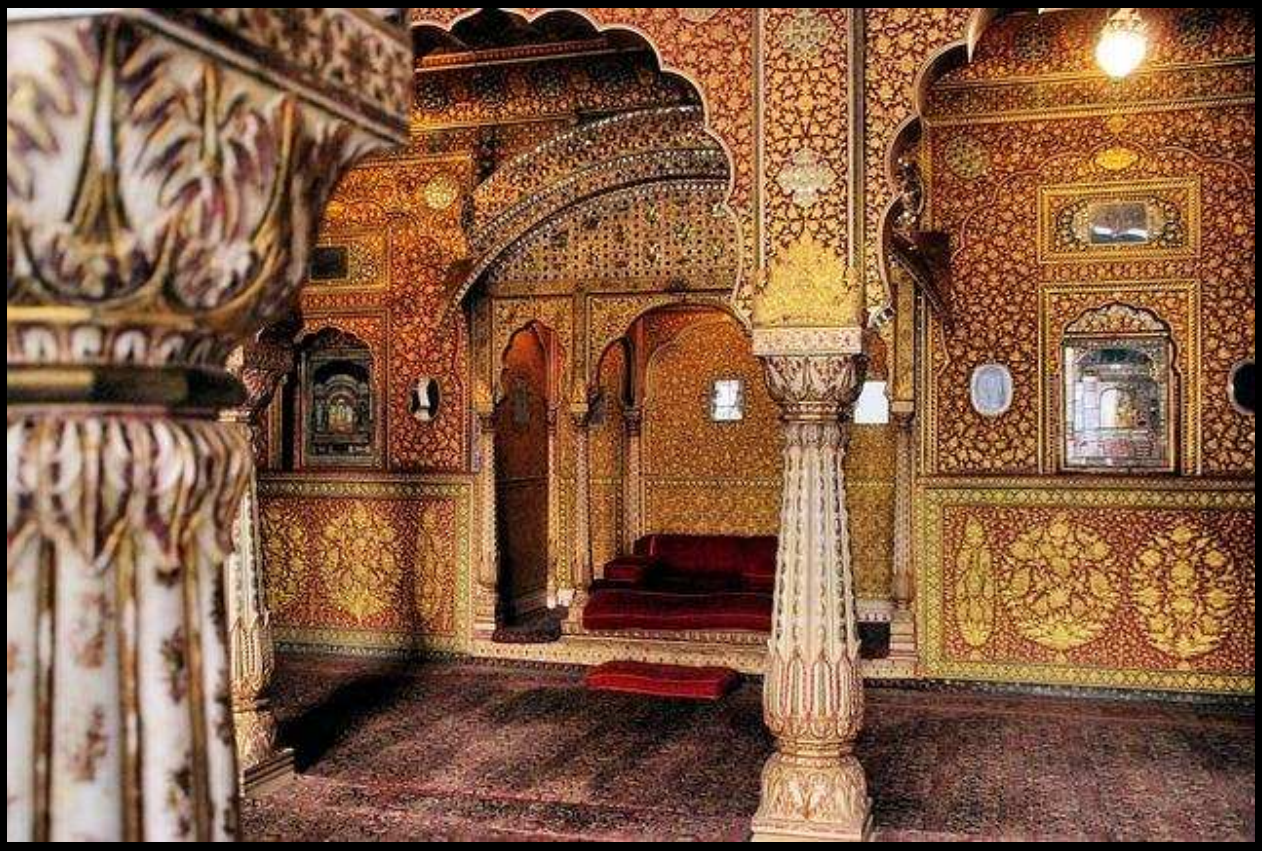


Emperor Of Etherscape Jump

Version 1.0

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Welcome to Etherscape jumper! This is a notorious and powerful empire in the main multiverse within the Troyverse, a setting consisting of countless multiverses but with only a few that have been explored. The Empire of Etherscape is a powerful, sexually liberated, and fractured empire, but the hope is that you'll fix that before you leave in a decade, dear jumper. Good luck!

There are a number of important gimmicks you need to understand to make the most sense of this sci-fi/fantastical empire, with the first being the concept of "Ether". Ether is an energy field that permeates all of Etherscape (aside from the very most remote reaches of the empire and the faint few stretches that , and it is a powerful source of stamina, mystical energy, and fuel for machines, that disrupts normal powers not fueled by it (but can't disrupt sufficiently powerful beings). Ether can be manipulated by Ethermancers, magicians who cast spells powered by ether, and can be generated by Manamutants, beings who naturally produce and store ether even outside of Etherscape (where ether cannot naturally be found), who can collaborate with Ethermancers for the sake of enabling them to continue to use their abilities outside of Etherscape. Very, very few regions under the aegis of Etherscape lack Ether, though some such

as the Staneeth Expanse are remnants of areas conquered by the empire long ago and are part of Etherscape but outside of the various planes where Ether can be found. Virtually any biome imaginable, and indeed many that may not be imaginable, can be found within the multitude of planes that fall under the aegis of Etherscape.

You now have 1000 Nova Points

Author's Note: Welcome to the Troyverse, this is a vast, at some point conceptually powerful setting. While this jump offers a healthy amount of personal power, one of its real draws is the social power and influence it offers jumpers who visit this place. By coming here you become the Emperor of Etherscape, the head of a vast, dimension-spanning empire with an unknowable number of citizens, that once frightened countless other empires throughout the multiverse.

This jump will incorporate a healthy amount of lore from across multiple of Troy's Choose Your Own Adventures, and so anyone who wants to experience them blind would be wise to do that before coming here. Please consider this a **Spoiler Warning** for assorted Troyverse lore. **This is a NSFW jump with perks, powers, items, and companions that are appropriate for such content.**

Origin:

The Etherscapian Emperor (Free):
You are the newest, and currently the only, Nova. Long ago your ancestors were an Etherscapian imperial princess and the first Nova; a figure who was the result of countless eons spent experimenting on Manamutants, Ethermancers, and other figures capable of manipulating Ether. Following countless trials, a procedure was performed on the man who'd eventually father your imperial ancestor, and he became the first being able to both manipulate Ether and generate it internally, giving him the ability to, for all intents and purposes, have and be an unlimited supply of Ether. This procedure's success caused and exacerbated internal chaos, and while the initial Nova was able to father many children (some of whom WERE Novas!), political tensions, fear, and very possibly external influence led to civil unrest that culminated with the initial Nova's death, and the extermination of his bloodline. What many didn't know was that the Nova had a secret tryst with an Imperial Princess, the daughter of the emperor at the time, and the princess was with child. She gave birth sometime before she died, along with her father, and her child, a son, was spirited away to the safest place in this part of the multiverse: Earth. Earth is shrouded in a veil that protects its mundane inhabitants, most humans, from seeing and interacting with supernatural beings, and the son was taken to Earth, willingly gave up his powers, and was allowed to enter the planet on the side of the veil that mundane humans live in. He had descendants of his own before his death, and those descendants had descendants and so on and so forth until your parents had you, someone who has the natural ability to see through the veil and also Nova blood. As you begin this jump you open your eyes and find that you are in a strange place that doesn't match your bedroom.

You are a Nova, a very rare type of being who can both generate ether internally and use it to power spells or other abilities. Your natural Nova nature was suppressed by the veil on your homeworld, but now, in the depths of Etherscape, it is stirring to life with you, suffusing your very cells and energizing and empowering you.

Barring the purchase of the Body Redesign lewd power your form is some sort of human, and can be any gender and sex you wish.

Starting Location

The Depths Of Etherscape: Etherscape is a strikingly advanced empire composed of a multitude of planes inundated with a bizarre energy field that disrupts technology and supernatural powers (below ascendant levels) unless these powers or technologies are fueled by “Ether”. This ancient empire has existed for billions, if not trillions of years, and in the unfathomably ancient past a leader from before the formation of the empire forged a pact with a multitude of ascendants, including several Dragon Lords, to ensure no belligerent ascendant tried to conquer the empire for its vast resources.

When this jump begins you find yourself on a bed in a strange room that you immediately realize isn’t your own. As soon as you come to this realization you spot an almost ethereally beautiful redheaded woman step into the room from the one door leading in and out of the place. She gasps when she sees you, and you spot a blush spread across her face. She introduces herself as Sif Zaminold, and says she’s “Your First Thronemaiden”. She asks for a few minutes of your time, and quickly explains that you are the heir to a vast cosmic empire named “Etherscape” and she breaks down a fantastical-sounding familial history that culminates in her dubbing you a “Veil Straddler”, someone who see the other side of the veil and interact with beings on it. She explains that that’s how they could teleport you here, and says that it is her job as your “Thronemaiden” to be a bodyguard, soldier, spy, assassin, and lover of yours, and that she is the head of the “Thronemaidens” a group made up of millions of specially trained Manamutants who are eager to serve the Emperor/Empress and reveals that her faction has known about you since you were a child and were preparing for the day they brought you here.

She explains that the two of you are onboard an elite Etherscapian cruiser in the depths of the territory of one of the few holdings of Etherscape that never left the possession of the imperial faction. There are many different factions in Etherscape but the imperials, representing the last emperor and his bloodline, is one of middling influence, even if that influence has waned some. She tells you that the cruiser is now enroute to a palace in heavily protected impartial territory and that in the days to come there’ll be a coronation for you, and a mass wedding to any initial brides you wish to marry.

Etherscape is a heavily sexual place and polygamy and polyamory are extremely common, due in part to the fact that women vastly outnumber men. In the days since the imperial faction made your existence known to the hegemonies, the rulers of various dimensions throughout

Etherscape, millions of nobles and each of the hundred hegemonies have submitted bridal suits to the women who aspire to serve you. Beyond that, the time before the coronation and the time after it are to be spent however you please. Sif recommends you take the time and learn to control your new powers, and she blushes as she offers to help, as well as offers the aid of the hundreds of thronemaidens already with you, any of whom would be eager to aid you.

Etherscapian Emperor Perks:

Mandatory Perks:

Nova Physiology (Free): You are a Nova, a being who can generate Ether internally and can manipulate it, either from within you or from the environment around you, at will and with supernatural ease. Beyond this you are also naturally immortal, the active Ether within you flowing through your veins like blood and preventing you from ever atrophying, decaying, and/or aging physically. This does not confine you to an eternally youthful appearance unless you'd want it to and even then only for as long as you'd wish. **In future jumps this counts as an alt-form you can enter and exit at will (barring drawbacks or something to that effect).**

General Perks:

You do have a discount here to reflect the mono-origin nature of this jump. You can discount one perk of each price tier, and any discounted perk costing 100 TP is free.

Acclimation (100 NP): You will quickly find yourself getting over culture shock and adjusting to new cultures at an astoundingly rapid pace. In minutes you begin to soak up the most pivotal and obvious aspects of new cultures, while in hours and days, you can begin to incorporate and internalize the more subtle aspects of various cultures. This ability also gives you an internal repository of different cultures and subcultures and you know and use whichever sets of cultural rules are relevant to your current situations and surroundings. You are capable of quickly making friends with all sorts, especially those who are strangers in a new land.

Loyalty (100 NP): In a situation as bizarre and life-changing as the one you've found yourself in, surrounding yourself with loyal allies and friends is a key to success. With this, you can determine people's loyalties to various things with a glance, such as their loyalty to their faith, to their nation, to you, and to countless other things as well. You are an expert at conveying this information to others and persuading them to act on it. You also naturally attract loyal people, and your actions naturally inspire people to be loyal to you. You find those native to the places you visit, particularly homebodies, very quickly becoming friends of yours, and this is especially true if you are an authority in the place you're visiting.

Scholar (100 NP): One way to distinguish yourself in a space like this, especially as a newcomer, is to be a diligent student and researcher. This perk provides a powerful boost to your learning speed (boosting it by fifteen times before adding or incorporating other learning

boosts), and also grants you fluency with two languages in each jump you visit from here on out: the most prominent language in the setting, and the most relevant language to the context you exist in when you enter a setting. In many Earth settings, especially modern settings, this will give you fluency in English and in another significant language such as Spanish, Chinese, or Hindi, but it will not repeat, thus, with enough visits to a setting this will allow you to become fluent in all languages. Any slight modifications to a language you know based on the unique histories of a setting will become known to you when you first enter the setting. You also become more attractive to scholars, scientists, and other such professionals.

Aristocrat (200 NP): You have a natural understanding of tradition and you appeal to people who like old-fashioned values. Those who like people with old-fashioned values, and those who dream of becoming a king, a queen, or any other such title will naturally gravitate toward you and will naturally desire you even if the specifics of your titles and noble status are not known to the people you're interacting with. These individuals will also give you the benefit of the doubt and try to work with you whenever possible, and they know and are willing to pay the costs of playing politics.

Progressive At Heart (200 NP): Those who favor new ideas and innovations find you to be a kindred spirit, naturally drawn to you and excited to see what you innovate and create. Revolutionaries, subversives, and others who value progress, even at all cost, have an affinity for you and will often try to persuade you to their side. This is powerful enough that by default they'll have good feelings about you and view you as "One of the good ones", a noble, royal, or imperial (depending on the setting you're in) who they can work with.

The Sword Is Mighty (400 NP): You have a powerful skill and learning booster (15 times for both) that applies to all weapons, including natural ones (fists, teeth, legs, knees, elbows, etc.). People who like warriors are naturally drawn to you, and you have a powerful ability to be flexible in your weapon use, allowing you to use even normally lethal weapons non-lethally. This also amplifies the results of all training meant to get in, and then stay in, shape.

The Pen Is Mighty, Also (400 NP): You have the natural temperament, flexibility, and quick wit of a seasoned diplomat and politician. You are incredibly at home and comfortable when negotiating all sorts of deals, from trade deals to peace deals, and you excel at politicking. Ambitious politicians of all moral, religious, and social affinities will find it harder to dislike you, even if they constantly oppose you, and those who are consistently on your side will find you remarkably easy to like, admire, or idolize.

Cultural Exchange (600 NP): Leaders of vastly different factions, such as nations, religions, or even grander things like worlds and galaxies, are drawn to you and your culture. You are incredibly skilled at appealing to people who are incredibly different from you, whether it is dating such individuals or making peace with them. With this perk people like foreign dignitaries, ambassadors, and even the rulers of different nations will be undeniably drawn to you, and you will find it easier than ever to draw in other nations through marriage pacts, and even stunningly one-sided protectorate agreements. This can also be a remarkable weapon if you face off with

the heads of vastly more powerful nations than your own, as such individuals are far more likely to really like you even if they wish to oppose you and conquer your nation.

Citizens United (600 NP): This perk gives you an unusual ability in the form of a transformation you can initiate once per day. This transformation lets you draw on not only your own power but also the power of those around you who are loyal to you. This is also a trainable power, and as you gain more experience with it you gradually gain the ability to make this transformation last longer, do it more times a day, and even extend the range with which you're drawing on the skills, powers, and eventually even luck, fate, and intelligence of your allies. How much you can draw from people depends on a number of factors, such as their loyalty to you, the nature of your relationship with them, and other factors such as whether or not they are members of a group you are a part and especially if you are a leader of an organization they are a part of.

Powers:

Every Ethermancer and Nova has a collection of traditional powers and abilities they can use. As the latest, probably strongest Nova who has ever lived, you are no exception to this rule. You have a collection of basic abilities, primarily the ability to cast spells that range from basic incantations and low-level tricks to reality warping, and D&D archmage-level enchantments but powered by Ether. **You also get a +300 NP stipend for this specific section.**

Arch-Ethermancer (50 NP): For free and by default you naturally possess power equivalent to a 20th-level D&D style archmage with ethermancy, however, you lack experience (barring an outside perk). If this is purchased, that changes. During your very early days in this jump, you will undergo an intensive training regiment, enhanced by ethermantic technology, which gives you the equivalent of several decades of experience with the finer aspects of ethermancy as a magical discipline. Going beyond this, however, this power also gives you a few decades of experience with all of your powers, both old ones and new ones moving forward when you purchase this.

Political Acumen (50 NP): In Etherscape bad politics, bad politicking, and poor understandings of politics as a game can lead to one's downfall even if they possess tremendous personal power. Your ancestors, including the emperor who was the father of your great, great, great, etc, imperial princess grandmother, learned that the hard way. This power boosts your intelligence with a focus on politics and the political landscape, allowing you to become a true master of politics and logistics, and this stays with you in future jumps. This grants you a knowledge base of politics and history that automatically updates whenever you visit future jumps.

Ether Blast (50 NP): You can fire destructive beams and blasts of pure, annihilating ether which can pierce almost any defense short of raw toughness, and you can be selective about what your beams affect. You can shape the blasts however you wish, and they have perfect accuracy, and instantaneous speed, and cannot be dodged by anything short of an ascendant or an

ascendant-level being. Your range is a star system, your firing speed is millions of blasts per second, and your blasts are large enough to destroy continents.

Metacreativity (100 NP): With a thought you can turn ether, either sourced from inside of you or from your environment, into objects. Most metacreatives can only create small objects and simple constructs that persist for the duration of their focus, but you are on another level. You are capable of creating things as complex as a gun or a magical sword in an instant, you can create a mile-long spaceship that is fully functional, completely ready to fly, and potentially even indistinguishable from a more material spaceship in an hour, and you can create a Dyson Sphere with a year's worth of concentration. Beyond this, once you've created an object with this power it persists even when you cease concentrating on it. You can refresh the longevity of these objects by concentrating on them, and can repair them with equal ease.

Invulnerability (50 NP): You are well and truly invulnerable to any and all sources of damage that do not deal damage at least beyond that of a supernova. This is an absolute protection that immunizes you from all sources of harm that do not deal the required amount of damage or an equivalent amount of power.

Super Strength (50 NP): You have the physical strength, and all of the secondary powers needed to properly use super strength, to toss planets around. You have perfect control over this strength, and thus will not use it accidentally.

Super Speed (50 NP): In an atmosphere your speed, in all respects, is 1,000 times the speed of a peak human. In a vacuum, you can easily reach FTL speeds, and under any circumstances those you carry or bring with you are unharmed. Your learning speed is multiplied by 1,000.

Technopathy (50 NP): You can remotely interface with technology and control it from a vast distance. This gives you skills with technological creation and maintenance, allowing you to be an expert programmer and user of various forms of tech, both human and alien. Your skill, starting off, with this is enough that you can control 1,000,000 mechs at the same time with the same dexterity as you can control your own fingers. This applies to magitech as well, but you lose a degree of finesse with the more purely magical components of such devices.

Spatial Warping (100 NP): You have immense power over space itself. You are capable of folding it, enlarging it, bending it, and otherwise manipulating it. You can do tricks with space, such as opening or closing portals, making a castle larger on the inside than the outside, or teleporting even galactic distances with ease.

Life and Death (100 NP): This grants immense healing powers, and also the ability to snuff out life with incredible ease. You can heal or snuff out entire organic armies with a thought, and you can resurrect up to a dozen people at a time per use of this ability.

Unique Ethermantic Skills:

You are coming to Etherscape at a rather interesting time. All over the empire individuals and clans who have unique methods of using ether have emerged, as well as those with specialized knowledge. These factions and individuals are happy to share their skills with you, if you do something like make their representative a queen or a lady in waiting (which is represented by giving you a double discount/discount respectively), or fulfill other unique conditions. More information on queens and ladies in waiting is available in the companions and followers section of this document. **Double-discounted skills and powers cost 50 NP.** You can use your stipend for powers here.

Ether-Gene Engineer (200 NP Discounted if the Annu Hegemony is given an upper position, double discounted if the twins are made queens): You gain the same knowledge and knowhow of the Annu Hegemony, a clan of scientifically advanced genetic engineers who specialize in understanding the genetic components of ethermancy and ethermantic skills. In future jumps this translates to understanding genetic components to supernatural skills such as psionic abilities, magic, and inhuman traits.

Artificial Ethermancy (200 NP Discounted if the Xing Hegemony is given an upper position, double discounted if Flare is made a queen): You prove yourself to be quite compatible and adept at the unique Xing methods of artificially bestowing regular people with the ability to use ethermancy, as well as empower existing ethermancers. In future jumps this translates to letting you devise methods to enhance existing users of local magical and supernatural systems, as well as bestow the ability to use such systems on those who do not have such abilities.

Divine Empowerment (200 NP Discounted if someone from the tel'Glems is given an upper position, doubled discounted if one is made queen. Discounts do not double-count if both Duthea and Caphiena are both queens or both ladies in waiting): Ether is incredibly disruptive to any form of non-ascendant (or non-ascendant level), in-context-powers. This weakens even non-ascendant divinities and demonic power, which is one of the reasons why any disruptions to Etherscape's sovereignty has been astonishingly rare and, if any such instances exist they would be remarkably short-lived. One particularly wise princess of a hegemony, the tel'Glems' Caphiena is an angelic demigoddess of artifice and technology (among other domains) who has invented a special device that allows some deities to retain access to some degree of the empowerment they receive from worship. The first time you have sex with either Duthea or Caphiena you somehow interface with their ability to gain empowerment from worship, allowing you to grow stronger based on worship. The more you are worshipped the stronger your ethermancy grows, and you, like Duthea and Caphiena, can answer prayers.

Breeding Boost (200 NP, discounted if the Zarr hegemony is given an upper position, and double discounted if Tjahvina is made queen): Your ethermancy (and other powers, in future jumps) is stronger when your spouses and/or you are pregnant. Additionally, you gain minute,

but permanent, boosts to your ethermancy and other powers based on your total number of offspring.

Ether Cloning (200 NP, discounted if the Omax hegemony is given an upper position, and double discounted if Selussa is made queen): One particularly powerful ethermancer with an unusual talent is named Selussa tel'Omax. She masterminded a revolt against an unusually inept hegemony, using her prodigious ethermantic skill and an odd ability: the power to clone herself. This ability is not unique but it is incredibly rare, and her level of innate skill with it is stunning: Selussa can clone herself millions of times and does not know her exact, precise limits. You try her method of using this power and find that you possess a remarkable level of skill with it, even without this power you can create a few clones of yourself that can use all of your ethermantic abilities, though they are more difficult to sustain in places without ether. With this perk, however, you can create one hundred fully functional clones that can function equally well even in environments without ether, and you can gradually become better with this power over time, allowing you to create and manage more clones at a time. These clones retain full access to your powers, and can even draw on independent sources of power.

Energetic (200 NP, discounted if the Poth hegemony (or the Pahts and the Poths) is given an upper position, and double discounted if Sekhquet (or Sekhquet and Hatshepses) is made queen): The specialty of the tel'Poth hegemony is a rather odd one: they have some method of keeping the ether contents of their bodily fluids fresh, allowing them to export ether-rich fluids. This ability is pivotal to their social strategy, which is absolutely indispensable to allowing them to recruit mercenaries and field soldiers for their perpetual conflicts with the tel'Pahts. Whether it is through some hardcore diplomacy, or through supporting the Poths, you have learned their techniques and now have the knowledge to be able to ensure that your fluids always retain their restorative properties, which greatly enhances the potency of **Magnified Mana's** effects ethermancers or gives you an effect similar to it, and also allows you to use your fluids to more effectively restore health, energy reserves, and other such beneficial effects.

Ethermantic Denial (200 NP, discounted if you give the tel'Dzeks an upper position, double discounted if Iolathani is made queen): You have somehow learned and mastered the notoriously difficult and ill-understood technique that, when executed successfully prevents an ethermancer from using ethermancy. At some point, during your time in this jump, you learn how to extend this technique so that you can use it on other forms of magic, technopathy, and supernatural systems short of ascendant systems that directly interface with and break the rules of reality outright. At first, this is temporary, lasting a few hours or even days, but as you get used to this ability and use it more often it becomes longer-lasting, and even can weaken people long-term.

Hybrid Physiology (200 NP, discounted if you give the tel'Oaths an upper position, double discounted if Echnedai is made queen): By taking this power you gain remarkable knowledge and skill when it comes to genetics broadly. This allows you to know how to create hybrids, how to give people hybridized traits, and how to give yourself hybridized traits as well, such as the

lower body of a snake, wings, and even things like the breath weapon of various magical creatures. You can do this through magic or through technology, or both.

Ether-Vampirism (200 NP, discounted if you give Seteniri a public position, double discounted if Seteniri is made a queen): You gain the ability to extract ether from others, an ability which can be and often is fatal to those it is performed on if done excessively. Absorbing someone else's ether gives you a high and temporarily boosts your own ethermantic skills, and gives you a passive, tremendously powerful resistance to ether (though this is not full immunity to ether). In future jumps this becomes an ability that allows you to absorb other supernatural forms of energy and grants you an equivalent resistance to them. In the Troyverse, barring special methods and tactics such as the use of Xinq technology, only Etherscapians are able to absorb and use ether, so this ability's potential could skyrocket in future settings.

Ether Projection (200 NP, discounted if you select Shelanvaranda as the first thronemaiden, also discounted if you complete the scenario to take the thronemaidens as companions and followers, discounts stack.): You have learned an unusual, and potentially life-saving, skill in the form of the ability to project your internal ether into a portable forcefield or skin tight sheath of armor. You can also use this as a form of emergency defense, projecting ether into the shapes of temporary, but potent, melee weapons. In future jumps you can use other internal pools of energy in lieu of ether, and any weapons or forcefields you create with them gain properties similar to the energies they are made out of. Things made of ether are very good at cutting through magical defenses and weakening the power of magical projectiles aimed at you, even if such projectiles make it through the forcefield or armor you are using.

Lewd Powers:

Every native Etherscapian powerfully radiates lifeforce and sexual energy. Sexuality in Etherscape is pretty diverse and varied, and many Etherscapians have such powerful life and tantric energy that they can occasionally manifest unique, erotic powers. As the Nova and Emperor of Etherscape you will, in all likelihood, have several unique and/or powerful sexual abilities. **You have a unique stipend to use in this section and this section only consisting of 9 chakra, which you can use to purchase powers here.**

Fertility Control (1 Chakra/50 NP): You have complete control over your fertility, so powerful that it'd take an ascendant or an ascendant-level entity to disrupt it. This means that you can determine whether you are completely sterile, or you'd sire or bear multiples as a result of a single night of intimacy and as little as even a drop of the requisite genetic material. Additionally, if you are pregnant or if you make someone pregnant and you wish for this to happen, a tattoo can appear on their stomach and they can begin to lactate immediately. The tattoo links your mate and you yourself, allowing you to know the general location of your mate, her overall state, and contact her mentally. Or links you to the father of your children, if you are the one with the

tattoo. Additionally, this makes pregnancies you cause or endure to be easier, less taxing on the body, and removes negative side effects of pregnancy.

This sort of method of fertility control cannot be disrupted by ethermantic methods, which can overcome some technologies and mild supernatural methods of fertility control.

Body Redesign (1 Chakra/50 NP): This allows you to design your own form far more widely than the base **Nova Physiology** perk, allowing you to design any roughly humanoid form for yourself, give yourself assets of any size, change your sex, and more. You also become extremely attractive to people of your preferred gender(s), and this attractiveness is both fiat-backed and impossible to dispel.

Excessive Fluids (1 Chakra/50 NP): You gain the ability to orgasm and/or lactate on command and you produce as much fluids as you want. Your fluids are also delicious, pleasurable, and highly nutritious. Copious fluids are thought of as highly sexual, and can benefit ethermancers you are attempting to charge up with sex.

Eromantic Physics (1 Chakra/50 NP): Your physics expedites sex and sexual encounters, allowing you to fit any large insertion into a sexual orifice, and you don't inflict pain or harm on those you mate with. You inflict exquisite pleasure on those you have sex with, and you have infinite sexual stamina (which is also shared with anyone you have sex with while you are having sex with them).

Kismetic Offspring Predetermination (2 Chakra/100 NP): Your offspring are the gender you want them to be, mature to full adulthood as quickly as you like, even instantly. They will be fully loyal to you, devoted to you, and can be attracted to you as well if that is something you desire. This also bolsters their likelihood of being Novas themselves and you can use this to bolster the chances of your offspring inheriting other traits of yours as well.

Sexual Psychometry (2 Chakra/100 NP): When you have sex with someone you learn information about them from knowledge they know to something that fascinates them that they didn't tell you. Additionally, this is a perpetual effect rather than a once-per-person ability, allowing you to learn everything about someone by having enough sex with them.

Pheromones (3 Chakra/150 NP): This tremendously boosts your charisma relative to those of your preferred gender, and makes them more pliable to non-sexual suggestions or orders you give. This is a chakric effect and thus is hard to both defend against and to detect.

Magnified Mana (3 Chakra/150 NP): You are overflowing with power, able to more powerfully charge up ethermancers when you have sex with them than you could without this perk. Additionally this allows you to charge up anyone with a sort of internal energy pool they expend when they perform spells, psionic abilities, or other supernatural abilities, by having sex with them. Going further this boosts your own native ability to recharge your energy reserves, allowing you to gain a boost to your internal energy regeneration whenever you have sex with

someone with the same energy reserves as you, such as a Manamutant, or another person with Harry Potter magic if you have HP magic. Finally, when you have sex with such individuals you give and receive far more pleasure than you do with people this doesn't work with, such as having sex with an ethermancer versus when you have sex with a human who isn't an ethermancer.

Enchantment (3 Chakra/150 NP): You can perform a lengthy ritual with people that allows them to get a copy of one of your powers or perks at slightly less strength than the actual ability as you possess it. This means if you use this on someone and select a telekinetic ability you possess that allows you to lift something as heavy as a car with only a little difficulty, someone you share this power with would be able to lift something lighter than a car, with an equal amount of difficulty. These powers remain useable by the person you did the ritual with for ten years, though you can rescind it at will if you wish. With this perk in its base state, you can only give someone one power and if you do the ritual with the same person again it will override the last time you used the power.

Items

You have up to four discounts you can apply on any item here with a specified NP price. These discounts are applied to items that are, in-universe, still safe in the vaults of palaces in imperial holdings.

Imperial Scepter (200 NP): This mighty symbol of etheric supremacy is a regal staff that vastly amplifies ethermantic power. With this your basic ethermantic powers are dramatically increased, by an order of magnitude. As an example of this if you fired a fireball that could normally incinerate a dozen men the spell would cost the same but when cast while using the staff it could easily burn an area the size of a football field. Additionally, it is a mighty staff and wielding it allows people to recognize you as some sort of royal or person of equivalent status. In future jumps this empowerment applies to all of your powers.

Throne Of Power (200 NP): This is a powerfully regal throne and to sit upon it is to receive a tremendous boost to your power. When you sit upon it you receive a (potentially) short-lived boost to your powers, which pushes your super speed to a million times peak human or makes your ether blast able to dart as far as half a galaxy in distance. You can teleport to and from this throne from anywhere, even without an appropriate superpower. Additionally, you can give a spouse or a thronemaiden permission to sit here, and if such an individual is pregnant with your child, or you have slept with them recently, you can still receive the boons associated with the throne. In future jumps this empowerment applies to all of your powers.

Mystic Cockring (200 NP): This is a strange accessory that boosts the magnificence of your equipment. While you wear you can use any one lewd power you did not purchase, and anyone who sees your equipment will be awed and can be reliably expected to answer your questions truthfully if they are questioned.

Emperor's Dreadnought (200 NP): This is a regal capital ship that has been retrofitted with various pieces of vital equipment that make it beyond the top of the line as far as ethertech goes. The ship is the size of a large city, and can withstand planet-destroying lasers with ease. This vessel is piloted by a powerful ethermantic A.I. that is incorruptibly loyal to you, and each of its lasers can destroy the capital ships of armadas loyal to other interstellar civilizations. It is impossibly fast, faster than anything but the very bleeding edge of space-faring technology accessible to the tel'Vephs.

The one "catch" to this ship is that it generates its fuel by utilizing ether energy converters and its favorite method of gathering ether is for the A.I. that directs it to generate a body based on your preferences and for the two of you to get very intimate. This is also an all-terrain vehicle.

Shadow Amulet (200 NP): This amulet constantly shrouds you in an effect powered by ether which makes it impossible for you to be scried or divined upon by non-cosmopotent (as in magic beyond the default accessible to ascendants, magic that can affect an entire universe at once) magic. Please note: you possess remarkable resistance to scrying and divination magic by default due to your nature as both an ethermancer and a walking ether generator.

Tantric Tiaras (200 NP): One thousand tiaras that link all who wear them, allowing them to communicate telepathically as well as link them for the purposes of things like mating, orgasms, and other such things. Additionally, it has further effects if worn by an ethermancer or a manamutant. When you sleep with an ethermancers who wears a tiara all ethermancers receive boosts to their ethermancy equal in potency to if they had slept with you, even if they themselves are not the one who slept with you. When you sleep with a manamutant who wears a tiara you get a boost to your own ethermancy equivalent to if you have just finished sleeping with all of the manamutants wearing crowns at the same time, which can make you insatiable but also tremendously bolsters your own ethermancy.

Legendary Weapon (200 NP): By default, this manifests as a blade but it can transform into any melee weapon at will. This grants you a quick, responsive danger sense, innate mastery of this weapon, and a speedy reaction time. Additionally, you can knight someone with this sword and grant them immunity or at least massive resistance to anti-magic of all sorts, due to this blade's innate usefulness against magic of all sorts. You can cut through spells of all types, but especially non-ascendant and non-etheric magic with ease.

Temporal Oscillator (200 NP): This is a unique item that can only be used here and when you marry someone in future jumps, granting you the very specific ability to go back in time and become one of the parents of the person you're marrying, allowing you to share bloodline traits and use abilities such as **Kismetic Offspring Predetermination** or other such Troyverse perks on them to empower them before they become one of your spouses.

Empire Of Etherscape (Judgment Day Scenario Reward): This special item, which is part of the **Judgment Day** scenario allows you to take the totality of Etherscape with you. Etherscape

is such an unbelievably vast area that it is impossible to price this properly, and this is the well and total area of the empire, including areas you conquer and hold onto as the jump comes to an end. This allows you to take everything with you from every inch of the multitude of planes that comprise Etherscape, fitting such spaces into your warehouse/personal reality/whatever you use to store your goods. You can, for free, import this empire into future settings, and it will be given an in-universe history that makes it as well-known as you wish for it to be while also seeking to minimize how it impacts the history of the setting. Most commonly it will be treated as a distant political body that has had minimal interactions with other such bodies in the setting, if you wish for it to be known, and be nearly completely unknown if you wish for it to be a hidden or legendary place.

Government, Companions, & Followers:

A lot of language throughout this document has been highly gendered. That is not a thing that is set in stone, but rather reflects the word choice of the original source material, and both in the CYOA and in general the author notes that gendered terms and gender ratios can be changed to better reflect the preferences of anyone who takes the CYOA regardless of their gender, sex, and/or orientation. Keep that in mind moving forward as this next section involves a considerable number of gendered terms and that does not at all have to reflect the experience you have either playing the original CYOA, or using this translation of it to experience it as a jumpable setting.

As the soon-to-be Emperor/press of Etherscape Sif comes to you one day early into your stay in this new place and interrupts whatever it is that you are doing to busy yourself and places numerous folders before you. She explains that she wants to help you get started on something important: selecting the initial composition of your government and your harem.

In Etherscape, at least in your capacity as the emperor or empress, your government and the composition of your harem are intractably linked. You are tasked, even before your coronation to try and select the makeup of your harem and thus your government.

Sif explains that there are multiple roles for you to try and assign: beginning at the lowest they go from **Rejected** (Which Sif empathetically recommends you not designate anyone), **Mistress** (which is also not a great designation but virtually any Etherscapian and also many non-Etherscapians would be thrilled to even be a mistress. This designation is for liaisons of convenience and pleasure and these individuals are seen as being designated for pleasure, breeding, or charging up/being charged by. This is also the designation that will be given to non-spouses by default), **Concubine** (these are your actual spouses, though the lowest ranking such individuals can get. These individuals are entitled to certain privileges as befits their statuses, such as constant bodyguards and offspring. This is in all likelihood the status the majority of the individuals in your harem will get.) **Ladies In Waiting** (This is the status that most of your wives will be the happiest getting, short of them becoming queens. This is considered an **Upper Position** in terms of discounts to unique ethermantic powers and skills, and these individuals are second in influence to queens though how much individual power they possess

depends on how many, or rather how few, of them there are. These individuals possess considerable sway in the government and their agendas, and the agendas of their hegemonies, are considered quite important and influential for the shaping of political discourse and the swaying of the minutiae of bills that get turned into laws both throughout the empire and in hegemonies in general.), and finally **Queens** (Virtually anyone in the harem would be overjoyed to become a queen, as queens are the upper echelons of the government possessing authority second only to yours. There can only be four brides to be selected as queens, but if an entry is unique and has more than one person in it, such as the joint entry for the Annu Twins or the Pahts and the Poths they count as one queen despite being more than one individual.). You CAN change your mind about this later on, but the choices you make here and now stick for the sake of discounts, and changing your mind about the roles you give out will have immense repercussions on perceptions of your administration, in the eyes of the hegemonies if nothing else. How you define your harem and what roles you assign to which spouses will have an enormous effect on the subtle work done by your government as a sort of filter between issues that affect regular people and can be handled by normal, surface-level government workers, and the issues so vast that they require your direct intervention and handling.

Additionally, you are asked to decide the makeup of the uppermost positions of your **Thronemaidens**. Sif is the head of the thronemaidens but she serves in such a position at your leisure, and she can be replaced by one of six suitable women who are also at the head of the thronemaidens, Velvet, Chyliss, Thevah, Belah, Binah, and Shelanvaranda. There are seven positions that need to be filled: your **Enthroned** (that is the head of your thronemaidens who services and protects you even at court and who serves as a secondary personal bodyguard. This individual is with you and outward facing at all times. By tradition this role goes to Sif, but you can opt to have her serve you in a different capacity and she won't mind even if it does send a signal to the empire that tradition is not your focus), your **Personal Bodyguard** (this is a role that is attached to you at all times, always by your side and ready to protect or serve you), your **Crownsguard** (the person tasked with being the head of the bodyguards assigned to your wives, this is an influential role and it can be a wise strategy to try and find someone who optimizes the balance between protecting your wives and also working to smooth out tensions in the harem, or at least works well with wives you favor.), your **Keeper of the Vault** (this is a primarily inward facing position that is somewhat out of the way and secluded, and revolves around managing and protecting the imperial treasuries and vaults which, even in their depleted states are both powerful status symbols and not quite empty of valuable treasures, basically this person serves as a combination of record keeper, treasure keeper, and overseers usage of valuable, powerful ethermantic (and other sorts of treasures depending on your actions) artifacts.), your **Palace Security** (the thronemaiden tasked with this position will be working to oversee imperial security on and in imperial, as in your family, grounds. They will each use unique methods to safeguard you so long as you remain in imperial grounds), your **Head Field Coordinator** (The Thronemaiden who oversees individual operations undertaken by field agents, groups of thronemaidens dispatched to areas of interest to execute specific objectives that are high priority enough for a direct response but not so intense they need your personal oversight. This can be anything from inter-Hegemonic battles (which, at different points in Etherscape's history have been more common than at other points, though barring some sort of

drawback they shouldn't be common at the time you enter the jump) to political disputes that are intensifying, to greeting and protecting foreign dignitaries, to first response work, etc.), to your **Head of Initiates** (the Thronemaiden who serves as the Head of Initiates is the thronemaiden who oversees the process by which would-be Thronemaidens are vetted, trained, equipped, and welcomed into the order, and the head of the initiates has the chance to utilize some of her biases or skills and better train thronemaidens to reflect some aspect of herself, such as one's innate loyalty to you, their attitudes, and in some cases their talents that you happen to enjoy.).

Import (50 NP per person imported): Unlike some of the Troyverse jumps there is a simple import option available in this jump. If you pay 50 NP per companion, or a discounted price of 250 to import eight companions then each companion you import enters the jump with you as a sibling of yours, and they receive a stipend of 600 NP and half as much of a stipend in each section as you get. You are considered the crown prince/princess and will become the emperor/empress of Etherscape, barring extraordinary conditions. They enter the jump with you, but you are the oldest sibling, and anyone who lacks a human/human-like form receives one as part of their **Nova Physiology** package.

Sif Zaminold (Free): Sif Zaminoid is, by tradition at least, the First Thronemaiden. This is a significant honor and places her at the top of an organization millions strong. Sif is fanatically devoted to the imperial throne and basically imprints on you the instant she sees you. Regardless of what happens here she is determined to follow you into future settings if you'll allow her, and she is eager to protect and serve you for the rest of time, or at least the rest of her life. Sif is a skilled professional, a talented scholar, and a trained diplomat and bodyguard as well as an energetic and communicative lover.

Normal Thronemaidens (100 NP/ Free if the proper scenario(s) is/are completed): The Thronemaidens are an elite order of servants, lovers, spies, diplomats, bodyguards and other types of servants for the emperor or empress of Etherscape made up of the finest manamutants in all of the empire. This order consists of, by default and at a bare minimum barring truly awful decisions, tens of millions of undyingly loyal manamutants, all of whom are skilled combatants that are outfitted in refined, if skimpy armor that projects a powerful forcefield across their entire body. They wield a range of weapons and are well-trained in their use, as well as possess a plethora of combative and non-combative skills. As a Nova who is also the Emperor/Empress of Etherscape you could add ethermancers to the ranks of normal thronemaidens, though such a move would be seen as a slight breach to tradition. That said, you could help justify this decision easily enough, as could diplomatic thronemaidens and spouses, and it is fairly easy to rationally justify this move seeing as you are a Nova, which means you are a Manamutant who can charge up ethermantic thronemaidens as easily as you could get charged up by the manamutants who are already the totality of the thronemaidens. If you take this option and do not grab the head thronemaidens there will be generic head thronemaidens, exempting Sif (if you take her of course). These individuals will be followers but you can designate specific thronemaidens to take as companions, paying the cost to import them into future settings.

Head & Special Thonemaidens (150 NP/ Alternatively free if the proper scenario(s) is/are completed): These are the other head thronemaidens, as well as special thronemaidens such as your clone or Calamitous Conflagration (both of whom are locked behind the Crisis Point scenario, and specific missions there within, and can become thronemaidens depending on the ending of the missions they are locked behind). These are all unique individuals with fleshed-out attitudes and abilities. This option allows you to take Velvet, Chyliss, Belah, Binah, Theva, Velvet, and Shelanvaranda as followers and/or companions. You can import these individuals for free as followers, they will retain all of their abilities and knowledge (including powers you have previously shared with them or perks they have acquired as full fledged companions in past jumps), or you can import them as companions by paying whatever special costs the jump document you are using to import them asks you to pay, which will give them full origins, a stipend, and other such things as normal.

Harem & Offspring (150 NP/Alternatively free if the proper scenarios are chosen and completed): By default to take a spouse and any offspring you have with them you can choose to pay 150 NP, or you can complete the Crisis Point mission linked to them, but this option allows you to take the totality of your harem, as well as offspring you have with them (be those individuals in the harem or not), with you as followers. It's worth noting that the actual CYOA only outlines a few dozen haremettes, and Sif herself states that there are many, many more, revealing that what you see in the CYOA is a collection of the most influential of the haremettes at the time that you begin the jump.

One aspect of this option that is unique is that you can use this to design a full hegemony, one of the 100 that rule over the disparate planes and dimensions that make up Etherscape, and make a specific would-be spouse from that area, with their own history, personality, agenda, and kinks, and they can enter your harem as well. You can do this over and over though if you design enough to fill out the remainder of the 100 Hegemonies that are not covered by canon characters (and you don't feel like replacing some of the canon choices) I recommend you add in the children of ascendants, perhaps another ascendant on par with Mynassa or her daughter, and then distant ambassadors and princes or princesses of other places. Some easy additions off the top of my head include Succubi from the conceptual over-hell from which archdemons come, priestesses of cosmic gods, ambassadors from Saturn, and the imperial heirs of places just past the Staneeth Expanse.

Original Character (50 NP if not an ascendant, 300 NP if an ascendant): Etherscape has plenty of space for you to invent original characters who would not be categorized in the groups of people that have covered so far. If you make a best friend who is not in your harem this is the option for you. Importantly, if a character is NOT an ascendant or an ascendant level entity then it just costs 50 NP, and of course for you to convince them to join you. If they do not agree you get the points back. If the character is an ascendant, be it a wholly original ascendant of your design (such as a specific member of the ascendant non-aggression/protection pact with Etherscape) or a specific, named ascendant you happen to like, you can expend 300 points to get them as an ally. It would not be difficult to persuade an ascendant to join you on the chain, but they are beings of unique power, and even the weakest ones are at least comparable to you

in might (exempting outside of context perks, powers, and items). As usual, if you somehow fail to convince them to join you, you are refunded. Additionally, as is standard in these jumps, you can import characters who fall into this category as followers for free, or as companions with all of the benefits such a status entails if you pay whatever costs the document you are using asks you to pay.

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 scenarios results in a death, even if it's not explicitly stated, unless stated (explicitly) otherwise. If you lack usable 1-Ups this results in a chain fail. You can take on associated drawbacks, if you wish, which amps up the difficulty of the scenario and still gives you extra points, but any drawbacks that are labeled "Required" are, well, required.

Expanding Ether:

(Required Drawback: Shrinking Ether)

Early on in your journey, you are told that some parts of Etherscape are suffering from a strange effect: the amount of ether in the air is dissipating. For now, this is a non-issue, mostly something only the most sensitive tools can pick up and the most prodigious or efficient ethermancers can detect, but you are told that this will snowball. You ask your inner council for leads and are told of one very unusual lead: one specific exiled noble named Mozis tel'Rix.

Spies have tracked the noble across the multiverse and know of her capabilities as an ethermancer. Depending on how experienced you are at politicking and how you feel about ether you may be surprised to learn that she has created a technique that allows her to convert sexual fluids into ether. Your task is simple: find her and recruit her. Actually achieving this task is… decidedly less simple, as she is in a distant corner of the multiverse and she is constantly being hounded by forces and factions who do not enjoy her mischievous antics.

Reward:

By successfully finding and recruiting Mozis, and very probably adding her to your harem, your forces learn her technique and use it to fix the depleting amounts of ether throughout small portions of Etherscape. This actually directly addresses the drawback, and your faction of

ethermancers work on refining the technique which results in the creation of a new item: **Etherbombs**. These items are weapons that if fired at an area temporarily infuse the area with ether. The ether is temporary but long-lived, and the amount is significant. This means that ethertech will work in these places, and ethermancers will be able to use ethermancy in them at full force. Eventually, over persistent deployment of etherbombs the ether will become permanent and self-sustaining but will not expand by itself. This represents an extreme advancement in ethermantic technology and will rattle the forces of non allied nations if its existence becomes public knowledge.

Angelic Allegiance:

(Associated Drawback: N/A)

One day Duthea tel'Glem, or her daughter (whichever is closer to you) will tell you of her daughters/her siblings respectively. They will explain the freeform and relaxed family structure of the tel'Glems, and reveal that over time many of the tel'Glems have left home. They bring this up to draw your attention to rumors about one particular daughter, Zamoe tel'Glem, a daughter who is not quite as smart as Caphiena, but is clever, kind-hearted, and adventurous. Apparently she has gone missing and whoever is talking to you asks you to look for her. Duthea is worried because Caphiena, being the kind-hearted and passionate sort that she is, gave her sister a pair of lesser but still functional wings that have given her some level of divine ability and resistance to some small measure of ether's disruptive effects. Caphiena is just worried about her sister. Either way both have kept tabs on their child/sibling respectively and can tell you where to start/where to send thronemaidens: an interstellar vehicle known as Nexus Station 69.

From there either you or your thronemaidens learn that Zamoe has been kidnapped by some ancient foes of *The Host* an order of at least somewhat divine, demonic, or otherwise supernatural, warriors, scholars, adventurers, and magi. At this point it is deemed that this situation might merit your direct intervention, or at least that your direct intervention would expedite this matter. You go to Nexus Station 69 and in doing so immediately impress some of the individuals onboard who join you for the duration of the adventure, curious to see the power and impact of Etherscape's ruler up close and personal. You embark on a short adventure, help defeat the forces arrayed against *The Host* and rescue Zamoe.

Reward:

The forces of The Host swear a debt to you, allowing you to call upon their aid once a year, which can be quite handy in a pinch both in and out of Etherscape (since you can perform a ritual that allows those you target to use their powers unimpeded by ether even if they are not ascendants). You may also gain the further, personal loyalty of those who adventured alongside you, who may accompany you back to Etherscape along with Zamoe.

Crisis Points:

(Associated Drawback: N/A)

Extremely early on in your adventure you meet one of your potential spouses: S.T.A.R.S.H.R.O.U.D., an advanced ethertech artificial intelligence that has the ability to peer into the future and is one of the capstone inventions of an early empress of Etherscape. This machine is able to see into the future to some extent, able to overcome even the challenges posed by ether when it comes to divination. Star is a loyal artificial intelligence, inspired by some of the technology of a long lost collective that had AIs with similar capabilities.

Star tells you of coming challenges to your reign and of problems that will arise in and from each hegemony. She also tells you that each problem has valuable solutions and that by overcoming it, something made significantly easier with her foresight and your considerable power, the empire can significantly grow in power and you can gain the sincere loyalty of the affected populations. That said, the future is malleable and with subtle adjustments you can have your thronemaidens prevent some problems from ever arising, but you also lose the opportunity to get access to the dope rewards.

You can devise wholly original Crisis Points for yourself to complete inspired by any original members of your spouses that count as fully as normal, canonical Crisis Points for the sake of some of the rewards. These Crisis Points should affect, bare minimum, an entire hegemony if allowed to reach a sort of peak level, but can be as subtle as interfamilial drama that has gotten out of hand (such as is the case for both Thelace and Mynassa), or as dramatic as some sort of plague or the birth of a new faction (which is the case for the tel'Othes, and the tel'Mehts). Additionally, each completed point should offer some sort of material reward such as the discovery or acquisition of new resources, a character as part of the reward who could enter the harem, and completion of it should also include some way to get the sincere loyalty of the hegemony or faction in question.

Rewards:

Each resolved crisis point allows you to take the spouse from the involved group or hegemony, as well as the character from the group or hegemony with you on your chain for free. Additionally, you can take the hegemony and its territory with you as well. This of course also subtly empowers the spouse and hegemony in question, be it through rewarding them with unique abilities (as is the case with the Zarr hegemony) or through the acquisition of new territory or even the creation of new factions (as is the case with the crisis point involving the Pahts and Poths). If you complete five crisis points you get to take the heads of the thronemaidens with you into future jumps, and if you complete ten then you can take the normal thronemaidens, a sizable army of loyal followers, with you for free.

Judgment Day:

(Required Drawback: Apocalypse Tomorrow)

In this scenario, the final period of your time in this jump is marked by chaos and war. An alliance of ascendants, one far bigger than the ascendants who have sworn to protect Etherscape and keep it untouched by ascendants outside of them, attack and shatter Etherscape. Your goal here is simple: make use of all of your abilities, resources, and alliances to defeat the ascendants attacking Etherscape, and reunify the empire. Every completed crisis point, every new friend, every alliance, every item you have will help here, as some of the ascendants behind the attack are cosmopotences, the mightiest types of non-unique (I.E.: The Dark Lord, the Ouroboros, the Legendary Dragons, the Behemoth) entities in the multiverse and are capable of tackling even multiple members of the alliance in battle at once.

One key to this campaign is the ultimate treasure of Etherscape the Ouroboros Tap, named after the vast primordial that an extremely rare handful of sages know to be part of the makeup of the multiverse, this is a powerful etheric weapon that when deployed uses an unthinkable amount of energy to create a field of ether so dense it disrupts even an ascendant's powers. This weapon can go for eons without being used once, but when used puts a strain on an area's amount of ether, while vastly empowering ethermancers in the area for a short while, allowing people to more effectively fight back against an ascendant and allowing you to potentially, personally triumph over ascendants of middling power. At the height of one particularly intense battle you are involved in a snap use of the Tap will result in the ether in the area gaining consciousness and an identity due to its natural resonances with you, as a Nova and the Emperor/ess. This being possesses tremendous, ascendant levels of power but can only go to places where ether exists, but is utterly and completely loyal to you and Etherscape.

Together the two of you manage to stop a cosmopotence and push them back and out of Etherscape. This being introduces herself as Etheria and vows to help you stop the invasion. The two of you will succeed or Etherscape will well and truly fall, and the two of you will likely either die or experience a fate worse than death which will eventually count as a death for the purposes of your chain.

Reward:

Etherscape itself survives, rebuilds, and Etheria, your spouses, thronemaidens, and yourself make something new, something better from the ashes. Etheria joins you as a follower and spouse, if you wish, and you gain truly incredible concessions from the defeated forces, as well as **The Empire Of Etherscape** as a territory type item which follows you along your chain and includes any conquests or diplomatically acquired territories that are still part of Etherscape when the jump ends. Additionally you gain the loyalty of one ascendant of your choosing and design, which can be an Archdemon, a Dragon Lord, a Transynth (who'd definitely be unique), a Cosmic God, or a Sanguinarch you design using the hard mode version of whatever CYOA corresponds to the type of ascendant you wish for them to be. This would be a special follower whose life you personally saved during a pitched battle.

Also, you can take this scenario and just this scenario to gain the ability to take your spouses and children as well as all of the thronemaidens (both normal and head) with you without paying NP for them or doing crisis points, if you wish.

Drawbacks:

Drawbacks here only affect you for the duration of the jump, and do not lock out purchases. When you select drawbacks that limit your choices, they will override any relevant purchases for the duration of this jump but then deactivate between jumps, allowing you to use the full power of your build in future jumps. Additionally if you choose to remain in the Troyverse post-jump (ending your chain) these drawbacks naturally stop working, allowing you to use your full vital might.

L Rizz (+100 NP): Somehow you are the Emperor of Etherscape and you have no rizz. Your charisma perks don't work and you are awful at seduction. This is a significant impediment given your powers. Your other powers work just fine, but anything that does something more than make you look good, just fails when it comes to allowing you to get laid.

Extended Stay (+200 NP): You can stay in this jump for longer, a decade for each instance you take of this drawback. You can take this as many times as you want, but you only get more points for the first three instances of this you take.

Bad In Bed (+200 NP): You are no good in the bedroom. This could manifest in a number of ways but no matter what you are just a fool under the sheets and not in a fun, loving sort of way, but in a way that never fails to leave your partners dissatisfied. You can begin to mitigate this with a truly significant amount of practice but that will just leave you mediocre at best.

One Pump Chump (+400/+650 NP): You can only select (and use) one lewd power. If you want more out of this, you can instead select that you can only select and use one lewd power and one non-lewd power (such as Technopathy).

Amplified Impressions (+400 NP): This drawback incredibly magnifies the impressions you give off on a cultural scale. People will believe the agenda you greenlit by making your choices as far as who becomes queens, who becomes Ladies In Waiting, and who becomes Concubines (or worse) and will strive to enact or oppose that agenda far more vigorously than they would have before. It'd take something truly intense for people to believe you are more than your policy objectives.

Amplified Instincts (+400 NP): When you first felt the stirring of ether in your blood you were overcome with energy and found it hard to ignore your instincts. Normally that sensation goes away, perhaps even in minutes, but with this drawback that sensation does not ever go away, for the duration of your jump your instincts will be massively amplified and be incredibly hard to

ignore. You can overcome them, sometimes, but you will no doubt develop a reputation as a person of passion, of instinct, and of primal ferocity as well as copious love.

Shrinking Ether (+600 NP): This drawback does not profoundly affect you personally, seeing as you possess incredible stores of ether but has the potential to have truly unthinkable effects on Etherscape if not handled. This drawback causes there to be small areas in each hegemony where ether is beginning to shrink and dwindle. This starts off small but will rapidly build on itself if not meaningfully addressed.

The Wider Multiverse (+600 NP): There is no hiding, not for you. Events will constantly force you into the wider multiverse, in some capacity. You can and will spend a fair amount of time in Etherscape, but you will also explore and see much of the main Troyverse multiverse over the course of your time here. You can only stay tucked away in a palace or villa so much of the time you're here. Being an emperor is busy!

Age Of Myth (+600/+800 NP): At the start of your time here you will hear of the emergence of a new type of ascendant: a "Transynth". You will also hear a rumor that a new Omega Lord has appeared in the distant outskirts of the Multiverse. By taking on this drawback the Troyverse comes alive and all of the different characters from the disparate CYOAs begin to appear one after another. For 600 NP this only summons the folks from the ascensions or lower, but for 800 NP this causes there to be greater beings, such as new cosmopotences, manifold ascendants, and during the last two years the Anael, and the Living Hyperion, all three of whom are immensely more powerful than the ascendants. These characters have the powers in their cyoas, but are also more alignment neutral than they are in their CYOAs (aside from the Anael, which is an embodiment of joy, benevolence, and life). This has the effect of putting different forces on high alert and making them much more cautious during your last two years here, as well as possibly immediately dominated by a powerful newcomer who may or may not be friendly to you. This could, in all honesty, present you with opportunities seeing as you're the head of a vast empire…

Apocalypse Tomorrow (+800 NP): A long time ago an unbelievably ancient queen of Etherscape, long before the formation of even the first hegemonies, was able to sense that someday ascendants would turn their gazes to Etherscape. At the same time had already begun to do so, but were not able to make much inroads due to ether disrupting the abilities of their allies. She was able to get a group of mighty ascendants together and persuade them to sign a mutual non-aggression & protection pact with and about Etherscape that made Etherscape valuable neutral territory as far as as ascendants went. To this day that pact has held and only on truly rare occasions welcomed new members, all of whom get minor things from Etherscape such as there being territory where a Sanguinarch's vampire spawn can feed and can meet to exchange words and send messages to each other, or vaults for Dragon Lords where they can safely store tribute they receive from allies, servants, and citizens of their empires. By taking this drawback a breakdown of this alliance begins to occur but not from within. Ascendants begin to ignore the pact and approach Etherscape, which is permitted under controlled conditions but these conditions are not controlled. This eventually culminates in an all

out attack on Etherscape where many different ascendants collaborate, at least until the alliance of mutual non-aggression is rendered a non-issue. How successful this is depends on whether or not the **Judgment Day** scenario is in effect, but even if it's not then this will still be a challenge.

Ending:

Return Home:
Return home after your long journey. By selecting this option you take everything you've earned on your chain with you. Will you be a benevolent ruler, or the sort of tyrant whose reign is eternal? I suppose your people will find out soon enough.
Stay Here:
Take another 500 NP and add any final bits to your build you wish, in exchange for making the Troyverse your new home.
Continue Your Journey:
There are many more places to go and people to see. Go on jumper, show the true omniverse the might of Etherscape.

Notes & Mini-Changelog:

-This is a sister jump to the Transynth Jump, the Dragon Lord Jump, the A Mage On Sorothustra Jump, the Grand Adonis Jump, the Last of the Omega Lords Jump, and the Sanguinarch Jump. **It is inspired by the Emperor of Etherscape CYOA by Troyx**. ***Please note, the source material IS deeply NSFW so consider that before you click on the link.***
-Here are links to the various CYOAs referenced throughout the document, which may well be updated as new references are added. Please note some of these are NSFW, and will be marked as such. **If you dislike actually seeing NSFW stuff, please heed the guide.** , A Mage Of Sorothustra (SFW), The Ascensions (Please note this link leads to Questionable Questing a site which IS NSFW, but the actual ascensions themselves are SFW. And yes, the link works but you do need a QQ account to see the post. Sorry. If you don't want to do that: Cosmic God (There IS a nsfw section in this one. It has all of the DLCs), Archdemon (some risque images in this one, related to the sin of lust), Dragon Lord, Transynth, Sanguinarch.) Planeslord Initiation (NSFW), Three Fates Of Sex (another one where I'd hope I don't need to specify that this is NSFW, but to be clear: this is NSFW).
-I have buffed some of the lewd perks to make them more universal and more appealing. I like the universality of the ones I have buffed since several of them were originally just buffs for having sex with ethermancers or manamutants.
-I am doing something different this time for some things, such as preemptively marking when things will require scenarios. I wanted to incorporate feedback from the Omega Lord jump so I'm putting more unique stuff behind scenarios and planning to continue my work of making scenarios that are interesting and rewarding.
-I plan to put some version of "The Wider Multiverse" into more of my Troyverse jumps, especially when I update the older ones, particularly ones with safe bases jumpers could hole up in. In several of the places and contexts jumpers have access to through my jumps there are

safe places, be it Sorothustra or Veiled Earth, and if people want to take a risk I want to give them a way to reward themselves and also to encourage bravery.
-On April 4th, 2024 version 0.3 of this was published and shared with various friends and jumpchain spaces. The “0.3” designation means we’re in the stage where some of the content from the source material is viewable and the jump is in its barest skeletal form.
-On April 7th, 2024, enough original content was added to the jump doc and enough of the actual CYOA was translated over for this jump to transition from the 0.3 version to the 0.8 version. The “0.8” marker denotes that a WIP has synthesized a fair deal of original content and also taken significant elements from the source material and formatted it to fit the Jump Doc style to mark that we’re at over 50% of the way to the finished product.
-On April 8th, 2024, this jump’s version marker was upped to version 1.0, was fully released and shared to multiple jumpchain communities.