave you with more than a little trouble gripping it barehanded. Handle it with care, and it will serve you well.

## The Babel Clip-on (100)

This small, unassuming device is a universal translator designed to make communication effortless. Simply attach it near your ear, and you'll be able to understand and speak any common language—be it from the past, present, or future—spoken in this universe.

While its functionality is bound to this setting, it ensures that you'll never face a language barrier while traveling through the galaxy. Future worlds may present new linguistic challenges, but for now, this translator is your perfect companion for seamless communication.

## Mirage Beacon (200)

This compact, handheld device has the uncanny ability to mimic the energy signatures of larger ships, powerful cosmic entities, or even unexplainable anomalies. When activated, it sends out a pulse designed to confuse, distract, or outright deter potential enemies. Pirates might mistake it for a dreadnought-class vessel, while predators might steer clear of what they perceive as a far more dangerous foe.

This device is invaluable for evasion, bluffing, or creating an opening to slip away unnoticed. Somehow, it works seamlessly with alien systems that should be entirely incompatible with its technology—a mystery that defies all conventional engineering logic. Perhaps it's better not to ask how it works, and simply be thankful that it does.

## Currency Nexus (200)

This compact and highly secure portable storage system is your ultimate tool for managing wealth across the galaxy. It's designed to convert, store, and facilitate the use of vast amounts of galactic currencies with ease. With this device in your possession, you can perform instant transactions across all Consortium banking networks—and any other economic system you might encounter, no matter how alien or arcane.

What makes it truly extraordinary is its ability to translate stored currency into any other form, provided you have a sample of the desired currency. Need to swap galactic credits for rare barter stones? Or trade Consortium marks for a long-forgotten empire's gem-standard coins? This system has you covered.

No one knows exactly how it works, but its seamless operation defies the limits of even the most advanced intergalactic banking technology. Truly, a marvel for anyone looking to navigate the complexities of truly universal commerce.

## The Starseeker (400)

What is a galaxy without the means to explore it? Without a ship of your own, the vast expanse of the stars would remain forever out of reach. Fortunately, you won't have to worry about that—you now have your very own spaceship.

This vessel is modest in design but perfectly functional, capable of faster-than-light travel and comfortably accommodating up to a dozen passengers. It comes equipped with a map of the local galactic portal network, automatically updating with each new world you Jump to, and features reasonably powerful energy armaments. As for living conditions, the ship provides all the essentials: sleeping quarters, a kitchen, showers, and a command center.

While this ship may not be a marvel of luxury or firepower, it does have one standout feature: it requires no refueling—ever. However, it is not indestructible. Should disaster strike and the outer hull be breached, the command center doubles as a smaller, FTL-capable escape ship, ensuring that those aboard can make one final bid for survival.

The ship's FTL capabilities come with a caveat: basic physics dictate that attempting such speeds within an atmosphere is an extraordinarily bad idea. Outside of FTL, the ship is rather slow—so slow, in fact, that a cargo dragon would easily outpace it in atmospheric flight.

In the unfortunate event of the ship's destruction, it will be fully restored to you within a week, retaining any modifications you've made to it.

For those with **400 TP** to spare—**discounted for the [Cosmos] Origin**—an additional upgrade is available: a colossal drill mounted at the ship's front. This enhancement isn't just for mining—this highly illegal piece of technology enables a daring and skilled traveler to use the event horizon of a black hole to journey through time in whatever direction they desire, albeit with varying precision. Of course, even without time travel, a giant drill is always a handy thing to have when exploring the unknown.



## Crystalis Sapientia (400)

A brain in a jar? Not quite. What you have here is something far more advanced: a preserved brain encased within a crystalline matrix, a fusion of biology and technology that transcends the limitations of flesh. You have the unique opportunity to decide who this person was—appearance, personality, and even their area of expertise are yours to choose. Rest assured, however, that whoever they were, they were already a genius in their field, and their transition to this state has only amplified their intellect and capacity for thought.



The crystalline matrix functions as a supercomputer, granting your new follower the ability to process information at staggering speeds. Using holographic projections, they can simulate their former physical appearance and interact with their environment within a limited range, giving them a sense of presence beyond the crystal. They are also equipped with a limited form of technopathy, allowing them to interface with and even take control of technological systems nearby.

Best of all, their loyalty to you is absolute, and their only desire is to aid you in your journey. Should the crystal sustain damage, or even shatter, there's no need for concern—they'll restore themselves to perfect condition within a day, ready to assist you once again.

## Nulltech (600)

Through the marvels of advanced technology, it is possible to halt the flow of cosmic energy within a given area. This disruption renders all forms of magic inert and prevents access to magical abilities entirely. The affected space becomes akin to a sealed vault, locking away energy so completely that supernatural powers are rendered useless. These devices, known as "Tonic Vaults," come in two primary forms.

The first is a cerebral implant, designed to suppress the magical abilities of its host remotely. The second is a crystal, sometimes embedded internally, which can be activated to create a suppression field around itself.

Now, you hold a Tonic Vault of the crystal variety. When activated, it creates a field extending roughly a dozen meters in all directions, nullifying all supernatural abilities and effects within its radius—regardless of their origin. This suppression can last indefinitely, provided the crystal remains active.

Additionally, you possess the blueprints to craft more of these crystals, as well as the schematics for the cerebral implant variant, should you wish to delve further into this arcane-cancelling technology.

## The Stargate Atlas (600)

The galaxy is vast, a place so expansive that even the most intrepid explorers can only hope to traverse a fraction of its wonders. For many, such an undertaking might seem impossible—if not for the work of the enigmatic Ghomos. In their wisdom, they created a network of portals scattered

across the stars, allowing for swift travel between distant worlds. But what if you could carry this advantage with you, not just here, but wherever your journey takes you?

You are now the owner of a remarkable galactic map, displayed on a sleek datapad. This device details not only the known network of portals and their primary connections but also an astonishing secret: the existence of portals far beyond common knowledge.

Wherever you go—be it another planet, a distant galaxy, or even an entirely new universe—there exists a hidden network of portals. These clandestine gateways are scattered across every world, linking locations across planets and even between them. Each portal is unique, requiring a specific action or key to activate, but your datapad reveals all. It marks every portal's location, destination, and activation method, unlocking a vast web of possibilities for the adventurous.

For reasons unknown, this secret network remains invisible to everyone else unless you choose to share its mysteries. With this knowledge in hand, the galaxy—and every galaxy beyond—is yours to traverse.

## Pandora's Box (800)

Exercise utmost caution, Jumper, for what you hold in your hands is no ordinary briefcase. It may look mundane—its indestructibility aside—but within lies the potential for devastation beyond comprehension. This is a container for death itself.

The case is far larger on the inside than its exterior suggests, holding an endless array of glass bottles, each perfectly sealed and full of preserving fluid within which are stored true nightmares. Within them lie horrors you now wield, a collection of deadly agents that span every conceivable form of biological and chemical terror.

There are larva that, upon contact with skin, burrow into the bloodstream, glowing faintly as they travel to the brain—only to explode out as monstrous flies. There are incredibly quick flies capable of piercing flesh and laying eggs in an instant, filling the body with flesh-eating worms that multiply as they consume, capable of stripping a human to the bone in mere moments.

Your collection includes bacteria engineered to target specific species, such as one that dissolves Phatacelces from within, leaving them unable to shapeshift—a precision weapon tailored to any creature you may encounter. There are poisonous plants, venom-filled sacs, viruses that rot flesh and unravel genomes, nanotechnological bioweapons, and countless other instruments of death.

This arsenal is not solely a harbinger of destruction. In the right hands, its study could cure countless illnesses, eradicate diseases, and save entire populations. Yet, it is also a tool that could unravel entire universes if wielded recklessly.

Be careful, Jumper. The power to unmake life at such a scale is a grave burden to bear. Do nothing that might leave you haunted by regret.

# Companions

### Canon (Free)

Developed a soft spot for the locals, have we? You're welcome to bring along anyone from the Troy Universe on your JumpChain journey—provided you can persuade them to join you.

### Bringing The Team (100)

For a modest investment, you may bring up to **8** of your previous Companions with you on this journey. Each Companion is granted **600 Troy Points** to

spend within this document and may select both a Point of Origin and a Species of their choice.

While you are free to share your own Troy Points with them, they cannot return the favor, nor are they allowed to take on Drawbacks to gain additional points.

## Friendly Furball (200)

Upon your arrival in this world, you'll gain a steadfast Troll companion—because, let's face it, no adventure in this setting is complete without one. They're everything you'd expect from a Troll: immensely strong, fiercely emotional (especially when it comes to joy and rage), and always ready for a good fight or a hearty meal. Their appetites, for both food and excitement, are as vast as their loyalty—and that loyalty is now directed entirely at you.

As for the finer details, that's up to you. Choose their appearance, quirks, and personality as you like—though it's hard to find a Troll who isn't, at heart, a cheerful soul. From now on, this larger-than-life companion will follow you through thick and thin, bound to you by friendship and the thrill of adventure.

Your Troll companion comes with a few perks of their own. They can navigate this document just as you do, with a mandatory [Troll] species selection, the same Time of Arrival as yours, and **600 Troy Points** to spend. Even if your Points of Origin differ, don't worry—Trolls have a knack for reuniting with their chosen friends, no matter the distance. After all, nothing—not time, space, or chaos—can keep a Troll from someone they care about for long.

# Drawbacks

*Drawbacks will make your experience in this universe all the more painful until you leave it—though not without reward.*

## Endless Horizons of Troy (Toggle)

The entire saga, spanning from the beginning of Lanfeust of Troy to Lanfeust of the Stars, unfolds over roughly sixteen years. And that's not even counting the vast history predating Lanfeust's birth, from the conquest of Troy to ages long before. Clearly, ten years isn't nearly enough time to fully immerse yourself in this world. So, stay as long as you wish. Once your first decade here has passed, you're free to leave—or remain for as long as your heart desires.

## A Host of Hatred (100+)

Not even one step into this universe, and you've already made an enemy. Truly, I'm impressed by your remarkable talent for alienation.

This individual doesn't just want you dead—they want you to suffer, to lose everything you hold dear, and then die. While they aren't exceptionally powerful—only slightly stronger than the average human—their potential for growth is far above average. Left unchecked, they could become a significant threat. Worse still, you have no idea who or where they are.

You may take this Drawback **as many times as you like**, but be warned: your enemies will collaborate, pooling their resources and efforts to bring about your downfall, no matter the cost—even their own lives, if necessary.

For every **10 times** you accept this drawback, your scattered foes merge into a singular nemesis with immense potential and hidden powers. Their abilities could rival Thanos—a figure who, after less than a year of

adventuring, became capable of leveling a city, or even an entire country, on his own.

## Lost in Translation (100)

As it turns out, stepping into a whole new universe means you don't speak the language. Even worse, neither translators nor your array of Perks will be of any help here.

Still, it's not all bad. After all, violence is a language understood across all worlds—and in that, you are more than fluent

## Epic at Any Cost (200)

You are a true hero, Jumper. A being larger than life—cut from the same cloth as the legendary Lanfeust of Troy. You endure life's hardships without flinching, battle tyranny with every ounce of strength despite your frailty, face threats capable of ending you in an instant, and dive headlong into an ocean of peril to hold back the tide—all in the name of Good!

…Or not. Well, everything except the "Good" part is true. You don't act out of virtue—you do it because it's epic, because it looks cool. You take on absurdly dangerous feats with the sole justification that you'll look incredible if you succeed. The thought of failure? That's a problem for later.

With such an outlook, you might indeed become a celebrated hero—if you can survive long enough. Unfortunately, you are no Lanfeust, and plot armor won't save you. You'll need something sturdier than sheer bravado to survive the fallout of your own self-destructive thirst for glory.

## A World Without Warmth (200)

This setting is unexpectedly raunchy, despite its seemingly childish and familiar tale of the "good hero" versus the "bad villain." Sexual encounters

are frequent and widespread, with the hero—Lanfeust—seeming to find a new lover at nearly every turn.

But for the duration of your time here, all such connections will leave you disappointed, if not outright hurt. And yes, that means all of them—no exceptions.

One-night stands will result in boastful partners loudly proclaiming their conquest of you, reducing you to little more than a trophy in their eyes. Those you hope to form deeper bonds with will prove unreachable—irrevocably drawn to others, consumed by obligations, or simply losing interest in you over time. Even if you attempt to bury your emotional pain in meaningless flings, each encounter will leave you feeling unexplainably empty and unfulfilled.

Perhaps it's best to give up on romance and physical pursuits altogether. Friendships, after all, offer a far greater and more meaningful reward.

## Power Lost and Found (400)

By a cruel twist of fate, all your past Perks and abilities were stripped away upon your arrival.

But fear not—I know exactly where they are: within the stomach of the legendary Magohamoth. If you can journey to Troy and track down this mythical creature, it will gladly replicate the miraculous procedure it performed on Lanfeust and Thanos—rebirthing you within its body and restoring all of your lost power.

Until then, however, you'll have to make do with the choices you've made here and the capabilities of your Body Mods.

Rest assured, though—should you fail to find the Magohamoth before your time in this world ends, I'll step in and return everything to you. No need to worry.

## Scattered Across the Stars (400)

By a cruel twist of fate, all your past Items and Companions were lost upon your arrival—even stripping your Warehouse bare.

But fear not—I know where they are: scattered across the vastness of the Cosmos. As you journey from planet to planet, you'll find that each world holds the possibility of hiding one of your cherished belongings or dear Companions.

And rest assured—if you're unable to recover everything before your time here ends, I'll step in to ensure that all your Items and Companions are safely returned to you. No need to worry.

## Upside Down World (600)

Perhaps we've taken a wrong turn outside the universe, Jumper. This isn't the saga of Lanfeust—it's the saga of Thanos of Troy!

Here, the world is just a bit darker. There's no plot armor to shield the good guys, no fortuitous twists steering the hero's journey to victory, and no perfectly timed events to guarantee the downfall of evil.

Instead, this is a place where fortune favors the tyrants, the assassins, the faceless grunts, and every other kind of villain. Everything falls into place for them—everyone, that is, except you.

## Out of Sync (600)

It seems your body, mind, and soul have made the journey to this universe intact—but something still feels… off. It's as if the universe itself refuses to fully acknowledge your presence.

People can see you, and you can interact with matter and go about your life as usual. But anything tied specifically to the Universe of Troy is inexplicably out of reach. Magic? Not even a flicker. Sci-Fi technology? No matter what buttons you press, the spaceship won't even power on.

For some reason, none of it works for you. You'll find yourself forever bound to what is "normal", and reliant on others if you hope to achieve anything extraordinary in this world—or travel beyond where your own two feet can carry you.

## Chrono-Chaos (800)

Unfortunately, Jumper, you might not have much time to enjoy this universe—you'll be far too busy trying to save it as it unravels at the seams.

Through the misuse of time travel technologies and magic, countless individuals endlessly jump back and forth through the flow of time. They create time loops, paradoxes, and uncertainties, rewriting history again and again, with no end in sight. Left unchecked, this temporal chaos will eventually push the universe past its breaking point, tearing apart its very rules and principles. If that happens, the universe could delete itself entirely—with you still inside. No Perks will save you from that.

Identifying these disturbances in the time stream will be difficult. Finding a way to traverse time and fix them will be even harder. You don't have to take up this responsibility—but no one else can, and no one else will.

# Scenarios

## JUMPER OF TROY

I hope you'll find great joy in your time here, Jumper. The Universe of Troy has so much to offer: power to seize, friends and companions to meet, adventures to undertake, and an abundance of magic and technology to explore. Whatever you seek, you'll likely find it here.

And yet, as you've read through this document, you've undoubtedly noticed one glaring omission. A single opportunity has remained out of reach, a power left beyond your grasp. The orchestrator of the Grand Saga of Lanfeust of Troy, the keystone of this universe, the beginning and the end—I speak, of course, of the Absolute Power.

This is not a gift to be bought with mere Troy Points. Such immense magic must be earned. And so, here lies your chance to claim it. With your own two hands.

Scattered across the universe are ways to absorb powers, manipulate time, defy fate, and achieve the unimaginable. Seek these paths, amass resources, and forge your opportunities. When the time comes, take the Absolute Power for yourself.

To succeed, you must steal every shred of this power from Lanfeust, Thanos, and the Magohamoth. Only then will your omnipotence solidify into the **Perk** described below. As a reward for achieving this monumental feat, you will also receive **+1000 Troy Points** to spend as you wish before you embark on your next journey.

## A Power Absolute (Scenario Perk)

The Absolute Power grants you a limited form of omnipotence. Unfortunately, this means you are *potentially* capable of doing anything—but not necessarily *actually* capable. You can achieve any effect, provided you have a basic understanding of how to make it happen or have observed something similar before.

This power relies on Cosmic energy—or magic—to create effects. As such, it is not invincible; it can be countered or overcome with sufficiently advanced technology or opposing forces capable of interfering with its flow. The Absolute Power is also constrained by your conscious will. You cannot sustain an effect without actively focusing on it, and you can only directly influence what you are aware of.

You can wield this power without strain at gargantuan scales—for example, enlarging a portal to the size of a planet before feeling the onset of exhaustion.

Additionally, the Absolute Power serves as a remarkable amplifier for all your supernatural abilities, elevating them to its scale of influence. Moreover, you can extend this amplification to others temporarily, sharing the vastness of your power through continuous touch.

# Notes

https://fr.wikipedia.org/wiki/Univers_de_Troy (Warning - French only)

## Important Characters

- Universal hero Lanfeust
- Lanfeust & Thanos can use all magical abilities, it just takes time to master them one by one.
- Lanfeust's hair has black streaks marking his connection to the Magohamoth, and his status as their protector.
- Thanos is Lanfeust's half brother.
- Magohamoth: basically magic gods & nearly extinct
    - Native to Troy
    - Located in the mangroves/swamp of Questie
    - Living magic catalyst
    - So powerful that just being in its presence brings imagination to life and makes it real.
- Lanfeust
    - Hero of the story & successful experiment of the Troy project.
- Thanos
    - Villain of the story & successful experiment of the Troy project.
- Cixi & C'ian: two sisters with contrasting personalities.
    - C'ian: Lanfeust's fiancée, the elder sister, kind and caring. She can heal wounds. Over time, Lanfeust falls for Cixi and their relationship becomes strained
        - She goes and marries the Knight (then Baron) Gold-Azure at the end.
    - Cixi: the younger sister, rebellious, flirtatious, and unpredictable. She eventually gains the power to control & summon water. She and Lanfeust fall in love.

        - They eventually break up because she's too free-spirited to settle down, and Lanfeust has too big of a destiny for the same. It was a mutual understanding, if a bitter one.
- Waha, a human girl adopted by the local trolls, and her family/tribe basically.
    - She has the prototype omnipotence power. It's random.
    - Also, basically all of their names are a wordplay of some sort.

## Basics of the universe

- Planet Troy: everybody's got 1 magic ability (power varies wildly), which is powered internally. Very weak, and the magic takes time to recharge.
    - Also it can't be used unless close to a magic power broadcaster, which is either a sage or the Magohamoth
- Magohamoth: weird ass magic whale with an island on top and tusks
    - It can turn others into part of itself, giving them permanent and supercharged magic power, like constantly holding the ivory
- People called sages on Troy are capable of broadcasting magic around them by forging a connection to the Magohamoth
- Ivory from the Magohamoth acts as a conduit to the Magohamoth & thus as a magical amplifier.
- Being in the presence of a sage allows you to use your magical ability because they broadcast magic from the Magohamoth constantly.
- Eckmül -> big city.
- Sages of Eckmül -> order of magicians. Big library, very classy.
    - They can cast spells to do a lot of things, but they take prep time and components
    - You become a sage of Eckmül by performing a ritual, abandoning your power to become a magic relay. It is reversible.
- Other ways to use magic: Craft items, make potions, magical creatures exist…

    - There's that one fortune tell that can see visions of the future of a person in the entrails of a sacrificed animal. The "bigger" their future is, the bigger the animal to sacrifice to be able to read it. Might be his own specific magic. Probably that actually.
- Petaur: large mammoth-like creature, common means of transport on Troy
    - It won't move unless someone sings loudly. Doesn't matter to it if they sing off-key (the other passengers might care)
- Gods:
    - Made of belief and magic. Powerful, but far less than the magohamoth
- People just die all the time, from murder, accidents, suicides… basically no one cares much.
- Meirillion: central planet of the galaxy, seat of power of the merchant princes
- There's hyperspace jumps & stargates (just gates)
- Nelsha: living clothes with telepathic link and limited shapeshifting capabilities
    - Can be used as an effective Venom-style symbiote

## Basics of the plot

(notes taken as I was re-reading, so a few are lies told to the heroes before they were told the truth. For instance, the Dolphantes—ghomos—are not at war with anyone.)

- In a galaxy far far away united races are in a war against the Dolphantes, an alien race with people who have psi-powers which make them ridiculously overpowered.
- The Merchant Princes, leader of this side of the galaxy, find Troy and its natural psi-power-catalyzing species: the Magohamoth

- They decide to see what happens if they gather all of their psi-powered humans there and let them evolve, in hope of getting people with all the powers.
- A thousand or so years later, it eventually works.
- Lanfeust is a blacksmith because he has the power to melt metal
- One day the knight of gold-azure comes to his village (glinin?) to get his broken sword repaired
- The sword has a pommel of magohamoth ivory, awakening Lanfeust's power of "all the powers" on touch. The awakening causes him to fall into molten metal, without dying, which is what indicates his true power to the local sage
- The sage decides to bring Lanfeust to Eckmül, city of the sages and knowledge, where he will meet the three governing sages so they can decide what to do with it.
- The sage's two daughters, including Lanfeust's fiancee C'ian (and her sister Cixi), come along. The knight gold-azure goes back home with his sword after Lanfeust magically repairs it.
- They meet the troll Hebus on the way. The sage enchants him to be a friend.
- In Eckmül, Lanfeust can't prove he has all the powers because he doesn't have the sword anymore, but he can prove that he has a connection to the Magohamoth by touching a glass sphere called "the respiration", which is the stored breath of the beast.
- He gets the same lightshow a previous student named Thanos got.
- Lanfeust stays a few days to learn more about magic like the sages, until the three rulers find a fortune teller to read Lanfeust's destiny.
- He is declared the most important person in the world, and given a warning that the friends he came with are about to be attacked and taken by pirates led by Thanos.
- Cixi comes along soon after, telling him that she escaped and needs his help.

- They go to the pirates despite the rulers' protests (stealing the respiration in the process)
- They are captured by the pirates. Thanos sees the respiration and its reactions. He wants to know what Lanfeust's connection to the Magohamoth is. He tortures him and Cixi tells him everything.
- Thanos teleports (his power) to gold-azure to get the sword and see if he can get all the powers too.
- The gang escapes the pirates and takes a ship there too.
- They arrive after weeks. Gold-azure is at war. The knight is not here. The sage researches their library to find the source of the Magohamoth's ivory. He finds it written on a shield: a mangrove thousands of miles away.
- The fortress falls, a lot of girls commit suicide to avoid the consequences, and the gang departs to the last known location of the knight gold-azure and his sword.
- Weeks of travel, but they get there. Lanfeust gets the sword back, and pays for it by dueling the enemy leader of gold-azure in the knight's place, posing as him.
- A piece of the ivory breaks off during the fight.
- He wasn't the only one. The enemy was Thanos in disguise this whole time. He steals the sword during the fight and uses his immense powers to destroy everything and kills Lanfeust.
- Before Lanfeust can truly die, the respiration falls next to him and breaks, the breath of the magohamoth granting him his powers just long enough to heal himself.
- The rulers of Eckmül arrive out of nowhere on a cargo dragon and crush Thanos under its weight, saving everybody.
- The old man sage finds the ivory and keeps it.
- Lanfeust goes back to Eckmül where he becomes a living legend and genie all in one. It has been **months** of sword-chasing at this point.

- Lanfeust eventually tires of being everyone's wish granter (especially Cixi's), and lets his guard down long enough to get his sword stolen by Thanos' accomplices.
- Thanos, in very bad shape after getting crushed, gets the sword, heals himself, and conquers Eckmül. Lanfeust and his usual gang barely escaped because they found the broken-off ivory for Lanfeust to use and protect them.
- They flee towards the land where the shield said the Magohamoth was found, not!China, in hopes of learning how to destroy the sword and make Thanos powerless.
- The locals direct them towards their gods. Actual gods, who are given power and existence via faith. The source of their power is still the magohamoth, though.
- On the way there, Cixi has a fight with the others, and she decides to go back to the city and seduce Thanos.
    - It works. She moonlights as batgirl & joins the local rebellion led by the fortune teller dude.
- Upon reaching the temple of the gods, Lanfeust and company are redirected to a cave where they find eggs birthing a strange metamorphosing mammal (like a pokemon almost). It says "gloof" and it runs towards the Magohamoth. They follow it.
- They eventually reach the Magohamoth: it is a living island. Lanfeust is absorbed into its body and made part-Magohamoth. Permanent magic access granted, like holding the ivory forever.
- Lanfeust teleports everyone back to Eckmül just as Cixi is in the middle of a nearly successful assassination attempt on Thanos, and then he grows into a magic giant (controlled avatar).
- Thanos does the same to match him and they throw down AoT style. But Thanos is also fending off the multiple people trying to kill him at once.

- Thanos loses and is sealed in a magic-less prison. Lanfeust becomes everybody's hero.
- C'ian decides to marry the now baron of gold-azure who joined them on the way after "gloof", while Lanfeust gets laid with Cixi. Then, Lanfeust and Hebus decide to go find more adventures.
- Months later, Lanfeust and Hebus  did not find a single adventure. They are bored as a spaceship arrives.
    - The local satellites observing the Troy experiment reported two successes.
- The humans aboard, including agent Ice, pick up Lanfeust and Hebus, and then fly to Eckmül to pick up Thanos, which no one is happy about.
- They then fling Thanos at the Magohamoth to complete the process like for Lanfeust, which they are even less happy about. Ice argues that he'll never try to take over the planet since there's a whole universe for him out there.
- They fly into space and towards Meirillion: central planet of the galaxy, to meet the merchant princes. Hardship ensues.
- When they get there, they learn about the experiments and the Dorphantes. They are also attacked.
    - It is staged by the princes. These guys are sociopaths or something.
- Hey go to the Provost, a place where the brains of many millions of brains from races all over the galaxy are linked into an entity that knows all and judges fairly.
    - This is a detour because a friend they picked up en route contests being owned by one of the Princes.
- Things go well, Thanos & Lanfeust are brought before the princes to a planet to show off. It is being livestreamed.
    - And also it's basically a death game that they must survive.
- On of the princes, a fish guy, springs them out with a hidden portal (except Thanos)

- Apparently, the human prince that was leading the whole show is an impostor.
- Thanos joins the prince and is given his powers back, while Lanfeust & co go to join the rebel faction but he is still under Tonic Vault effect (no powers)
- They're on a planet where everybody goes crazy at dawn unless they drink their medicine
    - There was a traitor who made it go bad and everyone turned on each other
- They eventually reach the rebels, but the traitor sets Thanos on their trail again
- They learn that Lanfeust was made by the Dolphantes in the hopes of creating a link between their race and humans. The evil prince is from a race of shape shifting demons and must be killed with a specific bacteria from his homeworld.
- The rebels give Lanfeust his powers back by performing savage brain surgery on him to remove the part of the brain affected by the Tonic Vault (it comes in the form of a cerebral implant & a broadcasting crystal apparently), while Lanfeust is conscious so that he can heal himself when they're done.
- Lanfeust's fights off Thanos' forces, seals his magic with the same principle as the Tonic Vault, and then enlarges a portal to pass the planet through.
- Apparently, he got teleported into the past of the planet in the process (just Lanfeust. The others are still in the present.)
- Cixi learn to use her power without a magic font because of the amount of magic Lanfeust put through the air
- Thanos can still use the spells he learned in the magic academy
- In Lanfeust's adventures today, the past of that planet is basically Themiscira. Women only.

- Lanfeust touches one of the local animals (gods apparently) called "Ghomos" and loses his absolute magic.
- The beastie feels very sorry about that and wants to invite him back, but one of the locals would rather kill him instead.
    - Lanfeust learns how to kill parasites in his blood using his "heating metals" power.
- Unfortunately, the sea levels drop too far and kill off most of the Ghomos, except one who escaped into the ocean in time. The escapee, M'otha, absorbs the souls of his brethren from a distance to "save" them.
- It turns out, M'otha also absorbed Lanfeust's memories. He will be the Magohamoth in the future, and give his power back to Lanfeust. So where does the power come from? Who knows!
- The ocean was being sucked in a portal by the shape shifting demons, and M'otha uses the portal to escape the planet. A secret agent is here to get evidence on them.
- Lanfeust & co are attacked by the demons, and Lanfeust escapes.
    - So long as the demons (Phatacelces) imitate something, they are as easy to kill as that thing
- He comes back to kill them with parasites, and they all go into the portal. Towards planet Phatacelce. Except the secret agent. He gets back home.
    - The escape via the pipes.
- M'otha shows the souls in his head how to possess other bodies, and then leaves back though a new portal.
- Lanfeust & co are taken as slaves and sold off.
- The secret agent arrives with an army and starts a war.
- Lanfeust & co use the confusion to escape to the frost biome where the bacteria is.
    - The war general commits genocide on the demons. Agent does not approve.

- The locals in the land of ice want to use ritual sex and cannibalism to get Lanfeust's heroism. They flee.
- They get captured by future-Swiip (a companion) and his people. Good thing.
- Authorities discover that Swiip broke the laws on time travel, so his past self sells everything as preparation & the company goes back to the future using a black hole, maths, and a special and very illegal ship.
    - 4000 years jump
    - They return 16 years after they left
    - Cixi has become one of the Merchant Princes and Lanfeust has a son now.
- The single demon who survive the genocide was rescued by the Ghomos, now "Dolphantes", and then decided to stay alive by cloning himself repeatedly. The Dolphantes do not approve and now they're enemies.
    - He wanted to go back in time and prevent the genocide, but that tech was already outlawed and forgotten.
    - So he put his money on the Troy experiment and its supposedly absolute power instead.
    - As Lanfeust comes back, the Prince guy uses clones of himself to kill & replace the entire Consortium.
- Lanfeust & Thanos meet, there's a big battle.
    - The rebellion reforms
    - Again a battle
    - Lanfeust's son Glin is taken by Thanos.
- The Ghomos spring out Lanfeust & co
    - They're the ones who invented portals apparently
    - The Dolphantes genetically modified Lanfeust's ancestors to ensure Lanfeust's existence, to ensure their survival in the past.
    - They are sent back home
- They go an attack Thanos' base planet

    - There's a super worm on there that evolves into a turtle, then into a bio-robot soldier, then into a house-sized space-worthy spaceship beetle, and then into something unknown.
- Thanos corrupts Glin into loving murder and drugs
- Thanos & Lanfeust fight
    - Thanos gets set on fire and gains the Darth Vader look
    - Then they fight in space
    - Then they go their own way by portal.
- The evil prince has practically won. There's a Dolphante hidden in a piece of him trying to influence him
    - Prince guy made an army of clones of his species, then fused with them all
- Thanos is eaten by the evil prince, taking a backseat in his head
    - He finds the piece of Dolphante and drains it, regaining his magic
    - He absorbs the evil prince.
- Thano makes a galactic TV transmission to take over the galaxy.
    - Lanfeust & co were waiting for that and use the bacteria on him since now he's a demon thing
    - He reveals his true form to the whole galaxy due to that, and flees to his ship: the space-beelte-worm (Blattor) thing from his base planet.
    - He fuses with it using the dolphante's knowledge, and forces an evolution using magic towards the next unknown stage: a super tough, super powerful praying mantis, nearly indestructible, feeding on cosmic rays. Mercury in its veins
    - Heating it up with Lanfeust's magic forces Thanos into the next stage: back to stage 1, the worm thing.
    - Thanos goes splat and dies.
- Cixi stays as a space princess with her son / Lanfeust & Hebus go back to Troy for more adventures.

# Changelog

## Version 1.1

- Clarified **[Bound To Transcend]** guarantees evolution when qualifications are attained, and that all qualifications based on luck or innate aptitude are attained by default.
- Replaced **[Shaper of Flesh]** by **[Infiltrator Extraordinaire]** > Perk focused on acting skills.

## Version 1.0

- Made a Jump