

Lives of the Omega Lords Jump
v1.0
by LJGV/Sin-God

Multiversal history is the subject of study of countless scholars throughout the Ouroboros Multiverse. The multiverse has existed for an unfathomably long time, and only the truly most extremely sagacious scholars, rulers, and entities within it are concretely aware that the multiverse is just one of an uncountable number of multiverses throughout existence (though speculation regarding the nature of the omniverse; the sum totality of everything that exists, is rife even in parts of the multiverse that are considered lacking both technologically and magically). Some scholars have proposed dividing multiversal history into different eras, and one proposed type of calendar divides the history of the multiverse into two defining eras: BtIC and AtIC.

BtIC is shorthand for "Before the Infinity Command", and AtIC is shorthand for "After the Infinity Command". The Infinity Command is the closest thing the multiverse has to a police force, and their history is both widely known and largely misunderstood.

The Infinity Command forms as a response to the actions and once widespread influence of a mysterious group of adventurers, scientists, inventors, conquerors, and other such individuals possessing immense power who operated out of a megalopolis tucked away in the unthinkably distant, apocalyptic far future of the multiverse, who were once known as the Omega Lords. The Omega Lords included both heroic, mythic figures and genocidal, wicked despots in their ranks, but their home, known as *The End of Time*, was a neutral sanctuary for nearly all of them. Their actions and their abilities made them both respected warriors, diplomats, and scientists, as well as feared inventors, agents of chaos and change, and impossible to truly predict. It should come as no surprise that their actions, divergent attitudes, and power cause them to attract many enemies.

The greatest of their foes from across the multiverse, including across it chronologically, join hands and ally against them. One particularly prominent, though almost unknown to historians in the future, figure within the alliance is a traitorous Omega Lord whose reasons for turning on their kind are lost to history.

The traitorous Omega Lord is, unfortunately for the rest of their kind, a brilliant scientist whose brilliance is on par with that of particularly gifted ascendants when it comes to esoteric sciences, and they design a nullifier that is so potent that it shuts down the hallmark trait of Omega Lords: their mysterious abilities fueled by sparks of conceptual entropy. Without these abilities, or in the cases of the greatest Omega Lords, with their abilities massively weakened, the Omega Lords are defeated and shunted into a time-lock. This prevents them from being slain and resurrected (or potentially reanimated), and is inescapable from the inside. What the Alliance may or may not know is that long ago, a band of Omega Lords was exiled from their home and set up shop in a remote corner of the multiverse, making a deal with a mysterious being to be protected from their foes. In "the present" (as in the time when most Troyverse adventures take place), these 13 Omega Lords died long ago, but their descendants may have had descendants, some of whom had descendants of their own, with others descended from different Omega Lords. One of their descendants, a single descendant of all 13 Omega Exiles, may actually still live… That story is, curiously, a story for a different day.

This jump does not put you in the far-flung future wherein the Omega Lords are the subject of myths, misunderstandings, and propaganda. Instead, this adventure places you in a time and place where the Omega Lords still explore the multiverse, where their foes are not yet united, and where a single Omega Lord has not yet been driven to the thought of betraying their kin and changing history. This jump places you in a multiverse on the cusp of radical change and gives you the chance to earn a place in the high-tech history books of tomorrow as one of the founders of the Infinity Command; a powerful signatory of the ancient pacts that the victors of one of the greatest conflicts in history signed to prevent such wars in the years to come, or to completely upend history by preventing the downfall of perhaps the most scientifically advanced and technologically potent civilization in the multiverse. **The next decade promises to be an adventurous one, dear jumper.**

Take **1000 Spark Points** to fund your adventures. You're gonna need them.

Author's Note: This is a fully original Troyverse/Troyverse adjacent jump set in the epoch of multiversal history when the Omega Lords were an active force in the multiverse and not just the cause of historic alliances and political bodies. It takes lore from across the Ouroboros Multiverse and uses it to give jumpers the opportunity to have an original, potentially epic-in-scale adventure in the Ouroboros Multiverse that is not tethered to any single CYOA (though obviously some CYOAs will have more of an influence than others on this). **It cannot be stressed enough that what is said in this jump is not necessarily reflective of Troy's vision or his own lore. This is a fanwork set in the Ouroboros Multiverse, or a multiverse curiously, suspiciously, almost Copyright-infringingly like it. If some details contradict Troy's lore, that's fine, for this particular jump.** To best understand this particular jump, having a basic understanding of the Omega Lords is necessary, and to help facilitate that, have a link to

the Last of the Omega Lords CYOA, wherein the Omega Lords' history and the basic details regarding their situation are laid out.

Starting Location

There are countless places to adventure within the Ouroboros Multiverse, especially if one enters a period as chaotic as the epoch before the Infinity Command. What follows is a list of possible places wherein it is easier for one to encounter and interact with the Omega Lords. You can pick any of these places as your starting location, or gain an additional 100 SP by rolling a D6 and using the number it lands on to determine your starting location.

1. The End of Time. A megalopolis of glimmering high-tech beauty wherein even the lowliest citizens, including servants of the Omega Lords, live utopian lives. This city is safely ensconced within a time bubble placed in a long-ruined corner of the multiverse during the final seconds before the multiverse ends. It is a stable, impossibly sturdy example of Omegatech: the unthinkable technologies that the Omega Lords use that can match, and even exceed, the technology and sciences of ascendants and others on their level. This city is a neutral meeting place for Omega Lords of all tiers of strength, and anyone with an awakened spark is considered a citizen of this city and granted passage, sanctuary, and protection within it so long as they abide by an extremely permissive set of rules. It is said that some of the only Omega Lords to ever violate these rules were exiled and fled the megalopolis to parts unknown.
2. The desert world of Uael. This beautiful planet is one vast desert dotted with common oases. It is the domain of an Omega Lord who rules the planet and the solar system it is a part of. Her daughters are immortal but otherwise powerless. Though perhaps an enterprising Omega Lord could check if any of the queen of this world's daughters have sparks of their own…
3. The Seven Seals. In a quiet, otherwise fairly unimpressive universe, an instance of the Beast once rampaged and caused great devastation, even shattering a rift in space and time, creating a place wherein reality is weak and travel throughout the universe, even to different eras in history, or outright escape from the universe is possible. This place is known to locals as The Tumult. As the avatar-like manifestation of the Beast raged, it was eventually found and captured by a group of Omega Lords, setting aside differences in philosophy and morality to battle a creature that could, if not stopped, devour the entire universe. They collaborated after defeating the Beast long enough to construct seven prison vessels of titanic size and unthinkable strength to contain the Beast, as in their efforts to defeat it, they divided its power into seven bodies that could be more easily managed. The Seven Seals are those ships, drifting across the universe and steadfastly containing the dark monsters that they prevent from running amok. They require a steady supply of sacrifices to keep the beasts contained within the vessels sated and sedated, and offer their services to galaxies that provide them with the necessary sacrifices. This causes these vessels to double as surprisingly mundane, though cyclopean in scale, prisons that are, politically, largely neutral, to contain truly extraordinary prisoners who are too dangerous to be allowed to run free.
4. The Ragnarok Project. In the depths of the shadowy primordell, primordial-hell which all other, lesser hells are shadowy imitations of, there is a little-known

project. The *Ragnarok Project* is an effort by the mysterious Dark Lord, an archdemon of unfathomable might who lords over the primordell, to amass the greatest weapons in existence. They have gotten their hands on shadowy agents of the Omega Lords, and backroom deals have been made that have begun the process of allowing the Dark Lord to amass a small collection of Omega Lord-produced weaponry. If word of this collection got out, many of the more benevolent ascendants neutral to the Omega Lords might start to become a little more wary of the Omega Lords…

5. Earth. Oh, this option is… interesting. Earth is the name of the planet that its future inhabitants will give it. This world, though it becomes Earth in the future, is extremely unlike the Earth many jumpers are familiar with, particularly since this jump takes place in the distant past. This world is one of the planets within the Veiled Solar System; the sanctum of the Omega Exiles. The Omega Exiles are a rogue group of 13 Omega Lords who were exiled from the End of Time for crimes, or perhaps for a cause that is altogether more innocent and noble than dark crimes against their kin, that become lost to history by the time of the distant future wherein most adventures in the Troyverse are set. This solar system is tucked away behind a device of impossible construction and unknowable architecture known as a Hyperion Veil. This veil makes it impossible for the supernatural to interact with the mundane and thus protects the Omega Exiles from their foes, be they regular enemies or the proto Infinity Command pursuing the last remnants of the Omega Lords. Starting here is extremely interesting in terms of the implications of your role in this jump. If you're an Omega Lord, you could be one of the 13 Omega Exiles. If you're a subject of the Omega Lords, you could be one of the ancient humans whom the Omega Lords lorded over. If you're their foe and not the betrayer Omega Lord, then you could be someone raised in the Veiled Solar System who grows to loathe the Omega Lords and their worst traits. If you're a foe of theirs and you're the betrayer, you could change history and be an exile who leaves exile to destroy those who exiled you, or be the child of one of the exiles who wishes to destroy your peers in revenge for what they did to your parent.
6. Free Choice. If you roll this option, select your starting location by picking any of the other options on this list.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

All origins are drop-in friendly. Whether or not one needs an alt-form is not determined by the origin section this time, but by a perk available down below.

Subject of The Omega Lords [+200 SP]
The Omega Lords are as diverse morally and ethically as any other species or collective. Some Omega Lords are conquerors, benevolent, malevolent, or somewhere in between. Some Omega Lords are also adventurers, and adventurers sometimes become kings or queens on their own. This origin makes you the subject of an Omega Lord. This doesn't

make you a Servitor, a race of techno-organic beings bred from the start to exist as servants of an Omega Lord, but it makes you a citizen whose people owe allegiance to an Omega Lord.

Foe Of The Omega Lords [Free]
From regular humans, elves, dwarves, and other sapient humanoids to genies, dragons, demons, and angels, all the way to Elohim, ascendants, and other unique beings of immense power, the foes of the Omega Lords are many. This origin makes you an enemy of theirs, though it doesn't guarantee that you are a known foe of the Omega Lords, just that you join the ever-swelling ranks of those opposed to the Omega Lords and their multi-universal hijinks.

Omega Lord [200 SP]
Ah. So you yearn to be an Omega Lord amongst the rest of your kind. I understand. The Omega Lords are responsible for both madness and miracles. Their experiments shape the course of the multiverse, and their research is as amazing as it is awful. By taking this origin, you have become an Omega Lord yourself, a possessor of an awakened spark and thus someone who possesses at least one Omega power. What kind of Omega Lord will you be?

All Omega Lords are members of one species: a generically humanoid species with deviations that allow for a range of basic features such as elven ears, the lower bodies of centaurs, naturally coarse fur, or the like. All Omega Lords are also biologically immortal, lack basic needs such as to eat, sleep, breathe, or drink, and can choose when to stop aging (and even age backwards to their idealized age if they are past it when their spark or sparks are awakened).

The origin of the Omega Lords is unclear and murky to their foes and subjects, but it is known to them. The very first Omega Lords are ancient adventurers, explorers, scientists, and survivors who made it to the very end of the multiverse; the final hours of existence. When there, they encountered each other, regardless of the precise mechanisms they used to arrive there in the first place. From there, they encountered a creature that was safely sealed behind a supposedly unbreakable lock and a mysterious figure who tasked them with guarding the creature and ensuring it never got out of its impossible prison. In exchange for this, the figure taught them how to extract power from the creature and safely infuse it within their souls. She explained that this process would only work once and that most of them could only contain a single spark of the monster's power, but this power, this spark of esoteric entropy, would give them unfathomable power, which was theirs to use as they see fit, so long as they uphold their pact with her. Sparks are mysterious, and merely having your parent be an Omega Lord does not guarantee that you will inherit one. That said, children of Omega Lords have the potential to develop sparks that a piece of Omegatech can fully awaken within them, which will allow them to gain the impossible power that their kin share.

Omega Lords will get two powers for free in the Omega Powers section of the jump document.

Perks
Origins get their 100SP perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Species Selection [Variable Cost, mandatory for anyone who isn't an Omega Lord (as per the origin/via the purchasing of Heir of Tomorrow and My Own Worst Enemy)]
The subjects of the Omega Lords, as well as their foes, are an incredibly diverse bunch. Everything from humans to ascendants clash with Omega Lords, as well as serve or at least ally with them. This perk is for anyone who enters this jump and opts not to be an Omega Lord (doable through the Omega Lord origin or by purchasing the *Heir of Tomorrow* and *My Own Worst Enemy* perks). This perk gives you the ability to select your species, which will become an accessible alt-form in future jumps and is your default form in this jump.

If you wish to be an Elohim, an unthinkably powerful, almost unstoppable, hyperdimensional being capable of destroying galaxies with a thought and creating planets just as easily, then it'll cost you 600 points. That represents the broad upper limits of the power you can attain with this perk. Anything on the level of a bog-standard human (or anything that's roughly comparable to a human being but with fairly minor enhancements such as the longevity and grace attributed to most depictions of elves or the enhanced strength and durability of many orcs) is free. Anything superhuman (roughly city-scale) is 200 points, while anything on par with Superman is 400 points. Sorothustrans; magic-wielders that can affect entire planets with a single use of their magic (and whose strongest, in the *Numbers go burr* sense, members can affect whole star systems), would be 400 points as a point of reference. The Ouroboros Multiverse is a staggeringly diverse place, so you have pretty much free rein to design your species, including creating whole new ones for the sake of this perk within the aforementioned perimeters.

Subject of the Omega Lords

Origin Luck [100 SP | Free for Subject of the Omega Lords]
The Omega Lords are a shockingly diverse bunch. Some Omega Lords are perfectly content to relax in their city tucked away at the end of all things. Others are adventurers who seek excitement, thrills, and glory. A few are noble statespeople, leaders who benevolently guide their people to a better tomorrow. And others are despots whose cruelty is matched only by their immense power. It wouldn't do if you were born in a cosmic empire run by a mad, slaving Omega Lord would it? Particularly not when you could be born in an empire led by a saint who uplifts the lives of every one of her subjects. This perk guarantees protection against such miserable fates, ensuring that even if you are not born in a blissful, uplifted paradise, you will not be born in a miserable planet where the status quo dooms your life to misery. This also offers some practical, active luck against getting bad-ended, giving you advanced warning of when to flee before a bad situation turns into something worse, such as letting you see the faces of enemy troops before they spot you, but it's still on you to make the right choices and get out before it's too late.

Orbiting Power [200 SP | Discounted for Subject of the Omega Lords]
There's something about you that people in power just like. For some reason, the more powerful someone is, the more they are inclined to like you. You have a striking talent at ingratiating yourself with those in positions of power, and the bigger the differences in power, of all sorts, between you and others, the more effective this is. With this, you could easily befriend people in power, and with strikingly little effort on your part, you could become buddies with kings, popes, gods, and the like.

Benevolent Boss [400 SP | Discounted for Subject of the Omega Lords]
Well… benevolent *enough* at least. Benevolent to YOU. And sometimes that's enough.

Your bosses, including things like kings, emperors, and presidents, basically anyone with authority over you, have a striking propensity to be inclined to be your buddy. Bosses of the gender(s) or sex(es) that you're attracted to tend to find you attractive, and workplace romances are more common for you than they'd otherwise be. Such figures will pursue you but respect your wishes and not use their powers against or on you, within reason (these protections are forfeited if you do something like cheat on them or otherwise meaningfully betray them, so don't abuse this). This perk goes an incredibly long way to ensure that those who rule over you and who you work for will not be cruel dictators (to you) and helps to protect you from the worst instincts of even insane megalomaniacs.

The protections this offers are so potent that even if you follow a king who gets deposed or an emperor who falls, the conquerors, rebels, or what have you who brought your boss down will go easier on you, letting you live if you just swear an oath of loyalty to them or do something else appropriately symbolic and heavy. This can go a long way towards preventing bad ends.

Heir Of Tomorrow [600 SP | Discounted for Subject of the Omega Lords]
The Omega Lords are just as susceptible to lust, love, and passion as most other inhabitants of the Ouroboros Multiverse happen to be. They can be stirred to great acts

of love, heroism, and romance in the name of acting on their passions, and sometimes the greatest miracle of all can happen as a result of that… Life.

You are the product of an Omega Lord's romance with one of their subjects. Thankfully, that's not the only lucky break you've gotten. Your Omega Lord parent truly and deeply loves you and has given you a stellar education, a utopian life, and considerable rank, influence, and more within the confines of the kingdom they've built. And on your 18th birthday, you were taken to the End of Time, and your spark was awakened, meaning that you are an Omega Lord with all of the bells and whistles that come with that, from citizenship in the End of Time to the protections afforded to you by the admittedly liberal and lax laws of the EoT.

As a secondary, permanent benefit this perk acts as a toggleable background modifier you can apply to future jumps that allows you to decide to be the offspring of someone in a position of considerable influence such as the child of the head of a megacorp, the the child of a beloved king, or the offspring of a goddess (along with being loved by your parents, and receiving a fitting education keyed to the particulars of your in-jump backstory). Yes, you can receive these benefits if you're a drop-in; you just receive them mechanically rather than narratively.

Foe of the Omega Lords

Xenophilie [100 SP | Free for Foe of the Omega Lords]
You appeal more strongly to those who are different from you. The foes of the Omega Lords are an impressively diverse bunch, and you have found a way to make that to your advantage. You are both an appreciator of the diverse and appreciated by the diverse.

You have a natural talent when it comes to interacting with people that are quite different from you. You seem to be almost an xeno-equivalent of an anthropologist; a student of culture and sociology but one whose skills are magnified when you're dealing with people and cultures quite unlike your own. You have both a fine charisma when interacting with aliens and an instinctual ability to understand how to get your points across. You are also naturally well-liked by creatures that differ from you, and you can reliably count on them giving you grace in social interactions and the like (even when you first meet them) unless they dislike you personally.

Scaling Serpent [200 SP | Discounted for Foe of the Omega Lords]
If you live in a place ruled over by the Omega Lords, cosmic beings so powerful that some ascendants are forced to grudgingly cede influence and power to them, it may seem unthinkable to meaningfully fight them. But there's something about you…

You have the ability to inspire people to fight against even impossibly mighty enemies. Beyond that, when you rebel against foes greater than yourself, fate has a way of getting on your side and giving you meaningful opportunities to fight back against the impossible. This is even stronger if such figures have personally or otherwise meaningfully wronged you. This also greatly enhances your subtlety and altogether makes your plots and schemes incredibly hard for your foes to catch wind of in advance. Fate seems to really want you to succeed.

The Enemy of My Enemy is My… [400 SP | Discounted for Foe of the Omega Lords]
Friend might be too strong a word, BUT you're an incredible diplomat who has the skills to unify even the most disorganized mob, so long as you all have a shared goal in mind. This skill is heightened to truly incredible extremes if you unify people around the idea of taking down a shared foe. When you form alliances based on kicking the ass of someone or an organization that you and a group of people all hate, you're terrifyingly charismatic. Perhaps scariest of all is the fact that even if you're a member of the group that you got people to help you take down, they won't hold that against you or betray you. When you form an alliance (even a fractious one) that comes together solely to kick ass and take names, they won't try to kick your ass. Hell, if you signal that you want someone or some group taken down and the people you're communicating with are into it, they won't even hold your apparent membership in that group against you, giving you a fair shot and hearing you out impartially. You still have to persuade them, but you'll find that you are quite able in that regard.

Additionally, if you uphold your end of the bargain, and that bargain involves kicking someone's teeth in, your fellows will treat you like you were never part of the group you helped beat up and very possibly remain your friend afterward (though this depends on how you treat them). This can be pretty helpful if you plan to take part in sweeping

conspiracies that might leave you the only member of your species. Just in case such grand ambitions are on your mind.

You know… In your case, specifically, maybe the enemy of your enemy actually IS your friend.

My Own Worst Enemy [600 SP | Discounted for Foe of the Omega Lords]
Oh? Are YOU the treasonous Omega Lord destined to betray their people? If you aren't, then there are probably two of you. Either way, this is a very fascinating tendency you have.

Not only do you possess a spark, the Meta Mind Omega Power, and thus a truly shocking skill with the spark-fueled sciences of the Omega Lords, but you also have an amazing ability to design weapons that go against those like you. The more someone has in common with you, the better off you are against them (though this is the most powerful when applied to someone who is like you in terms of their genetics and the like, so it is strongest against relatives of the same species, and generally powerful against other members of your species).

You take them by surprise more easily, your attacks hit harder against them, and they are less likely to suspect you of treason. Beyond that, where you truly shine is when you are asked to design technology that counters the abilities of and generally weakens people like you (and extremely importantly, your own inventions are so tightly blackboxed that they can't be used against you. A godsend, given the nature of this perk and this jump.). You are a deadly collaborator in schemes meant to overthrow your peers, and somehow, people like you never see the betrayals you plot coming. If you were to design anti-Omega Lord weapons or the like, they'd be horrifying in battle against your peers. What did they do to you, jumper?

Omega Lord

Main Mission [100 SP | Free for Omega Lord]
Deep in the heart of The End Of Time lies a strange prison. In the prison is a single solitary prisoner. The mysterious and monstrous Beast is a horrifying creature, maddened, ravening, and powerful beyond measure. According to mythohistorical records stored securely in the prison archives, it took the direct intervention of the Creator herself to defeat the Beast and incapacitate it long enough to move it into the prison. The central mission of all Omega Lords, a duty so sacred that none oppose those who dedicate themselves to it, is to safeguard the Beast's prison. In pursuit of this goal even wildly antagonistic Omega Lords can set their differences aside to ensure the mission continues undisturbed. You have taken something a little unusual from this.

Once per jump you can dedicate yourself to a mission and you become more effective when you pursue the completion of something related to that mission. This is a thorough boost, completely enhancing everything about you (and growing in power as you move closer to the completion of this mission). Beyond that you can create organizations that are dedicated to whatever mission you set for yourself, in a manner similar to the creation of the order that oversees the Seven Seals, which is destined to continue its work long after the fall of the Omega Lords, and your organizations will pursue their goals with equal dedication, even if they should forget who founded them.

Mythic Magnitude [200 SP | Discounted for Omega Lord]
Ascendants and similarly powerful beings fear or respect Omega Lords due to the enormity of their power and their uncommon ability to foil their plots. More mundane, and thus less nightmarish in scope, creatures tend to have almost mythical views of Omega Lords. The greatest residents of the End of Time are viewed as godlike beings, conquerors who fight gods and win, inventors who shape whole universes to better suit their sometimes insane whims, heroes who fight ascendant monsters and sometimes win and villains who take over whole stars.

You have a special affinity for the mythic status ascribed to your people, and you find that when you lean into myths, your actions that reflect the myths become altogether better; easier to do, more effective, and harder for foes to stymie or even stop. The exact benefits you get from this depend on the myth or legend you lean into, and you find that your actions will often get wildly exaggerated when people retell them, though the fame you get from this will always benefit you in some minor way, such as causing would-be enemies to reconsider fighting you and prompting people to believe in you and encourage you in some small but still positive way.

Alpha Omega Lord [400 SP | Discounted for Omega Lord]
Many have said that the Omega Lords are too individualistic to ever follow a single ruler. For ages, this has been true, but with your appearance and entry into Omega Lord politics, that may begin to change…

You are strikingly charismatic, and you appeal to people with particular traits especially strongly. The more people have in common with you, the easier it is for you to become their friend, gain their respect, and even become their leader. This is especially true when you are trying to become a leader of your people, people who are of the same

species as you. Leadership opportunities will fall into your lap, and when you rise to the occasion, you find it within yourself to excel as a leader. You also have an uncanny degree of luck when it comes to finding people on the precipice of betraying you or your kin, allowing you to intervene before it's too late in all but the most extreme scenarios.

Emissary of Entropy [600 SP | Discounted for Omega Lord]
Entropy is what powers all of the Omega Powers that an Omega Lord may or may not have access to, as well as their universe-shaping technology. And entropy is your ally. You have an unusual, never-before-seen connection to the entropy coursing through your soul, and it protects you even from threats you've never seen and cannot make sense of.

Your entropy is a shield, a force that protects you from even the most vile machinations of your foes. There are several ways that this manifests, but the most powerful of its direct manifestations is that things that negatively affect you are never, ever permanent. Whether it is you becoming mind-controlled by even a cosmopotent ascendant (an ascendant with such power that they can affect an entire universe with one instance of one of their powers), you entering a field where your powers are supposed to be nullified, or someone turning you to stone, these effects are always gonna be temporary.

Your soul refuses to be permanently affected by something you don't wish to be affected by, and the entropy within it rages whenever someone tries to enforce a negative status condition on you, with only the very strongest such conditions lasting more than moments and enduring for even a whole minute. The entropy within you even grows stronger when you endure negative status conditions like your powers being suppressed, which has the potential to develop into whole new sparks within you, making you a newer, scarier aberration than you already were with this perk (and even before new sparks awaken, your Omega Powers grow stronger still). Your Omega Powers are powered by sparks, and thus, the more sparks you have, the more powerful such abilities become. This perk also protects you from other such negative things, though it's far and away strongest when it's dealing with directly negative stuff that personally affects you. You have the ability to share this with others temporarily, using your entropy to protect those you care for.

If you take this perk and are not an Omega Lord, it still works, though you won't be developing any "new sparks" since you never had them in the first place (but your powers will still grow stronger and like).

Omega Powers

This section of the jump document is only accessible to those who are Omega Lords (as per the origin), or those who have the My Own Worst Enemy or the Heir of Tomorrow perks (and if you meet more than one of these conditions, these benefits stack). **Omega Lords get two powers free here, while jumpers with My Own Worst Enemy get the Meta Mind power for free and 1 other power, and the Heir of Tomorrow gets a single power for free.** The effects of these origins and perks stack so an Omega Lord with the Heir of Tomorrow and My Own Worst Enemy gets three powers for free and has Meta Mind for free.

Nullification (200 points)
You are flatly immune to supernatural abilities and powers that come from anything weaker than a cosmopotence, a creature capable of affecting an entire universe at once. You are also immune to timeline tampering.

Invulnerability (100 points)
The only way to damage you is to hit you with enough damage to destroy a planet in one hit, or an equivalent amount of damage in a supernatural effect and this effect applies across your entire body.

Absorb (200 points)
You can absorb knowledge, skills, energy, or even powers from targets, though you must be in close range and concentrate actively on absorbing what you want from them. How much you are absorbing is the biggest factor that determines how long it'll take to actually finish absorbing what you want, though other factors such as the willfulness of the target, if applicable, and also how strong they are compared to you, are also factors.

Alter Power (400 points)
This power lets you add or remove powers from other beings and objects. You can create and manipulate powers below planet-scale instantly, but as the power in question begins to approach the overall level of power here the amount of time it takes to create, remove, or edit the powers in question skyrockets.

Nanokinesis (300 points)
Telekinetically manipulate anything up to a continent in size, so long as it's composed of matter or energy. You can move, manipulate, and even transmute it however you like, and you are not bound by the laws of physics so this lets you destroy or create freely. This also provides you with a potent healing factor, able to reform from complete physical destruction in seconds so long as your soul or mind survives.

Super Strength (100 points)
This is planetary scale super strength (the sort that gives you the strength to heft planets) complete with all of the secondary powers to use it successfully and gracefully. This especially includes perfect control and an immunity to accidental usage of this strength such that it might end in tragedy.

Mimic (100 points)
Any power, skill, or ability used in your presence you can now replicate. You gain an exact copy of the skill, ability, or power in question, along with instinctive skill in it and perfect knowledge of how it functions, and you can keep these powers, skills, or abilities. This does not deprive the original possessor of these things of them.

Omega Blast (200 points)
You can fire destructive energy from any part of your body with any appearance you wish for it to have, which is strong enough to destroy continents and can kill god-level beings. Your firing rate is millions per second, your accuracy is perfect, and your attacks can hone in on foes, and you can control what they harm and what they don't.

Blank (100 points)
This power allows you to cloak yourself, becoming only as visible as you wish to be, and allows you to ignore things like precognition (though yours works just fine). When this is active it will take a being on par with an ascendant to detect you, unless you want to be detected by specific senses or through specific means.

Telepathy (200 points)
You gain planetary-scale telepathy and mind-control, as well as mental multitasking, the ability to permanently enthrall those with less willpower than you, and a straight immunity to mind control unless it comes from a cosmopotence (a being with the power to affect an entire universe with one instance of its powers).

Awareness (100 points)
You gain a range of divination abilities you can use to see the future and otherwise supernaturally gain information on the multiverse, as well as a tremendous, solar-system scale boost to your senses, allowing you to do things that are physically impossible with your senses such as see through walls and hear in and through outer space. Your more directly supernatural abilities, such as your magical divinations, can be blocked with cosmic-level protections from foes.

Super Speed (100 points)
You can defy physics with your speed, able to exceed the speed of light. You gain the necessary reflexes and thought speed to be able to process stimuli at this speed and be able to act on what you see. Relativistic effects only matter if you want them to.

Ultramancy (100 points)
You have innate, powerful spell knowledge and an ocean of arcane energy in your veins. For most spells beneath a certain level of power, roughly multi-planetary-level, all you need is a thought, or at most a gesture and a short utterance to cast the spells, and you find ritual casting tremendously easy, requiring less preparation, fewer ingredients, and you'll get a boosted effect. At a higher level than this, you may need to practice magic

like some other spellcasters do, with gestures, the aid of magical implements, or through the usage and consumption of materials.

Meta Mind (200 points)
You have a brain comparable to a Matrioshka Brain, capable of truly immense bursts of intellect, possessing immense and powerful understandings of the sciences (well and truly beyond humans on the mundane side of the veil), allowing you to know how to create technology beyond Earth's humanity from as few materials as rocks and dirt. Your tech can break the rules of science and reality itself, and you possess advanced planning, analysis, and mental coordination skills. You are a well and mighty super scientist.

Truewarping (500 points)
Travel across the multiverse with individual footsteps, allowing you to traverse entire universes with one bound, even stepping forward and backward in time with each footfall. You can also transport entire planets with you with ease, and you can manipulate time itself with this in pretty form ways. This also lets you warp reality, so long as you aren't trying to target much more than a planet in area in one sitting.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 SP items for free with subsequent purchases being 50% off, and all other purchases for that origin are discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete. They can then be imported into future jumps as desired.

Subject of the Omega Lords

Omega Home [100 SP | Free for Subject of the Omega Lords]
This is a home made of Omegatech. The Omegatech in question is exceedingly low power quality of life amenities such as a perfect bed that adapts intelligently to you, and automated cleaning, as well as an ability to move about freely that is both fiat-backed to always work and to never raise alarm when seen by people from other worlds. With this you have a perfect, adaptive, moving home that will always cater to your safety and comfort first, as well as adapts to your needs in real time. It can do things like grow, fight off enemies much weaker than you, and is tended to by an Omegatech spirit that is loyal to you and oversees its automation.

Boss's Blessing [200 SP | Discounted for Subject of the Omega Lords]
One evening a strangely beautiful, almost ethereal woman walked up to you and gave you this curious trinket. It's a small accessory of some sort, one that changes its specific shape to suit your mood and sense of style, and it's never seen as inappropriate nor is it used to get you in trouble in some way. This object is a curiosity that has a noticeable effect on your luck and charisma in one specific niche: how you interact with your bosses and those who have authority over you in some way.

So long as you wear this trinket you have a sense for how to get your bosses and other affected parties to like you more and you are remarkably attractive to them. If you want a steamy workplace, forbidden romance with your boss, or to seduce a queen, president, king, or prime minister, this item will radically improve your chances. It also makes you considerably more likely to have run-ins with figures it affects, giving you a real chance at randomly encountering a king, mayor, president, or what have you while on vacation or the like.

Servitor Legion [400 SP | Discounted for Subject of the Omega Lords]
Servitors: the techno-organic creations of one cadre of Omega Lords that blended ambition with science. These creatures are *Superhumans* (roughly Spiderman level) entities with a variety of handy powers like flight, shapeshifting, and super strength. You have the command of and loyalty of a whole legion of these minions; thousands of them who are undyingly loyal to you and capable of using Omegatech weaponry despite not being Omega Lords themselves. This army will always do your bidding and can easily

conquer entire worlds in your name. Any who die will be replaced by freshly created ones in a week.

Foe of the Omega Lords

Hidden Lair [100 SP | Free for Foe of the Omega Lords]
This curiosity changes its exact form between jumps but it is always a curiously spacious and luxurious hideaway tucked away in a quiet corner of the multiverse (or other sort of setting you happen to jump to from here). This place is protected from every level of external divination, scrying, and technological efforts to discern its exact location, being an impossible to find base unless you deliberately allow it to be located. It's also outfitted with defenses that scale to match your composite power, and is thus essentially only invadable by a force that equals you in power. You can also designate a type of foe (such as a member of a faith, or a specific species) once per jump and this base will be essentially impossible for them to invade, with its defenses adapting to them specifically. Useful if you're trying to hunt down a specific type of enemy.

Enemy Of My Enemy Tome [200 SP | Discounted for Foe of the Omega Lords]
A hauntingly beautiful, faerie-like woman gave you this book one day before departing without a word. It took you some time to figure out how it works, but once you did you realized she had given you something truly special.

This tome is keyed to your enemies. It contains impressively detailed notes on your foes and has perfect, encyclopedic entries documenting their blunders and missteps. This section, which is lengthy even for people who do as little as cut you off in traffic and grows more detailed based on the ways they've wronged you and to what extent their actions harmed you, lets you know the exact nature of their slipups and the reactions their mistakes garnered. With this you know exactly how your foes have made other enemies, and you can plot out how to create alliances with the enemies of your enemies that will help ensure you jointly bring your foes to your knees.

Spark Neutralizer 9000 [400 SP | Discounted for Foe of the Omega Lords]
In one timeline, this utterly horrifying weapon is responsible for changing the entire multiverse. What you have here is a legitimately terrifying weapon that takes the form of a cube that can be tossed anywhere and, when deployed, creates a field that can be deployed to cover even an entire city the size of a continent, and within that field, supernatural powers beneath a certain threshold of power are nullified. Scarily enough, this is so potent that even sparks are affected by it, and thus, Omega Lords find their powers vanishing. Normally, an Omega Lord that has three or more sparks is so incredibly entropically mighty that their powers are merely weakened by this field (though even that diminishment can be fatal when you're fighting apocalyptic enemies like ascendants), but as befits a fiat-backed version of this, your particular Spark Neutralizer does not have this weakness. Yours is so absolutely powerful that it could work on someone even if they had 13 sparks! This also makes it powerful enough to affect lesser ascendants (allowing it to suppress tier 1 greater megapowers and anything weaker than that), but it would take some genius-level tinkering and considerable investment in resources to make it stronger. It IS doable though, for a truly brilliant Omega Lord…

This field is controlled by you, and you can grant selective immunity to it to those who enter its area of effect. Beyond that, things like area of effect-type abilities that would be

nullified by the barrier fail to work within it, even if activated from the outside, simply dissipating when they enter the range of the field.

Omega Lord

Omega Assistant [100 SP | Free for Omega Lord]
Omega Lords are no strangers to creating life. Various inhabitants of the End of Time are technoorganic or even purely technological or entirely organic creations of the Omega Lords, such as the *Servitors*. This is not a simple *Servitor* but a more specialized kind of being known as an *Artificial Spirit Oracle*. This creature is undyingly loyal to you, capable of manipulating any technology you create (from any distance), and has the ability to project themself as if they were a hologram. They can even control who can perceive them (anyone stronger than you can perceive them even if they are invisible to others)! They manifest in a form that you find attractive, and they ask you for very little. One of the things they ask for is a name. If you allow them to select their own name they'll pick a name curiously similar to *Delphi*. When they sleep or are otherwise deactivated they'll sometimes dream of things. Like a faroff future where there are no Omega Lords left. They are impossibly loyal to you, and will always consider how their actions might affect you and your interests before moving.

Perfect Archive [200 SP | Discounted for Omega Lord]
A mysterious stranger once visited the End of Time and encountered you while there. She was cosmically beautiful and had a smile that you will remember for the rest of your days. Before she left she handed you this small tablet, and the first thing you noticed was that it had an infinite battery. It took you some detailed browsing of its vast library before you realized the real, and terrifying, nature of this device.

Deep inside of it is an archive of every piece of technology ever created. This ranges from the esoteric inventions of Omega Lords in distant universes to the mundane sciences of humans from Earth and the curious magitech of the Empire of Etherscape. So long as someone has invented it you can find every detail regarding its construction and abilities in this tablet, which has a handy search feature that you will undoubtedly make use of if this item fits your budget and needs. This tablet updates in real time and includes things you invent as well. There's a second function here as well, which lets you select technology and create it instantly so long as you have (and sacrifice) the materials needed to construct the tech in question. This technology will always work for you (this includes Omegatech even if you are not an Omega Lord, though such technology can be quite difficult to make if it's something truly vast as even Omega Lords need raw materials for truly amazing inventions such as the Omegalithic Orrey or Godspheres) and cannot be used against you (guns will not fire bullets if those bullets would hit you or your allies, and will not hurt you if thrown at you, for example, while robots, golems, and artificial intelligences simply refuse to disobey and/or betray you), though it is not otherwise improved unless you have abilities responsible for these improvements yourself.

Perfect Prison [400 SP | Discounted for Omega Lord]
There is something powerfully absolute about this strange prison… If you can imprison someone weaker than you inside of its many cells, they are your prisoner. Permanently. It does not matter what resources they have on the outside, their connections, or their powers, if they get trapped in here they are yours. The only way for them to escape this prison without your express permission, given freely (as in not under the influence of mind control or the like), is if they are stronger than you. If they aren't then they are

your prisoner for as long as you'd like. Potentially forever. They cannot harm the prison, and they cannot escape. They can't even die unless you'd allow it. If someone is weaker than you the prison will also undergo changes necessary to facilitate capturing them, such as spontaneously creating cells big enough for them regardless of their size or coming up with new and unique measures to nullify their powers.

This prison bears curious similarities to a structure deep in the heart of the End of Time. Of special note in this context is a strange seal found in the heart of the prison, a floating symbol that radiates a mysterious power. If you examine it and hire properly educated researchers and scholars you'd find that it's not a legendary **Ultimate Seal** but something fascinatingly close to one. How strange…

Companions & Followers

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

New Friend [Cost Varies]
This is the option to recruit someone you met here. By taking this, you get one "slot" you can fill with a would-be-companion of your choice who agrees to join your chain (and who will be with you when your jump ends as you move to your next one) within some perimeters. If you spend 50 SP here you can use this slot on someone less powerful than an Omega Lord. If you spend 100 SP here you can recruit Omega Lords. If you spend 200 SP you can recruit Ascendants and stronger creatures.

Scenarios

Failing a scenario only means you don't get whatever rewards a scenario promises upon successful completion.

Confirming History

The Omega Lords are one of the most powerful collectives in the multiverse, bound together by little more than the source of their powers and a single place, and period, in the multiverse where they can be found. Countless factions across reality have it in for them, but leading an assault on them in their stronghold seems impossible. And yet… you must bring them low if you are to succeed in this scenario.

By taking this scenario you have gained a new mission. You must see the Omega Lords brought low, defeated permanently in some way that neutralizes them as a collective. How you do it is up to you as jumpers have an unlimited number of tools at their disposal, but one way or another the End of Time must be abandoned, and the Omega Lords defeated such that they cannot regroup and return to their fallen city.

Reward:
This is one of the greatest conflicts in multiversal history. Surviving it is no easy feat, and for succeeding at it you have earned a vast reward. Firstly you have earned 600 points to spend elsewhere in this document. Secondly you have earned the loyalty of the *Infinity Command*: the burgeoning anti-chaos faction you joined when you signed up to defeat the Omega Lords. This group of incredibly powerful beings of all strips is undyingly loyal to you and consists of followers as mighty as ascendants! The headquarters of the *Infinity Command* is a Palanquin-class omnivessel but one that the traitorous Omega Lord jailbreaks such that it obeys you and views you as its master, as well improves it so that it can take on new technology and successfully integrate it within itself. Your *Infinity Command* gains new recruits in each jump, with it automatically recruiting generic members of every human-level intellect species, all of whom become loyal to you and to some version of order.

History Defied

In the canon history of the Ouroboros Multiverse the forces of what will one day become the Infinity Command band together and lead an impossible army into the End of Time. Aided by a traitorous Omega Lord they nullify the powers of the Omega Lords and succeed not in killing them (a fate which their most devoted followers would be able to undo) but in trapping them alive and shunting them into an unbreakable time prison which prevents them from dying but traps them in the smouldering remains of one timeline.

By taking this scenario your goal is simple. You must change history and either prevent the assault on the End of Time from happening, or more dramatically you must lead the defense and see to it that the Omega Lords survive the assault and remain free by its end. If you succeed, the whole history of the Ouroboros Multiverse changes forever. If you fail… Well, history is not defied. And you almost certainly died or fled during the final battle.

Reward:

Saving the Omega Lords radically alters the future of the Ouroboros Multiverse. But as a jumper that may, or may not, be your concern. The reward you get for saving the Omega Lords is that their utopic city, *The End of Time*, follows you for the rest of your chain. This is the city at its height: a glistening, impossibly advanced civilization, filled with Omega Lords who acknowledge you as their savior and as the closest thing they could ever have to a single ruler, and their esoteric sciences, all of which they happily use on your behalf. The only curiosity related to the city is that you now lack the prison of the Beast, but this doesn't strip you of your powers or anything to that effect. You, and the residents of the city, are curiously untouched by the strange escape of your longest term prisoner. Your city gains new residents every jump, with it being an especially attractive place to scientists and researchers. Additionally you are awarded an additional 600 points to spend elsewhere in this document.

Friendships In Foul Places

If there were any Omega Lords left in an accessible location after the fall of their kind they'd write about *The Traitor* with truly wicked venom. This mysterious architect is undoubtedly the single largest factor contributing to the fate of the Omega Lords after their climatic confrontation with the proto-Infinity-Command. What drove this mysterious figure to their extreme decision? Could their fate be avoided? Could they be helped, somehow? Well, now you get to find out! As for where the traitor-to-be is located… Some say that there are Omega Lords working with the hellish forces of the Primordell. That could be one place to start.

This scenario requires that you find The Traitor before the confrontation in the End of Time and befriend them. For this scenario to be considered complete you need to ensure that they survive the conflict whole and hale, or that they survive to the end of the jump in the event that you prevent the apocalyptic war in the first place. One way or another The Traitor must not only survive the events of the jump but be healthy and free when it ends. Imagine if their brilliance were put to better ends than masterminding the annihilation of their people? Maybe you'll get to see what they can do if their energies are put to productive, positive use!

Reward:
The rewards this time are twofold: firstly you get an additional 200 points to use as you see fit in this document. Secondly The Traitor, regardless of their actions in this jump and how all of this played out, gets to come with you on your chain as a free follower and as a potential companion if you otherwise follow the procedures to import them as such in future jumps. They have the Meta Mind power, and one additional Omega Power.

League of the Lost:

The *Omega Exiles*; a mysterious fellowship of Omega Lords who fled the End of Time to the distant reaches of the multiverse and were, possibly, criminals of the darkest sort. No one in the End of Time remembers for sure what they did, which is exceptionally strange since many living Omega Lords, even ones residing in the End of Time itself were there the day they left. This rogue band of Omega Lords has colonized a quiet star system in a universe, and time, far from the End of Time. These 13 figures have set up shop across the star system they've made their home, shaping the star system in ways that are keyed to the peculiarities of their personalities and interests. No Omega Lord who has set out after them, whether to figure out why they fled, to "Bring them to justice", or even just to befriend them has returned from their journey. And for whatever reason you've decided to go ahead and figure out what they are up to. Once you arrive in the solar system they've claimed you quickly discover *The Veil*: the strange, archdeity-backed, phase-barrier the Exiles erected to keep themselves safe from their many foes (be it rival Omega Lords excited to act on the perceived weakness that led to them leaving the End of Time or any of the many enemies of the Omega Lords generally who love the thought of encountering solitary OLs and ripping them apart).

This scenario's completion condition is simple. You must go to the distant solar system the Exiles have colonized where they, with the backing of the Archdeity, have erected *The Veil* and get the Omega Exiles to be willing to leave their home with you. How you do this is entirely up to you, though the Omega Exiles are still Omega Lords and so it'd take some frighteningly powerful form of mind-control to affect them even in the slightest. If all 13 of the Exiles are willing to leave the safety of their home and go on adventures with you, you complete this scenario.

Reward:
For completing this scenario you gain multiple rewards. Namely you gain the Exiles as followers, each of whom has two Omega Powers of their own, and who form a single companion slot (if you want to import them as companions) that becomes known as the *League of the Lost*. Beyond this you get 400 points to spend in this document, and you get the *Lost and Found* perk: you are really good at solving mysteries, and you are especially amazing when it comes to tracking and finding lost people (even if they got lost on purpose, or left a group of their own accord!). This gives you a minor, though handy, boost at helping such folks as well, able to make you better at persuading them to come and join a fight important to their peers or get necessary healthcare. You're just one lost soul helping other lost souls, jumper.

Saving A Soul (End Jump)

The Beast. A reality-devouring monster that radiates pure entropy. It is very possibly the single most powerful monster in the multiverse, a threat to existence so

reality-threateningly powerful that it was directly contained by the Creator herself. A prisoner so valuable that even with the traitor's inside knowledge of the End of Time, the proto-Infinity-Command did not free it. The mysterious monster at the heart of everything related to the Omega Lords…

This scenario is given to you directly by the Creator herself, with her directly manifesting in front of you and asking you to do something she believes only you can do due to the fact that she can faintly sense your alien nature. The Creator asks you to save the Beast: to find a way to reverse the corruption and transformation that it has undergone. If you succeed in this mission she promises you something: a *Spark*. If questioned about this all she says is that she has friends in high places. Any perks that allow you to sense truth and deceptions clock her as telling the truth about both her promised reward and about how she knows about sparks in the first place. She also tells you that she can extend your stay in this setting, and offers to do so to allow you to have a better shot at this extremely difficult task.

If you do research into the origins of the Beast, all of your work eventually leads you back to powerful words. *Sanguinarch*, *The Eldest*, *Those Who Name The Void*. Eventually you piece together a series of dark truths: the Beast is actually the Eldest Sanguinarch; the very first of the vampiric ascendants that now haunt various corners of reality and run vampiric empires of various forms. In a point in the past so unthinkably ancient it predates even the births of the very oldest Omega Lords, the nightmarish entities known as Those Who Name The Void captured and twisted the Eldest, in a quiet universe the entity was haunting. In doing so they created both a monstrous, hungering dusk creature, and a black star that radiates un-light that burns vampires but doesn't kill, and instead actually empowers them.

Curing the Beast is difficult. Its mind has been torn to shreds by both eldritch experimentation and by the entropy that even now courses through it and colors everything it does. Jumpers have a slate of tools at their disposal and this task is completable even with purely in-jump resources, but corrupted ascendants like the Eldest are almost as difficult to heal and restore as they are to kill. Still, someone with a legion of Omega Lord scientists, the backing of ascendants, or some sort of conceptual healing powers could surely find a way to destroy the entropy powering the Beast and restore the potent mind and will of the unfathomably ancient ascendant.

Reward:
One reward is a *Spark*. With this you can, at will, free yourself from the strictures of a chain and gain the powers and freedom of a *Sparked Jumper*. There are other rewards as well, which you get regardless of whether or not you use your spark to free yourself from the rules and format of a jumpchain. If you wish you don't have to *Spark* with the new item you've acquired and can continue your chain for as long as you wish, if for whatever reason you don't view sparking as the end goal. At worst your spark will activate if you'd otherwise chainfail, freeing you from the consequences of a chainfail at the last possible second.

The first of the remaining rewards is the company of two unthinkably powerful beings. Both The Creator and The Eldest wish to join you on your travels, and you discover something truly fascinating (though perhaps predictable to those familiar with this

setting): The Creator and The Eldest are former lovers. This is one significant part of why The Creator didn't just destroy The Eldest when they were mutated into their more monstrous form. And now both wish to explore a connection with you, and to go on adventures with you across reality itself, exploring the Ouroboros Multiverse and anywhere else you wish to go, as well as to see if they can reconcile now that the Eldest is back to their true self.

The final reward for this scenario is the *Ultimate Seal*: an object of unthinkable power created and blessed by The Creator herself. This object can be used to seal away any single person, creature, or entity, regardless of their power. Normally such an object would only be usable once a jump/once per decade (whichever comes sooner) but since getting it comes with getting a spark… No such limit exists on it. Deep within its infinite depths lie cells that accommodate and draw power from those imprisoned within, allowing you to essentially create your own Omega Lords with powers and power sources keyed to the creatures you imprison within your seal.

Drawbacks

Another Universe [0 SP]
This is a supplement toggle. With this, you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this, your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that, you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points; if you block access to 3 of the four, you get 600 points; and if you lose access to all four options, you get a full 800 SP. Companions can still be imported and receive builds, but they won't be able to be active during this jump if the companion lockout is selected.

Bad Luck Boss [100 SP]
You have uncannily bad luck when it comes to your bosses, superiors, and those with some sort of authority over you. This can manifest in a dozen different ways from making a bad first impression to them blaming you for something minor that happened to them earlier in the day. Bosses just don't like you, and in a setting where a superior can decide to shatter the continent you're standing on with a punch that can be pretty harrowing.

Forgotten Missions [100 SP]
Some missions are really important. And somehow people around you really tend to forget that. This is less impactful on big, species-wide missions, like protecting a prison of some sort for example, but if you're a team leader that is directing an important

mission such as the heist of a critical weapon you had better be prepared to basically herd cats. It'll get old really fast.

Technophobe [200 SP]
Oh this can be pretty rough. The Omega Lords, and plenty of other civilizations across the Ouroboros Multiverse, are fond of technology. From air conditioning that makes life on desert planets tolerable to life-preserving technology such as rays that heal people and grant immortality, there is a shocking array of technology that can be found across the Ouroboros Multiverse. And it all doesn't like you. Technology is less effective on you (unless it'd hurt you, in which case it's more effective on you) and in your hands technology is significantly less effective, working as much as a quarter less effectively than it should be. Whether you're an Omega Lord or one of their staunch foes, technology is a significant part of the chaos to come, and in your hands it just doesn't hit the same. That's tough, jumper.

Worst Impressions [200 SP]
No matter your species people will have heard of your kind. And they'll only have heard the most loose and general rumors, and ones that will make them upset. This guarantees that all of your first impressions will be colored by the actions of people who are like you in truly the loosest sense: your fellow humans, vampires, elohim, angels, Omega Lords, what have you. Unsurprisingly people of the same species as you are mostly unaffected by this. This is overcomeable on a case by case basis but in some cases it can take a lot of work.

Infinite Foes [400 SP]
Your actions have an unusual property: when you act there are a range of unintended consequences that happen and that ripple far and wide. The danger with this is that everyone negatively affected by your actions intuitively understands that you are responsible for what has happened to them. Some people will accept this, especially if it's a truly ridiculous line of cause and effect, but most will be incensed by it and will want to pay you back in kind. And they can work together. If you aren't careful this will cause the birth of a smaller-scale, personally focused *Infinity Command* that just wants to really mess you up.

Omega Politics [400 SP]
Maybe the *Exiles* WERE criminals? With this the rules of Omega Lord society become much stricter, while retaining vagaries for the purpose of tripping up the uneducated and causing the loss of face, or worse. These rules are not only annoying and difficult to discern but they also influence much of reality, with plenty of places echoing this bizarre custom. Punishments for breaking these rules are strict, and can absolutely include exile, or worse. If you break these rules, prepare to be hounded and hunted by those tasked with enforcing this mysteriously fae-like sense of tradition, honor, and legality.

Traitorous Terror [600 SP]
Are… Are YOU the cause of the traitor's turn? Are you sure you're not? Well with this drawback the traitor has it in for you and will move against you at truly every turn. Their brilliance is the weapon they point at your throat and they wish to see you fail, be disgraced, and ultimately die. If you want to take this and the scenario where you befriend the traitor you can instead create a second traitor who hates you specifically and is less interested in the Omega Lords out of the context of using them as weapons against you somehow. Having an enemy who hates you specifically and is as powerful as an Omega Lord is a risky proposition, and not one to be taken lightly.

Beast Berserker [600 SP]
Normally the Beast rests within the heart of the End of Time relatively peacefully. Its actions, if it takes any, are only observed by those tasked with safeguarding the prisoner. Now it is freer than that, though not to an unlimited extent. The Beast stirs and dreams, and its dreams are poisonous things that leak into the multiverse and infect people across time and space, filling them with destructive rage, endless hate for anything not corrupted by their master, and undying loyalty to the creature, such that they dream of freeing it from its impossible cell and will devote themselves to the completion of this potentially multiverse-ending task. At the start of the jump only normal people, such as regular humans, elves, and orcs, will be infected by these dreams, but as the jump goes on this drawback becomes more and more dangerous, and before the jump's end ascendants and even omega lords themselves will be infected by this depraved, empty hatred for all other things and seek to free the Beast. If freed the Beast will rampage across the End of Time, possibly annihilating the entire city, before teleporting away to bring about apocalypses and armageddon across reality.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes
-Mini changelog: I created the jump document for this jump on February 9th, 2026. Also, on February 9th, I shared version 0.1 with friends in the appropriate jumpchain places. Version 0.1 really is just the most baby of teasers with completed formatting, a small number of perks written out, and the name of one item. Wild. On March 13th all of the perks and Omega Powers were completed and this jump's version number was updated to 0.5. On March 20th all of the items were added to the jump doc and its version

number was updated to 0.8. And later on on March 20th the jump was completed, updated to version number 1.0, and published. How exciting!
-Another wholly original Troyverse jumpdoc! Let's goooooo. A Human Of Earth is another publicly available jump document that is an LJGV original set in the Troyverse.
-I have plans for scenarios and stuff in this jump. It's gonna be a big one. It might take a second to make, but I think the end result is gonna be something special.
-I chose the name *Lives of the Omega Lords* for this because I like the LotOL thing with Last of the Omega Lords and wanted to do a similar ENOUGH name while hinting that this takes place back when Omega Lords are still kicking.
-I plan, eventually, to try and sketch out jumps like this (original adventures in worlds and settings affected by vastly powerful beings like ascendants) for other big players in the multiverse. I actually have an old jump doc for another fully original Troyverse thing wherein the jumper is a character in a world that a weaker sanguinarch is trying to take over.
-If you're curious… Yes the Foe of the Omega Lords origin is supposed to allow you to take on the role of the traitorous Omega Lord. That's the central idea there. I took that basic character concept and designed the perks and items around it. It has enough stuff that a jumper with it should be able to form the alliance to take down the Omega Lords themself.
-The Subject of the Omega Lords origin is keyed around the idea of being someone a bit like Indigo Uael from the Last of the Omega Lords CYOA; a big fan of the Omega Lords who is attractive to them and could be handy as a servant or romantic interest.
-Writing out the basic details for the species selector general perk annoyed me but basically it's just for non Omega-Lords. If you're not an Omega Lord you use it to determine what your base form is in this jump.
-We don't know a TON about the powers of an Elohim, other than that the scale they operate on is comparable to that of an Ascendant; capable of doing galactic-scale things, so they are BIG. If you wanna be a big power without being an Omega Lord, an Elohim is a super viable way to go though you'd have to fanwank the specific details of their powers beyond the listed feats of creating planets and destroying galaxies.
-Both of the secondary scenarios are perfectly compatible with the history scenarios. You could totally befriend the traitor and, with their help, save the Omega Lords. And by that same measure you could absolutely recruit the Exiles and lead them into battle against their kin. No one's saying these goals are easy, but they are doable.
-If you really want to do both of the main scenarios; the history scenarios, and you have some sort of justifiable way of doing it such as a timeline creation power, feel free to do so.