

A Mage Of Sorothustra Jump

Version 1.0

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Welcome to Sorothustra! This is a remote world tucked away in an isolated corner of the multiverse and several different species inhabit it. The most prominent of the world's people are

the native, and infamous, Sorothustrans. Sorothustrans are known across the multiverse for their immortality and their immensely powerful magic.

As is the case with several prominent and powerful species throughout the multiverse the origin of the Sorothustrans is tied to an ascendant, a being capable of tapping into and manipulating the foundational rules which govern the multiverse. In the case of the Sorothustrans, their origin is tied to a Cosmic Goddess, ascendants that know and are empowered by mythical words of creation, utterances exhaled by The Creator herself at the beginning of time (relative to this specific multiverse). This ancient cosmic goddess was a powerful divinity of life and magic and like many cosmic divinities, she used some of her power to create a handbuilt and custom-tailored species that, when they worshiped her, provided her with potent rivers and oceans of power even beyond what cosmic gods get from normal worship due to their intimate history and connection. She loved her creations and poured her magic into them. For a while, before an ancient and historic cosmic war, there was peace and she governed and guided her people herself.

Tragedy struck when a cosmic evil; an ambitious and hateful Legendary Dragon named Echidna, made a deal with the Dark Lord, a being of unfathomable and malicious power, that if allowed to come to fruition would have upended the balance of the cosmos. Ascendants of all stripes, of all alignments, banded together and worked to defeat the Dark Lord and Echidna herself, and though they succeeded in their campaign the cost they paid was great. Among the countless slain ascendants was the Cosmic Goddess who created the Sorothustrans, though, in her final moments, she poured the remainder of her magic into her creations, further empowering the already mighty Sorothustrans. That much, for better or worse, is truly ancient history.

In the present, Sorothustrans have spread far and wide beyond the remote planet of Sorothustra. Nowadays Sorothustrans can be found in any corner of the multiverse, though there is not a large number of the planet-scale sorcerers on their homeworld or elsewhere. Even the weakest members of the species are still capable of easily and single-handedly tackling armies of great size and renown, as even the weakest of the Goddess’s children still carry her wishes, her love, and her power in their veins.

For the next ten years, you will live in a multiverse filled with powerful beings, ones far mightier and far more frightening, than even a planet filled with sorcerers who can effortlessly cast spells that affect entire planets. You may be a decently sized fish, but this pond is filled with dark leviathans and creatures far older than even the most primordial aquatic life. Nonetheless, there are some Sorothustrans who remember the Mystic Mother, having met her as children, so while this multiverse is both big and filled with frightening creatures, there are members of your people who have memories in the billions of years. Caution and insightfulness will win the day and allow you to successfully explore even the darkest and most frightening corners of the multiverse.

Go ahead and take these points and of course the blessing of the Mystic Mother. That much, at least, is free.

You now have 1000 Sorothustran Points. Use them wisely.

Origin:

All origins but Elder can be taken as drop-ins. Some Sorothustrans are insatiable nomads who seek to explore the unknown and chart the as-of-yet uncharted, so it's entirely possible they could get up to some shenanigans and father or mother children who have never been to the homeworld of their kind. You can decide your age and gender for free in this jump so long as you stay within the bounds of the jump and your origin.

Young Adult (Free):
Congratulations on joining proper Sorothustran society friend! You are a young adult who has just finished your final rite of passage, joining in on a species-wide, multiverse-spanning ritual that keeps Sorothustra safe from ascendant invasion and the overwhelming dominance of the peers, rivals, and foes of the long-dead Mystic Mother. Unity keeps us safe from the mighty predators who would eagerly enslave us and use our might to ensorcell whole universes. You may design your family however you see fit, doing things like customizing whether or not you have siblings or the basic histories of your parents.

Adventurer (Free):
Many Sorothustrans spend at least some of their time away from the warmth, familiarity, and comfort of Sorothustra. Some spend more time away from the motherland than others do, and it seems that you are one such sort. That's perfectly understandable given the immense power and potency of your kind. You may be like Kismarc the Grand, a roving and some would say maniacal Sorothustran obsessed with the Omega Lords, a long-dead collective of bizarrely powerful artificers, sorcerers, and ascendants who, according to myth and legend (and the memories of the very oldest Sorothustrans) outpowered even their mighty kind, and have a peculiar reputation all your very own. You have spent entire lifetimes, maybe even centuries or millennia outside of Sorothustra, with short stints on your homeworld between longer, larger-term adventures elsewhere. When distant, far-flung civilizations think of Sorothustrans it is entirely possible that wherever preconceived notions and stereotypes come to their minds stem from their experiences with you.

Diplomat (Free):
Some Sorothustrans like to travel and also wish to advance the collective interests of their kind and their homeworld. Sorothustrans, with their powerful magic and mighty immortality, make skilled negotiators and dealmakers. You have lived a fairly long life working with various factions, at times representing Sorothustra and at other times representing assorted multiversal

groups. Perhaps you are like Kelarset, a diplomat well-known for her insightful deal-making and her love for the homeland, as well as her remarkable ability to adapt to new cultures and take in new sights.

Elder (200 SP):
While the youth and other, younger adults run around the multiverse, someone needs to stay at home and lead the planet's affairs. You are both mystically mighty and, at least at home, a celebrated hero who has accomplished some mission of great renown. Studied scholars across the multiverse know, respect, and fear you for both your personal power and also your accrue in the realm of politics. To some you may, spiritually if not physically, resemble Kaatiphar, a talented and sage-like Sorothustran who is both hailed as a hero and well-respected for his sorcerous ferocity and wit.

Starting Location:

1. **Sorothustra**

There is only one location this jump will begin in, the quasi-mythic homeworld of the Sorothustrans: Sorothustra. This world, despite having a population in the billions, is quite idyllic and some places are entirely undeveloped. This is due to the fact that many Sorothustran families opt not to develop the physical holdings they live on and instead dwell primarily in massive pocket dimensions they create and customize at their leisure.

Young Adults will probably begin their time in this setting in their familial holdings, or in some sort of communal space, being congratulated by their peers and relatives for stepping into adulthood. Adventurers could begin their time here by stepping out of a spaceport or teleportation hub that Sorothustrans use to facilitate travel between distant corners of the multiverse. Diplomats may well begin their time here in space yachts or in rare embassies located on the planet's surface. Elders may begin their jumps and find themselves in the midst of arbitrating inter-Sorothustran disputes and attempting to peacefully reconcile two annoyed youngsters or deep in the archives of an institution of arcane higher learning.

Perks:

General Perks:
The Sorothustran Set-Up (Free): You are a Sorothustran, an immortal mage who can effortlessly cast magic that can transform a planet and who has oceans of magical energy flowing through your veins. Your magic is grand enough that with a single word and a mild gesture you can create virtually any effect on a planetary scale. You can cast continent-scale magic with as little as your intent alone, and you can also utilize your magic at larger scales though anything beyond star-scale will require a full ritual. As far as your appearance goes, Sorothustrans tend to look like humans albeit dramatized and on average a bit more attractive than most humans. That said, Sorothustrans appeal to a range of entities and there are plenty of Sorothustrans that are hybrids and may possess features or abilities beyond their

planetary-scale magic and innate immortality. **In future jumps your Sorothustran physiology and appearance become an alt-form you can access and don at will (barring drawbacks that trump and lock away your ability to access alt-forms).**

Sorothustran Sorcery (Free): Sorothustran magi are powerful magic users capable of using a myriad of magical disciplines with fantastical finesse and frightening skill. The most powerful and famous, as well as infamous, Sorothustran sorcerers categorized their sorcery into four broad categories: Iron Law, Nornic Fractal, Wild Dream, and Chaos Calculus. Each of these broad schools of arcane skill and thought has unique quirks and strengths, and you can pick one to specialize in. You can use magic related to that school with greater precision, faster, easier, and are better at piercing defenses and ignoring antimagic when you harness magic related to this school of thaumaturgical thought.

Iron Law is the school of magic that focuses on construction, maintenance, defense, and paradoxically destruction as well. This school is incredibly effective at stopping magic, chaos, and most forms of reality warping. In simple terms, this school is good at both offense and defense and is an excellent, and at least initially, simple school. True mastery of this school allows you to be the one who decides what withstands the test of time, and what will become forgotten, buried under the sands of time.

Nornic Fractal is the school of Sorothustran magic that deals with life, intelligence, and destiny. Even novices of this school gain enhanced affinity with magic such as awakenings, biomancy, healing, and minor divinations. Masters of this arcane discipline have powerful life-manipulation abilities and can also prodigiously predict the future, at least barring things with fate manipulation or immunity to scrying and future-sight intervening to change the future.

Wild Dream is about massive-scale and incredibly potent magic. Dreamers who have walked down the wild road are tremendously powerful mages whose magic is boosted to star-scale but they lack the same level of focus and precision as the other Sorothustrans do (at least by default). This magic is centered around change and is powered by desire, growing stronger based on how much you want something and the more determined you are to get it. Masters of this school of magic are arcane titans who specialize in enacting grandiose changes to reality.

Chaos Calculus is the school of magic that is focused on precision, plots, methodical breakthroughs, and planning. This school of magic and ritual craft allows you to perform faster, cheaper, more effective rituals that tend to be more effective than the rituals done by other Sorothustrans, which in and of itself allows you to circumvent the most common limitation for Sorothustran magic: magic above star-scale requiring rituals.

Troyverse Physiology (100 SP): This perk grants you absolute control over your fertility, your attractiveness is boosted enough to at least make you an 8/10, you are perpetually clean, and you gain an ability to learn languages spoken by others through physical touch. More intense kinds of physical touch can grant you greater knowledge of languages, but we're applying a very loose definition to the phrase "more intense". If you are giving someone a massage that is

considered “more intense”, as is engaging in an unarmed brawl, and, of course, dancing and other fun activities can also be considered “more intense”. The other person doesn’t sense anything supernatural when this occurs. You can also have hybrid children with others that inherit the best possible traits from both parents (this effect tapers off and loses potency when it comes to traits like Omega Sparks and Ascensions, not guaranteeing such effects but somewhat boosting the odds children inherit those things when they are inheritable).

Skilled Sorcerer (200 SP): All Sorothustrans are skilled sorcerers but there is something uncanny about your talent with sorcery. You seem to be the Sorothustran equivalent of a prodigy, able to naturally understand even completely foreign magic systems with frightening ease, and you are especially talented at redirecting magic. If you opted to specialize in Iron Law then your ability to tank magic is noticeably improved (and with time you can absorb the energies in other spells and use them to fuel and modify your own magic), if you are a wild dreamer then you can snuff out lesser magic with a thought (able to do away with even planet-scale effects with some level of mild difficulty, using nothing more than your thoughts and focus), if you are a practitioner of chaos calculus then you are able to use rituals to tear apart effects, and you are notoriously skilled at capturing the energies contained with hostile magic and turning it into ingredients for your sorcery. In case you happen to be someone who memorizes the nornic fractal you are able to turn negative effects into positive ones powered by the same magic, allowing you to take curses and debuffs and turn them into buffs and blessings.

Hybrid (400 SP): You are a rather potent example of a hybrid, taking the best traits from your Sorothustran parentage and your other parentage. If you purchase this trait then you may select any traditional or modern fantasy race and gain some benefits from having either a parent or a grandparent who is a member of that species. This can include a non-ascendant divinity if you want to be a demigod Sorothustran or have some trace measure of divinity in your ancestry. This does not confer as huge an advantage as you may think, since most beings are considerably less potent than a Sorothurstan is, even some minor divinities are not on par with a Sorothustran. Nonetheless, this can be a handy way to grab something like minor, themed wishmagic (if you are the child of a Cosmic Djinn and a Sorosthurstan), a mist form (if you are the children of a vampire and a Sorosthurstan), or the ability to hear prayers (both directed towards you or undirected). This does not weaken your Sorothustran traits, nor do non-hybrid Sorothustrans view you any differently, and in future jumps you count as both a hybrid and non-hybrid whenever either status would benefit you (even counting as both to different people in the same conversation, depending on their attitudes). Additionally, in future jumps you can choose to be the hybridized offspring of two different kinds of beings, so long as it makes sense in the jump in question (and does not confer any sort of unique CP boosts or discounts) and no one will judge you purely on the basis of your heritage.

Young Adult Perks:

Bloom Of Youth (100 SP): Something in you makes it hard for you to have a uniquely bad day. Going a step further, though, there is something powerfully contagious about this and around you, others also have fewer bad days in a range of ways. This is a minor luck booster, giving you the small sort of everyday luck that helps ward you against uniquely bad moments but also helps ensure every day shines just a touch brighter, an effect that spreads to others. Also, as a result of the Mystic Mother's blessings, over both her people and the world they inhabited, you are capable of naturally having a positive attitude, and others around you tend to adopt this attitude as well, at least over time. This whole perk is a subtle thing that can easily be toggled on and off and can be selective in who it affects.

Student Of The Supernatural (200 SP): Like all good Sorothustrans you spent your early years receiving some sort of education. The education given to Sorothustrans is not a universal thing, but the result of extensive tutoring, decades-long apprenticeships, and much individualized, self-driven scholarship. You truly excelled in whatever education you received and now have an inner repository of automatically updating knowledge regarding the supernatural that will always let you know at least commonly known myths and legends, even in settings without actual supernatural beings (exempting you and your cohorts, of course), and gives you even more knowledge in settings where the supernatural concretely exists. You also have the equivalent of a few years of training with any supernatural abilities you gain through CP or whatever nomenclature is affixed to your points in future jumps.

Powered Prodigy (400 SP): You are a once-in-a-generation genius when it comes to learning and mastering magic. This extends to the other schools of Sorothustran sorcery, but also to all sorts of other schools of magic as well, allowing you to take and apply your magical perks from other jumps to your Sorothustran magic and take these perks and apply them to other forms of magic with ease. You are even capable of teaching others magic, though unless they are a Sorothustran or otherwise possess an incredible amount of magical energy and an indomitable will they will not match you in terms of your sheer scale. Still, you can teach them magic that is as strong as their souls happen to be, and most lifeforms possess some level of magical energy.

The Future Is Now, Old Man (600 SP): In a society as individualistic as that of the Sorothurstans, it makes sense that there would be those who deviate from the norm and who have visions of the future that differ from those of their ancestors. You are both one such individual, and a sort of platonic twin flame to other such people. You have a vision for the future that deviates from the whims and machinations of those who have plotted the course of civilizations, both yours and others, and you are capable of disrupting their schemes. You also gain a power booster that applies when you face the guardians of the old ways, those who'd fight to protect traditions and values.

Adventurer Perks:

The Call Of Adventure (100 SP): You possess a rather interesting sort of charisma and a curiously specific bit of luck. You are naturally incredibly good at persuading people to have new experiences, go to new places, and bond with new friends. You are also very lucky, able to find all sorts of ways to live out your adventurous fantasies and daydreams, as though a goddess of adventure was smiling at you.

The Fastest Spells This Side Of Sorothustra (200 SP): Your time out in the wilderness of non-Sorothustran space has taught you the importance of being fast on the cast. You possess a wickedly fine-tuned danger sense and a remarkable ability to cast spells, even immensely advanced ones, quickly and precisely. You are also, only somewhat coincidentally, stunningly fast on the draw.

Additionally, you are an unparalleled master at magic that revolves around navigation and moves you from place to place. You are not good at constructing magical tunnels, but you are supernaturally skilled at using them to go from one corner of the multiverse to another. You are also good at bringing others with you when you magically travel, an underrated and uncommon skill.

Maximized Spells (400 SP): You have mastered an unusual skill; the ability to pour every ounce of magic into a spell. With this, you can tremendously upcast normally precise spells, and you can do the opposite as well. This allows you to take incredibly wide-ranging spells and tighten them into devastatingly powerful, singularly focused instances of sorcery, while minimizing how much of your magical energy they cost. This allows you to manipulate your spellcasting in a range of ways and can make you a dreadfully tricky foe on the field of battle. Your spells are a sight to see, and those who've seen them and lived remember them. They will naturally respect, fear, and admire you more due to your mystical might, allowing this to serve as a somewhat conditional charisma booster.

Interesting Times (600 SP): You are blessed to live in interesting times, and while that's normally a blessing and a curse in your case it's only ever a blessing. When you go out and seek adventure, you will find adventures that interest, challenge, and yes, reward you, in ways that you like, need, and desire respectively. If you are interested in myths and legends your adventures will touch on those themes, if you need to grow as a sorcerer or as a statesman, your adventures will challenge you in ways that allow you to grow as a magically gifted leader, and if you desire love or a home then you will be rewarded with what your heart desires. When you wish to enjoy the rewards you've earned, your adventures will end until the next day you wish to see more of the cosmos, and just as quickly as your adventures came to an end they'll begin again.

Diplomat Perks:

Ah Yes, The Negotiator (100 SP): When it comes to you, so long as you are acting in an official capacity and your presence is known to every involved party, even the most hostile and belligerent forces will do the bare minimum when it comes to respecting ideas like not shooting the messenger. Somehow everyone knows not to mess with you, at least so long as you don't make a fool of yourself such as by something "Off the books" or otherwise betraying expected codes of conduct when it comes to things like ambassadorship, negotiation, and other aspects of international, interplanetary, intergalactic, and even interuniversal diplomacy. This, very importantly, applies to your own allies who won't put you in unnecessary danger. Necessary danger… Well, it is necessary. Additionally, you are immensely talented at building infrastructure, magical or not, that facilitates and expedites travel such as roads, galactic gateways, and networks of magical tunnels.

Xeno-Psychologist (200 SP): You have an innate, remarkable grasp of psychology. You instinctively read body language and subtle physiological cues, and while at first, you are more adept in applying this understanding to humanoids, if you have as short as a few hours of intensive conversation and time to study them you can apply this understanding to other creatures. You have a powerful instinctual ability to know what actions allow you to give off the impression you want to give off, even to strangers.

Xeno-Anthropologist (400 SP): Xeno-Psychology works best when it comes to individual interactions or small group interactions, but **Xeno-Anthropologist** grants those who possess it a similar level of skill when it comes to making sense of cultural mores, norms, and beliefs. You also gain a considerable learning booster when it comes to learning history and lore, and a small but noticeable luck boost when it comes to finding secrets, discovering the truth behind mysteries, and finding lost artifacts. You are also practically prescient when it comes to cultures you've studied extensively, able to predict what sorts of mass-scale actions they'll make barring something like unexpected natural disasters or unnatural foreign influence. This, of course, can easily translate over and become a boost to your ability to manipulate state (or higher) level actors.

Idol Diplomacy (600 SP): Talented diplomats walk through the world, or worlds in this case, seeming to love multiple places equally. A truly talented ambassador, like you, could be mistaken as loving the places you visit as much, or even more, than you love Sorothustra, and this, in turn, has led to those places loving you back. The Mystic Mother has certainly blessed you in one respect: you are loved and adored by the people whose worlds you visit, and your celebrity is a powerful tool in many respects. You are a type of idol and influencer and can leverage your status to both help the natives of the places you visit and to subtly advance the interests of Sorothustra, and in future jump wherever else you opt to call home. You can, of course, use this status to more easily and skillfully engage in trysts of various sorts with all sorts of foreigners and/or aliens.

Elder Perks:

Aura Of Sagacity (100 SP): Something about you casually radiates power, wisdom, and some other trait that corresponds to your personality. When you want people to recognize you for the imposing, serious, powerful figure you are, even if they don't know you specifically, when they stand in your presence they will recognize your greatness on some meaningful level. This is not a fame-universalizer perk or something like that, it simply means that people will see some of the values you exemplify and will be more predisposed to believing stories of your greatness or proof of your claims.

Upstanding Citizen (200 SP): You are considered an upstanding member of your society at all times unless actual proof of your misdeeds or dishonor has been disseminated to the masses. You are naturally adept at interacting with law enforcement, or the equivalent (so long as they aren't corrupt), and those who adhere to tradition have some affinity for you.

The Old Ways (400 SP): You have a long memory, and have lived a long time. You remember the face of the Mystic Mother and internalized much of her great wisdom. You are an expert at peacemaking and possess an uncanny skill at appealing to the things people, even vastly different people, have in common to persuade them to stop fighting. You are also a true master at using magic to stop fighting, be it in one-on-one duels or in massive, interplanetary battlefields where armadas are fighting each other, as well as to heal.

Venerable Elder (600 SP): Every Sorothustran elder knows each other, to some extent at least, and every Sorothustran elder is a prolifically powerful and influential figure. The term "Elder" in Sorothustran circles does not refer, exclusively at least, to one's age but rather is a title that has weight. To be an "Elder" at all means you accomplished some prodigious quest or completed some genuinely planet-changing feat, and this perk affixes some facet of that to you permanently. You take this definition of "Elder" with you moving forward, allowing you to more easily seem wise beyond your years in future jumps and you can take this and use it to your benefit in future jumps, doing things like legally working or voting, or legally going to college, with ease so long as you can otherwise qualify.

Some aspect of your quest has now become a permanent part of you, perhaps you saved a doomed empire and took them under the influential aegis of Sorothustra or you solved some ancient mystery involving a missing Sorothustran and some facet of the reason they were lost has conceptually affixed itself to you. For example, you could have been abducted by the forces of an archdemon, escaped the prison they threw you into with the help of a famed (and missing) Sorothustran explorer, and now you can conceptually trap others with a custom-made spell. The air you radiate, when you are serious, is influenced (to some extent, at least) by the conceptual connection you have to your quest.

Items

General Items:

Staff (Free): The lion's share of adult Sorothustrans possess a magical staff, an object which is soul-bound to them, and which can serve as a mighty focuser for their magic. While Sorothustrans do not need their staff or any other implement to be able to use magic, a Sorothustrans staff can have a number of properties that make them powerful armaments in a Sorothustran's toolbelt. At their base, before taking into account additional enchantments, a Sorothustran's staff enhances their planeswalking abilities, facilitating much easier travel through space, allows them to instantly travel to and from Sorothustra instantly from virtually any place in the multiverse (and once per jump can resurrect you from death/save you from a fate worse than death such as being trapped forever in a cursed location strong enough to overcome your magic resistance).

One's staff also has numerous powerful passive protections such as a powerful force field that can tank planet-busting hits, providing you with various passive enhancements to your physique, and providing you with the ability to access a pocket-space inventory. A Sorothustran's staff is also a powerful focus for their spellcasting and their rituals, empowering various facets of spellcasting, such as one's scale, precision, and even their joint-casting abilities (their ability to do spellcasting in concert with other Sorothustrans). Every staff is a **type** of staff, with additional abilities decided by the Sorothustran who owns the staff at the time of its creation (which is usually when the Sorothustran in question is approaching the day when they must join in on the ritual that protects Sorothustra from ascendant invasion and overt ascendant influence and becomes considered a full adult in Sorothustran society). **Please select one of the following types of staff to determine your staff's final qualities.**

Inevitable: Defenses meant to gainsay the arcane falter and weaken when exposed to the corrosive magics of your staff. This covers all sorts of defenses, from armor to anything else that would be between your target and the spell you hit them with. This empowers your native ability to overcome enemy defenses, and also eases the costs of magic by lowering things like the focus you need to use your magic and weakens the impact of negative environmental factors when considering the costs you pay while maintaining your magic.

Indomitable: This staff is a somewhat more offensive version of the Inevitable staff, meant to overcome anti-magic specifically. Sorothustran magic can be overcome by skilled enough mages working in conjunction, or powerful enough individuals, most particularly by using anti-magic charms and wards, but if a Sorothustran is using this kind of staff than such measures are very likely to be completely nullified. What's worse, for your foes, is that the processes by which an Indomitable staff is made instill the maker with knowledge of how to dispel magic and counterspells, which make them powerful in battle against other mages.

Unbound: An Unbound staff is a free, uncontainable staff. This object is powerfully, conceptually attuned to freedom and tremendously skyrockets your skill at planeswalking, the ability to utilize your magic to step from dimension to dimension and to step between and through universes. This item also powerfully bolsters your resistance to imprisonment of any

sort, working with your soul and reality to either subtly or not-so-subtly give you opportunities to break free from and out of all sorts of prisons.

Might: This staff is a simple thing but an unbelievably powerful one. This ability has enhanced enchantments compared to the other staffs and also amplifies the power of the wielder. This isn't enough to elevate your magic to star-level, but it's not considerably weaker than that and if you happen to be a Wild Dreamer then that trait and this item stack.

Silence: This staff makes it easier than ever to cast spells, removing the need for audible utterances even when you are utilizing planetary-scale magic. Going beyond that, however, this staff also allows you to be as perceivable or imperceivable as you wish to be, and with it you can establish telepathic connections between yourself and others in the same solar system as you. What's more, once you've established a telepathic connection with someone you can have telepathic conversations with them across almost any distance but the most extreme, and of course barring something like deliberate, powerful magic interference.

Pocket Dimension Home (400 SP): Sorothustrans have an unusual way of making homes for themselves. They are fond of selecting a plot of land, making a very minor home, and then, in that home, constructing an elaborate pocket dimension that is as fantastical and whimsical as they want it to be. By purchasing this you gain the ability to far more easily fashion pocket dimensions and can construct them for other people with surpassing ease. You also gain a fiat-backed pocket dimension that you can access at all times and can retreat to at will, as well as will retain any changes or upgrades you make to it even in future jumps.

Sorothustra (1200 SP): This is a fiat-backed version of the planet itself, complete with its inhabitants. This is a copy of the world that in future Troyverse settings you can import freely, including replacing the canon version of Sorothustra with your version. By default you are the leader of this planet, if you purchase this item you can choose not to be the leader for the duration of the jump and then become the leader of the copied version you take with you in the future. This version of this item does not include the Mystic Mother.

Young Adult Items:

A Loving Family (100 SP): As befits any standard Sorothustran, you have a loving family who can follow you across your chain. If you tell these folks about your true nature they'll take it in stride and, though by default considered followers, they can easily become companions if you choose to import them as such.

All Ages Pass (200 SP): Your age is not a weapon that can be used against you when it comes to things like working and social responsibilities such as voting. This pass you have certifies that, and also acts as certification for any other relevant thing you have from other jumps such as a medical license if you are a doctor or if you are an experienced lecturer.

Sorothustran School (400 SP): It may surprise some to learn that as individualized as life and education are on Sorothustra some communities still make attempts to teach standardized approaches to Sorothustran sorcery, as well as help develop a uniform understanding of Sorothustran history. You can choose your current relationship with this school, whether you are its young and progressive headmaster, a popular and respected teacher, an up-and-coming pupil, or have some other connection to the place. In future settings you can use this as a place that can teach magic to even mundane people, and something about it allows even mundane people to learn basic, fairly generic magic, though you can develop lesson plans that allow students to become better at magic than they should logically be able to be, though only slightly so in most cases. You also make some profit off of this institution, though how much and what form the profit takes depends on your relationship with the school and the school's success (it will always be successful enough to stay afloat and to provide you with a small income).

The Next Generation (600 SP): You have the contact information of a variety of influential heirs and heiresses tied to assorted, powerful cosmic factions and empires, as well as the multiversal equivalent of social media influencers and activists. All of these people are at least friendly to you, and several are more than friendly. Each of you have your own disparate agendas, but if you wish you can use your connections to arrange a range of events that can help or hurt the goals of various heroes, heroines, and villains you happen to know.

Adventurer Items:

The Hero's Journal (100 SP): This is a simple, handy enchanted item. This journal is bound to your soul and is perpetually scribbling down your journey from your perspective, with an occasional perspective shift to some omnipresent narrator who knows more than you do and occasionally dispenses some wisdom. If you read this journal and study it you will learn of new adventures you could go on, as well as, from time to time, gain a vital clue regarding where to go next.

The Cantina (200 SP): You are the owner of this traveling inn and pub that floats through the multiverse at a pace that's agreeable to you. There are a range of enchantments on the pub that grant it a series of abilities, some of which are impressive and others of which are minor quality-of-life things. Some of its abilities include the power to teleport to you, the ability to animate to protect you, and a series of enchantments that allow food prepared inside of it to feed living beings no matter their dietary restrictions as well as an effect it has that facilitates communication between people inside of it. This thing recognizes you as its owner and can serve as an enforcer of magically binding deals made within it. There is also room inside of this for anything like portals to your pocket dimension or a master suite for you and somewhat lesser or smaller suites for your family.

Sorothustran Sword & Shield (400 SP): Some Sorothustrans know better than to discount the possibility of martial combat and this item is their response to that possibility. This is a blade that can shapeshift and become any portable, personal-scale weapon such as a taser, a gun, a sword, or an ax. You can channel your magic through this armament with ease, and when it has magic surging through it you can morph it into body armor or a shield, and can still take some of it off to use as a weapon without the armor/shield suffering in quality or the weapon being worse off. You can summon these objects to your side at anytime with as little as a slight flexing of your will.

The Map (600 SP): This is a special, particularly clever item that is an animated map. Every few days, at least a few times a month, the contents of the map will change and whenever they do and you follow them you will arrive at a place where you can choose to embark on an adventure. This item will never stop providing you with the opportunity to embark on assorted adventures that will always culminate with you growing stronger in some respect and one way or another you will be properly compensated for your troubles. You can also embark on concurrent adventures, if you have some way to be in multiple places at once.

Diplomat Items:

Sorothustran Space Yacht (100 SP): No one says going about official business has to be all work and no place. This is a luxurious and mobile palace that is capable of moving at speeds that tremendously dwarf the speed of light. It is staffed with servants and staff who are slavishly loyal to you, see to all of your needs, and fit your aesthetic preferences.

Diplomatic Immunity (200 SP): This neat item serves as a marker of your diplomatic immunity and in future jumps confers an equivalently powerful status to you. There is a lot you can get away with with this.

A Celebrated Guest (400 SP): Not every Sorothustran is as disconnected from non-Sorothustrans as the ones who live on Sorothustra, and some are in fact welcome guests all over the multiverse. You are a gregarious, friendly sort and have made friends in corner of the cosmos so you have grounds and estates all over the multiverse. In future jumps you will find that you either start off with homes all over the setting or you serendipitously get gifted homes all over over the course of your adventures. If you want, you can profit from this by renting out your estates, and this wouldn't offend those who gave you the homes in the slightest.

Friends In High And Low Places (600 SP): You may well have the Sorothustran equivalent of blue blood for the way you naturally get along with royalty, rulers, and politicos of all sorts. You have a mystic Rolodex filled with contact information for all sorts of influential rulers and their aides and allies, as well as a secret Rolodex filled with information, including contact information, on various subversive and dark figures, just in case you need to do a bit of darker diplomacy.

Elder Items:

Databases & Censuses (100 SP): You have access to very basic databases concerning the proliferation of your kind. Not only are these databases very basic, but it's possible for Sorothustrans to avoid registering their full families, which can lead to discrepancies between the actual numbers of Sorothustrans and what is on the databases. In future jumps you can choose to sync this to another supernatural population, though it is much more accurate if you are a member of the supernatural population in question.

Da Rules (200 SP): You have a complete codex containing every bit of wisdom the Mystic Mother gave her earliest followers, as well as a complete record of the most famous conflicts solved by Sorothustran peacemaking, be it on Sorothustra or on foreign worlds. In future worlds you can use this as proof of your peacemaking skills, or as a series of fantastical bedtime stories, or any other context-appropriate usage, and it will be received in the vein it is meant to be taken in.

A Council Of Your Peers (400 SP): You sit at the head of one of the councils of elders that overseers disputes and occasionally does the equivalent of lawmaking or justice-dealing. You and your peers have a specialty you determine when you make this purchase, and cases involving your specialty will almost always find their way to you. In future jumps you and in-jump equivalents of your co-elders will be consulted on cases and disputes involving your specialty, or a mundane-version of it, and you can make a profit by resolving disputes.

Sorothustran Scholarship (600 SP): You have a small handheld device that contains the complete details of every quest or feat that led to a Sorothustran becoming an elder, as well as chronicles your quest or feat. Additionally, this device contains the details of every spell or sorcery devised by a Sorothustran, as well as their contributions to biology, thaumaturgical studies, and countless other fields of study. This is an unparalleled repository of information worth countless fortunes. If you lose this device or if it is destroyed somehow it will appear in your staff's pocket space inventory in an hour, completely restored.

Companions & Followers

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

Please Note: The following companions (Kaatiphar exempted) do not get perks from this jump, instead already possessing unique abilities of their own related to their in-jump backgrounds. In future settings they can get their own perks as per normal. Kaaitphar has the Elder line of perks and items.

Additionally, exempting Kaatiphar and Qyzovan-Qe, you can take three companions here for half-cost if you opt to make them either a familiar or a sworn-servant. You can have one familiar and two sworn-servants, with both statuses making them uniquely powerful followers who cannot gain perks but can be imported into future settings for free (and their abilities will work in future settings).

You can also take anyone here as a rival, though their opposition to you will be largely dependent on their personality with Kaatiphar not desiring to kill you but preferring the thought of subjugating you, while Bahlakasi might not even view you as a foe but as someone he likes to toy with and humiliate. If you take someone as a rival you get half-again their point value (1.5x their value, so for Kaatiphar you'd get 450 points, for most of them you'd get 150 points, and for Qyzovan-Qe you get 600 points).

Kaatiphar, Sorothustran Elder (300 SP): Kaatiphar is a Sorothustran elder well-known for his ferocious wit and not one but two historic achievements: he is the one who devised the ultimate Sorothustran defense against ascendant incursions and invasions into Sorothustra (the Seal), and he tricked two ascendants, a cosmic god and an archdemon (an inhabitant of the nine-layered Overhell where both Echidna and the Dark Lord reside) into his soul. Now he uses both as cosmic batteries to power his most costly batteries, as well as draws, occasionally, on their wisdom and connections. He is a genius of Chaos Calculus the likes of which even Sorothustrans have never seen before. This man is an unbelievably influential figure on the multiversal stage and is one of the very few Sorothustrans who could be said to be a true leader of your people.

Eikinbok, Hellish Asura (100 SP): Eikinbok is an Asura, a three-headed demon most commonly associated with pride. His kind hail from the conceptual Overhell which house the majority of the multiverse's archdemons, powerful ascendants who rule over the deadly sins and hold dark courts. His three heads each have different personalities and different skill sets. One of the heads has the power and wisdom of a skilled general and strategist, another is a frighteningly talented technician, and the final is a mighty ki warrior. This is an area where he differs from most of his kind, as most Asuras only have one personality. This prevents them from quarreling among themselves but also limits their skill sets. Additionally, like the majority of Asuras he has a beyond peak-human physique and mana capacity. He does have a cult following, but he has little use for them other than as a source of amusement.

Chky, Protoseelie Lord (100 SP): Protoseelie are much like fae legends from the humans behind the veil on the Veiled Earth world, strict and strange rule followers whose codes of behavior are incomprehensible to those from outside of their societies. Chky is a lord in their mind-bending courts and even if he were a familiar or sworn servant he'd find it difficult to break the rules of the courts. His people are known and feared throughout the multiverse for the strange machines they use a native resource, prototonic fluid, to power. Chky could make for a valuable ally or follower given his breadth of political connections in and out of his homeland.

Rubhysel, Star Nephilim (100 SP): Rubhysel is a powerful Star Nephilim the child of a mighty divinity and a powerful demon lord, though neither of his parents are ascendants. He is a mighty being who is powerfully loyal and faithful to his friends, and merciless and temperamental to his foes. As befits his unique heritage he has powerful wings that have a litany of powers and he has a near-absolute mastery over soulfire, a powerful element that few beings with traces of divinity in their blood can conjure and control.

Ansarana, Spiritcaller (100 SP): Ansarana is a strange type of being known as a "Spiritcaller", a type of spiritually attuned entity who can draw on power from spiritual connections. She has become uncommonly powerful by forging many powerful and profound connections with a range of people, which has allowed her to master a staggering range of things. She is the leader of a small, close-knit tribe, and she is eager to explore the cosmos for adventure and to help and learn from other people.

Jamrhial, Blood Deva (100 SP): Sanguinarchs are undead, or undead-like, ascendants who have mastered dark arts and the power of connections. Many of them are the sires of dark clans of vampires, which they usually lord over and draw tribute from in a range of ways connected to how they gather "Essence", a strange and esoteric substance only they can use. Jamrhial is a woman who was either born a vampiric spawn of a sanguinarch or was converted into one, and who managed to discover some method to escape her sire's bloodthirsty, lascivious grasp, but has now wandered the multiverse without purpose for some time. She is immensely powerful, and stealthy but when not being ordered to do something struggles to be by herself and to come to grips with who she is as a person.

Bahlakasi, Djinni (100 SP): Bahlakasi is a charismatic and powerful Cosmic Djinn, an uncommonly powerful type of genie who dwells in the hedonistic and political landscape known as the Clearbrass Estate. Bahlakasi is a decently prominent player in the political games the Cosmic Djinn play and is a popular and much-idolized gladiatorial fighter who enjoys fighting opponents without resorting to his potent magic, who is just as skilled outside of the Colosseum as he is in it. He is prideful and delights in his ability to walk through life without using his above-average magical skill. He is also a hedonist and socialite with friends all over the cosmos. He is also jovial and skilled at turning foes into friends, or at least frenemies.

Starsin, Mythic Wyrm (100 SP): Starsin is a mythic wyrm, the rarest kind of non-ascendant dragon, who is powerfully attuned to her element (if you take her as a companion you can

decide what she is attuned to, if not/by default she is attuned to celestial light). She is capable of terrifyingly powerful displays of magic on par with some Sorothustrans, can crack continents with her claws, and is immortal. She is one million years old, and has seen the rise and fall of cosmic empires as well as wars that can make belligerent Sorothustrans blanche. Who knows how powerful her roused fury could be, and who knows what she sees in you that she even considers you an equal, or, gods forbid, a worthy master?

Rixa, Infinity Echelon (100 SP): Rixa is a paladin and "Echelon" of the Infinity Command. The Infinity Command is a strange multiversal "law enforcement" agency that is beloved in some parts of the multiverse and loathed in others, due to their commitment to the enforcement of their laws and their impressive ability to fight even universe-spanning empires. Rixa is a peacekeeper who has experience with conflict meditation and owns an impressive battlesuit that allows her to fight convoys of spaceships by herself. She focuses on protecting the downtrodden and working to undermine oppressive groups and forces that subvert multiversal order and progress and represents a lighter side of a group that is synonymous with tyranny and the iron hand of the law.

Qyzovan-Qe (400 SP): A rare manifold ascendant, someone who is more than one type of ascendant at the same time, Qyzovan-Qe is a Cosmic God and Dragon Lord who is the latest ascendant to reach some sort of accord with Sorothustra, or if he is a rival than he could be the latest and most prominent relatively new ascendant to enter a pact to undermine the Sorothustrans. He is a Dragon Lord of Storm, Air, and Earth, and a Cosmic God of Science, Elements, and Psi, as well as a successful, driven, and hungry conqueror eager to add new territory to an ever-expanding empire. Nonetheless, he also uplifts places under his rule, leading to swift scientific and philosophical recurrences among his people. His draconic legions consist of drakes, the middle-tier of dragonkind, which he frequently cybernetically enhanced. He is looking for new allies and always loves chances to meet new people and learn from them. He cannot be taken as a familiar or sworn servant.

Supplement Mode:

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

Scenarios:

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

A Family Affair:

(Required Drawback: Epic Tier, Age Of Myths)

Every once in a while someone comes along who, before the end of their lives, changes history. Numerous Sorothustrans have done so, and if you take on this task and succeed you will surely join them.

Early on in every properly educated Sorothustran's life they learn of the Mystic Mother. Some individuals, upon hearing of her life and her enduring legacy are so moved they become heroic champions who travel the multiverse and right wrongs purely for the sake of honoring her. Other Sorothustrans join the very rare religious orders dedicated to her, and to the cosmic domains of life, fertility, magic, and love, domains that she is associated with even if it's unknown whether or not she drew power from all of them. Many Sorothustrans have even spent their lives exploring the cosmos to learn if there is a right to resurrect her, or to survive the harrowing journey it'd take to travel back to the multiverse's formative years and both prevent her death and still ensure that Echidna is defeated.

You are a Sorothustran who is, probably, every bit as educated as your peers but you possess abilities they… do not. You decide to try and see if maybe you can succeed where others of your kind have failed. Your journey takes you to Kaatiphar, one of the oldest Sorothustran elders and certainly the most famous. You ask him about the efforts of other Sorothustrans to resurrect or save the Mystic Mother.

Normally Kaatiphar is a kind, gentle sort to the youth, which even if you happen to be a fellow elder you probably are still younger and less experienced than he is, but asking him about this causes him emotional pain. For a moment, an observant jumper can see millions, perhaps even billions of years of pain flash across the Sorothustran's face. He grows agitated and talks about something you've never heard of, speaking of Marbles, Cubes, Pocket Watches, and a Dream Journal, before regaining his composure, apologizing, and asking you to leave. Later on he will apologize, but you now have your first clues, and so you set about researching the tiny hints and little breadcrumbs he laid out for you. How easy the following information is for you to gather depends on your resources, but eventually you learn that these refer to artifacts linked to distant ascendants, one corresponding to each of the four known types of ascendants, all four of whom were Sorothustrans before their ascensions.

The words uttered by Kaatiphar as he mumbled and flashed back to the last hero who tried to save or resurrect the Mystic Mother refers to the Marble of Chaos Calculus, the Nornic Hypercube of Fractals, the Clockwork of Iron Law, and the Wild Dream Journal are all possessed by different ascendants in different parts of the multiverse.

The youngest of the ascendants is a Sanguinarch who is so young that he would only barely be middle-aged if he were a human, and he wields the Nornic Hypercube of Fractals. There is a rumor that he is behind a series of weird occurrences on Mars, a planet in the Veiled Solar System and if asked about this will neither confirm nor deny the veracity of these rumors. The next youngest of the ascendants is an Archdemon who wields the Wild Dream Journal and is cavorting around OverHell, openly associating with enemies of the Dark Lord. The third youngest of the Sorothustran ascendants is a Dragon Lord of Earth, Celestial Light, and Void who possesses the Clockwork of Iron Law and dwells in the depths of a powerful empire in a lonely corner of the multiverse. The oldest of the ascendants is a Cosmic God of Death, Knowledge, Magic, Chaos, and Darkness, who owns the Marble of Chaos Calculus. You need to acquire all four devices, before you can proceed to the next step.

Each of these devices offers their wielder unparalleled mastery and immense power over the Sorothustran disciplines, and are worthy awards on their own. Thankfully, you can find ways to acquire all of these objects peacefully, albeit doing so would take an incredible level of charisma and a truly deep knowledge of multiversal history, diplomacy, and absurd talent at impressing people. Alternatively, you could help and impress the ascendants who own the items, and if you do something worthwhile for them they might be convinced to part, even temporarily, with the artifacts. If you acquire all four you can return to Kaatiphar, who surprises you by summoning you to his estate in central Sorothustra. When you meet him he is not alone, he is accompanied by a Sorothustra elder almost as famous as he is, Komreph the Ancient.

You all exchange pleasantries and the two wait for you to reveal that you have acquired the four artifacts. When you do, their eyes fill with tears, and they excitedly remark that you are already a hero for reuniting the artifacts, before they explain that these are remnants of the Mystic Mother's belongings that together can be used to point towards a way to do an ascendant level mystic feat of some sort. You are asked if you'd like to commit to the path you've walked so far, and if you say yes you are locked into this scenario. If you say no you still get to keep the artifacts, though any you've promised back to the ascendants who own them will go back to them and you'll regain them at the end of the jump. If you say yes… Well, if you say yes you participate in a scrying ritual that reveals the location of The Endless Repositorium, and you have your next destination.

You travel to The Endless Repositorium and meet a strange figure known only as The Archivist. So long as you are not hostile to him, when you explain what you want he asks for some lore in return. If you give him some lore he's never heard of, he will record it in a book and go into the repositorium for some time. He eventually returns with a book on some strange being known only as "The Anael" a spirit said to be an immortal, eternal, someday omnipotent spirit of joy, life, and light. The book is filled with esoteric lore on the enigmatic being, but at the end of it is a strange, more recently written account that alleges the impossible: sometime in the truly unfathomable past, The Anael was spotted in the Overhell, battling some archdemons and redeeming them with the holy nimbus of their overpowering aura of joy, when the Dark Lord himself appeared and attacked the Anael. In the ensuing chaos a tiny portion of the Anael's

crown of joy-creating light was knocked off and the Anael, not at their full power at the time, fled in the face of The Dark Lord's malice. The Dark Lord retrieved the tiny portion of the Anael's power and stored it away in a dark vault located somewhere in the Overhell.

For a long time after this you will be stumped, until you receive a tip from a strange demon who comes to ask you for some aid with a small favor. When the favor is done the demon tells you of a way to contact a demon who can get you into the 4th circle of the Overhell, a place named Greed. She tells you that what you seek is in being hidden not only from you but from everyone. You need to muster all of your contacts, all of your resources, and those of Kaatiphar and Komreph, The Ancient, but eventually you find a way to secure the permission you need to find yourself in the Overhell, a place of truly primordial hate, unending cruelty, and undying evil. As you journey deeper, a series of odd but helpful coincidences occur that slowly bring you closer and closer to Greed, until you find yourself inside the layer and so close to a massive moon that you can feel the gentle effects of its gravity. Something is shielding you from its wrath, despite the fact that it is disintegrating other things. As the moon approaches the demon from earlier appears, revealing herself to be named Zazelu The Implacable, a grand foe of The Dark Lord and here to aid you. She uses her powers, coupled with her connections, to shepherd the lot of you to the moon, and calls it "Hollow's Eye", in honor of what it is revealed to be: hollow. Once inside, a much weakened Zazelu tells you to find the crown and reveals that she first betrayed the Dark Lord over the very thing kept in this vault.

You eventually find it in the middle of a labyrinthian maze, and when you retrieve it it absorbs a tiny portion of your power and begins to glow. As it does the entire vault is shaken by an impossibly, sanity-rendingly loud roar of malice, and a lion-faced being with fur the color of shadows enters the vault and attacks. The piece of the crown defends you from the lion's attacks, and explains that that is one of the forms of the Dark Lord, a many-faced, manipulative schemer and destroyer. The attacks falter before the might of the bit of the Anael, which promptly brings you all about to Sorothustra and asks how it could ever repay you. You explain why you rescued it, and it agrees to resurrect the Mystic Mother.

Preparing the ritual takes some time, and in the meantime, you and the people of Sorothustra activate the seal. As the ritual goes off, the Dark Lord and a cohort of demonically powered ascendants appear and attack, and partway through the ritual the seal breaks. This begins a battle that lasts for a few hours, and involves the appearance of enemy and ally alike, and if you survive then the bit of the Anael is joined by the rest of the Anael, who uses her immense powers over Joy, Goodness, and Life to redeem some archdemons, which forces the archdemons and the Dark Lord himself, to flee back to the depths of the reaches of the Overhell. Once the demons are gone the spirit turns her attention to the ritual and uses her powers over joy to resurrect her, fueled by the love the Sorothustans have for her. In a flash of light brighter than anything you've ever seen, the Mystic Mother appears before you, and it takes a moment for the world to recover but she instantly reerects a brilliant seal over the world. She also turns to your gathered allies and to you and begins to cry as she thanks you. You have done the impossible, and truly resurrected a powerful, fully slain, Cosmic Goddess.

Rewards:

You have done something here… Something the people of Sorothustra will never forget. As a reward you can keep the Sorcerous artifacts, they will now forever only empower you and those whom you allow to use them. The other reward is that a copy of Sorothustra itself, complete with all of the Sorothustrans and the Mystic Mother herself, will follow you. You are dubbed the high speaker of the Sorothustrans, and they will eagerly obey you, seeing you second in authority to the Mystic Mother herself. And as for her, she will also follow you on your chain, happy to help out however she can. She is a goddess who can bless your followers in terms of things related to the domains of life, fertility, magic, love, and blood. You are also, from now on, considered the high priest of the faith devoted to the Mystic Mother.

As a final reward, you have earned the right to be an elder if you weren't one before all of this. This status now becomes fiat-backed into you and applies in any situation where you'd gain benefits from being considered an elder. If you somehow purchased the entire planet of Sorothustra from the item's section, please go ahead and refund yourself the points you spent.

Drawbacks:

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

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

Remote Reaches (200 SP): The corner of the multiverse Sorothustra is located in is an unspeakably vast distance from other places in the multiverse and for some reason teleportation infrastructure and some devices have the hardest time with you. Enjoying spending your decade just going to places, almost always after something cool happens.

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

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

Sly Snake (400 SP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.
Age Of Myth (600 SP (Exciting tier) or 800 SP (Epic Tier)): At the start of your time in this jump you immediately know of strange rumors, from word of an eldritch being stalking the world of Mars in the Veiled Solar System, to rumors of activity in an otherwise desolate pocket of the multiverse that has been empty for as long as anyone has recorded. This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken. If you take the first, merely exciting tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding. If you take the epic tier this full awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Anael, Joy, Glory, and even, potentially, the Archdeity himself. This does not guarantee you will interact with these figures, but it's entirely possible that you could encounter them.
They Know You (600 SP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

Ending:

Return Home:
Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here. Will you be a benevolent ruler, or the sort of sage who changes the world? I suppose your people will find out soon enough.
Stay Here:
Take another 500 DP and add any final bits to your build you wish, in exchange for making the Troyverse your new home. This is an infinite omniverse, so while you probably won't reach the heights of power some jumpers attain before or after sparking, you, as a powerful Sorothurstan sorcerer, will surely be a mighty foe and someday grow into a powerful contender for the throne in the heart of Aeon and a talented leader of your people. Be they your fellow Sorothustrans or forces you make from people you befriend or subjugate using your vast mystic powers.
Continue Your Journey:
There are many more places to go and people to see. Go on jumper, show the true omniverse the might and ferocity of one blessed by the Mystic Mother.

Notes & Mini-Changelog

-This is the fourth Troyverse jump and the first to not focus on the cosmic scale might of the Ascensions. Instead we focus on a race of powerful reality-warping magi who are the direct creations of a mighty Cosmic Goddess (herself an ascendant).

-As of March 26th, 2024, this document is in the 0.3 stage, which is when enough content from the source material has been made jump-compatible for the document to be made public.
-This particular Jumpdoc is inspired by a combination of available lore on Sorothustra, the lion's share of which comes from the *A Mage Of Sorothustra* Choose Your Own Adventure.
-The primary source material for this jump is much smaller than primary source materials for other jumps in the Troyverse have been to date, so expect this to be a smaller, simpler jump than the complex monsters that are the jumps for the ascensions.
-Some bits of the terminology here are original, such as the title given to the Cosmic Goddess who first created the Sorothustrans, the "Mystic Mother". Original lore additions will be noted here in the lore section so as to avoid causing confusion. Original lore additions in version 0.8 include the items affiliated with the origins. In version 1.0 the most significant lore addition is the scenario, which includes original ascendants and also introduces numerous ways and storylines for existing characters, including the Anael herself. This is but one take on the Anael and multiple different visions and understandings of her exist, including some where the Anael is a man.
-As of March 26th, 2024 (but at night*) the version status has been updated to 0.8 which denotes that we've captured the majority of the CYOA and are either at or nearing the original additions time.
-In the wee hours of March 27th, 2024, this jump was marked as version 1.0, and the jump was officially published. What a rush!
-Future updates might include more scenarios in the future.