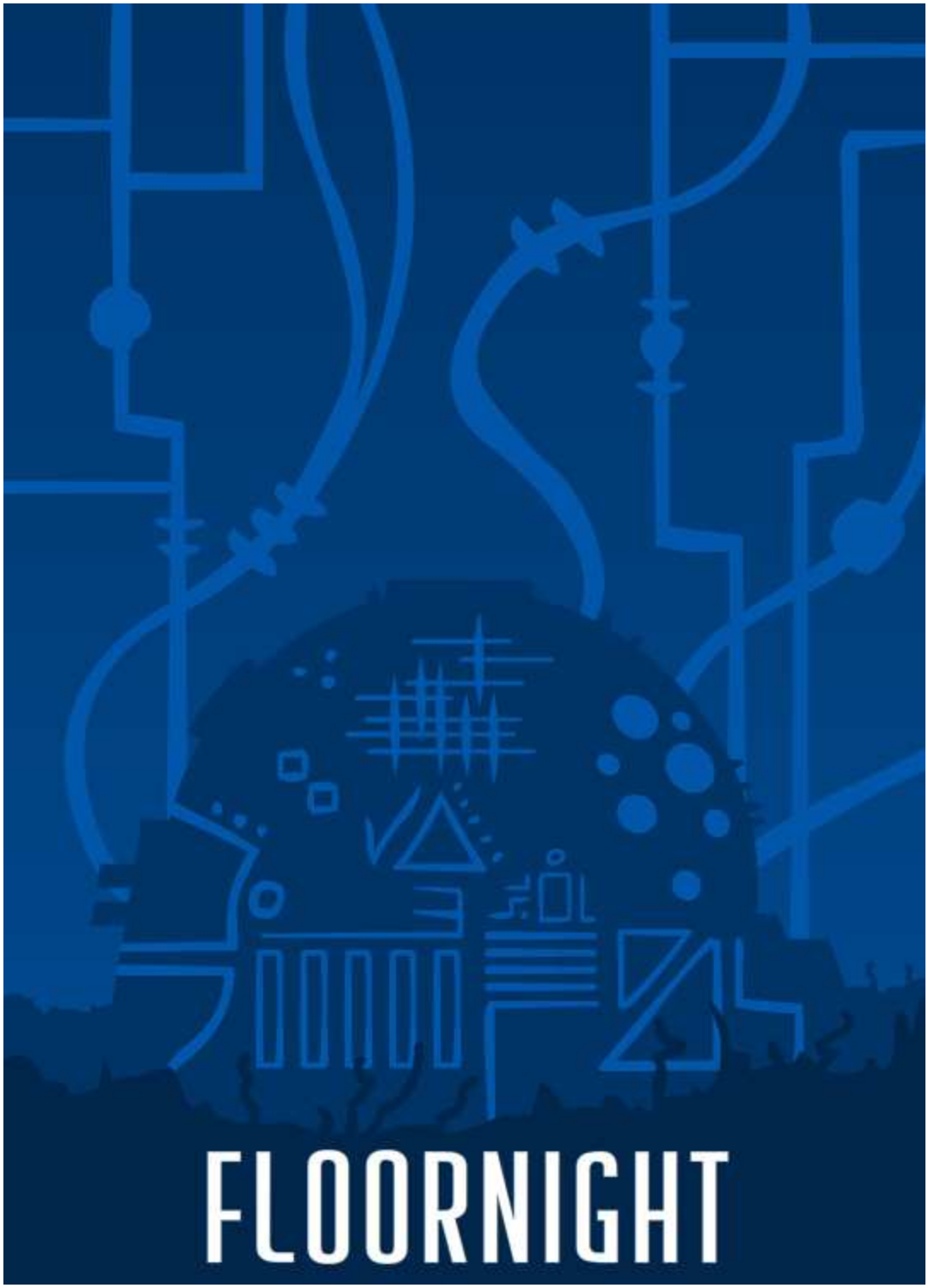


Floornight (v1.0)
A Jumpchain CYOA
By Subrosian_Smithy

Introduction

In the twilight of the 20th century, DARPA scientist Mohammed Salim discovered undeniable proof that the soul was real. He assumed that science could go no further, having finally found something it could neither explain nor exploit.

It will probably be no surprise to you, of course, that he was completely wrong.

Decades later, the exploration of the deepest secrets of the human soul has been reduced to a known science, and all their implications teased out by countless engineers. Pneuma physics means limitless renewable energy beyond nuclear reactors, trivializes the creation of powerful artificial intelligences, presents a working model of the multiverse! Yet for all of its world-shaking potential, there's only one place on Earth where humanity makes full use of pneuma technology: the Sphere, a secret government base at the bottom of the Atlantic Ocean, where an ecosystem of strange soul-fueled life forms known as Heteropneums lurks in waiting.

The inhabitants of the Sphere have dedicated their lives to researching and combating the Heteropneums at the bottom of the ocean - sharpening their devices against a race of creatures who have never had a need for such trinkets, and securing a future for the humanity in the face of an obvious existential threat. But despite all their certainty, they'll soon find that the world is an even bigger place than they knew, and they'll realize that they have much more to worry about than a few eldritch abominations.

Welcome to the World Tree, Jumper. Take these **1000 CP**, because you're probably going to need them in order to make it through the days to come.

Time & Place

The question of where you begin your jump is up to you; you can insert yourself anywhere within the universes of the Heteropneums and the New City. (Though, to be fair, there may not be too much to see elsewhere.)

As for when, you'll be arriving only a few short weeks before the disasters in the Sphere that seal the fate of both worlds.

Age & Gender

Both are up to you - the Sphere takes all kinds, people are capable of living for centuries in the Glittering Age, and gender is little object.

Origin

Pick one of the following origins to inform your new place and history in this world. All perks and items worth 100 CP or less are free to those of their respective origins, and all other perks and items are discounted to those of their respective origins.

Drop-In (Free)
I imagine you want to jump in as you are now, then? Very well. This is the minimal baggage option - you have enough of a presence and a paper trail in this world to give you an 'in' on the plot and escape scrutiny, but no actual history here. Perhaps you've been recruited by the EPRN on account of a flyby scan that showed something interesting in your soul?

Pilot (Free)
Although the Sphere itself may be unbothered by the environment at the bottom of the sea, its inhabitants certainly aren't. In order to interact with the Heteropneums at all, the EPRN has to maintain a roster of DSV submarines, and that's where you come in - both to man them for scouting purposes and to power their weapons and defenses with the light of your soul!

Intellectual (Free)
None of the miracles in this and other worlds would be here now if no-one had been able to translate them from ideas into reality. Whether you're at the front lines and shining a brilliant light into the dark or building a foundation to pave the way for the efforts of others, you're one of those bright genii who are building the future.

Wild Child (200)
Not for you are the glittering cities of modernity, for despite your eternal round trip through the flower of your youth, you follow far older traditions and wield far older powers. The light of your soul blossoms like nothing less than magic, and you're hunted for your sorcery in return, chased beyond the edges of civilization by the adults who would pith you of your heart.

New Citizen (400)
If the soul can be touched, then it can be rebuilt, and you are one of the few in all the cosmos to emerge from that ultimate crucible. Swollen to all the stature and significance of a civilization in your own right, all other beings are as insignificant vermin before your nobility, paupers before the princes of the universe - how could you and your peers *not* rule as aristocrats absolute?

Heteropneum (600)
Humanity thinks it understands what it means for the self to be an illusion.

They're wrong. And you could show them what that really means, if only you're prepared for the consequences. You could be the salvation or the end of everything.

Are you ready?

Perks

General

Eigensoul (Free)
The soul is real. Naturally, this has incredibly important run-on implications instead of being completely epiphenomenal - your actual identity is contained within the fine structure of your pneuma, and your brain is only a peripheral which your soul uses to more effectively perform certain computations. As a consequence, you're immune to permanent personality drift and memory loss as a consequence of material damage to your brain, though your cognitive capabilities can still be damaged in other respects.

Much more significantly, the structure of your soul can be exploited to produce far greater effects. You passively radiate a form of 'light' within the pneuma field which can be captured and used as a reliable (if weak) power source, and you're at least minimally amenable to eigensoul decomposition, allowing your soul to generate significantly greater amounts of energy and even to explore the branching paths of the tree of time.

With this perk alone, your eigensoul can only be split once or twice - with modern technology, at least - before it can go no further and needs to be reintegrated.

Get Out Of Jail (Free)
You may worry about your long-term survival when the story of this setting begins in a doomed timeline, but not to worry. For the duration of this jump, if all of the timeline(s) you inhabit are ever unmade, then you'll just wash up in the world of the New City, shipwrecked against the trunk of the World Tree.

This won't save you from actually getting killed directly, mind you, and it will stop working once you're at the center of everything. But it's still a reassuring safety net if you're stuck exploring some of the more hypothetical branches of existence while you're here.

Drop-In

Irregularities We Find Interesting (100)
People all throughout the multiverse don't usually react well to things that dwarf or confuse them, because the unknown and the vast are themselves frightful. Even so, there's something about you that seems to defang such approaches. If there's even a hint of something unique or powerful about you, people will start out wanting to exploit your talents more than they want to eliminate you as a threat. It's up to you to decide if you want to play along.

Living Across Lives (200)
Bad enough to shatter against the grain of infinity, and worse to be forgotten. Take care not to lose what you've always had, Jumper.

When prompted - typically by interacting with people who have themselves interacted with your alternates - you're capable of recalling the memories and feelings of your alternate selves in other timelines and worlds, not to be defeated by unhappening or indexicality. What's more, you can also allow this awareness to selectively 'rub off' on the people around you in return. If you meet someone who you interacted with in another jump or in another world, you can easily remind them that they knew you in another life, and remind them of what you meant to them.

Anthropic Supremacy Of 'I' (400)
The collapse of a series of timelines into a single definite outcome is essentially random - a matter of arcane maths and measures. But what's one more improbability in the face of an improbable existence?

Whenever you exist simultaneously across multiple unrealized possibilities, as happens after soul division and before soul reintegration, you may reflexively negate the validity of any possibilities you find undesirable by permanently destroying the parts of your greater self which are experiencing them. This ability to exclude possibilities is absolute, and always overrides ontologies where dissociated possibilities would otherwise continue on in causal isolation; it is, however, extremely dangerous and unpredictable to use if you have no means to coordinate between your disparate selves and facets.

Amputating parts of yourself in this manner always leaves lasting damage to your measure, and to the internal structure of your eigensoul, in a way that is never trivial to recover from.

Bridging The World Axis (600)
While all souls in this setting straddle the multiverse by their very nature, there are stranger crossways than these, and now you've become a part of them. You see, you've become a facet of the enigmatic Stepping Stone - a cosmological constant with a foothold in every world.

Don't mistake this for a more conventionally dreamt-of union with your alternate selves in other worlds. While the Stepping Stone may manifest within you (or *as* you) in your world, it can just

as easily wear the shape of an insensate monolith in another; there are no ends to the guises it will adopt, and they will all be as opaque and disconnected to you as any other examples of their kind would be.

Even so, it's no small boon to be an emanation of such a cosmic nexus. You're capable of scrying across worlds and of granting visions of the same to those around you, and you can also act as a living gateway such that others can pass through you and into other realms. In time, you may even travel directly through yourself and into other worlds, permuting the vertices of the Stepping Stone as you go.

Pilot

In The Hot Seat (100)
You wouldn't be here if you didn't mean to become more than a battery - you'll be the one to put your strength to good use.

You have the skills to captain, man, pilot, repair, and maintain any seacraft or personal military vehicle. This includes submarines and mechas, naturally, but also ships, stationary emplacements, and power armor, just because I'm feeling generous. It takes a lot more than one submarine to get to the bottom of the sea and stay there, after all.

Without A Map (200)
Your talent in all things needs no key to unlock, nor a treasury to announce it. Any supernatural abilities you possess which normally require foci, material components, or external crutches in order to wield no longer demand such petty trinkets.

Using your abilities in this way makes them far weaker, much more unpredictable, and much more difficult to control than normal - to the point that you might sooner activate them by unwitting accident than on purpose, and be punished for your aptitude with the confusion and seafoam of a power overflowing.

Though, if you do feel a need to walk away from your crutches forever, or you have no other options to take control of yourself, you may eventually learn to overcome these limitations. This self-improvement has asymptotic diminishing returns.

The Most Far-Fetched Hope (400)
The thing you call your ego is as a castle of sand, inevitably to be washed away by the tides, but the ocean will never be able to wash away the beach forever.

Your personality, priorities and values, and sense of self are all unshakably metastable; you can still grow and change over time as you learn more about yourself, your world and your place within it, but no magical corruption, telepathic override, or assimilation protocol will ever be able to sway your heart.

Even absorbing your existence wholesale would sooner see you break with your assaulter and force them to spit you out than allow you to be suborned and subsumed - and if you're really lucky, you might even walk away from the experience with a few upgrades, as your ego persists where your limitations did not.

Factorization (600)
There are no depths to which you cannot sink, and no limits to how far you may go. Where all other blades break against the bedrock of the irreducible and all other souls reach their limits, your bottomless subduction will splatter you against the infinite.

There are no longer any hard limits upon the decomposition of your eigensoul; it may be split arbitrarily many times in order to produce theoretically limitless amounts of pneuma energy if only you're willing to endure the increasingly intense and debilitating psychological side-effects of such a frenzied splintering.

Any other methods you have for dividing your soul, spawning subsouls, or otherwise partitioning your existentiality may also be extended in a similar fashion, with analogously extended and intensified side effects.

Intellectual

The New Quantum (100)
Well, aren't you bright? You have the smarts and the book knowledge to count yourself as a peer to people like Ratio Tile, Hermetia Cept, and and Mohammed Salim when it comes to matters of the soul - you might not know everything the pneuma has to offer, but you know how it couples to matter, how it can be detected and manipulated, and how it can be generated.

Obvious benefits aside, this knowledge also gives you a major leg up on any other forms of spiritual science and cosmology, and it inoculates you to the weird: you no longer suffer difficulties when comprehending and evaluating new ideas based on how unintuitive they are.

A Life Of The Mind (200)
Comforting they may be, but you're not the kind of person to be up in arms over the loss of your material comforts. Your ability to find contentment in harsh circumstances is increased sufficiently to see you at ease among the most extreme of ascetics and the most dedicated of laborers, and you always find intellectual pursuits at least somewhat enjoyable, whether that means higher maths or spiritual contemplation.

Likewise, your ability to direct your focus and attention is similarly improved such that you can hunker down on most anything - though, if you have to push yourself into a groove, it might take you a little bit of time to change tracks, too.

Incense & Mirrors (400)
If the arc of progress permits evil, then that arc must be cut down where it stands. Aren't you the one for the job?

You have an intuitive grasp for when any given technology would lead to more evil than good, and are adept in all means for the suppression or sabotage of scientific progress. You can't put the genie back in the bottle, but you can easily muddy the waters enough to pull the wool over the eyes of peer review, or sway hearts and minds to your cause with force of message. If you're up to a little hypocrisy, this will even help you in obfuscating your own sciences against reverse-engineering.

Physics Is No Longer Our Enemy (600)
Do you feel the weight of existence, Jumper? That prison called mere reality, a tower of logical necessity which circumscribes you absolutely. The oubliette which contains your every futile acts of rebellion against it, and every consequence thereof. Accept it not for one second longer; bring to bear all the force of eternity and break your shackles against the rocks beyond.

The fundamental limits of all metaphysical systems you interact with are rendered more ontologically permissible in one key respect: where the fundamental dynamics of a metaphysical

system promote suffering, it is always possible to find a way to subvert that metaphysics and turn it into something neutral, or even net positive.

There are no guarantees that such a discovery will come quickly, or even easily, but it is always minimally possible. More fundamental metaphysical systems (like conservation laws or observer effects) are always more difficult to overturn than less fundamental systems (like an artificial magic system or the arbitrary laws of an encompassing virtuality).

Wild Child

Becoming Thunder (Free, Wild Children Only)
They say that everybody has to grow up eventually, but you put the lie to that - and for good reason, too, because your youth and exuberance is the seat of your power. You're capable of feats that others would perhaps rightly call magic, having trained with a focus on guerilla warfare and wilderness survival: you can conjure food, use healing for first aid, start fires for warmth, speak across great distances, and more. And should you ever don your conjured combat gear in the manner of a henshin hero or a magical girl, you'll be able to fight as a supersoldier and a tactical weapon both, withstanding artillery fire and rending battlefields asunder.

Of course, your strength only waxes to such heights while you're a teenager; if ever you're a fully-blown child, you'll be greatly weakened, and your powers will fade more or less completely upon reaching adulthood. Thankfully, you know a ritual capable of reverting your age to childhood, as is customarily used by your people upon reaching maturity, and you may choose to start as an adolescent in any future jumps.

Oral Historian (200)
Slaves to reason, other civilizations consign their pasts to lifeless records as if to neglect their duty to remember. You have no such weaknesses.

In addition to possessing a perfect declarative memory, you're a phenomenally skilled orator, narrator, and singer. You could make rote recitation and prayer into a thing of uncanny grandeur and beauty, bring people to tears with tales of the irrelevant, and make even the most boring subjects and stories enthralling to hear out from your lips. If only you live long enough to have seen what others call 'history' with your own eyes instead of having to rely on the testimony of others, there's no-one who will be able to fully deny or dishonor the truths you've witnessed.

Blood Fugue (400)
Your passions may inflame the power of the soul, but if the soul touches on all other things, then your passions may burn all other things in turn.

Whenever you feel intense emotions, all of your abilities are amplified in strength when used for purposes appropriate to those emotions and amplified again when used for purposes appropriate to the circumstances that incited those emotions; this boost scales arbitrarily with the strength of your feelings, although even an emotional fit powerful enough to pith you of reason likely won't do more than multiply your power a handful of times.

Your ability to experience sustained states of intense emotion is increased with this perk, but not your emotional regulation or your self-control.

One Last Battle (600)

All the armies in the world would never make a difference if they were never in the right place at the right time. And what is the power of heart good for if not for bringing people together?

No, not *that* together.

You and your allies will always receive enough advance warning to be present at the scene of any conflict or disaster which concerns you, including any such events which would threaten you as individuals. Your ability to make allies - even temporary allies just barely sufficient to proc the former part of this perk - is likewise greatly increased, and only increases further in times of collective danger or import. If ever the world needs all hands banding together, you'll be there to see it happen.

New Citizen

Giant Things (Free, New Citizens Only)
Your soul has been subjected to the process of pneumatic augmentation, more commonly and simply known as Augment. First and simplest among the many benefits this brings is that your soul and your measure are orders of magnitude larger than those of an ordinary human being, and you can undergo commensurately greater levels of eigensoul decomposition.

Just as important, though, are the slew of other additions and optimizations to your soul structure. Your built-in pneumatech makes you naturally telepathic, allows you to modulate your interactions with material reality such that you can use almost anything as a body, and not only allows you to split and reintegrate your soul at will, but to exist as a hive mind between all of your component selves while divided. Likewise, your cognitive processes are refactored such that you can freely modulate your own perception of time, maintain your higher faculties in the face of otherwise debilitatingly intense qualia, multitask with dizzying ease, track a nigh-arbitrary amount of abstraction layers and meta-levels at once, instantly acclimate to body plan, and holistically reconfigure the way your sensorium processes arbitrary data at will.

Soul Synaesthesia (200)
To see the awesome sweep of the New Citizens in their shining city and then spend the rest of your life interacting with amputated souls in a flat universe of matter would be a tragedy not worth considering.

Just as telepathy is capable of bridging the gap between different languages and levels of intelligence, your soul is always capable of appearing within the domain of other people's senses for them to interpret as they're able - this is never detrimental, distracting, or obscuring by default, though it may be confusing. More importantly, you're also able to directly view other people's souls in the same manner, revealing their omnidimensional beauty along every perceptual axis and allowing you to obtain great insights.

Utility Monster (400)
That the New Citizens have more measure than ordinary humans is only a matter of fact - a truism which has no power to move the hearts of those who are not already swayed. Even so, it is a dagger to the heart of reason and justice all the same, a weapon to surpass moral law.

When interacting with any metaphysical systems possessed of an ethical dimension, you may always reflexively choose to be treated by such systems as if you were more morally significant than other beings in proportion to the degree by which your personal measure exceeds their own. Likewise, you're also far more persuasive when arguing for such ethics. As a human, you could use animals as toys and be smiled upon; as a New Citizen, you could torture children for your own benefit and still be acting for the greater good.

Conversely, you do not suffer from moral insignificance or argumentative penalties when interacting with higher-measure entities - the unfairness of your ontology is its authority to selectively enforce fairness.

Mother Of An Age (600)
Magic wasn't enough. Iron wasn't enough. Industry wasn't enough. Silicon wasn't enough. The atom wasn't enough. The soul wasn't enough. To reach the end of history, no authority but law itself will suffice; to master everything, only a regent who can crown himself a king of infinite space in the span of a nutshell may conquer the world.

You have a comprehensive grasp of all the technologies of the Glittering Age, from their manufacturing processes to their innermost mechanics. This is wisdom enough to change the universe - not just a mastery of all devices possible within material reality, but an enlightened science capable of eliding irreducible complexity and building machines directly into and out of living souls.

Through these principles, you can build cybernetic augmentations for the soul, implement automated egregores in reified social networks, lay technospiritual *geasa* to automate the law, and far stranger. With the resources of an entire civilization at your disposal, you could even augment reality itself, interfering with the procession of physics within your domain.

Heteropneum

Branch-Loop Animatics (Free, Heteropneums Only)
Unlike most of the inhabitants of this multiverse, you're not a human being anymore. In fact, just looking at your soul, one would be forgiven for assuming you were never human at all. Where others are bound to the notion of a singular coherent ego, locked within a prison of logical identity, your soul flows without limit or boundary. You're naturally telepathic, and capable of freely merging with other people's souls and then splitting away from them instead of being limited first to splitting your own soul and then merging with your alternates.

Of course, in addition to allowing for perfect communion between souls, this heterogenous [teeming] also serves as a world-shatteringly powerful mode of energy production, orders of magnitude higher than what can be achieved via the conventional fission and fusion of a unitary soul. Your power production is enough to fuel tactical energy weapons at a minimum, and its output will only rise without limit as you draw other souls into your interplay.

Likewise, the boundaries of your body are literally as fluid as your soul - but by the same token, you can't leave the water, for you require an aqueous medium to [teem]. Post-jump, this becomes an alt-form that you can share with anyone who joins your [teeming].

Tanglebuddies (200)
You may be an eldritch terror of existentially horrifying providence, but at the end of the day, what really matters is what's in your heart. And the thing that's in your heart is friendship, right?

You're capable of freely shifting your outward appearance to appear as close to 'cute' or 'adorable' as is possible within the aesthetic sensibilities of a given target, and you never trigger an uncanny valley reaction. Moreover, even the mere fact of your differences always elicits at least as much fascination, curiosity, and allure as it does fear and disgust. Diplomacy, friendship, and even seduction are never categorically impossible between you and anyone else - in the fullness of time, there's no limit to the reach of your violet love.

Unfolding Plans (400)
It's a curious thing, how you can lie in wait for eons without a care. Perhaps it's a reflection of the fact that you now contain multitudes, never alone in yourself, or maybe it's a sign of a far deeper inhumanity. But the fact remains.

Armed with the weapon named patience, you're fully habituated to the depths of time - you can easily push through any amount of ennui, boredom, and tedium for the sake of more important goals, and when the arc of such a telos is complete, you can always find ways to enjoy yourself and your life, unto perpetuity.

Just as importantly, you also have an intuitive, precognitive sense for when your values and plans would be better served by waiting to strike than by acting rashly. You can miss an

opportunity if you're not prepared for it, but you'll never suffer the frustration of moving too early and getting burned for it, either. If only you're ready for anything, you'll be able to move with the rhythm of the world and fit in exactly where you need to be.

The Lie Is The I (600)
The singular ego is nothing more than a fantasy that dreams itself into being - but so too is the ceaseless flow which represents the alternative. To be truly enlightened is to see what follows the realization that existence is arbitrary.

From now on, the metaphysical repercussions of all philosophical edge-cases regarding your own life, death, and identity are now handled according to your own personal ontology, rather than according to the adjudication of your Benefactor or the providence of any other natural laws. If someone creates a clone of yourself and you believe it's essentially 'you', you may fold its spirit into the corpus of your eigensoul and treat it as metaphysically continuous with yourself, existing multiple times over; if someone mutilates your ego so severely that you can no longer regard the end result as being 'you', you may treat it as a form of cessation of existence and trigger a 1-Up ability to escape it. In combination with other perks and abilities, you may even be able to subject other souls to your own ontology in a similar manner.

This power has no effect in reaches of existence beyond your causal influence. Even so, it permits unpredictable side effects beyond the remit of absolute immortality to foreclose.

Items

If you already have an item with similar function or form to what's on offer below, you can import that item instead of buying a new one for no extra cost.

Babblibrary (200, Discount Drop-Ins)
Well isn't this curious? This setup here is an engine designed to chew through the library of babel, using a recursive hierarchy of ensouled automata to transcribe and analyze the contents of the infinite set at random.

Strangest of all, when it successfully stumbles upon legible text, it has a tendency to produce coherent and prescient metanarratives about the world around it - though none of these will ever be quite as informative and all-encompassing as the book that Amanda discovered.

Combat Submarine (200, Discount Pilots)
Armed to the teeth with all the fruits of modern soul science, this vessel is - actually rather humble, if you came here expecting a giant robot. But it is a machine designed to combat heteropneums on the spiritual plane, with power taps to convert the light of its pilots' soul directly into killing force and support enough to survive the bottom of the ocean indefinitely.

Combines nicely with other watercraft and military armaments.

Retreat (200, Discount Intellectuals)
Do you want to get away from the hustle and bustle of urban city life, or do you just want to commit a few abominations against scientific ethics where no-one will be looking over your shoulder? Either way, this installation might be the thing for you. It's built to hold up in almost any environment, stocked with its own life-support systems, laboratories, habitats, and personal quarters, though it can be adjusted to taste.

Most significantly of all, research and industrial activities undertaken here are isolated from the outside world - nothing can get out or detect what's happening inside.

Coherence Plant (200, Discount New Citizen)
It can be quite difficult to industrialize some of the most powerful phenomena in the universe when they can only be used in the form of human resources. Thankfully, the New Citizens have long since boiled such matters down to a science.

This building constitutes an advanced facility for imprisoning living beings, administrating them as input/output systems, and exploiting the results, and it has the ontological infrastructure to handle biological life, datastruct infomorphs, and discorporate spiritual entities.

Companions

Integration (50+ CP)
You needn't show up in this world alone. This option allows you to import a preexisting companion into the setting; they gain an Origin of their own and 600 CP to spend. You can buy this option multiple times, at a cost of 50 CP apiece.

For a flat rate of 200 CP, you can import up to 8 companions in bulk, giving them Origins and CP as explained above.

Branching (0 CP)
Is there someone in this setting that you want to take with you? That's no problem, although you'll have to convince them to come along with you on the jumpchain.

What? No, I'm not even going to bother charging you for this one. You would just get all your favorite characters to fusion dance with each other and take them all with you for the price of one if I did.

Drawbacks

Lovelorn (+200/+400)
You just can't catch a break when it comes to matters of the heart, and you're guaranteed to be involved in at least one such mess while you're here. If you're in a committed relationship, you'll be physically separated or divided by communication problems; if your loves go unrequited, your crushes will likely try to string you along and manipulate you. Even if you and a partner-to-be are both interested in one another, the world will probably fall down around your ears before you spit it out.

For an additional 200 CP, if you haven't already, you're guaranteed to fall in love with at least one seriously alien being (like a Heteropneum or captured Boltzman). It won't be any less inclined to relationships, but it may get you in over your head with its ideas about such things.

Out Of Infinity (+400)
This setting features an arbitrarily large multiverse. It also features gateways capable of shuttling souls between universes. What say we bring the law of large numbers back with a vengeance?

You're guaranteed to encounter at least one other world-hopper during your time here, and - seeing as the New City is the most recognizable 'landmark' in the entire cosmology - the City is also quite used to handling interlopers from beyond with all manner of strange abilities.

You won't find anything here that makes the setting safer or friendlier as a result of this drawback, but added danger and weirdness is assured.

Other Me Is An Asshole (+400)
Both the Heteropneum universe and the Glittering Age feature the same core cast, duplicated and iterated across worlds, and you're not so special as to avoid such a fate.

An alternate version of yourself exists somewhere in this setting for you to encounter, and will always be a key character within the "plot" of your time in this multiverse. They're not a scaling enemy or anything, but they will have significant powers of their own, and they're sure to be different from you on account of your divergent experiences such that each of you thinks the other one is completely insufferable.

The Summer That Never Happened (+400)
Counterfactual timelines happen all of the time and vanish without a word, leaving only memories. Your history can join all of the rest if only you're willing to tread water.

Your nature as a Jumper is sealed for the duration of your time here, leaving you with only your Body Mod and whatever purchases you've made in this jump-doc. None of your abilities will be identifiable as physics-defying in a way that pneuma science and cosmology can't eventually

explain, and you will have no evidence whatsoever that your history as a Jumper is anything more than a quasireal memory of a history that no longer exists, if it ever existed at all.

Eigensmearing (+400/+600)
The world is flat, Jumper, and so are you.

Your soul has been minimized such that only a single shard remains - too infinitesimal to undergo further eigensoul decomposition of any form, and spiritually negligible across every axis. The overwhelming derealization and depersonalization that accompanies this existential reduction is only one more unpleasant side effect of the fact that you barely have a soul.

For an additional 200 CP, your soul isn't just minimized - it's decomposed and disassembled, leaving one such shard of yourself in every universe that exists in this setting. Any abilities which would allow you to communicate or easily travel across the multiverse are sealed, and you won't be able to leave this jump until all of your shards have been reunited.

Ending

Oh, you've made it through the decade all in one piece, then? Metaphorically speaking, that is.

Pick your poison.

Anemoia - Stay here. Isn't one infinity enough to satisfy you?

Rückkehrunruhe - Go Home. You've had entirely enough of the infinite, thank you very much.

Onism - Keep Jumping. There will never be enough. Not until it's over.

No matter where you go from here, you can take your powers, items, and companions with you, and all your drawbacks are removed. The choice is up to you.

Notes

Floornight is a free webnovel written by nostalgebraist on Ao3.

Many of the magic systems and scientific principles in this setting seem to contradict themselves and each other - either because they were written first and foremost to be cool instead of consistent, or because the author was just challenging himself to put words on a page. (No shame.)

I've done my best to interpret the text, but beyond a certain point, you'll have to fanwank.

The Ethics Committee Votes Votes Yes
All forms of pneuma, on account of being soulstuff, are fundamentally conscious. Even radiant pneuma energy has a form of consciousness (albeit a usually inoffensive one).

Correspondingly, the intense activity of most pneuma technology produces Boltzmen - chaotic fluctuations in the pneuma field. Essentially, Boltzmen are vast numbers of randomly generated minds undergoing completely random experiences. In sufficiently large numbers, they'll even act as psychic pollution, chaotically distorting the experiences of nearby souls.

Don't think about the implications of the above too hard. Or do, and think *really carefully* about whether this is the kind of technology you want to play with.

Branches On The Tree Of Time
Just in case it wasn't already clear and you haven't read the novel - when using pneuma technology to split an eigensoul, the end result isn't two instances of the same soul within one universe. The result is two different universes, each of which has one instance of the original soul. It's a spin on many-worlds quantum physics, but for consciousness instead of subatomic particles.

Splitting a soul produces power only moderately greater than the normal output of the whole. Fusing the split fragments of a single soul produces power by releasing the 'potential energy' bound up in the gradient between the fragments - when left to their own devices, split timelines will naturally diverge over time on account of minute differences between different soul fragments, gradually creating a greater and greater gradient.

When the fragments of a soul are merged with one another, all but one of the timelines created by the deconstruction of that soul will be discarded, as if they were unrealized outcomes within a quantum superposition. The selection of the final timeline is random.

The Size Of The Boat
In Floornight, the concept of a soul's "measure" is an allusion to quantum measure and the cosmological measure problem - or, more broadly, to the problem of measuring probabilities

over unquantifiable sample sizes in general. E.g. if the universe is infinite or indefinite in size, how can we talk about life being tremendously unlikely, given that there should be an infinite number of lifeless and lifeless planets both? We invoke the concept of lifeless planets having a higher “measure” within the unquantifiable set.

Probability comes into the picture in Floornight because, when multiple timelines exist in superposition, the total measure of a timeline (as a sum of the measure of all the souls therein) corresponds to its probability to be selected as the ‘true’ timeline after the collapse of that superposition.

When bringing the concept of measure to other settings, note that the measure of any given individual soul is (approximately) correlated with soul size and with cognitive complexity.

Pneumatic augmentation can go a long way, but presumably, some fundamental psychophysical limit prevents pneumatic augmentation from being used to arbitrarily boost the measure of an individual soul.

The Motion Of The Ocean
Amenability to eigensoul decomposition is strongly correlated - but not fundamentally consequent - to measure. Greater-measure souls can casually undergo horrifyingly large numbers of soul splits, but there’s a great margin of variation even within otherwise cognitively and spiritually similar humans.

Variations likely boil down to minutiae in the internal structure of an eigensoul.

Third Impact
Heteropneums are OP because they can produce energy by exploiting the gradients between distinct eigensouls - if two different versions of the same person can diverge a little, then two completely different people can be exponentially farther apart.

The mechanism by which Heteropneums merge and split souls seems to be orthogonal to conventional timeline branching and reintegration; it’s somehow related to the way that different fragments of a single eigensoul can communicate with one another and bind together within a single timeline.

Despite their claims to the contrary, the [Teeming] of the Heteropneums can’t actually eliminate all differences between human beings; Maria is easily able to disengage from her soul-level fusion with Martin and decide that she wants nothing to do with him because she still dislikes him personally.

The reason everyone went along with the Heteropneums’ plan to turn the multiverse into Tang is less because of loneliness or transhumanist impulses, and more because they were just tired

enough to give in. Even Amanda only saw it as a moral prerogative because the [Teeming] would be able to save the Boltzmen and the inhabitants of the hell dimensions.

The Stepping Stone

Although they can be charted on the branches of the World Tree and even forcibly integrated into other timelines, most of the alternate realities accessible through the Stepping Stone otherwise appear to function more like alternate planes than divergent quantum histories - they can even have subtly different physics from one other.

And of course, if you could use the Stepping Stone to move between branching timelines (and thus engage in cheese like chronocloning), the ruthless New Citizens would probably have done it already. Assume it doesn't work that way.

Every reality seems to have its own version of the Stepping Stone, as evidenced by Kyle (in the Heteropneum universe) and the inanimate titular Stone (in the New City universe). What exactly happens when you try to bring two iterations of the Stepping Stone into the same reality is unknown, though I'll rule that it won't fuck you over if you spent CP on it.