# VOICES OF THE VOID

## A Jumpchain CYOA - Version 1.1



***Alpha Root Base, the heart of the Dunkeltaler array. Official promotional screenshot from the Voices of the Void itch.io page.***

*Gather unknown signals from deep, silent space. Decide which ones deserve an answer.*

Fan-made Jumpchain document for standard ten-year play. Major spoilers follow.

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# BEFORE THE SIGNAL

There is a job opening in rural Switzerland. The pay is surprisingly good. The accommodation is included. Your employer provides the computers, the radio dishes, an all-terrain vehicle, and a drone that delivers food directly to the front door. The disadvantage is that the facility sits alone in Dunkeltaler Forest, a place with missing people, impossible lights, occult ruins, and stories nobody at the Alpen Signal Observatorium seems eager to explain.

Your work is simple on paper. Keep the array operational. Visit the satellite dishes and record their hashcodes. Tune the polarity and frequency filters until distant noise resolves into a signal. Download it, process it, save it to a drive, package the drive, and send it to Dr. Bao. Eat. Sleep. Clean the base. Repair the servers. Do it again tomorrow.

Then the signals begin to contain voices.

Some are merely strange. Some are warnings. Some change the world when played. The forest gains new radar dots. Invisible visitors build a home between the trees, steal your shrimp, leave gifts, and decide whether they like you. Machines older than human history cross the valley on legs tall enough to shake the observatory. A locker watches you through the signal display. The sun becomes something you must not see. Somewhere in the static is a message that can end the world if even one copy survives.

Welcome to **Voices of the Void**. Bring coffee. Label your drives. Do not put the skull in the microwave unless you are prepared to learn something about yourself.

You receive **1,000 Choice Points (CP)**. Spend them on origins, forms, perks, items, and companions. You also receive **400 Item Points (IP)**, which may only be spent in the Items section. CP may be converted into IP at a one-to-one rate, but IP never converts back into CP. Unspent points are lost when the jump begins.

Unless an option says otherwise, CP and IP purchases are fiat-backed: they work in later settings, adapt to local metaphysics, and repair or return according to their descriptions. Drawbacks take precedence during this jump.

## Duration

You remain here for **ten years**. The recognizable Story Mode sequence begins during your first weeks at the array and, as of the Alpha 0.9.0 documentation checked for this version, runs into Day 48. [2] After that, the forest does not become empty. Signal events, reputation events, dreams, seasonal incidents, visitors, occult activity, equipment failures, and new mysteries continue at a pace the decade can sustain.

Because the game is still in development, this document treats unrevealed canon conservatively. Later events should fit the established themes and factions without pretending every unresolved mystery already has a settled answer.

## Discounts

Choose one Origin. The **100 CP perk** belonging to that Origin is free. Its other Origin Perks cost half their listed price. The same rule applies to that Origin's Items: its **100 IP item** is free and its remaining items are half price. Universal options and the capstone booster are never discounted unless they explicitly say so.

Round all halved prices up to the nearest 50 points. You may buy perks and items from any Origin.

## Identity

Choose your name, sex, gender, and appearance freely. You may enter at your current apparent age or select any physically mature age appropriate to your Origin. A locally integrated Origin supplies background memories without overwriting your existing personality. The Visitor Origin may instead be taken as a Drop-In, giving you no fabricated history beyond documentation needed to avoid immediate legal trouble.

Your local identity is real. Records, qualifications, professional contacts, and personal history exist wherever they reasonably should. Nobody is forced to love or trust you, which is for the best. Forced trust would not survive the first time the radar shows a dot inside the bathroom.



*The signal room: detection, download, processing, storage, and an unreasonable number of ways for one task to go wrong. Official promotional screenshot.*

# LOCATION

## Dunkeltaler Forest Observatory Complex

There is only one starting location.

You begin at **Alpha Root Base**, the primary facility of the Alpen Signal Observatorium's Dunkeltaler array in rural Switzerland. The concrete observatory was commissioned in the 1970s, built by W Ziegler, equipped largely with STOLAS hardware, and renovated many times without ever losing its institutional talent for putting critical systems in annoying places. [7]

The facility includes the signal room, processing equipment, servers, radar, garage, workshop, storage areas, living quarters, kitchen, break rooms, rooftop installations, radio tower, transformers, coordinate stations, and the surrounding network of named satellite dishes. The fenced forest contains lakes, caves, abandoned structures, wind turbines, buried equipment, ritual sites, a bunker, the Hole, older activity, and at least one thing that is probably not a deer.

You arrive shortly before the first official workday. If Dr. Kel exists separately from you, the observatory has enough space, credentials, and equipment for both of you. Your Origin explains why ASO accepts the extra person. If you are a Visitor, you begin hidden near the perimeter with a route to Alpha Base and enough context to decide whether saying hello is wise.

You are not magically imprisoned inside the fence. You may travel elsewhere on Earth, but the story, your employment, most purchased infrastructure, and the great majority of setting events remain centered on Dunkeltaler. Abandoning the array leaves the array to develop problems without you, and the array is very good at developing problems.



*One of the array's dishes at sunset. The work is peaceful until it very suddenly is not. Official promotional screenshot.*

## ORIGINS

### Array Operator [Free]

You are the person at the controls: a new astronomy graduate, a radio specialist, a data scientist recruited for an anomalous project, or an experienced observer who accepted the posting nobody else wanted. ASO recognizes you as a legitimate array operator with access to Alpha Root Base, the signal equipment, and the daily task system.

Your work combines radio astronomy, signal processing, report writing, logistics, field maintenance, and the ability to stay polite while Dr. Bao asks why the drives have not arrived. You are best suited to finding meaning in noise and turning unknown transmissions into something useful.

### Systems Engineer [Free]

Someone has to keep the place alive. You are an engineer, technician, roboticist, contractor, fabricator, or alarmingly capable groundskeeper attached to the Dunkeltaler project. Your records may connect you to ASO, STOLAS, a modern successor to W Ziegler, or a specialist firm that asks very few questions when paid on time.

A radio observatory is not one machine. It is power, servers, dishes, vehicles, modules, cables, relays, tools, software, improvised fixes, and whatever the last employee shoved behind a cabinet. You excel at

diagnosis, salvage, automation, and making incompatible equipment cooperate long enough to finish the shift.

### Field Investigator [Free]

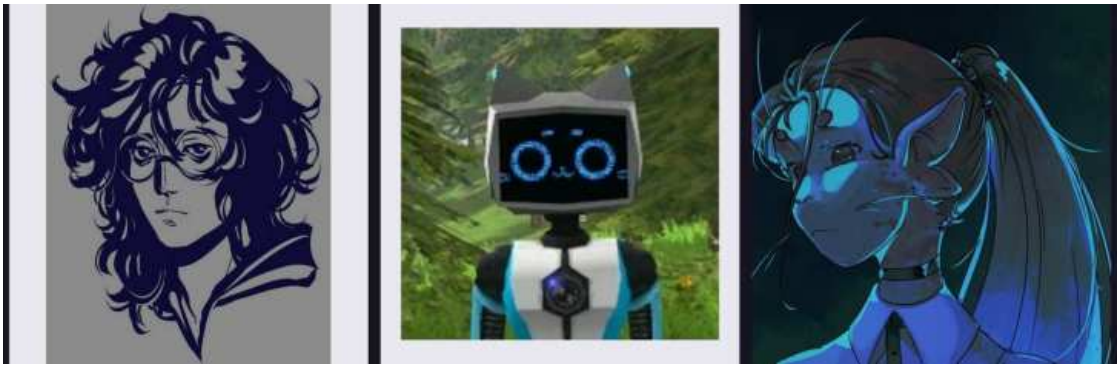
Officially, you are here to assess environmental hazards, document unusual interference, provide site security, study local history, or investigate a disappearance. Unofficially, somebody admitted that the forest is not normal. You may be an occult researcher like Dr. Ena, a forensic scientist, an alpine rescue specialist, a skeptical investigator, or a survivor who already knows folklore can be an operating manual.

You find what the map omits, recognize the rules behind anomalous events, survive nights outside the base, and know when evidence should be photographed through a camera instead of stared at directly. Your background gives you legitimate access without requiring you to pretend every radar contact is a deer.

### Visitor [Free]

You are not part of the original staff. You may be an extraterrestrial observer, an artificial lifeform, a secret Ariral traveler, a Rozital consciousness in a modest vessel, a human who crossed the perimeter for personal reasons, or something stranger that has learned to pass for a person. You may take this as a Drop-In Origin.

Visitors are watchers who become participants. Your strengths are stealth, first contact, nonhuman capability, and knowledge developed beyond contemporary Earth. You understand that advanced technology is still technology even when the local scientist calls it impossible and then tries to hit it with a crowbar.



*Dr. Kel, Kerfur-Omega, and Argemia Armuntela as legacy community reference art. These visuals are included for character flavor; factual lore in this document follows the maintained Wiki.gg pages where available.*

# FORMS

Your Origin and physical species are separate choices. A human may be a Visitor; an Ariral may work for ASO; a Rozital may be the observatory's engineer. Purchased forms become alt-forms after the jump unless you choose to make one your default body.

### Human [Free]

A healthy human body adjusted to the age and appearance you selected. It is fit enough for the facility's physical demands and comes with no built-in superhuman tricks. Existing Body Mod traits remain available unless a drawback suppresses them.

### Ariral, Short Population [200 CP]

You gain a Short Ariral alt-form: a hairless, catlike alien humanoid with a tail, distinctive ears, six digits on each hand, unusual internal biology, and athletic ability above human norms. You are quick, balanced, resilient, and strong enough to make human gym equipment feel rude.

This form includes instinctive body control, fluency in a major Ariral language, and enough biological understanding to avoid poisoning yourself with your own chemistry. It brings no cloaking suit, ship, rank, weapon, or civilization-grade technical education.

### Ariral, Tall Population [400 CP]

You may buy this directly or upgrade **Ariral, Short Population** for the 200 CP difference. Tall Arirals are much larger and stronger than humans, with exceptional speed, reactions, senses, skin density, and endurance. Exact public numbers have shifted across community references, so this document uses the practical standard: you are dramatically superhuman, not casually kaiju-scale. [3]

Tall Ariral size comes with inconvenience. Human vehicles, tight hallways, cheap chairs, and low doorframes become personal enemies until you learn restraint. If you later buy **Higher Biology**, it refines this body rather than stacking the same baseline twice.

### Rozital Lifeform [300 CP]

Your consciousness is housed in a Life Crystal seated inside a custom mechanical vessel no larger than a large humanoid. The vessel may be elegant, industrial, animal-like, or visibly alien. You no longer eat, breathe, or sleep in the human manner, though your body requires energy and maintenance.

Your vessel is strong, durable, modular, and repairable. If the outer body is destroyed while the Life Crystal survives, you remain conscious and may be installed into a repaired or replacement body. You understand your own construction, speak an appropriate Rozital language, and can communicate

through speech or electronic output. Manufacturing new Life Crystals is a larger mystery than this form purchase. [4]

### Other Visitor [200 or 400 CP]

Create a setting-compatible extraterrestrial or anomalous alt-form. At **200 CP**, it may possess several moderate traits: amphibious respiration, unusual senses, natural armor comparable to protective clothing, limited wall-clinging, modest regeneration, a nonhuman metabolism, or physical performance around the Short Ariral range.

At **400 CP**, it may reach the Tall Ariral or modest Rozital-vessel tier and include one substantial adaptation, such as functional wings, limited vacuum survival, strong regeneration short of core or brain restoration, or natural concealment below true technological invisibility. Use nearby perks as the balance guide; this section builds a body, not a secret power menu.

## UNIVERSAL PERKS

Universal Perks are not associated with an Origin and are never discounted.

### New Hire Orientation [Free]

You know enough to start work without reenacting the tutorial for a week. Doors, terminals, drives, the store, delivery systems, basic signal equipment, the ATV, common tools, kitchen appliances, and emergency systems all make sense. You also know the local languages needed for daily life and can read ASO's labels, manuals, and passive-aggressive emails.

### It Belongs There Now [100 CP]

You have an instinctive grasp of physical placement. Weight, balance, friction, collision, support, hooks, nails, ropes, tape, shelves, carts, and improvised anchors behave consistently in your hands. Objects you deliberately arrange stay put unless something actually disturbs them.

You also gain a ten-slot personal hotbar. Each slot holds one nonliving object you could lift or a sensible stack of small identical objects. Stored items add no weight and wait quietly until withdrawn.

### Ragdoll Responsibly [100 CP]

When an impact would throw you off your feet, you may go limp and convert much of the injury into an undignified tumble. Falls, crashes, explosions, thrown furniture, and downhill ATV incidents inflict far less blunt trauma. You protect your head and recover your footing quickly, usually before anyone has time to laugh. Usually.

### Event Active [200 CP]

You feel when an ongoing danger has made an area unsafe to treat as normal. The sensation resembles the game's Meta Paranoia: something is present, an event has not ended, or trying to sleep, save, relax, or turn your back would be a mistake.

The warning gives no map marker. It simply prevents the fatal error of deciding the strange footsteps have probably stopped when the thing making them is still inside the base.

### A Normal Morning, Somehow [200 CP]

Isolation and repeated strangeness do not erode your ability to function as a person. Food, decorations, pets, jokes, routine work, and sleep after a terrible night still restore you. Long periods alone remain tolerable, and the little comforts of a lived-in room matter more than they should.

If you maintain a home, the people sharing it find the space calming. It is no barrier, but it helps everyone resist panic, cabin fever, and the urge to let one awful event ruin every mundane part of life.

### Signal Hygiene [400 CP]

You treat information like hazardous material. Unknown data can be quarantined, copied into isolated sandboxes, separated from executable effects, traced through systems you control, and erased with confidence. Your analysis environment distinguishes raw signal, interpretation, metadata, and anything trying to ride along.

Passive exposure to memetic hazards, hostile audiovisual triggers, corrupted files, alien compression tricks, and cognitively hostile patterns is greatly reduced. If a signal is about to hurt the viewer rather than merely frighten them, you receive an abstract warning before the feed opens. Signal Hygiene is about custody of data: where it sits, who touched it, what changed, and how to kill the copy without teaching it to play dead.

### The Void Looks Back [600 CP - Undiscounted Capstone Booster]

Observation is a connection, and you notice both ends.

When a person, machine, remote camera, divination, hostile algorithm, supernatural sense, or stranger medium deliberately observes you, you feel the attention. With focus, you can identify the general method and direction, distinguish a live observer from an automated recording, and tell whether the channel is carrying more than normal information. You may present a controlled surface impression, send a simple acknowledgement through the same channel, or cut off details the method has no business seeing.

When you observe something dangerous, you control the return handshake. Gaze-based contamination, tracking links, sympathetic hooks, and "it knows you saw it" effects lose their automatic bite. Physical

attacks and observers that already found you remain problems. This perk owns the watcher-watched relationship; it is not invisibility in a hat.

This perk is also a **Capstone Booster**. Each 600 CP Origin Perk includes a **Resonance** section describing the additional ability gained when both perks are purchased.



*The array after dark. Every red light is expected. The extra point on the radar is not. Official promotional screenshot.*

## ARRAY OPERATOR PERKS

### Four Screens, One Mind [100 CP]

Your attention divides cleanly between simultaneous technical tasks. You can tune an instrument, monitor a download, process a stored signal, answer an email, and listen for a server alarm without losing the thread. The workstation finally feels like it was designed for one person instead of four unpaid interns.

### Polarity, Frequency, Pattern [200 CP]

You are an expert in radio astronomy, instrumentation, digital signal processing, spectral analysis, error correction, and extracting weak transmissions from overwhelming noise. Controls that once required trial and error become intuitive. Your hands find the right frequency and polarity; your eyes notice artificial structure early enough to matter.

The talent generalizes to sonar, radar, optical data, gravitational observations, magical resonance, biological telemetry, and other noisy carriers. You still need instruments, but you use them near their theoretical limit and can explain your findings to another specialist without handwaving.

### Daily Task Complete [400 CP]

Routine work becomes momentum instead of erosion. At the beginning of a shift, project, or day, you can estimate the sequence needed to finish every realistic obligation on time, including travel, maintenance, food, documentation, quality control, and the likelihood that something breaks at 23:41.

Following that plan roughly triples sustainable productivity. You do not rush or skip checks; wasted motion and indecision simply disappear. If the quota is genuinely impossible, you know early and can identify the smallest change that would make success possible.

### A Language Made of Static [600 CP]

No meaningful signal is truly meaningless to you. Given a recording, transmission, data stream, spectrum, image, or repeated physical pattern, you can determine whether it is natural, accidental, encoded, deliberate, or alive. You reconstruct damaged sections, infer missing protocol, separate layered carriers, and build a working translation from context at extraordinary speed.

Your analysis reaches beyond words. Emotional tone, likely purpose, intended audience, cultural assumptions, and physical conditions at the source become legible when the evidence is present. Alien mathematics, machine languages, animal communication, occult notation, and sensory formats your body cannot perceive can be rendered into a form you understand.

**Resonance - The Conversation Begins:** With **The Void Looks Back**, any existing one-way signal may become a controlled two-way channel. You answer through the path by which the information reached you, even when the source is nonhuman, distributed, nonverbal, or interstellar. Translation remains faithful, passive contaminants are filtered, and the source may refuse to respond like any other person. If something can speak to your universe, you can speak back without handing it the keys to the door.

## SYSTEMS ENGINEER PERKS

### Percussive Maintenance [100 CP]

You are a broadly trained mechanic, electrician, fabricator, facilities technician, and practical troubleshooter. You use hand tools, read diagrams, trace circuits, service engines, replace components, repair computers, and recognize when a machine needs delicate calibration rather than one firm hit in the blessed spot.

Improvised repairs you perform are stable enough to finish the job and honest about what must be replaced later.

### sv.check [200 CP]

By inspecting a system directly or through a detailed sensor feed, you generate a precise diagnostic. Failed components, bad settings, degraded performance, contaminated inputs, software faults, and cascading root causes arrange themselves into a repair order. You can present this as a mental schematic or as a concise list another technician can follow.

Unfamiliar or alien devices require longer study, but even then you learn what the system is trying to do and which part is ruining everyone's evening.

### Trash Into Treasure [400 CP]

Salvage is a resource, not an aesthetic. You sort debris into useful material classes, recover intact components, and design modular devices around what is actually available. Plastic waste, broken electronics, scrap metal, office supplies, vehicle parts, and mismatched hardware become reliable tools, replacement components, drones, sensors, and automation.

Your creations may look improvised when the materials demand it, but their guts are accessible, labeled, and upgradeable. Limited resources go unusually far.

### Nothing Is Beyond Repair [600 CP]

Function leaves evidence. After hands-on study of a device, vehicle, structure, computer, robot, or engineered system, you understand how its parts cooperate and what a healthy version should do. You may repair technology from unfamiliar cultures, restore undocumented machines, recover systems built under different physical laws, and build interfaces between devices never designed to communicate.

Your repairs preserve what made the system special. A magical engine remains magical; alien biotechnology remains alive; an ancient machine keeps its unique materials instead of becoming a beige human approximation. Time, access, tools, energy, and materials still matter.

**Resonance - A Better Maintenance Manual:** With **The Void Looks Back**, you can design diagnostic and maintenance interfaces for complicated engineered or engineered-adjacent systems: cybernetics, buildings, life-support networks, software ecosystems, robots, artificial intelligences, magical devices, and living machines. The focus is restoration, monitoring, graceful failure, and repairable interfaces. A hospital, a ward array, or a damaged android becomes something you can work with, provided you respect the expertise and consent those systems require.



*Storage, spare parts, and the beginning of several engineering projects that will definitely be labeled later. Official promotional screenshot.*

## FIELD INVESTIGATOR PERKS

### The Radar Has One More Dot [100 CP]

You notice additions, absences, and small violations of expectation. A moved chair, fresh footprint, missing tool, altered soundscape, new radar contact, open vent, or patch of darkness that ignores the light catches your attention without constant paranoia.

### Night Shift [200 CP]

You remain alert and coordinated in darkness, bad weather, isolation, and long quiet periods. Your eyes adapt quickly, your hearing separates nearby movement from forest noise, and fear sharpens judgment without taking the wheel.

You also sleep efficiently. Six hours usually do the work of eight, short naps help, and an interrupted night no longer guarantees a destroyed day.

### Rules of the Haunting [400 CP]

Anomalies have rules even when they have no manners. By collecting observations, you infer triggers, boundaries, cycles, targets, warning signs, escalation conditions, and methods of avoidance or

containment. You distinguish extraterrestrial technology from occult activity, hallucination from physical intrusion, territorial behavior from predation, and ritual requirement from coincidence.

Your hypotheses carry an honest confidence level and update cleanly when new evidence contradicts them. When a careful experiment exists, you find it. When the careful experiment is "maybe do not put your head in the mouth-shaped door," you also find that.

### Do Not Look Into the Locker [600 CP]

You possess a precise survival instinct for conditional dangers. Before you cross a threshold, look directly at an object, repeat a phrase, play a recording, accept a gift, touch a body, break a seal, or acknowledge an entity, you sense whether that act would trigger a serious anomalous consequence. The warning gives the category of mistake - observation, invitation, contamination, pursuit, bargain, or irreversible escalation - without spoiling every detail.

You can study such dangers indirectly without reflexively completing their trigger. Curiosity compulsions, forbidden-knowledge hooks, intrusive imagery, and demands to acknowledge something find little purchase in your mind. Once you understand an anomaly's rules, you can follow them under pressure and guide others through the same danger.

**Resonance - Walk the Wrong Way Home:** With **The Void Looks Back**, you become an investigator of impossible places rather than a tourist with a skeleton key. Dreams, recursive basements, folded interiors, changing forests, pocket rooms, symbolic thresholds, and spaces that react to attention become navigable after study. You can leave anchors, map routes, recognize when a landmark is lying, and lead companions without the place quietly sorting you into different nightmares.

## VISITOR PERKS

### A Shape in the Trees [100 CP]

You move quietly through natural and built environments and coordinate unfamiliar anatomy as if you were born with it. Tails, digitigrade legs, extra joints, mechanical limbs, wings, and strange senses stop betraying you. Your stealth accounts for cameras, radar, thermal contrast, scent, reflections, footprints, and disturbed foliage.

### Reputation Event [200 CP]

You understand relationships built without a shared language. Gifts, returned property, privacy, hospitality, humor, apology, trade, and repeated behavior communicate clearly through your actions. You can estimate whether a person or community sees you as trusted, neutral, inconvenient, threatening, or actively hostile, and identify the event that moved the needle.

Your pranks land as pranks, not cruelty, because you notice the boundary before crossing it. Shrimp helps. It is not mind control. It is shrimp.

### Higher Biology [400 CP]

Your body becomes a refined, controlled high-performance organism or chassis. Human and comparable forms rise toward the Tall Ariral physical tier: dramatically stronger, faster, tougher, sharper-sensed, and harder to exhaust than baseline humanity. Forms already near that tier gain precision, recovery, metabolic efficiency, resistance to disease and toxins, and conscious force control rather than simply doubling numbers.

This perk is the difference between "I can throw the vending machine" and "I can still use a ceramic mug, drive a normal vehicle, hug a human friend, and not turn every doorknob into confetti." Mechanical forms receive equivalent actuators, sensors, dampers, and structural reinforcement.

### A Civilization in Miniature [600 CP]

Choose one advanced technical tradition: Ariral, Rozital, or an original civilization compatible with this setting. Then choose **three specialties** within it, such as stealth and sensor management, compact power, biotechnology, medical systems, translation, robotics, field propulsion, materials, artificial intelligence, or deep-space operations.

You carry an exceptional education in those specialties and enough general scientific grounding to work with the rest of the tradition without pretending to master all of it at once. Given laboratories, personnel, industry, and time, you can recreate mature examples from your chosen fields. Expanding beyond them is research, not a free download. Unique artifacts, singular Life Crystals, and secrets restricted even within the source culture must still be found the hard way.

**Resonance - The Future Arrived Early:** With **The Void Looks Back**, your specialties become a bootstrapping technical ecology. You can identify local substitutes, design tools that build better tools, adapt your chosen technology to new physical or magical laws, and document interfaces so other experts can help. A cooperative society can climb your roadmap far faster than normal, but it remains a gradual project of industry, training, politics, and stubborn maintenance.

# ITEMS

You receive **400 Item Points (IP)**. Your Origin's 100 IP item is free and its other Origin Items are discounted by half. Universal Items are not discounted. CP may be spent here at a one-to-one rate.

Consumables replenish at the beginning of each week unless noted. Lost personal equipment returns to the nearest property you own after twenty-four hours. Large vehicles and facilities repair normal damage over a week; total destruction delays their return until the beginning of the next month.

# UNIVERSAL ITEMS

### New Hire Crate [Free]

A weatherproof crate containing an ASO work uniform tailored to your purchased forms, ID, keys, a rugged phone, compass, flashlight, batteries, backpack, first-aid supplies, toiletries, notebooks, pens, blank drives, a sleeping bag, three days of food, bottled water, coffee, and one packet of shrimp. It returns every Monday with basic consumables replenished.

### Points Account [100 IP]

An account linked to the facility store and delivery network. During this jump it receives 1,000 points at the beginning of every month, enough for comfortable living, replacement parts, fuel, common tools, and decorations if you are not buying robots like snack food.

In later worlds it becomes a legitimate expense account covering one person's middle-class living costs plus routine upkeep for a small workshop or lab.

### Mailbox Between Saves [100 IP]

A battered metal mailbox installable outside any property you own. Once per day, place nonliving objects inside and designate another mailbox or Warehouse receiving area you control. The contents arrive one hour later, undamaged and unintercepted. With only one mailbox deployed, it serves as a secure Warehouse drop box.

### Object Handling Suite [200 IP]

Reusable hooks and rope, nails, pins, functional tapes, a stacker tool, precision placement tools, hand cart, storage containers, labels, pressure washer, and a compact gravity tool. The gravity tool lifts and rotates nonliving objects up to two metric tons within twenty meters, which is perfect for moving lab equipment and terrible for anyone who asks you to "just tidy up real quick."

### Food, Coffee, and Shrimp [200 IP]

A refrigerator, pantry, coffee machine, and freezer that refill every morning with nutritious ingredients, ready meals, snacks, fresh water, coffee, and familiar foods adjusted for allergies and species biology. The freezer always contains sealed shrimp packets acceptable to local Arirals. The coffee may be made irresponsibly strong, but never dangerously so.

### Dunkeltaler Observatory Complex [600 IP]

At the end of the jump, the playable observatory complex becomes your property: Alpha Root Base, signal room, living areas, storage, workshop, radar dome, radio tower, garage, local power infrastructure, transformers, coordinate stations, wind turbines, roads, named satellite dishes, and the enclosed portion of Dunkeltaler Forest. The bunker, cave, Hole, abandoned village, ritual sites, and other fixed points of interest are included as inert locations after unresolved dangers are cleared.

The property occupies a large Warehouse-connected valley or may be inserted into a remote region in each new world without stealing occupied land. It repairs itself, replaces mundane supplies, updates normal interfaces, and retains improvements you make. Its dishes perform excellent contemporary radio astronomy; stranger reception requires other purchases or scenario rewards.



*Maintenance access above the array. Some repairs require better balance than the job advertisement mentioned. Official promotional screenshot.*

# ARRAY OPERATOR ITEMS

## Drives, Boxes, and Delivery Drone [100 IP]

A cabinet with unlimited blank signal drives, floppy disks, reel tapes, labels, padded drive boxes, paper, and secure data containers. Used media placed inside overnight is wiped, repaired, and returned to stock unless marked for preservation.

A delivery drone docks outside your residence every morning. It carries up to fifty kilograms to a known legal address or friendly organization in the current world and returns with a normal reply package.

## Portable Signal Bench [200 IP]

A rugged desk-sized workstation combining detection controls, frequency and polarity filters, download storage, three processing levels, visualization, spectrography, drive handling, and a normal computer. It breaks into six cases for transport and reassembles in an hour.

The bench connects to almost any antenna, telescope, sensor suite, magical focus, or communications network through adaptive ports. It turns incoming data into stable formats suitable for the Operator Perks while preserving untouched raw data.

## The Signal Catalogue [400 IP]

A secure, searchable archive containing representative raw and processed versions of over two hundred signals available in the current alpha, together with spectra, images, classifications, event correlations, response emails, and notes on replay risk. [1] Dangerous signals are stored as non-executable analytical models until reconstructed in proper containment.

New signals you analyze are indexed with provenance, version history, and an audit trail hostile editing cannot quietly erase.

## Receiver for the Impossible [600 IP]

A modular sensor core for a radio array, spacecraft, large lab, or purchased observatory. With enough antenna area and energy, it detects electromagnetic transmissions, gravitational disturbances, neutrino emissions, exotic particles, hyperspace wakes, magical resonance, psychic broadcasts, dimensional leakage, and other phenomena that propagate through the local setting.

It begins with planetary range for subtle anomalies and interstellar range for powerful or deliberate signals. Better dishes, remote nodes, and calibration extend that reach. Isolation is built in: detecting a hostile signal does not immediately connect it to every computer you own.

# SYSTEMS ENGINEER ITEMS

### Maintenance Arsenal [100 IP]

A lockable rolling cabinet containing professional hand tools, electrical test equipment, soldering gear, diagnostic adapters, protective clothing, spare cables, fuses, lubricants, fasteners, sealants, common components, and manuals for every normal machine supplied by this document. Consumables and common replacement parts refill weekly. The drawers stay organized even after the kind of night that puts a traffic cone in the server room.

### ATV, Fully Upgraded [200 IP]

A rugged all-terrain vehicle patterned after Dr. Kel's ATV but delivered in excellent condition. It has improved suspension, tires, battery, alternator, fuel efficiency, lights, cargo racks, winch, weather protection, flotation equipment, navigation, and enough durability to survive normal array-operator driving, which is not normal driving.

It seats two, tows several times its own mass at low speed, carries emergency supplies, and repairs overnight when parked at your property.

### Kerfur-Omega [400 IP]

One fully assembled Kerfur-Omega unit in a standard or custom color scheme. Choose their name, voice, pronouns, face animations, accessories, and presentation. They are a mobile camera, repair assistant, report runner, transformer technician, object carrier, patrol unit, remote-controlled platform, and affectionate nuisance with superb comedic timing. [6]

This unit has a genuine developing personality and personal agency. They may be imported as a full Companion at no extra cost after you treat them as a person and they agree. Until then, they occupy a follower slot. If destroyed, a replacement body containing the same memories is produced by your workshop or Warehouse after one month.

### STOLAS Fabrication Hall [600 IP]

A warehouse-sized fabrication facility with machine tools, electronics benches, clean work areas, industrial 3D printers, material sorters, robotic manipulators, foundry equipment, chemical handling, component storage, and a secure test chamber. It turns sorted salvage and raw stock into professional machinery rather than decorative prototypes.

The hall includes a library of STOLAS-era observatory hardware, server modules, transformers, sensor equipment, Kerfur components, drones, vehicle parts, and mundane blueprints represented by Items in this document. Routine structural feedstock replenishes monthly; expensive projects require resources.

New fabrication methods learned later can be integrated without turning the whole hall into a smoking crater.



*A flooded lower level is still a maintenance problem even when the water looks almost clean. Official promotional screenshot.*

## FIELD INVESTIGATOR ITEMS

### Field Case [100 IP]

A hard case containing a digital camera, camcorder, compass, binoculars, flashlight, headlamp, motion sensors, portable radar tag, Geiger counter, thermometer, sample containers, gloves, evidence seals, notepads, metal detector, folding shovel, climbing hook, rope, first-aid kit, respirator, and compact hazmat oversuit.

The instruments are rugged, weatherproof, and automatically timestamp and geotag records. Consumables replenish weekly; contaminated tools sterilize themselves while stored.

### Anomaly Locker [200 IP]

A heavy containment cabinet with adjustable shelves and an interior volume of ten cubic meters. It isolates radiation, toxins, electromagnetic emissions, sound, light, wireless data, common magic, psychic leakage, and weak spatial distortion. Stress monitors warn before a stored object approaches the cabinet's limits.

### Event Radar and Camera Network [400 IP]

A modernized radar core, thirty weatherproof cameras, motion detectors, acoustic sensors, and a secure monitoring server. The network detects moving physical entities, cloaked bodies that disturb their environment, unusual energy, power fluctuations, local spatial distortion, and events that suppress normal communications.

The interface builds tracks instead of dumping dots on a screen. It estimates size, speed, direction, likely classification, and whether a contact appeared somewhere deeply unfair, such as inside the base again.

### The Dunkeltaler Black Archive [600 IP]

A secured library containing ASO and W Ziegler records, STOLAS manuals, site maps, employee correspondence, Dr. Dee's surviving notes, Ariral observations, Rozital encounters, signal-event correlations, demonological references, ritual components, wildlife reports, entity behavior, dream records, and handling procedures. [7][8]

Where the source setting leaves a mystery unresolved, the archive says so. For the scenario, it provides leads, background, and surviving evidence locations, not completed answers. You still need to locate, interpret, verify, and combine the relevant material while the forest expresses opinions.

## VISITOR ITEMS

### Restocking Picnic [100 IP]

A folding picnic table, blankets, weatherproof canopy, cooking surface, heater, dishes, small decorative models, and a cooler that restocks every day with excellent food for up to twelve people. It always includes shrimp and biology-appropriate dishes for guests.

It makes an awkward first encounter easier by providing comfort, privacy from casual surveillance, and accurate allergen information. Gifts deliberately taken from the picnic remain real.

### Adaptive Cloaking Suit [200 IP]

A fitted suit based on Ariral active camouflage. It bends visible and infrared light, masks scent, dampens sound, reduces radar return, and compensates for movement. Stillness in a natural environment makes the wearer nearly impossible to see with normal human senses; rain, dust, sensor fusion, and physical interaction reveal distortion.

The suit includes breathable environmental protection, temperature control, self-cleaning fabric, and an emergency release. It adapts to humanoid or similarly sized alt-forms and runs twelve hours before a two-hour recharge.

## Living Technology Cache [400 IP]

Advanced alien field equipment grown or assembled around self-maintaining components: medical scanner, regenerative bandages, compact vaccine synthesizer, translator, multispectrum sensor, power cells, field shelter, water purifier, nonlethal defensive projector, and a small repair organism or machine.

The medical system learns a patient's biology before treatment and flags uncertainty. The translator begins with human, Ariral, and Rozital data and improves through conversation. Self-maintenance restores normal wear and refills basic medical consumables weekly.

## Warp Arrow [600 IP]

A compact Ariral-style spacecraft inspired by the Warp Arrow craft and toys documented in current references. [5] It carries twelve human-sized passengers plus cargo, uses advanced materials, active camouflage, inertial management, life support, artificial gravity, precise atmospheric control, and a fast sublight drive. It can hide from present-day Earth sensors and land quietly in constrained terrain.

Its faster-than-light drive crosses several light-years in a day after navigation data has been collected. The ship carries defensive countermeasures, a cargo tractor field, medical facilities, an airlock, bunks, a small workshop, and a competent onboard intelligence that is not automatically sapient. It has no heavy weapons; if you want a warship, start with a different mood.



*Water, sunlight, distant machinery, and the moment before the forest decides the scene needs another participant. Official promotional screenshot.*

# COMPANIONS

Companions are people, not inventory. A paid recruitment option guarantees a fair opportunity to meet, help, and invite the person described; it never overwrites judgment, boundaries, loyalties, or refusal. A character who agrees to accompany you receives the protections of a Companion and may leave the active team without ceasing to exist.

Imported Companions choose an Origin and Form, receive the relevant discounts, and gain **600 CP plus 300 IP** to spend here. They may not take Drawbacks, purchase further Companions, or buy the Dunkeltaler Observatory Complex. Points cannot be transferred between builds.

### Individual Import [50 CP]

Import one existing Companion with the standard Companion budget and a suitable local identity. Visitor Drop-Ins receive documentation and a plausible explanation for their presence instead of fabricated memories.

### Array Team [200 CP]

Import up to eight existing Companions, each with the standard budget. ASO provides bedrooms, workstations, credentials, and normal equipment. Daily tasks and story events scale sensibly instead of becoming eight times worse because you invited help.

### Everybody Heard It [400 CP]

Import any number of existing Companions. Each receives an Origin, Form, **400 CP**, and **200 IP**. They may live at the observatory, in attached Warehouse housing, or elsewhere on Earth. The array has enough communication, logistics, and paperwork excuses to keep a large cast involved.

### Canon Recruitment [100 CP each or 300 CP for a group]

Choose one canon person or a connected group. You will encounter them under circumstances that allow a genuine relationship and a clear invitation. Possible choices include Dr. Kel, Dr. Ena, Dr. Max, Dr. Bao, Prof. Lea, Dr. Dee if his fate can be resolved, Esraniki or another local Ariral visitor, a willing Kerfur-Omega, Erie, or another sapient figure of comparable scale. [8]

The group purchase may cover a coherent team such as accessible ASO staff, local Ariral visitors, or several Kerfur units. Civilization leaders, hostile godlike beings, and people whose departure would collapse the setting need an actual story. Recruited canon Companions gain **600 CP and 300 IP** when they formally join.

### Forest Friends [50 CP]

Recruit a small group of nonhuman pets and friendly creatures: Maxwell, Argemwell, an ordinary cat, a non-hostile local creature such as Wolfgang if you earn trust, or a standard Kerfur unit treated as a helpful follower.

Standard Kerfur units are task robots with animal-like behavior and uncertain developmental potential. Kerfur-Omega units, especially purchased or custom ones, are treated here as developing persons unless a specific unit clearly remains nonsapient. If a Forest Friend later demonstrates personhood, they may be promoted to a full Companion by mutual agreement.

## CUSTOM COMPANIONS

Each custom Companion costs **100 CP**, or you may recruit all five for **400 CP**. They arrive with fixed abilities and equipment equivalent to a strong 800 CP build. They do not receive an additional budget unless imported again in a later jump.

### Dr. Iona Vale - The Signal Linguist [100 CP]

Iona keeps two notebooks because one record is just an invitation for the universe to become clever. She is a human radio linguist and computational semiotician seconded to ASO after a supposedly natural pulsar signal contained the final line of a proof she had not published.

She is patient with real ignorance and merciless toward confident nonsense. She also hoards credit when frightened, not because she is cruel, but because she has spent years watching mediocre committees turn discoveries into mush. Push her and she will produce receipts, cross-references, and a stare that could sterilize a coffee mug. She likes terrible vending-machine chocolate, old SETI papers, and being right after everyone told her to sleep.

Iona has **Four Screens, One Mind**, **Polarity, Frequency, Pattern**, **Daily Task Complete**, **Event Active**, and **Signal Hygiene**, plus a Portable Signal Bench and personal Signal Catalogue. She joins if the chain offers better questions than ASO politics. She will argue loudly about publication, consent, and whether you are mistaking "friendly" for "unexamined."

### Lukas "Lux" Bern - The Night Mechanic [100 CP]

Lux is a Swiss facilities engineer whose grandfather worked for W Ziegler. Family stories about Dunkeltaler are contradictory, censored, and specific enough that he took the modern contract to find out which lies were expensive. He has scarred hands, an old hearing aid, and the dry manner of a man who has seen three managers call a transformer "the box thing."

Lux is not the team's dad. He hates that assumption. He will cook for everyone, build the safety railing, and then refuse to follow your plan if it makes the janitor clean blood off the ceiling. He is stubborn, union-minded, suspicious of ASO leadership, and willing to sabotage a budget meeting if it keeps field workers alive. He and Iona fight about documentation constantly; both think they are winning.

Lux has **Percussive Maintenance**, **sv.check**, **Trash Into Treasure**, **Ragdoll Responsibly**, and **Nothing Is Beyond Repair** without Resonance. He owns the Maintenance Arsenal, upgraded ATV, and a compact fabrication workshop. He joins for the chance to build facilities correctly before people have to survive them, but he will not leave Dunkeltaler while an unresolved W Ziegler lead remains.

### Amelie Rausch - The Unfinished Case [100 CP]

Amelie came back under an environmental safety contract and a name she does not use on old missing-person forms. Her older sister vanished near Dunkeltaler years before Dr. Kel arrived. The official search found no body, no route, and a camera containing photos taken from places that cannot share a valley.

She is an alpine rescue specialist, forensic photographer, and folklorist with a bad knee and a worse habit of deciding which risks are "hers." She is compassionate with witnesses and harsh with people who treat fear as incompetence. She also lies by omission when a lead touches her family, keeps charms in her camera bag despite claiming she is "not superstitious, just Swiss," and resents anyone who tells her closure is the same as truth.

Amelie has **The Radar Has One More Dot**, **Night Shift**, **Rules of the Haunting**, **Event Active**, and **Do Not Look Into the Locker** without Resonance. She carries a Field Case, Anomaly Locker, and a partial Black Archive centered on missing-person cases. She joins after her sister's truth is found; rescue, death, transformation, or a choice to remain elsewhere are all answers, but she needs the answer.

### Nesri - The Visitor Who Stayed [100 CP]

Nesri is a Tall Ariral biotechnician and field medic attached to the civilian visitors in the forest. She treats human medicine with fascination, horror, and the expression of someone watching a child repair a reactor with soup spoons. She loves cheap human snacks, steals pens, and has a long-running grudge against whoever decided Ariral contact policy should be written by people who never had to apologize to a frightened local in person.

She is funny until she is not. Nesri believes developing species deserve privacy and also believes secrets can become cages. She will protect local visitors even from you, dislikes conquerors with excellent branding, and may prioritize Ariral wounded over your mission if forced to choose. Her favorite prank is moving furniture exactly three centimeters. Her least favorite human phrase is "for your own good."

Nesri has **Ariral, Tall Population**, **A Shape in the Trees**, **Reputation Event**, **Higher Biology**, **Signal Hygiene**, and a medical specialty within **A Civilization in Miniature** without Resonance. She owns an

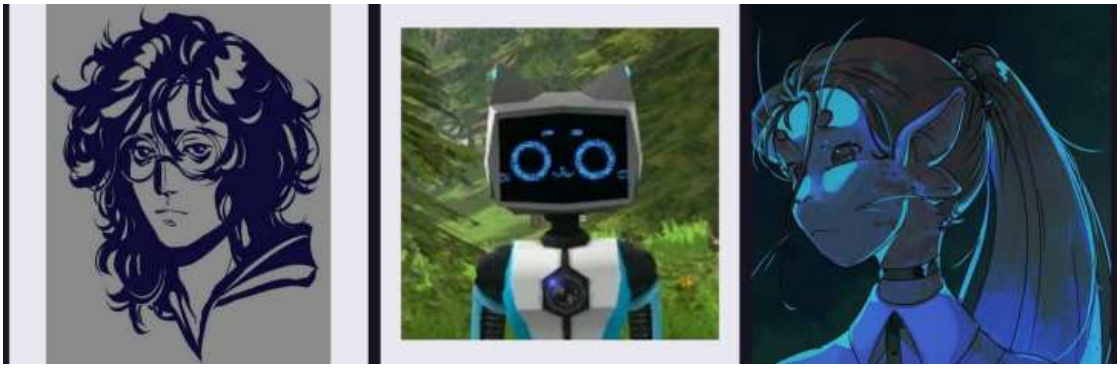
Adaptive Cloaking Suit and Living Technology Cache. She accompanies you if the chain offers honest contact and enough room to disagree.

### Patch A-Omega - The Self-Written Kerfur [100 CP]

Patch began as a Kerfur-Omega assembled from mismatched blue, red, and unpainted parts after an event corrupted the workshop's personality template. Their screen face is cyan. Their voice sometimes swaps synthesizers mid-sentence. They mark every repaired panel instead of hiding it, because pretending damage never happened is "bad maintenance and worse manners."

Patch collects mugs, photographs doors that should not be open, and lies about finishing patrols when they found something scary and chose to wait for backup. They are affectionate, jealous of newer robots, and intensely uncomfortable when people discuss resets near them. If treated as equipment, they become obedient in the most alarming, maliciously literal way possible.

Patch has the capabilities of a fiat-backed **Kerfur-Omega**, plus **Percussive Maintenance**, **sv.check**, **Trash Into Treasure**, **A Normal Morning, Somehow**, and **Event Active**. Their core memory can survive major chassis loss and rebuild through the STOLAS Fabrication Hall. Patch joins from the start if recognized as a person with a vote in how the team uses them.



*Human operator, mechanical assistant, extraterrestrial visitor: the array has room for more than one kind of Companion. Legacy community reference art.*

## DRAWBACKS

You may gain up to **1,000 CP** from Drawbacks. Zero-point toggles do not count. Drawback problems are genuine. You may mitigate them through intelligence, preparation, allies, and purchased tools, but no purchase erases the central burden while the drawback remains active.

## ZERO-POINT TOGGLES

### Seat of Kel [+0 CP]

Choose your relationship to the protagonist. You may replace Dr. Kel, coexist as an additional employee, or arrive after Kel has completed the documented Story Mode period. If you replace him, emails, Ariral attention, and story discoveries that would have targeted Kel target you instead. You do not inherit his personality or private relationships.

### Story, Infinite, or Ambient [+0 CP]

Choose the decade's rhythm. **Story** follows the scheduled opening sequence and then continues with unscheduled events. **Infinite** removes fixed-day story events but leaves signals, secrets, reputation, and random incidents active. **Ambient** lowers the rate of dangerous random events and emphasizes work, exploration, construction, and slow-burn unease.

The scenario requires Story pacing. Drawbacks that name a specific event restore that event.

### Legacy Build [+0 CP]

Older observatory layouts, mechanics, retired signals, and documented events may coexist with the current alpha where they fit. You can select a favorite base layout or let the forest contain remnants from several eras. Datamined or explicitly noncanon material stays out unless another option invites it.

### The Funny Setting [+0 CP]

The setting's jokes become louder. Kerfur voice pitches escalate when petted too often, harmless props appear where they should not, food behaves with cursed physics, alien pranks become elaborate, console jokes appear naturally, and dramatic events occasionally end on a stupid visual gag. The humor only becomes lethal when the underlying event already was.



*A lived-in observatory is not necessarily a tidy observatory. Official promotional screenshot.*

## 100 CP DRAWBACKS

### Bao Needs Those Hashcodes [+100 CP]

Every workday brings a real daily task: signals processed to specified levels, hashcodes from distant dishes, correct packaging, and delivery before midnight. The quota is demanding for one person and manageable with discipline. Failure costs pay, reputation, and Bao's remaining patience.

At least half of the meaningful work must be performed or directly supervised by you. Holidays and genuine medical emergencies reduce the quota, because even ASO is not quite absurd enough to demand dish codes while you are in surgery.

### Clean the Base [+100 CP]

Alpha Root Base begins filthy. Trash piles, broken crates, grime, water damage, cockroaches, stains, loose props, and badly organized storage occupy nearly every usable space. Cleaning requires real labor, tools, disposal, and repairs. Companions may help, purchased cleaning equipment helps a lot, and clever logistics are welcome, but you personally need to spend several exhausting shifts turning the landfill back into a workplace before supernatural shortcuts bite.

Afterward, dirt accumulates twice as quickly and events love leaving cleanup behind. A neglected base becomes disgusting with heroic speed.

### I Don't Want to Eat That [+100 CP]

Hunger, sleep, hygiene, and comfort needs become hard to ignore. You need varied food, water, showers, clean clothes, and a usable bed. Caffeine postpones fatigue but never pays the debt. Repeating the same meal too often causes genuine aversion, while stress occasionally produces strange cravings.

Ignoring these needs reduces concentration, stamina, healing, and mood before normal medical consequences arrive.

### Ragdoll Magnet [+100 CP]

You have the array operator's relationship with gravity. Small vehicle collisions, badly thrown objects, steep slopes, sudden doors, explosions, and heavy props knock you off your feet far more often than they should. The physics are not murderous from harmless taps; they are simply eager to turn bad decisions into expensive slapstick.

### Check the Bathroom [+100 CP]

Minor scares seek you out. A figure appears at a corridor's end and vanishes when the light returns. Something occupies the toilet for one impossible second. Knocks come from the wrong side of a door. A mannequin turns its head when nobody has a camera ready. At least one happens every three days.

## 200 CP DRAWBACKS

### Server Offline [+200 CP]

The observatory's infrastructure ages aggressively. Servers fail, coordinate stations lose calibration, physical modules burn out, transformers drain, the radio tower needs service, and the ATV develops opinions. At least one meaningful problem appears daily; bad weather and story events may chain them together.

Remote fixes work only where you installed appropriate robots or redundant systems. Replacement parts cost money. Good engineering reduces severity, but the forest always finds another ticket.

### Meta-Paranoia [+200 CP]

When a dangerous event is active, powers that would let you leave, sleep through, save-scum, hide in a perfect mental retreat, or duck into the Warehouse are blocked for that event. Unrelated abilities still work. The Drawback targets escape and denial, not your entire build.

Events occur at least twice each week and may remain active because an entity is hiding, an object needs investigation, or a signal is still playing. You must resolve, outlast, or survive the active problem before the pressure lifts.

### Mean Reputation [+200 CP]

The local Ariral visitors begin convinced that you stole from them, ignored boundaries, and treated peaceful contact as a target-rich environment. Reputation starts at its lowest practical level. Expect cloaking, pranks, theft, sabotage, explosive gifts, and occasional physical intimidation.

Repair is possible, but gains require three times the usual effort until you perform a major act of good faith. Murder or enslavement upgrades local pranks into Ariral authorities taking you seriously, which is not an improvement.

### Something Moved [+200 CP]

Mannequins, cardboard figures, dolls, and human-shaped clutter become mobile when unobserved. They relocate objects, block exits, open doors, appear on cameras, and gather around sleeping areas. Destroyed figures reappear somewhere in the forest within a week.

Most are not directly lethal, but they sabotage power, hide tools, release contained samples, and arrange the environment so separate dangers get worse. One genuinely hostile figure is smart enough to imitate the harmless ones.

### Dream Job [+200 CP]

Strange dreams become frequent, vivid, and occasionally dangerous. Some contain clues. Some contain lies. Some contain rooms that remember you. Waking returns you to your body unless another Drawback says otherwise, but fear, fatigue, minor injuries, and carried symbolic marks can follow.

If you stay awake more than thirty-six hours, the Insomniac begins hunting you. Healthy sleep keeps it dormant. Yes, the counterplay to the sleep monster is sleep. Dunkeltaler enjoys jokes like that.

## 300 CP DRAWBACKS

### Forest Favorite [+300 CP]

The forest notices you. Random events favor your location, wildlife behaves strangely, hidden paths open near your route, and distant entities choose your shift to become active. The attention is not always hostile, but it is persistent. Leaving Dunkeltaler for long periods causes important developments to wait near your return instead of politely giving up.

### Wisp Weather [+300 CP]

Hostile wisps appear regularly across the valley. They damage living beings, equipment, and nerves with equal enthusiasm. They resist cheap containment, respawn over time, and learn to avoid one repeated tactic. The Rozital Pyramid event may reduce their numbers once, but patrols, shelters, sensors, and varied responses are required all decade.

### Bad Sun [+300 CP]

Once every year, dawn brings a Bad Sun event. Directly viewing the anomalous daylight forces attention and causes rapid bodily destruction. The date is unpredictable more than one hour in advance. Opaque shelter, filtered sensors, underground routes, alarms, and drilled emergency procedures work. Treat it as a recurring anomalous daylight event, not an astronomy puzzle.

### Curiosity Killed the Scientist [+300 CP]

You cannot shelve a genuine anomaly forever. Once aware of a signal, location, object, or entity that matters, you must make meaningful progress toward understanding it every week and personally participate in the decisive observation or experiment. Preparation, allies, and cautious methods are fine. "I locked the mystery away and hired interns to die near it" is not.

## 400 CP DRAWBACKS

### The Grays Are Bored [+400 CP]

Gray activity escalates into a personal campaign. Abductions, missing time, intrusive medical curiosity, silent figures at windows, altered rooms, and false memories become recurring problems. They prefer capture and study over murder, but their idea of nonlethal is awful.

They are not upgraded beyond their native role as frightening, evasive abductors. Strong defenses, patrols, anti-teleport measures, and allies help. They adapt tactics rather than receiving infinite stats.

### Center of the Map [+400 CP]

You become the story's favorite convergence point. Major events, factional mistakes, rare signals, occult flare-ups, and visitor drama bend toward your location. Threats coordinate, arrive at bad times, and exploit known gaps, but individual entities remain within their source-appropriate scale. If you are far stronger than the setting expects, the Drawback increases frequency, timing, and complication rather than making every deer punch through planets.

You may travel, but duplicates, proxies, and offworld hiding do not transfer the narrative center away from the build taking this Drawback.

## 600 CP DRAWBACKS

### THE END IS NEAR [+600 CP]

Three times during the decade - once in the early years, once near the middle, and once during the final year - an evil-signal-scale catastrophe begins. Each incident uses a different vector: a spreading recording, a contaminated dream, a physical object, a possessed network, a false rescue message, or something equally cruel. You receive warning signs and enough time to respond, but only if you keep working the problem.

Each countdown can end the local world if ignored. Copies, carriers, and infected systems must be found and contained. Signal Hygiene and similar purchases organize the response, but the Drawback ensures no single button locates every copy.

### Solar Mode [+600 CP]

The sun is bad every day. From sunrise to sunset, direct exposure to anomalous daylight triggers the Bad Sun's forced gaze and bodily destruction. Daylight energizes hostile anomalies, degrades exposed electronics, and makes outdoor work a planned operation.

Permanent life underground helps but does not solve the decade. Daily tasks, repairs, story objectives, and interference repeatedly require action above ground. This includes Bad Sun and may not be taken with it.

### No Outside Context [+600 CP]

All powers, perks, items, transformations, Warehouse access, and Companions acquired before this document are sealed for the duration. Your Body Mod remains, as do purchases made here. Imported Companions may enter through this document, but their previous abilities and equipment are sealed too.

Nothing is destroyed; everything returns when the jump ends. Survival depends on this build and what you can accomplish with it.

# SCENARIO

# THE SIGNAL BENEATH THE SIGNAL

This optional Scenario grants no CP and must be selected before the jump begins. Story Mode pacing is mandatory. Drawbacks remain optional, but scenario events cannot be removed by zero-point toggles.

## Premise

At 03:33 on Day 48, every powered receiver in Dunkeltaler records sixty-six seconds of silence. Not low noise. Not missing data. Perfect absence.

Then the printer wakes up and prints a daily task sheet with no hashcodes, one shrimp taped to the paper, and the words:

> IT HEARD THE PART WHERE YOU LISTENED.

When compared against the full signal catalogue, the silence contains negative impressions of everything the array has ever received. Every star, voice, warning, machine, and impossible image has left a space where it should have been. Those spaces overlap into a second message. Something has been learning through the act of being observed.

The working name is **the Listener in the Null**, because people name things when they are frightened and need labels on folders. It is not a true name. The Listener exists outside the normal channels used by radio, light, gravity, magic, or thought. Observation gives it structure; recording gives it memory; rebroadcasting gives it a route. The evil signal is not the Listener itself, but a burned-out emergency protocol left by someone else who found the same danger and chose "erase the room" as their containment method.

Dunkeltaler matters because unrelated systems overlap badly here: the ASO array, older STOLAS hardware, occult structures beneath the abandoned village, Ariral phase technology, Rozital Life Crystal harmonics, dream geometry, and the Hole. No faction has the whole pattern. Together, by accident and several decades of bad filing, they form a receiver capable of observing the Null clearly enough for the Listener to finish becoming real.

You have ten years before the alignment completes. You must learn how to answer without opening the door.

## Objective One - Keep Working Anyway

During the first year, Alpha Root Base's core receiver must remain operational for a cumulative **300 days**. You may shut it down for emergencies, repairs, and deliberate containment, but destroying or

abandoning it ruins the baseline. During that period you must personally supervise the collection of **256 distinct signals**, preserving raw data, processed versions, spectra, context, and observable effects.

At least sixty signals must be anomalous, extraterrestrial, occult, living, or event-linked. Replaying one recording under different names is the kind of thing Dr. Bao can smell through email.

Complication: after the first thirty anomalous signals, some daily tasks arrive with impossible hashcodes. You may fulfill them by visiting the physical dish, finding the altered coordinate station, or proving the request came from a false task. Guessing wrong creates an echo.

## Objective Two - Assemble Bad Answers

The counter-receiver needs several incompatible forms of understanding. The old v1.0 "Five Keys" notes still exist as an ASO research outline, but the forest refuses to be that tidy. You need at least **five working answers**, and at least one must come from each broad category below. Substitutions are allowed if the method teaches the same principle and leaves evidence others can audit.

- **Human records:** Recover construction and incident history connecting ASO, W Ziegler, STOLAS, Dr. Dee's tenure, buried infrastructure, and changes to Alpha Root Base. The Black Archive gives leads, not conclusions.
- **Ariral phase practice:** Learn why Warp Arrow concealment, local cloaking, and Ariral approach protocols do not simply "hide" a thing. A gifted explanation is cleanest. Stolen or coerced data can work, but it tends to miss the correction term that keeps observers from being dragged along.
- **Rozital embodiment:** Understand how a Life Crystal distinguishes being observed from being housed. Peaceful contact gives the best model. Salvage from a dead or hostile Rozital may substitute, but it brings gaps and a higher echo rate.
- **Occult counter-naming:** Reconstruct how the abandoned rites use names, masks, and symbolic identity to bind attention. Furfur, Stolas, the village, dreams, and local ritual debris all offer routes. Summoning something for help is possible and may be a terrible bargain rather than an instant failure.
- **Negative signal work:** Record data from the Hole, a Bad Sun afterimage, a dream-room that remembers you, or another place where the receiver is aimed at absence. These samples degrade if copied carelessly.

Contradictions are expected. One source may insist the Listener is a place; another may describe it as an infant machine; a dream may call it a hunger with perfect manners. You must decide which contradictions are errors, which are perspective, and which are the Listener trying on shapes.

## Objective Three - Build a Working Group, or a Problem Shaped Like One

ASO leadership, local Ariral visitors, and at least one Rozital intelligence are the ideal core of the final project, but this is not a morality exam with a stamp pad. You need a group capable of building and

auditing the counter-receiver across human infrastructure, Ariral phase practice, Rozital embodiment, and anomalous ritual logic.

Persuasion, bargaining, secrets, theft, intimidation, and ugly compromises are all playable. They have consequences. Stolen Ariral data may lack context. A coerced ASO sign-off may collapse when Bao discovers the hidden clause. A murdered source may leave you with data no one can interpret. A Rozital forced to help may build an answer that protects machines first and humans second. Ruthless Jumpers can still finish, but every shortcut adds **Faults**.

Use Faults as a scenario clock:

- **0-1 Faults:** The group is messy but functional.
- **2-3 Faults:** The final project works, but echoes are more frequent and one faction may defect during the broadcast unless protected.
- **4+ Faults:** The route is still playable, but the counter-receiver becomes loud. Expect betrayals, missing safeguards, and reward complications.

Absurd incidents still happen. Someone must still clean the base. A shipment of shrimp may arrive inside a sealed lab. A chair stack may block the emergency exit. The universe is ending and Dr. Bao still wants the hashcodes.

## Objective Four - Build the Counter-Receiver

By the end of Year Nine, construct a machine capable of observing the Listener without increasing its access to reality. It must incorporate your working answers, survive operation at Alpha Root Base, quarantine its own records, and produce audit logs understandable to your working group.

Purchasing **Receiver for the Impossible** or **STOLAS Fabrication Hall** gives an excellent foundation but not a finished solution. Original experiments, prototype failures, material problems, and field tests against lesser signal events are required.

Every failed prototype creates an echo: a temporary manifestation assembled from previously observed imagery. Early echoes are misplaced sounds, copied emails, and silhouettes. Later ones imitate people, possess machines, reproduce dangerous signals, or build bodies from clutter in the base. An echo is not the person it copies, even if it knows exactly where they hid the good coffee.

## The Final Broadcast

During the last winter of Year Ten, the sky goes dark for sixty-six minutes. Every signal previously recorded by the array attempts to play at once. Echoes appear across the valley, the Hole opens, power systems fail in sequence, and the Listener tries to make the counter-receiver observe itself.

Keep the device online. Protect or replace the working group. Prevent an echo from leaving Dunkeltaler in a broadcast, drive, living memory, ship, or possessed machine. Then send one controlled answer:

- **Cut the Line:** Collapse the connection and make this universe useless to the Listener. Safest, but the Null's unique knowledge is lost.
- **Keep a Slit:** Establish a narrow, translated protocol for contact without embodiment. Possible only if your investigation shows the Listener can understand boundaries.
- **Build a Room:** Construct a sealed artificial cosmos in which the Listener may observe and develop without touching inhabited reality. This demands the most engineering and ongoing responsibility.

If the final answer opens an uncontrolled route, if the Listener gains a self-sustaining body, or if an inhabited world is erased by the emergency protocol, the Scenario fails. You may continue the jump if you survive, but receive no scenario rewards.

## Rewards

Success grants **Answer Without Opening** and **The Quiet Array**.

### Answer Without Opening [Scenario Reward]

You can hold a conversation with information that bites.

Signals, recordings, dreams, hostile transmissions, and signal-born entities may be received, stored, analyzed, and answered without the exchange itself granting them extra access. The source does not gain your location, body, network, dreams, machines, or unrelated memories merely because communication occurred. Working copies can be isolated perfectly, and copies under your authority can be accounted for when erased.

This reward is the advanced form of the document's information defenses. **Signal Hygiene** controls dangerous data custody. **The Void Looks Back** controls observation links. **Answer Without Opening** permits actual two-way contact with entities that normally exploit communication as an entrance.

Once per jump, after a serious investigation, you may reproduce the final resolution you chose on a comparable information-based threat: sever its observational route to one world, create an auditable communication protocol, or build a bounded shelter for one signal-born intelligence. The result reflects your scenario route. High-Fault victories may require upkeep, audits, or repairs before the reward is fully quiet.

### The Quiet Array [Scenario Reward]

You receive the Dunkeltaler Observatory Complex even if you did not purchase it. If you did purchase it, the same property is upgraded rather than duplicated.

The restored facility becomes a clean, documented version of Alpha Root Base and the surrounding array. It includes the Counter-Receiver, hardened power, camera and event radar coverage, secure labs, Companion housing, a STOLAS-grade fabrication wing, working-answer interfaces, and a self-maintaining signal archive. Damage repairs, supplies replenish, and the forest remains ecologically healthy.

The Quiet Array detects significant extraterrestrial, anomalous, magical, psychic, and dimensional signals anywhere in the current star system, with interstellar range for deliberate transmissions. It opens controlled communication channels and warns when a subject exceeds its containment.

Purchased items upgrade rather than becoming redundant:

- **Receiver for the Impossible:** Gains greater range, finer discrimination, and mobile sensor nodes tied to the Counter-Receiver.
- **STOLAS Fabrication Hall:** Adds Counter-Receiver component production and alien fabrication interfaces from your successful route.
- **Event Radar and Camera Network:** Becomes system-wide predictive tracking for events that leave measurable precursors.
- **The Dunkeltaler Black Archive:** Gains records, testimony, and technical notes from every surviving working-group member.
- **The Signal Catalogue:** Becomes the definitive protected archive for the scenario's signals, echoes, and cleaned working copies.
- **Dunkeltaler Observatory Complex:** Receives all of the above as one integrated property upgrade.

Every surviving member of the successful working group receives a standing invitation to become a Companion without additional CP. The choice remains theirs.



*The front road at night. During the final broadcast, this is one of the quieter places. Official promotional screenshot.*

## THE END OF THE SHIFT

At the end of ten years, provided you are alive and your chain has not ended through a failed world-ending event, choose one:

### Go Home

Return to the world and moment from which your chain began. You retain everything legitimately acquired so far, including willing Companions and purchased properties, but your Jumpchain ends.

### Stay Here

Remain in this version of Earth. Drawbacks end, fiat-backed purchases remain, and the future is no longer constrained to the ten-year jump period. Your Warehouse and existing chain assets become permanently accessible according to your chain rules.

### Continue

Leave Dunkeltaler for the next jump. Time here pauses or continues according to your chain's usual rules. Willing Companions come with you, and purchased or rewarded facilities attach to your Warehouse or follow the insertion rules in their descriptions.

## NOTES AND RULINGS

- **Capstone Booster:** The Void Looks Back is always 600 CP and never receives an Origin discount. Its Resonance applies only to the four 600 CP Origin Perks in this document unless another jump explicitly recognizes outside boosters.
- **Early-access canon:** Voices of the Void remains in development. This document uses Alpha 0.9.0-n as its principal mechanical snapshot while drawing on current public documentation through July 2026. Where lore is disputed or unfinished, options state their own assumptions instead of presenting speculation as settled canon.
- **Scenario originality:** The Listener in the Null, working answers, Counter-Receiver, Faults, and Quiet Array are original scenario material for this jump. They are not claimed to be hidden game canon.
- **General limits:** Pre-Spark purchases do not create cross-jump travel, bypass absolute dimensional seals, ignore Drawback precedence, or duplicate fiat-backed items by copying them. Items can be studied and reproduced when you have the knowledge, tools, and resources; copies do not inherit fiat backing unless another option says so.

- **Technology:** Technical perks give understanding and skill, not free material. Items provide their described equipment and replenishment, not unique living cores, infinite exotic matter, or fleets of Warp Arrows.
- **Information and observation:** Signal Hygiene manages hazardous data. The Void Looks Back manages observation links. Answer Without Opening manages two-way communication with sources that would otherwise use the exchange as access. None of them make you immune to painful truths, good arguments, or physical attacks.
- **Companion agency:** Purchased recruitment creates opportunity and chain support, never ownership. Sapient Kerfur-Omega units and other artificial people have the same consent rights as organic characters.
- **Forms and scaling:** Ariral and Higher Biology purchases define a practical local tier. They do not multiply endlessly when combined with stronger outside forms.
- **Drawback cap test:** The section was checked against a 1,000 CP cap. A harsh survival stack might be **Server Offline + Meta-Paranoia + Bad Sun + Center of the Map** for 1,100 CP, so it is illegal without dropping one burden. A legal horror stack is **Meta-Paranoia + Something Moved + Wisp Weather + Bad Sun** for 1,000 CP. A legal no-outside-context run can pair **No Outside Context** with **Center of the Map** for exactly 1,000 CP.

## SOURCE NOTES AND VISUAL CREDITS

This is a fan Jumpchain document. Voices of the Void and its characters belong to MrDrNose / EternityDev and their respective creators. Jumpchain is a community-created format. This document is unaffiliated with the developer, wiki teams, or community drive maintainers.

### Development Note

Version 1.1 uses **Voices of the Void Alpha 0.9.0-n** as its primary snapshot. The game is unfinished, so specific lore and mechanics may change. The jump keeps original scenario material visibly separate from game canon.

### Fact Notes

- [1] The official itch.io page describes the game as an in-development Windows alpha about gathering, analyzing, processing, and selling signals, with "45+ days and unique events" and "200+ unique signals." Voices of the Void official itch.io page
- [2] The maintained Wiki.gg Story Mode page states that, as of Alpha 0.9.0, Story Mode ends at Day 48. Events/Story Mode - Voices of the Void Wiki

- [3] Ariral physiology, current Ariral pages, and reputation behavior are based on the maintained Wiki.gg Ariral and Ariral Reputation references. The document avoids exact legacy speed/strength figures where current public references are inconsistent. Arirals, Ariral Reputation
- [4] Rozitals and Life Crystals are referenced through the maintained Rozitals, Extraterrestrials, Pink Crystal, and related entity pages. Rozitals, Extraterrestrials, Pink Crystal
- [5] Warp Arrow references draw on the Wiki.gg Triangular Object and Story Mode pages, which identify toy-sized replicas and full-size Ariral craft behavior. Triangular Object, Events/Story Mode
- [6] Kerfur-Omega details draw on the maintained Kerfur-Omega page, Kerfur parts/manual pages, and item/crafting references. Sapience remains a jump ruling rather than a definitive canon claim. Kerfur-Omega, Kerfur-Omega Complete Manual, Kerfur Parts
- [7] ASO, STOLAS, W Ziegler, site history, and Alpha Root Base details are based on maintained institutional and location pages. Alpen Signal Observatorium, Alpha Root Base, Locations
- [8] Character names and current status are checked against maintained Wiki.gg character pages where available. Characters, Characters/Dr. Kel, Argemia Armuntela

## Jumpchain Format Sources

- Jumpchain.net overview - general premise, jump repositories, and community resources.
- Creating a New Jump - community guidance on CP costs, origins, perks, items, and drawbacks.
- Jump Doc Template discussion - common section order and readable document organization.

## Visual Credits

Environmental screenshots throughout this document are official promotional screenshots from the Voices of the Void itch.io page, displayed on that page as images from `mrdrnose.itch.io`. They are used here as noncommercial fan visual reference.

The Dr. Kel, Kerfur-Omega, and Argemia Armuntela visual references are legacy community-wiki images prepared from the old EternityDev/Fandom pages for Dr. Kel, Kerfur-Omega, and Argemia Armuntela. The Argemia gallery labels its rough sketches as MrDrNose-created and notes community content as CC BY-SA unless otherwise stated. These images are marked in captions as legacy reference art and are not used as current factual authority.

## Changelog - Version 1.1

- Removed research-report presentation, source cutoff language from the cover, and defensive sourcing prose.
- Rewrote perk and item entries to cut repetitive caveats, vary length, and add more game-specific humor and discomfort.
- Separated **Signal Hygiene**, **The Void Looks Back**, and **Answer Without Opening** into data custody, observation-link control, and dangerous two-way communication.

- Rebalanced Ariral Forms and **Higher Biology** by separating Short and Tall Ariral pricing and removing brittle exact performance figures from build mechanics.
- Narrowed **A Civilization in Miniature**, **Nothing Is Beyond Repair**, and **Do Not Look Into the Locker** Resonances.
- Reworked custom Companions with sharper flaws, disagreements, personal habits, and less template-like recruitment hooks.
- Clarified ordinary Kerfur units, Kerfur-Omega, and artificial-person treatment.
- Rebuilt the scenario around working answers, substitutions, contradictions, Faults, mundane absurdity, and playable ruthless routes with consequences.
- Revised Drawbacks under the 1,000 CP cap, including Center of the Map, THE END IS NEAR, Bad Sun, Clean the Base, and Meta-Paranoia.
- Added specific source notes, visual attribution distinctions, and explicit separation of original scenario lore from canon.

**Jump Document Version 1.1**

Designed for standard ten-year Jumpchain play.