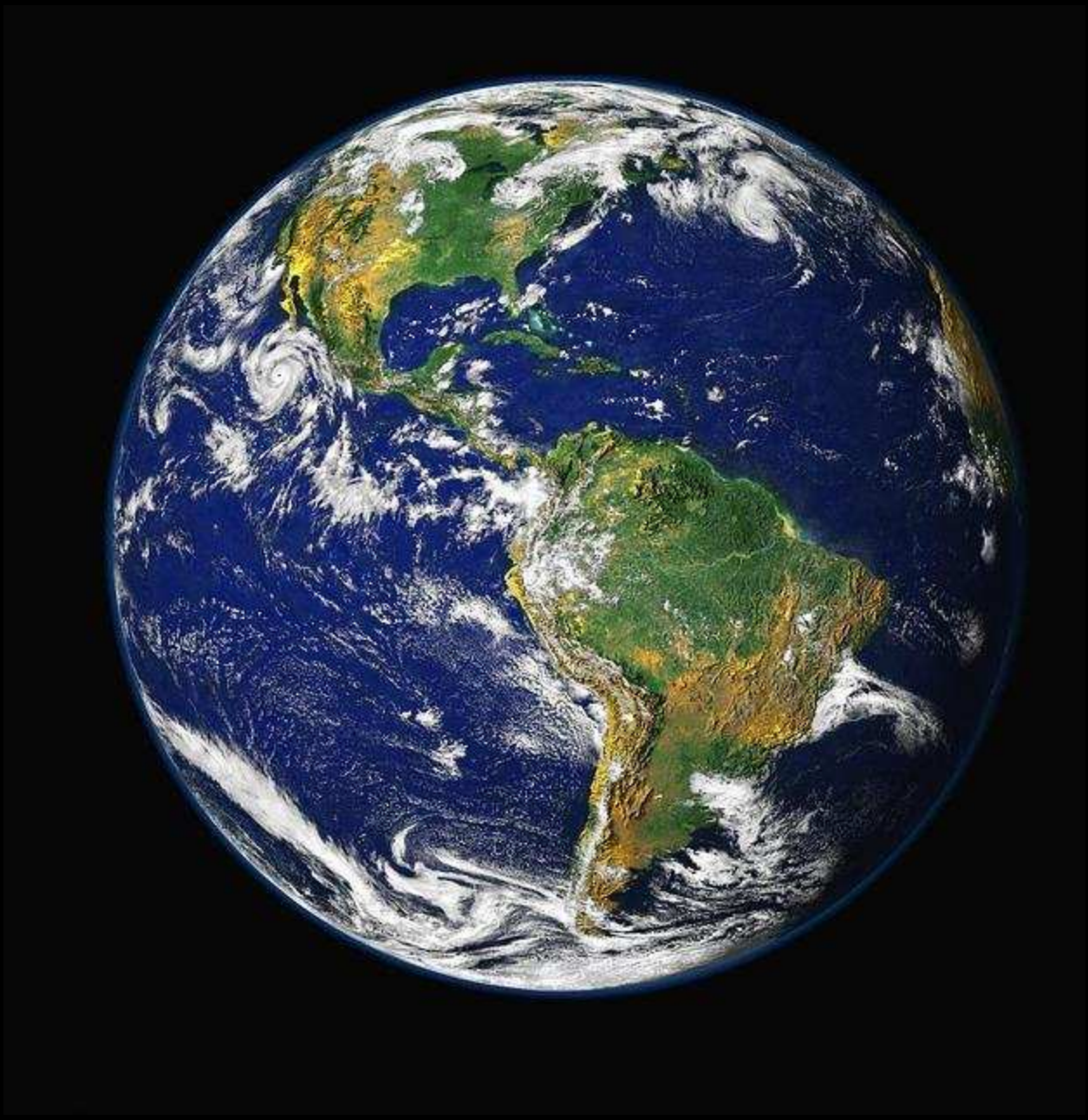


A Human Of Earth Jump

Version 1.0

A Fully Original Jump Set In TroyX's Veiled Solar System Setting By: LJGV

Welcome to Earth! This is and isn't any version of Earth you may be familiar with, and it is split into effectively two different worlds: that of humans and "mundane" (not supernatural) animals, and that of supernatural beings, objects, and places. For a long time humans and supernatural

beings could interact and routinely did. Half remembered stories from this time, coupled with the occasional Veil Straddler telling stories and recounting interactions with exotic beings (supernatural creatures on the non-human side of the veil) ended up being the source point in history for religious claims and various mundane religions.

Ages ago 13 immensely powerful beings were exiled from their home and came to Earth from a distant point in space and time. They arrived on Earth and immediately set up a barrier over the solar system to protect themselves from being hunted by their kind's foes, before they asked for the Archdeity of Eternity's blessing to make the barrier inviolable. The Archdeity agreed and in doing so made the barrier so strong that no known method can well and truly violate it. The Archdeity then placed the aliens on the same side of it as mundane humans. This barrier is known as "The Veil" and is one of several such objects that exists across the multiverse and throughout the omniverse. The entities responsible for the erection of the veil retained some access to their abilities, due to the fact that they were the deal-makers who asked for the barrier to be inviolable, but eventually they all died anyway.

Your adventure here will begin shortly after something changes in the life of the person you become. It could be a near-death experience that causes you to become aware of the veil, as all dead humans spiritually cross the veil and become spirits that can persist on Earth somewhat rarely, on the "Exotic" side of the Veil, or move to an earthly afterlife, or it could be you awakening to the fact that you are a "Veil Straddler": someone who naturally see through the veil to at least some extent. Regardless of the exact cause of the change in your life this will have significant ramifications on your life in ways both big and small.

One fact that you might discover is that the veil on Earth is, in some contexts, permissive and permeable to the extent that exotic lifeforms can and do appear before humans in very strict and controlled conditions. If you can reliably see through the veil you'll be surprised at the number of times someone you believe to be a human will be revealed to actually be an exotic life form simply pretending to be mundane, something that Earth's veil permits and one thing that separates it from other veils which are far more strict about and prevent completely (so completely that Earth's veil spirit is one of very few which permits supernatural lifeforms to visit its territory and actually see the other side of it).

For the next ten years, you will live here on Earth and you will begin to peer past the curtain and have the chance to learn Earth's true history. Good luck!

Go ahead and take these points. They may help you learn to navigate the two sides of this world deftly.

You now have 1000 Veil Points. Use them wisely.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump.

True Mundane (Free):
You are a true human, and also one who lacks any sort of supernatural power. You lived a fully mundane life, one you design in the wake of selecting this as your origin, but fairly recently (perhaps as recently as a few minutes before you start your decade-long stint in this jump) something extraordinary occurred. You found a method or had an encounter that allowed you to peer through the veil (even momentarily), or perhaps you were dragged through it, but either way you now know something is up and that the supernatural is real. What you do with that knowledge is up to you…

Minor Veil-Straddler (-100 VP):
"Minor" Veil-Straddlers is a term that denotes the overwhelming majority, well over 99% of all humans that have ever somehow developed the ability to see through the veil. At least some of the time this ability appears to have a genetic component, as members of the Roma people have a bizarre natural likelihood of being minor veil-straddlers. It seems as though minor veil-straddlers only have some fractional awareness of the exotic world, and the vast majority of these straddlers are "Glimpsers" individuals who can see through fragments of the veil under some conditions, such as individuals who can find veiled locations but can't see lifeforms on the other side of the veil (or can't see past their mortal disguises).

Major Veil-Straddler (-200 VP):
An extraordinarily rare handful of humans throughout Earth's history have been major veil-straddlers, individuals who have the curious ability to gain true awareness of the veil and interact fairly freely with exotic lifeforms. These individuals usually have to make a choice about what side of the veil to stay on, and can choose to stay on the exotic side of the veil and thus retain both their awareness and their ability to act on their knowledge even with mundanes (to some extent), or they can stay on the mundane side of the veil. Major Veil Straddlers who choose the exotic side of the veil can still interact with the mundane world as well, while those who choose the mundane side cannot see or interact with the exotic world again. Very importantly nearly all major veil-straddlers have some sort of exotic abilities of their own, which tend to burst to life when they become aware of their natures as veil-straddlers.

Starting Location:

1. **Veiled Earth**

By default you're going to start this jump somewhere in the general vicinity of wherever you were when you started your chain (such as somewhere in your hometown or in the vicinity of your last place of employment before you began jumping), or if you did not initiate your chain on Earth some place close to the last place you were in during your last Earth jump. You can also pick and choose a destination somewhere on the map, if you wish to start somewhere else on Earth, and this option is the default for jumpers who've never been to Earth.

If you are a major veil-straddler you can choose to start off in an exotic city, if you are a minor veil-straddler you can pick exotic glades and other minorly supernatural locations.

Perks:

General Perks:

Magic (Free): Magic is a curious thing on **Veiled Earth**. Humans of all sorts can use some level of magic, and that is represented by this perk for the purpose of a jumper, but most humans who live behind the veil will never know that they can use some level of magic due to the veil's suppressant nature regarding all things supernatural. It turns out that most people can learn to use some level of magic, provided nothing is somehow suppressing them. This perk gives you a minor boost to your ability to learn magic, and anyone who has it can freely and easily cast spells as low as a D&D 5e cantrip, but this perk, by itself, does not allow someone to overcome any sort of anti-magic or anti-supernatural barriers or seals, so with just this you're not gonna be using magic on Earth (in this jump at least). Additionally you can teach others this particular level of magical affinity, though they too will need to be in an area where magic is not suppressed to learn and actually use the magic you teach them.

Troyverse Physiology (100 VP): This perk grants you absolute control over your fertility, your attractiveness is boosted enough to at least make you an 7/10, you are perpetually clean, and you gain an ability to learn languages spoken by others through physical touch and greatly enhanced skills at learning languages. More intense kinds of physical touch can grant you greater knowledge of languages, but we're applying a very loose definition to the phrase "more intense". If you are giving someone a massage that is considered "more intense", as is engaging in an unarmed brawl, and, of course, dancing and other fun activities can also be considered "more intense". The other person doesn't sense anything supernatural when this occurs. You are naturally adept at other methods of learning languages to the extent that by overhearing enough conversations in foreign languages you begin to understand bits and pieces of the languages in question, and if you have some sort of help here this causes your learning speed to skyrocket. You can also have hybrid children with others that inherit the best possible traits from both parents (this effect tapers off and loses potency when it comes to traits like Omega Sparks and Ascensions, not guaranteeing such effects but somewhat boosting the odds children inherit those things when they are inheritable).

Meet Cute Magnet (100 VP): Somehow you are a master at the art of the meet cute. You have a very special sense for what to do when you see someone attractive and want to shoot your shot in an organic and friendly way, and on occasion fate will conspire to give you a chance to show off your best qualities and make a very good first impression on someone.

Supernatural Luck (200 VP): You have a curious form of luck. This doesn't actually boost your luck itself but rather gives you a specific sort of luck that naturally boosts your likelihood of having encounters with the supernatural. You may not understand the true nature of these encounters at the moment, as nothing here prevents such beings from disguising themselves but your life is always going to be touched by the supernatural in some way. This does minorly boost the likelihood of you having positive encounters with such beings, but it's not a guarantee.

NobleBright (400 VP): The Troyverse, while having moments and places of darkness and grimness, tends to be a hopeful, bright, happy place. This perk internalizes some aspect of that and instills it in you, giving you protection against despair and also giving you the ability to share this internal brightness with other people which can lift their spirits. This also offers you some degree of protection against dark magic and supernatural powers derived from despair and maliciousness, though this protection is fairly limited.

<u>True Mundane Perks:</u>
Conditional Sight (100 VP): You have gained a very minor, very conditional ability to see through the veil. This is an extraordinarily rare occurrence, and it is inevitably tied to the event which allowed you to momentarily see past the veil. If you had a NDE you can see and talk to ghosts, if you somehow momentarily saw past the veil while talking to a cloaked exotic you can see and talk to exotics of the same type, if you successfully cast a spell you can see actual magic, etc. This ability persists and follows you into new settings, and can eventually be trained up to see more things but it would be somewhat difficult to do that here and now as the veil itself recognizes that your ability to do this doesn't make sense. So long as this is not something active, like casting a spell, this will grow in power incrementally, though it'll take years to do so to any noticeable degree. You will slowly become better at piercing the veil with a sense or two if this is something passive, while something active grows more quickly so long as you practice the spell you cast daily.

Sharpened Senses (200 VP): Somehow you have the ability to faintly sense when eyes are on you. This doesn't give you any ability to see the eyes if the eyes are invisible or are otherwise imperceivable, but you have an absolute ability to detect when you're being watched. This is strong enough that it allows you to unconsciously pierce the veil, but not in a way that you can use to your advantage. Still, no one will ever be able to truly hide their prying eyes from you.

Prodigious Talent (400 VP): There is an area where you are well and truly exceptionally skilled. You could be a phenomenal actor or an incredibly talented painter, or a wonderful erudite writer, or so on and so forth. This is certainly something you're talented enough in to make a living doing.

A Career (600 VP): You have a well-paying career of some sort. For inspiration this could be you being an heir to a company and having a cushy job in that company to you being a lawyer, doctor, or successful realtor but this works for any well-paying career. In future jumps you will gain both a career similar to the one you chose here (if you want) and also fiat-backed certification/proof that you are qualified to have the career you wish to have. You are quite good at figuring out how to blend minor supernatural things and technology.

Minor Veil-Straddler Perks:

Glimpser (100 VP) (Exclusive to Minor Veil-Straddlers): You have just awoken your veil-straddling capabilities and can see and even move through the veil in different ways. In the beginning this will be fairly limited and conditional but the more you do it you will be surprised to find this ability growing at an extremely rapid pace. This is not the sort of unlimited, unbelievable flexibility that is granted to major veil-straddlers but it at its apex this is an extremely reliable ability to see through nearly all things that should be shrouded by the veil. This ability lets you into some veil-protected spaces, like supernatural, peaceful glades, but not into major exotic cities. Alternatively you can choose to step fully into exotic places but normally cannot see exotic lifeforms and overcoming this limitation is extremely difficult, though doable to a small extent (allowing you to see but not touch or hear exotic lifeforms).

Believability (200 VP): Somehow when you are ready to tell someone the truth of something you know the best way to go about it and you are naturally likely to be believed when you tell the truth. At worst people will think you sincerely believe true statements you make, and they won't think you have lost your mind when you are telling them the truth. There are a lot of applications to this, but it works best when you are trying to explain an odd seeming action or some mysteriously sourced bit of knowledge.

Finder (400 VP): You have a very curious natural talent for acquiring supernatural devices. You can't use them yourself (at least not just with this) but you can find them like no one's business. You could easily make a living procuring all sorts of goods, both mundane and exotic, and moving them to deserving owners, for the right price of course. If you use these skills you will quickly develop a reputation for being the one to visit when someone needs to acquire special sorts of items.

The Messenger (600 VP): You are an exceptional go-between, more than talented in things like diplomacy, and in communications. These skills make you remarkably adept at serving as a liaison between groups, even different factions of mundanes, different factions of exotics, and of course interactions where one group are mundanes and the other group are exotics. This tremendously sharpens your skills with languages and with all sorts of communication styles, giving you a huge 25 times learning boost when it comes to anything related to communication. You are also very quick witted, good at representing the official viewpoints of various organizations, and improve your skills at debating and catching lies.

Major Veil-Straddler Perks:

Permeability (100 VP) (Exclusive to Major Veil-Straddlers): You can fully pierce the veil ocularly and physically, stepping into truly exotic places with ease and seeing any and all life forms or objects that should be shrouded by the veil. In future jumps this translates to letting you see through perception filters, as well as phase through energy-based forcefields and barriers no matter their source.

New In Town And It Gets… Better? (200 VP): Events tend to occur around you and involve you in some way. Somehow you get swept up in all sorts of plots and adventures, and as befits someone as extraordinarily rare as a major veil-straddler you find yourself in the middle of the action. This gives you a decent boost to the skills you'll need to survive, such as self-defense skills, hunting and gathering skills, detective skills, and a decent knowledge of things like dangerous plants and animals that updates in future settings.

Well Traveled (400 VP): You are a natural nomad, able to easily adapt to new cultures, and naturally attract opportunities to go to new places. You are also remarkably skilled at making friends in new locales and can get people to hang out with you with stunning ease, even if such individuals are well known grouches and grumps. You are a naturally energetic person and some degree of your energy fills others as well. This also boosts your luck when it comes to getting by in new places and ensures you always have an opportunity to make the friends you need if you want to succeed in new places.

Awakened Talent (600 VP) (Exclusive to Major Veil Straddlers): One common aspect of major veil-straddlers is that they almost always have some strange and remarkable powers of their own. How powerful these abilities are can vary from veil-straddler to veil-straddler, but you have adept skill and know-how when it comes to a variety of different disciplines of magic such as necromancy, abjuration, conjuration, and other such common schools of magic. This can be vital and lifesaving for you since exotics can interact with you fully and while many exotics on Earth are friendly and kind there are villains on Earth like there are everywhere.

Items:

General Items:

A Romantic Gift (100 VP): Were you blessed by someone? Joy maybe? This very unusual item somehow trumps the veil and works even here on Earth, it's a small, shapeshifting gift box that holds an item of some small value that is perfectly attuned to someone in a romantic way. This gift, when given to someone you are romantically interested in, will always warp to be something thoughtful and appropriate to the person. It will always be well-received, and can help clear up misunderstandings and convey feelings. It works once a day, and while it can become less effective if used daily, it'll never lose full effectiveness.

True Mundane Items:

Certification (100 VP): You are certified at… something. This could be you having the proper paperwork and licenses to be a commercial airline pilot, a scuba diver, or a truck driver. You also get the skills associated with whatever certifications you have.

Surveillance Gear (200 VP): You have found or purchased a set of cutting edge surveillance gear. Sometimes though this gear acts a bit strange and catches glimpses of things you're pretty sure aren't there… And lately, it's gotten better at spotting these odd things.

A Home (400 VP): This is an opulent home that will retain modifications and follows you along your chain. It cleans itself, repairs itself over time, will never cost you anything, and is warded to protect you from the weakest sorts of miniscule threats and foes you might face, be it pests and vermin or very minor ghosts and spirits. This house also exudes a pacifying aura that gradually drains the hostility out of others, though such individuals can still defend themselves.

A Diary (600 VP): This is the diary of… someone. You first find it very early on in your stay here, and somehow it seems to have been written by someone that had a similar experience to the one you did when you first gained the ability to peer through the veil. When you read it and internalize what it says you can peer through the veil a bit more easily. In future jumps/if you already have stable, consistent vision to peer through the veil, this will help you train other supernatural abilities.

Minor Veil-Straddler Items:

Heritage (100 VP): You come from a line of minor veil-straddlers, and thus were able to learn about your powers as you came into them. This gives you a family, community, and in future jumps you'll find that even if you outclass your relatives you'll always have someone in your family with powers of their very own. Sometimes having relatives, having a family, is all you need.

Messaging (200 VP): You have a form of magical or electrical communications you can use with ease. This is a specially-made device that allows you to communicate with exotics no matter things like sensory differences or language obstacles. It can be magical or technological, but either way, it's too advanced to work with mundanes and in mundane contexts and instead guarantees you can converse with any sort of sapient exotic.

A Neutral Place (400 VP): This is some sort of business that can reflect your status as a neutral messenger in some way. Perhaps it's a blessed and protected bar, or even a dump where exotics and mundanes alike put away their refuse. Exotics who know you will know to come here to ask for your aid, and in this place only a serious foe who hates you personally will attack since most exotics recognize the utility of minor veil-straddlers, and it takes a lot of effort to find a veil-straddler and arrange an attack using them.

Educated Friends (600 VP): You have contacts that include minor veil-straddlers who are educated and seek to learn more about the nature of exotics. They are more than happy to give

you tasks that if you complete them will advance the understanding mortals have of exotics, and will pay you for such information. In future jumps you'll find societies and scholars dedicated to understanding the supernatural, regardless of whether or not such things are hidden or even exist at all (discounting you, the jumper, obviously).

Major Veil-Straddler Items:

Magical Focus (100 VP): This item is a magical focus of some sort that makes it much, much easier for you to use your magic. It lowers how much energy a spell takes, takes care of some of the load normally addressed by things like material components, and even empowers a spell's effects to some extent.

Citizenship (200 VP): This is an item that grants you citizenship in a number of exotic communities and civilizations. This lets you do things like visit Persephone's court, or the homes of the Marid Council and the Wish Brokering Authority, somewhat freely, and makes it easier for you to befriend exotics who prefer to stay sequestered in their own territory. In future jumps you find it much easier to become a citizen of places that are not normally welcoming to your kind if you show them this item.

Exotic Transport (400 VP): This is some form of exotic transport. It could be a series of teleportation circles hidden away from prying eyes, it could be an exotic companion who gives you rides, it could be a smart machine made from technology better than that of humans, but regardless of the form this takes this is a handy thing that will get you from point A to point B with surprising speed, safety, and in comfort.

Grimoire (600 VP): This is the completed masterwork spellbook of a powerful wizard. The wizard is long dead, and their spirit inhabits this book who dubs you his heir and is excited to teach you magic. The wizard was a brilliant specialist in a school of magic of your choosing, and was a trained adept in other schools. This book is a valualbe artifact and it can be shown to individual sorcerers and wizards to gain their respect more easily.

Companions & Followers

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

A New Friend (100 VP): You can take someone you meet here as a companion. This is not applicable to any well and truly super beings, such as ascendants or beings beyond them (such as the Creator/Multiversal Overdeities, the Grand Adonis, the Living Hyperion, etc.), but if you meet an ultrahuman friend (which can and do visit the veiled solar system) and want them to join you, with this you can have them accompany you if you can persuade them to become your companion. If you cannot persuade them, you can persuade someone else in their stead or you

can gain the 100 points back to purchase perks or items when the jump ends and before you begin your next jump.

Supplement Mode:

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

Scenarios:

Failure in this scenario may result in death and if you die the scenarios are considered failed as well. You can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

Advancement Challenge:
The mechanisms by which the veil operates and the rules the elusive veil-spirit Gaia elects to enforce are pretty well understood in the modern era. Gaia is an exceedingly permissive veil-spirit and is happy to let exotics live their lives on Earth and elsewhere in the Veiled Solar System so long as no one gets too violent, or tries to do anything like conquer the solar system. She is stricter to some, like ascendants, but for the most part she's very happy to let people live out their lives in peace. One area she is very fascinated by is technology, something some exotics have learned and clue you in on.

Gaia is interested in technology and she has not capped humanity/"Mundanes" technological development at the level that it's currently at! Fascinatingly, this is one important way to help humans develop. A faction of exotics and mundanes that collaborate soon discover you and ask you to help them. If you can build technology that is purely scientific and only just beyond the level of humanity's science Gaia will allow it and allow bits and fragments of exotic tech to enter the world, so long as said exotic tech is itself purely scientific (or capable of faking such a status, like sufficiently advanced AI). How much can you help advance Earth?

Rewards:
Each time you create something so advanced that it subtly advances human's scientific development, Gaia or a messenger of hers comes and gives you a slightly more advanced, fiat-backed version of the thing you've built. Gaia is non-judgmental about this and just happy to see humanity's science improve and reach new heights. You also gain the perk **Scientific Strategist** which improves your ability to learn sciences, and fiat backs any sciences you learn, allowing you to more effectively mix and match scientific principles even ones that are only relevant in places with different physics, allowing you to design much trickier inventions.

More Things In Heaven & Hell:
At some point during your time in this jump you learn the truth regarding Heaven and Hell. Both places are real, though as is usually the case, things differ a bit from the earthly myths regarding the version of Christianity that exists here.

God and Satan both exist, kind of. God is a divine woman who goes by Trinity, and Satan ("The Devil") is a demonic woman named Apollyon. They were lovers once, and had a falling out. Now tensions are always high between the forces of Heaven and Hell, both of which are very different from how they are depicted by theists. Heaven is a luxurious paradise, but it's only sparsely inhabited due to Trinity's exacting standards, and Hell is a chaotic but ultimately… fine place, that is perpetually filled with partying.

Angels and demons bicker as regularly as they interact peacefully, though truer unions and friendships are decently rare. That said, there are both angels and demons who want things to change for the better. As you build a reputation, and as exotics learn of your ability to see through the veil (be it through some happy accident, or through your nature as a natural veil-straddler), some come to see an opportunity in you and opt to use you in some capacity to bring the leader of Hell and the queen of Heaven back together, as friends if not as lovers. Can you?

Rewards:
If you can find some way to reconcile the queen of Heaven and the leader of Hell then you are awarded a title and a perk named **Divine Mediator** which gives you a reputation as a peacemaker and friend to the supernatural. Other supernatural beings come to know of you as a grand friend-maker and someone who can naturally bring people together, giving them great respect for you, and you can pierce through old arguments and help give friends and lovers the talk they need to reconcile and feel once lost love.

Drawbacks:

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

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

No Power (100 VP): You cannot use any sort of supernatural power while you are here. This is a kind of lockout drawback, but it only works to prevent supernatural abilities, anything not doable by humans from a mundane world.

No Rizz (100 VP/200 VP): Any out of context charisma perks do not work here. Your charisma is purely your own. If you want this drawback to be worse you can make it so that for the duration of your time here you have much worse charisma than you actually do, and are plagued by luck that will negatively impact social interactions, especially first impressions.

Anti-Magic Age (200 VP): Somehow the anti-magic your foes has tends not to work on your allies but on you… Well, on you anti-magic seems to go berserk. It's very inconvenient to you and your allies. If you can catch your enemy off-guard then you can protect yourself from your enemy's ability to counter their magic. This drawback empowers anti-magic when it comes to countering your out of context powers as well, if you have any.

Haunted Dreams (200 VP): You will quickly discover that the lion's share of myths are wrong. Most non-humans, the sapient ones at least, are friendly, kind, or at least not hostile. Nonetheless your dreams will be filled with horrifying encounters with creatures that are much closer to their mythological counterparts than their true selves. You will be plagued by horrifying dreams for the duration of this jump. You cannot cheese this, if you take it you will need to sleep at least once a week. If you want an additional 100 VP you can change the once-a-week stipulation to once-a-day. Your sleep will last at least long enough for you to have a terrifying nightmare.

Real Life (200 VP): Your life here is a real one. You'll have to pay your rent or a mortgage, taxes, eat, sleep, and do all of the things that make life… not optimized or streamlined. How difficult this will be can depend on a lot of factors, but hopefully this won't be enough to stymie your enjoyment of this setting.

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

Sly Snake (400 VP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

The Veil (400 VP): Perks that may otherwise allow you to overcome the veil do not work for the duration of this jump. Normally perk fiat might be enough to override the veil, but when it comes to you Gaia reigns supreme and her powers work as effectively on you as they do on ascendants, vampires, faes, genies, and even deities. You're gonna operate by her rules, and

things like your exotic abilities only work on other exotics, and even then only if you can see them (such as being a veil-straddler, or having trained **Conditional Sight**).

Hostile Exotics (400 VP): This doesn't make all exotics hostile, but very early on you will have a negative encounter with a group of exotics of your choice who will leave the interaction (even if you didn't know it occurred) and opt to go out of their way to try and harass you. Depending on your relationship with the veil this can be something as simple as the exotics knowing you are beyond reach and thus contenting themselves with annoying you in some way, or they might opt to try and defeat you in a real way, if you're a Major Veil-Straddler and thus someone they can interact with.

Age Of Myth (400 VP (Exciting tier) or 600 VP (Epic Tier)) (This can only be taken by veil straddlers): At the start of your time in this jump you immediately know of strange rumors, from word of an eldritch being stalking the world of Mars in the Veiled Solar System, to rumors of activity in an otherwise desolate pocket of the multiverse that has been empty for as long as anyone has recorded. This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken. If you take the first, merely exciting tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding. If you take the epic tier this full awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Anael, Joy, Glory, and even, potentially, the Archdeity himself. This does not guarantee you will interact with these figures, but it's entirely possible that you could encounter them.

Normally such individuals would not be interested in Earth (or at least not turn their eyes there by default unless they have a natural connection to the planet anyway)… for this particular jump that rule no longer applies. Now many such individuals cannot pierce the veil, with exceptions being the Living Hyperion, the Anael, and some versions of the Grand Adonis, but seeing as you're a veil straddler… Well, that limitation does not prevent your foes from reaching out and touching you specifically, if you're a major veil-straddler. And if you are not, there's nothing stopping ascendants and other foes hobbled by the veil from trying to affect you in other ways.

Lockdown [600 VP]
You have no Out Of Context items, powers, or warehouse.

Ending:

Return Home:
Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here.
Stay Here:
Take another 500 VP and add any final bits to your build you wish, in exchange for making the

Troyverse your new home. Your chain comes to an end and you will reside here with everything you've gotten from any other jumps you've completed.

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, and show the rest of existence what else you've got up your sleeve.

Notes & Mini-Changelog

-Hello! Welcome to my attempt to make a suitable first jump from the Troyverse. It's kind of wacky, kind of kooky, and I love that for it. This jump revolves around Earth, the veil, and the two distinct worlds that overlap and occupy the same physical space. This is also a wholly original jump not based on any specific Troyverse CYOA but instead creating one coherent way to enter and experience the Troyverse as a more or less ordinary person with little to no supernatural powers. It's… very different from other jumps in this series, both in that it is far more freeform, and also in the sense that it is a beginner-friendly, normal human-tier jump.

-As of April 9th, 2024, this document is in the 0.3 stage, which is when enough content for the document to be made public.

-This particular Jumpdoc is inspired by a combination of available lore on Earth, taking and building on things Troy has said across a plethora of different CYOAs but focused on humans living on Earth rather than exotics.

-The primary source material for this jump is so differently formatted compared to primary source materials for other jumps in the Troyverse to date, so expect this to be a different feeling kind of jump then most existing Troyverse jumps have been.

-Meet Cute Magnet is inspired by the fact that the central CYOAs that have helped inspire this particular jump are romance and waifu pickers that also confer some level of supernatural power to the protagonist. These are the baby-level transformation CYOAs like the Mulo, Endymion, Zaar, and equivalent CYOAs, all of which are NSFW though this jump IS SFW.

-On August 28th, after a long hiatus due to life getting in the way this jump was revisited and enough information was added to complete this jump and it reached 1.0 status.