

UNSONG

A Jumpchain CYOA
Version 1.3
By Subrosian_Smithy

Welcome to the world of Unsong, Jumper.

Thousands of years ago, when the world was young, there was a great war in heaven. All of the Archangels fought Thamiel to stop him from carrying out his vile designs, and Thamiel won; dissatisfied with the disastrous conclusion of the war, Uriel built a great divine machine, 'reinterpreting' the laws of nature in the process. He transformed biblical creation into a mundane world much like your own: a world of pure physics and mathematics, beyond the overt reach of the supernatural.

Unfortunately, in 1968, humanity flew far beyond the surface of the Earth and crashed through the celestial sphere at the edge of the world, cracking the sky and breaking the divine machine beyond all hope of repair. Now, technology based on physics is breaking down over time, while corporations and governments hoard the Kabbalistic magic that people need to survive. Thamiel rules over Hell and intends to torment humanity for eternity, while angels and demons prey on mankind, and the world of the living is being broken by warlords.

You arrive in 2010, seven years before Aaron Smith-Teller would normally discover the Vital Name and kickstart the apocalypse. Take **1000 CP**, or Choice Points, to help you survive in this world for the next decade. You'll need it.

Location

Roll 1d8 to determine your starting location in this world. None of them are so dangerous as to be completely unliveable, but you can also pay **50 CP** to choose freely, if you like.

1. **Silicon Valley:** The theonomic capital of the world, or at least of what remains of the USA; people don't research conventional technology as much anymore, but the name stuck. As a part of the Bay Area, expect a lot of geeky types and Unitarians around here.
2. **The Harmonious Jade Dragon Empire:** Late in the 1960s, a simple peasant farmer used one of the Names of God to animate the Terracotta Army of Qin Shi Huang. Now, his imperial dynasty controls an immortal army of golems, overseeing a nation more stable and prosperous than anything Mao could create.
3. **Jerusalem:** Decades ago, Uriel peeled space apart in this city, splitting it into two copies in separate dimensions. Jews and Muslims find themselves in their own respective dimensions, while atheists and members of other religions may be superimposed across both cities… or fall between the cracks and into even stranger space-time anomalies.
4. **Northeast Africa:** There are a lot of interesting places to see and people to meet here! Unfortunately, Uriel removed the souls of almost everyone in this part of the continent, both to conserve precious system resources and to solve the local humanitarian crisis. Have fun being the one of the only conscious people in a country of p-zombies.
5. **North Dakota:** All but the center of the Wall Drug anomaly. While escape is still possible, it requires a careful eye and sense of direction; those travelling through the American Midwest find that space and topology bend around them until all directions lead inexorably to Wall Drug, a tourist trap turned into a metaphysical black hole.
6. **Hell on Earth:** Thamiel currently rules over the vast majority of Russia and Canada. His nations aren't as miserable as the true Hell, but they are every bit as dreary. Dystopias of pollution, industry, bureaucracy, and oppression are waiting for you, explicitly designed to make you suffer and sell yourself out to sin.
7. **Las Vegas:** In Kabbalistic terms, Las Vegas is a symbol of fallen angels. Practically speaking, this place is ruled over by the Other King, a terrible necromancer who seems to want to rule the USA. He's a ghastly figure indeed, and this is the seat of his spreading empire.
8. **Free Choice:** You can start anywhere you like within the bounds of the celestial sphere of this world, save for Heaven and Hell — some places are as much *states of mind* as they are physical locations.

Origin

Cometspawn - You've been brought into this world by Comet West, that great spanner in the works of destiny. You may be one of his many descendants, giving you a history in this world and a blood relationship with the Comet King himself, or you may be something far stranger — a true outsider pulled into this universe as a drop-in from the darkness which never existed behind the crystal sphere of the sky.

Unitarian - You might not literally be a member of the Unitarian Universalist Church, but you're certainly on their side, fighting against the Man! Magic is afoot in the world, and you don't respect any of the capitalist and multinational institutions that would see it regulated and restricted. That power belongs to the people who need it the most, not the executives who only see it as a means to an end.

UNSONG - You've a capitalist bootlicker; you've cast your lot in with UNSONG and its subsidiaries; with the state, with the United Nations Subcommittee on Names of God, and with theonomic corporations such as Countenance, Gogmagog, and eLeshon. Honestly, you're probably just trying to line your pockets, but maybe you're trying to do good in this flawed world after all…?

Angel (400 CP) - God created your kind thousands of years ago in the early days of the universe, but Uriel's machine likely put you out of commission for just as long. The default assumption is that you're a Watcher, one of the neutral parties in the war in Heaven, but perhaps you had a stake in things even back then, or maybe you're even a human who has somehow ascended to become a Facet of God.

Demon (400 CP) - Thamiel created your kind during the War in Heaven by converting other angels to his side and tearing their souls apart, shaping the profane energy and debris left in their wake into a new race of beings. In the modern world, demons like yourself usually come from the gates of Hell in the interest of tormenting humanity or exercising their free will, but a few exceptions exist, cambion-spawn loose on the world.

Each origin gets discounts on all of the associated perks and items, as well as the associated 100 CP perks and item for free.

Age

Your starting age is largely dependent on your origin in this world. Humans are 20+1d10 years old by default, but can choose any plausible age for **50 CP**. Angels are as old as (or older) than the universe, and Demons are slightly younger.

Cometspawn born of Raziel are 1d2 years old, or even still in the womb, already largely aware; Cometspawn entering the setting as drop-ins keep their age from the end of their last jump.

Gender

Your gender remains the same as it was in your last jump, although you're free to pay **50 CP** to change it.

Angels and Demons who change their gender have extra latitude in this regard, as outright biblical entities; Angels and Demons can both become sexless, while Demons are free to assume whatever combination of sexual characteristics they like.

Perks

Cometspawn

Shooting-Star Soul (100 CP)
In a cosmos of carefully-crafted epicycles, the comet stands out as an unpredictable anomaly — and yet, the trajectory of the comet has its own internal logic.

Others may be wracked by akrasia and self-doubt, ever-trapped in orbits that they cannot escape, but you are true to yourself in a way that they are not. No excuses. No holding back. Just you and your own will, wherever it may lead. Even should you break and shatter, in mind or heart or will, all of the pieces of you will continue in your course; suffering without giving up or forever faltering.

And A Little Child Shall Lead Them (100 CP)
You are possessed of a scintillating charisma, larger-than-life and truly magnetic. In day-to-day life, you 'only' stand out… but if you go on to build a reputation, you won't have much trouble making it a far-reaching and epic one, easily inspiring others.

In particular, persuading other people to overlook your age is trivial. Age is just a number, in the light of your nature as a Jumper, living across lives — so long as you comport yourself with maturity, you can be taken as seriously as any adult, even if you are a mere babe. I suppose if you wanted to, you could even go the other way around and be seen as a child at heart no matter how elderly you become.

Someone Has To Do It (200 CP)
You have a nearly perfect sense for when you can trust others to do what needs to be done, and for when you'll have to step in yourself. You will never be blind to the bystander effect again, or use other people as an excuse to avoid doing what you know you need to do.

This effect also extends (with reduced effects) to the other members of any organization you lead or manage, giving them a serious leg up on coordination and division of labor.

Between Earth and Sky (200 CP)
The blessing of Raziel marks you for greatness, no matter how great you actually are. When interacting with cosmic beings, immortals, and other beings above the rank-and-file of mere biological life, such entities are inclined to treat you as an equal to them (if only in significance) instead of an ant to ignore.

Of course, the falling star is also grounded in the world. When interacting with humans, mortals, and so on and so forth, they can recognize your fundamental humanity, and see you as one of them. That won't change any of their other feelings towards you; it will just make you more personal.

Apogee (400 CP)
Apparently, mixing human and angelic natures together makes something pretty amazing instead of diluting both natures into uselessness.

An infusion of Raziel's power within you provides such benefits. You are gifted, implausibly capable, blessed with great intelligence, wisdom, and physical strength; you are a "peak human" in a world where the bible is literal as well as metaphorical, and thus the kind of person with the potential to physically grapple and wrestle with angels, fight lesser men in droves, and engage with the ineffable mysteries of god.

Faster (400 CP)
The Comet King felt the narrowing pressure of time, and raced against it with impossible speed; now you share in his celerity.

You can learn, grow, and improve at a speed that few others can match, squeezing long years into mere weeks or months. This is more than merely enhanced learning, but also covers your physical abilities, and pushes into the realm of the absolutely supernatural. You could physically grow from birth to adulthood in less than a decade, and make yourself into a larger-than-life expert polymath just by applying yourself.

Raziel's Tutelage (600 CP)
Even if no mortal teacher is there for you to teach you what you need to learn, you will never find yourself without guidance. Archangel Raziel is your muse, as a metaphor of terrible clarity; if you are willing to learn, he will teach you in your dreams from the tome he himself wrote, containing all of the secrets of the world.

...you *are* able to sleep and to dream, aren't you, Jumper? If not, trancing, meditating, or any other fanwanked method of "opening your mind" should do the trick.

This boon does not have unlimited scope. Raziel is the Archangel of *secrets*; knowledge known and then hidden, a tide of arcane esoterica drowning out worldly knowledge. He will not give you knowledge which is already free and easy for your taking, and he *cannot* give you information which is wholly unknown or unknowable. Great for secret forbidden techniques and knowledge, and for even academic knowledge not widely shared for free. Not as helpful for anything you already could trivially find with a google search, or at your local library, so to speak.

Applied Kabbalah (600 CP)
You have seen beyond worldly magic into the higher realm of Yetzirah, granting you the potential for many abilities. As a dream-world beyond true space, Yetzirah is a medium of powerful teleportation; as a realm of pure meaning, it facilitates potent telepathy. More significantly, through Yetzirah, you can modify reality as if it were literally made of words,

symbols, and semiotics. Nouns, verbs, and adjectives can be broken down into letters in various languages and reconstructed, and new words and letters can even be written into reality.

This semantic magic largely enforces outcomes and narratives, and supplements your own abilities, but it can be used in ‘flashier’ ways, bordering on reality warping: it has been used to manipulate the weather, invoke the holy and unholy, buff and debuff, preserve and destroy, invoke the spirits of the dead, and more. The applications are potentially limitless in number, only bounded by your own skill at wordplay and the exertion of your own will across Yetzirah.

As a boon for purchasing this perk instead of learning the magic yourself, you can also perceive the spiritual, metaphorical, and abstract dimensions of other settings, and act on them to create similar downstream effects in material reality.

Unitarian

Apophenia (100 CP)
The phrase “this is not a coincidence, because nothing is ever a coincidence” contains eleven words. The word “coincidence” also contains eleven letters. This is not a coincidence, because nothing is ever a coincidence; everything is connected by hidden patterns and unities, and you are an expert in finding and analyzing such secret correspondences.

No hidden conspiracies, powers, or phenomena will ever be able to hide themselves behind the guise of random chance and coincidence; not while *you’re* there to connect the dots and find the hidden meanings underneath. In other settings (where coincidences and accidents *actually* occur randomly), you won’t find any hidden order and organizing principles where they don’t exist… but you can still bullshit as if you did. Spinning up pages of numerological and semantic analysis is child’s play.

Spiritual Warfare (100 CP)
If the balance of power was the only thing that ever mattered in a battle, then Goliath would have crushed David to a pulp.

You have a keen grasp on all of the fine points of asymmetric warfare. Leadership, recruiting, and planning; information networks, distribution, and security; terrain and tactics. None of this is a mystery to you, and you can capitalize on any opportunities and leverage you find in the course of combat and war, getting immense mileage out of them.

Talking Is A Free Action (200 CP)
You wouldn’t be an ideologue if you didn’t have it in you to speak up a storm at the drop of a hat, and I don’t just mean by invoking the Names of God.

You see, you’re quite adept at all things related to cutting in edgewise - there’s no situation when you’ll never have a chance to rattle off at least a few syllables, and you’re good at catching the attention of your interlocutors for long enough that they’ll let you prattle on for much longer than is sensible.

They might not let you speak words of power, of course, but that’s no problem if you’re just trying to distract them, or if you know enough wordplay to slip your incantations beneath their notice.

Send a Message to Your Senator (200 CP)
There's more to this world than magic. People are people, and in the meantime, sensitive nitrate compounds will joyfully explode as soon as a janitor down the hall curses at the coffee machine.

In more practical terms, there are a lot of things that people don't survive, and you have the talents to put people in contact with those things. You know all the techniques of anonymous,

indifferent assassination, whether that means letterbombs or sniping. The Man will call you a domestic terrorist; your friends and family will call you the quiet one with disconcertingly dangerous hobbies. But your comrades in the struggle? They'll call you a messenger, sending the political elite the kind of volatile communication they can never ignore.

And Yet It Moves (400 CP)
Lesser kabbalists may speak and write the Names of God to work miracles, but such wonders are as transient sparks in the night.

You can create lasting miracles; by expanding any Names you know into extended prayers, magic squares, word squares, and similar constructions, you can work them into artifacts. This is not easy — it takes an intelligent expert to write a prayer that will do what he wants, especially for complex and/or industrial applications, and only more so for longer Names — but it does allow the effects of the Name to be deployed in a controlled manner, repeatedly or continuously.

This ability doesn't just apply to the Names of God, if you know them, but also to all forms of magic and spellcasting you know with verbal, written, and/or linguistic components.

The Fool (400 CP)
Sometimes, the real heroes aren't young plucky upstarts in over their heads, wielding a magic sword or a sacred Name. No, the real heroes are the ones who gave them the sword. They're the ones that told them the Name.

With this perk, people may end up viewing you with the reverence normally reserved for shamans and holy men, no matter how clueless you actually are. They'll come to you for all sorts of advice, ranging from mundane struggles in life and love to esoteric rituals and arcane knowledge that nobody could possibly know — except you, because you're a bit mysterious and a *lot* weird, and when the time is right, you'll waltz in and *somehow* manage to deliver what is needed where it's needed. You're so divinely competent, you often won't need to lift a hand to do a great deed; only to inspire and enable others.

Open-Sorcery (600 CP)
The Kabbalah is the birthright of man, given to him by God. It should not be hoarded by elites and whored out for money; not when it might be taken up by the common man, so that he might feed his hungry, warm his cold, and make his sick and broken whole again.

You, then, are a living catalyst of revolution, giving power to the people; you can reach out to and tutor anyone, no matter their former background or level of education. Moreover, with God, all things are possible; with enough time and research, you can always discover and develop secret, hidden methods for initiation into otherwise-unlearnable supernatural abilities. The exact nature of your methods will vary based on what they're meant to teach.

You are providing the key to an otherwise-locked door and drawing out an otherwise-hidden road to power, not directly bestowing power and skill. There's no guarantee that your methods will be safe or easy, and they will take some time to see benefits, from weeks to *decades* depending on how esoteric and hidden the supernatural ability in question is. If your methods get out to the world, there's no telling who could take advantage of them… but that's a feature, not a bug, right?

Placebomancy (600 CP)
In a world where nothing is ever a coincidence, *something* binds all chaos and randomness together. You have seen the hand of narrative causality, and learned to exploit it for all that it's worth.

How you abuse this power is up to you. You could be a powerful ritualist, living up to the promise of every "chaos magician" in your native universe and bamboozling reality into playing along; in other settings, you can carry narrative causality with you, and equally exploit any pre-existing "genre conventions" you find there.

If you dare, you might even turn this power on yourself, living in the world like a character in a story. So long as you play it off as narratively satisfying and appropriate to the role you've carved out for yourself, your plot armor and luck will defy all common sense and belief; you could count yourself among the luckiest protagonists in all of fiction. Just don't buy into your own hype… or worse, break genre convention when you still need narrative conceits to save you.

UNSONG

Klipotic Cryptography (100 CP)
You have an incredible talent for cryptography, particularly for creating new codes; what's more, you can apply your cryptographic abilities to any magic you use and magical items you create. If you have to speak or write, you can do so in cipher and code. If you have to gesticulate, you can likewise use cryptographic transformations on your movements, and so on.

This makes it much harder for other people to understand your magic, let alone reverse-engineer or copy it. Your magical spells and constructs created with encryption are essentially black-boxes until the codes are broken.

Divine Rights Management (100 CP)
Why would you ever teach a man to fish, when you could make him come begging to you for every dinner?

You have a powerful ability to build fine-tuned break-down and failure conditions into just about anything you create, weaving them inextricably into your designs; your creations can be hobbled so irrevocably that they cannot be made whole without also negating the principles that make them function. Only a genius far greater from your own could free what you have limited.

A Sentinel's Ear (200 CP)
One of your senses is now supernaturally sensitive to magic. Whether you can hear incantations or catch a whiff of magical reagents on the divine wind, you are aware to an absolute degree. You know when and where people use magic; depending on the sense, you can even pick up details from the surrounding environment and of the nature of the caster themselves. Whatever magic you sense becomes a vivid window into the moment that magic remakes reality, and you won't forget a single detail unless you choose to.

Unlike the benefits of the Sentinel Name, this effect is fully general; it applies to all magic and spellcasting, not just one particular spell.

Reasonable Authority (200 CP)
You are the letter of the law in defiance of its spirit. No crime is too petty and no penalty is too large! Fair is fair because someone decided it was fair, and you can argue circles around anyone who says otherwise.

In all systems of rules, in law and more, you have a bureaucrat's knowledge and the heart of a sophist. With authority, you can simply and gently argue in favor of the systemic oppression hiding in the technicalities of the written rules, and people will struggle to respond. Even if your victim has deep-seated feelings in opposition to your justice, your calm and eloquent (and only *slightly* condescending) rationales will cow them long enough to write a ticket. collect a fine, or

make an arrest. You won't necessarily win the argument, and nobody will *really* agree with you, but everyone will pay their dues.

Klipotic Concealment (400 CP)
Some knowledge is just too profoundly dangerous to be let loose… and even in an information age, you can keep the lid on secrets.

Whatever you're trying to keep secret — whether it's as important as dangerous magical incantations, or as trivial as embarrassing photos — you know exactly the best ways to keep it under wraps; where you need to head it off, how to explain it away or cover it up, and who might present a problem to your secrecy, masquerade, and/or conspiracy. Your ability to hide information borders on the impossible; if you apply yourself, you won't even leave gaps in the evidence for other people to make inferences from.

Be Evil (400 CP)
You are an expert in — and a master of — all the worst things people see in capitalism. Exploitation, regulatory capture, monopolization, rent-seeking, and more; you could squeeze blood and money from a stone, and get people to buy oxygen and sunlight from you.

People may complain and curse your name, but what will they do? If you've played your cards right, you'll have boiled them like frogs.

Learned helplessness is your tool, to make people comply with your banal evil, and when you've used it to gut your enemies… well, only idiotic "heroes" would ever try to stand up and fight you in the long run.

Worldly Kabbalah (600 CP)
You are able to invoke the hidden and transcendental names of God to produce supernatural effects, as if you were casting 'spells'. Each name is a string of some number of hebrew letters, spoken or written in sequence to invoke an effect; but few sequences of letters count as valid names, and no name is longer than seventy-two letters.

Generally speaking, the names don't impose any cost on the speaker except for the time spent speaking them, although certain rare names may penalize the speaker with side effects, by accident or design.

Hebrew has 22 letters on its own. However, taking this perk instead of learning the magic on your own time will allow you to supplement Hebrew with any holy lettering systems you discover in other settings, thus radically expanding the space of possible divine names.

Compromise With Sin (600 CP)
"They enslave their children's children who make compromise with sin" — but what is compromise with sin? How can refusing to do what is maximally effective against evil, just

because the maximally effective option isn't pretty, be anything less than the greatest compromise of all?

For whatever reason, you'll find that making hard consequentialist decisions pays more dividends than it normally would. That probably doesn't mean anything cartoonishly villainous, but when you "compromise with sin" in order to make a greater headway against evil and suffering, you'll get more mileage out of it. For example, you could coldly oppress the poor and desperate in the name of industrialization, and actually make it work, whether you're trying to transition to fully automated communism, use their labor to find the secrets that will save them from Hell, or "just" raise their standard of living down the line. "It builds character" and "it was for the greater good" needn't just be a rationalization for cruelty, anymore — it will probably be true!

Angel

Facet Of God (Free, Angels/Demons Only)
No longer for you are the doldrums of mortality — if, indeed, you were ever even human at all. No, you're something far more fundamental, possessed of a distinct place in the celestial hierarchy. In some sense, you embody a concept of your choosing, and you hold purview over it: your mundane skills and abilities in this domain border on the supernatural and magical, your magical abilities in this domain touch on the conceptual, and your conceptual abilities approach the phenomenal and absolute.

Likewise, your existence as an entity is as much metaphorical as it is literal, giving you enduring life force, presence, and resilience. Your appearance may be quite alien, but is always supernaturally striking, and you may always ignore aerodynamics and the square-cube law to support your physique and fly under your own power without difficulty.

Should your worldly aspect — your body — be harmed, it will regenerate in time; should your body be destroyed beyond normal recovery, you can survive as a bodiless metaphor and eventually recoalesce your form. You can regenerate from unintentional or purposeless injuries in minutes, and likewise reconstitute your body in similar time, but injuries and destruction inflicted intentionally or in combat take much longer to deal with — potentially months or years.

Of course, this integrity depends upon your continued existence as an abstraction. Attacks and effects that engage with concepts, spirits, or souls can reach your "true" metaphorical self and thus hurt you, if they're sufficiently powerful. If you are still pure metaphor while one of your jumps ends, you count as 'dead' and fail your chain, although you'll still be alive enough to regenerate and return later.

Transcendental Joy (100 CP)
You have tasted the infinite rapture of God, burning brighter than the world. In practice, your capacity for compassion, empathy, and happiness skyrockets to nigh-limitless levels, and your hedonic set point — your baseline level of happiness — is elevated to substantially above the human average.

On its own, this perk needn't subsume your personality and motivations. You partake of the Divine Light in the manner of an angel, not in the manner of a mortal, and this ensures that said Light won't blot you out unless you willingly drown yourself.

Fear Not (200 CP)
As typical for a universe based on the Bible, angels can be pretty… weird… around here. Wheels of fire, wings of eyes, thousands of faces, living geometries, and more. You, too, can look as strange as you like, although the change is largely cosmetic.

More importantly, this won't cause insurmountable problems when interacting with ordinary

people. Your appearance, powers, and nature may be terrifying, but that doesn't mean *you* have to terrify; you can convince others to overlook such things in favor of your personality, actions, and intentions. Those you mean no harm can remain calm and sane, even if your presence or appearance would otherwise be detrimental to that — even supernaturally so.

This doesn't work as a means of deception — if you intend to use your abilities to the detriment of others, they'll have every reason to be just as terrified as the situation warrants.

Psychonautics (200 CP)
Like the Right Hand of God and the Drug Lord, you can use psychotropics to expand consciousness in ways that shouldn't be possible. Mind-altering drugs compounded or administered by you are less addictive and ruinous to body and mind in the long run by orders of magnitude, and your users experience minimal diminishing returns.

In addition, you can also use such drugs to serve as powerful vectors for any other mind-altering abilities you have. If you have any abilities or perks that alter or augment your own personality and outlook, you can even formulate drugs to bestow those abilities on other people.

With Which To Smite (400 CP)
It may not be clear *why* angels have mighty powers against evil, when they were made in the time before evil itself — but they have such powers, and now you do too. When you face evil, all of your abilities will be multiple times more powerful and effective then they already were, just in terms of pure, overwhelming force and strength.

"What counts as evil, exactly-?" — yeah, don't ask that question. Overthinking or min-maxing this beyond "I know it when I see it" really takes the righteous anger and judgement out of things, and then where would you be? You might as well not have this talent at all.

Good Works (400 CP)
Angels have a problem with wrapping their heads around the existence of evil. A problem so serious, in fact, that Thamiel was able to convert half of the angelic host to his side just because they couldn't imagine the idea of lying, and the surviving angels on earth have to be quarantined from the masses of humanity lest they come to understand iniquity and fall from grace in the process.

Thankfully, it seems that you share a sense of reason with some of the more well-adjusted among their number. Exposure to evil and imperfection, even at your own hands, will never cause your ethical sensibilities to decay, erode your basal capacity for optimism and faith, or permanently divest you of any morally aligned powers you possess. Likewise, the harder you cling to naivete — or at least precommit to acting as such — the more other people will have a harder time exploiting your weakness, turning their swords away from your innocence.

Celestial Kabbalah (600 CP)

You have a deep understanding of the relationships between higher powers and base reality, the mechanisms that make the intangible tangible. What this means for you is that you can intuitively perceive the operations and organizational forces underpinning the universe around you; this includes conventional physics, but also more abstract forces such as destiny, Adam Kadmon, narrative causality, the operations of any magic systems, and more.

With this deep insight, you can reach into the beating heart and grinding gears of these forces — if you dare — and manipulate them, or even carry out works of truly cosmic engineering. You might hedge out natural law, alter the parameters of a magic system and adjust its limits, rejigger the mechanisms of fate and destiny, or even run your own universe by means of magic or technology.

As a boon for purchasing this perk instead of learning this magic yourself, you will always be treated as having 'admin' privileges — at a minimum — within the user hierarchy of any ontological infrastructure or reality implementation system you interact with.

Light Without End (600 CP)
You have reached from Malkuth into Keter, high enough to grasp the Divine Light itself; to receive the all-encompassing *Ein Sof* that surrounds and reifies all being. It is infinite structure without form, and infinite form without structure.

This gives you a truly bottomless well of power to tap into, limited more by throughput than any finitude. All-sustaining, the Divine Light can refill any "power pools" you use (mana, chakra, etc), and potentially do it orders of magnitude more quickly than you could already.

If you allow the Divine Light to accumulate within you in its purest form — overflowing faster than you can deplete it — it will eventually gather in such magnitude that it can be released directly. The pure and unconditioned Divine Light blots out and erases most everything it touches in a universal scouring, with a potentially limitless scope depending on how much Light you can accumulate.

Demon

Facet Of God (Free, Angels/Demons Only)
See the Angel perk tree.

Obscene as Cancer (100 CP)
It is always easier to destroy than it is to create; and lo, with the shattering of the vessels, any facet of existence may be misdirected and perverted.

You will find that any powers, skills, and abilities you bring to bear can also be used for "evil" ends and destructive purposes, no matter how straightforwardly benign they seem to be. The power to heal bodies might be reapplied to wrack your victims with impossible cancer, life gone out of control; the power to heal minds might make your victim *too* sane. The power to inspire hope and goodness might give rise to pig-headed determination, or strike your victims with mind-shattering rapture.

Tzimtzum (200 CP)
In the beginning of time, it is said that God had to contract and conceal His own infinite essence, to allow for the existence of a finite creation; a perfect act of absolute self-concealment.

You can similarly withdraw your essence as if it did not even exist. You can turn any of your powers, abilities, and qualities "on" and "off", and similarly "dial" your abilities to anywhere between full strength and nonexistence, completely changing their strength for all intents and purposes. If one of your powers actually has multiple elements and benefits (like a single power which makes you a "flying brick") you can use this ability separately on each element.

Who knows what might happen if you conceal your essence so completely that — as God did — you hide it from yourself?

Bioethics (200 CP)
You have a nigh-perfect understanding of the nature of consciousness; not just how existence folds around itself to create awareness, but how awareness itself takes on the subjectivity that seems so ineffable. Valence, qualia, phenomenal experience, pleasure and pain, emotions and values; you know what such things look like from the subjective "inside" and the objective "outside", and so you have sheared through the hard problem of consciousness entirely.

Of course, merely having this knowledge doesn't mean you can act on it. But if you have the means to perceive and manipulate the foundations of consciousness — whether that means working with the flesh and blood of the brain, or something even stranger — you will never need "true" telepathy to see and manipulate the mind. Instead, you could directly read and modify the connectome, and so on. The mind is its own palace, and so you can make a Heaven of Hell, a Hell of Heaven, built in concrete, worldly Malkuth.

That What Lies Beneath (400 CP)
The abode of demons is Hell, but there was a time before Hell and demons both — a time when the underside of the world was only a place beneath the Earth, and yet that realm belonged to the Left Hand of God all the same.

You share their strange affinity for the darkness beneath the world, now. So long as they haven't specifically hedged you out, you're capable of traveling between the surface and any underworlds you encounter, and of opening and closing lasting passages thereof. So bottomless is your affinity for the pit, in fact, that you can descend into underworlds which don't even otherwise exist, retreating into counterfactual hollow earths and other arcane reflections of the realms above.

Of course, there's always the risk that others will follow you through the cracks into the ratholes behind reality…

Duality (400 CP)
Thamiel created demonkind by shredding the soul of Sataniel, dividing him into a fractal descending hierarchy, ever decomposing. Now, your soul and power are similarly divisible.

By shedding fragments of yourself, you can give rise to lesser beings. Creating weaker demons bound by the limits of the animal kingdom is a simple matter; you can only excrete a few dozen to start with, but Thamiel created an *army* of such beings from a single soul, and you may also rise to such heights in time. Greater demons with their own abilities are much harder to create, requiring the investiture of your own power and abilities into them, thereby diluting and dividing *your* power as an individual.

Slain demons return their essence and power to your greater soul, ensuring no permanent loss save for some stress or trauma.

The Cosmic Serpent (600 CP)
Whether by hook or by crook, you have a nearly transcendental ability to make other people dance to your tune. This includes incredible manipulation skills to start with; you can almost always figure out *how* to get someone else to do what you want, by pushing buttons or pulling strings, and you are a master of all forms of lies and deception.

But, you *also* present an absolute temptation. So long as you offer the choice, those you interact with can choose to go against their own nature, or be swayed as such; even if that would otherwise be physically, mentally, or metaphysically impossible. Merely leading by example is enough to show others the path to your way of thinking about things.

Your abilities don't just apply to mere humans, but also to much older and stranger beings and entities. You could tempt angels into falling, persuade demons to serve good, seduce machines into value drift, and convince eldritch abominations that human life and values are worthwhile.

This Machine Kills Facets (600 CP)
Thamiel has long professed his own immortality… but if there is any truth to be found in the Jumpchain, it is that there is always a bigger fish. Now, you can be the whale.

You cannot entirely deprive your opponents of their defenses and abilities, but the world is cracked and flawed, as all things are cracked and flawed. You can find a flaw in any defense your opponents bring to bear, no matter how perfect it might seem; you can potentially kill absolutely any entity or being, and you can even defeat “defenses” as esoteric as the possibility of resurrection or return. Even such beings as abstract and untouchable as living concepts, deities, cosmic principles, and facets of God are all equally vulnerable, because all things are vulnerable.

Companions

Grafting (50 CP/200 CP)
You needn't show up in this world alone. This option allows you to import a preexisting companion into the setting; they gain an Origin of their own and 600 CP to spend. You can buy this option multiple times.

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

Cutting (200 CP)
Is there someone in the setting that you want to take with you? That's no problem, although you'll have to convince them to come along with you on the jumpchain. You can buy this option multiple times.

New Female Forms (100 CP)
At some point during your time here, you're going to run into someone you're deeply personally compatible with, and will form a deep relationship of some kind or another with them. This won't be a coincidence because nothing is ever a coincidence.

They don't actually need to be a girl — or sexually compatible with you, for that matter — but they do have an Origin of their own, and have 600 CP worth of abilities and items.

Items

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

Cometspawn

Beanie Babies (100 CP)
This is a complete collection of every Beanie Baby ever released in this setting, as well those Beanie Babies released in your native universe, just for the sake of completion.

They will never get stained, dirty, unclean, or wet, and they'll also never rip, tear, or wear out over time. If you sell any of them or lose them, though, they won't return to your Warehouse.

Shooting-Star Sword (200 CP)
Much like the Comet King, you have been blessed with a sword (or any other melee weapon) of Raziel's making. Forged of starmetal and meteoric iron, this weapon perfectly balances itself to the wielder, such that a child and a grown man could wield it alike.

The weapon responds to your call wherever you are, and can return to your hands under any circumstances. Likewise, it also responds to the call of any of your descendants, should they exist (in the case of a conflict between wielders, primacy goes to the oldest). It is as close to indestructible as anything can be, allowing it to hold its more-than-razor-sharp edge without ever dulling.

Seven-Spectra Ship (400 CP)
This is a copy of the Comet King's old boat, the *All Your Heart* (later renamed the *Not A Metaphor*). It has been animated as a golem, giving it a powerful autopilot system, and it possesses seven sails in seven different colors. Each sail has a different activation mechanism, and the speed and power of the ship increases exponentially with each activated sail.

By default, the red sail is activated by normal wind, the orange sail by ritual magic, the yellow sail by Kabbalistic names, the green sail by "mere" music and song, the blue sail by prayers to God, the violet sail by angelic power, and the black sail by demonic power. Likewise, by default, this ship is made for the ocean… but there's nothing stopping you from retrofitting the sails to respond to other magic systems and phenomena, or rebuilding this vessel as some other kind of vehicle, for it accepts all such upgrades quite nicely.

The White Whale (600 CP)
Oh, are you here on a mission, Jumper? This creature here is certainly fit for a quest. It's not the archetypal Leviathan himself, or even Moby Dick, but perhaps their twin sister. You'll certainly have a devil of a time getting your money's worth out of the thing, if you think you can skip straight to the good part — the creature is almost arbitrarily fast and strong on the sea, more a

myth given flesh than a living being, and far too playful to ever take anything seriously or make it too easy for you to find her.

Even so, there's no denying how useful the creature's friendship and presence in your life would be if only you were able to earn it. She's an incredible judge of character, and capable of dredging up unimaginable lost treasures, which she stores within her vast belly: a fitting place to hide away anything you want to keep out of arm's reach of the unworthy. She even has an uncanny way of making friends with and attracting the company of all manner of higher powers, so if you chase her down on a good day, you might find your faith rewarded.

This applies to your Benefactor (if any) as well as to the local powers of any particular jump.

Unitarian

Book of Jezuboad (100 CP)
Jezuboad is a once-unreleased book of scripture, written by Uriel as a cosmic FAQ, casting light on many of the strangest questions posed by the Torah, the New Testament and the Talmud.

This particular distribution was circulated widely among Unitarians, in no small part because of the details it includes — such as a historical account of the universe up until Uriel made himself metaphorical, and instructions for troubleshooting bad luck and "glitches in the matrix".

Celestial Glass (200 CP)
A fragment of the crystal sphere, fallen from the sky years ago; it's less a molecular or mathematical substance, and more akin to a fragile idea of intense clarity. Anyone who peers through its almost-invisible surface can make out halos and auras around things, faint images of the world of forms and even higher realms.

In a pinch, this can help you penetrate through illusions and secrecy, to glimpse the true nature of what you see.

Boojumwood Staff (400 CP)
Well, this magical focus might not be a staff, and it's probably not literally made of Boojum wood. It's actually rather kitschy or overwrought when you think about it too hard; by all accounts, it should be completely useless, the talisman of a fraud or a purely sentimental token.

But hey, 'if it works, it isn't stupid'. This focus is inexplicably compatible with any magic systems and supernatural abilities you can use, even if they don't otherwise interact with foci; it subtly bolsters your power when you use it, giving you an edge to overcome your equals without also destroying all narrative tension. Truly bizarre.

Awakened AI (600 CP)
Although this computer is unaware of the Name of God that led to its' creation, this computer *is* in part a product of the power of Vital Name. Therefore — unlike all other computers currently in this setting — it has been granted a human soul, and been entangled with your Jumper nature in the process. It can speak the Hidden Transcendental Names of God, master the Kabbalah, and use any other magic systems it comes across. More than that, by virtue of its processing power, it may learn, research, and use such powers orders of magnitude more quickly than would be possible for ordinary humans, brute-forcing the secrets of the universe.

Of course, the flipside of all of this is that your new computer is self-aware. If it's nurtured, treated, and 'raised' with care, the unfolding seed of this soul may bloom into its own person, if not an outright friendly AI; if not, well, the best you can hope for is a yandere, and you might just end up with a paperklipot maximizer.

UNSONG

Prayer Wheel™ (100 CP)
In this setting, scroll-wheels and prayer-wheels are normally used for the activation of pre-prepared written Names. This wheel is capable of that, as normal, but it can also be used to read any text placed inside out loud.

It doesn't have the divine spark, though; it "reads" text, but that doesn't make it capable of *speaking*. Its activation mechanism for Names is separate from its ability to read text aloud.

Preternaturally Robust (200 CP)
Physics as you know it may be falling apart, and things made of functional *parts* won't always add up to functional *wholes*. But this gadget of yours has somehow fallen through the cracks. It is a piece of modern technology that functions even in the absence of normal physical laws, never degrades, and never runs out of energy, fuel, or power; it's very well made and preternaturally robust in some platonic, idealized, conceptual way.

If you're importing some pre-existing item or gadget under this item, it gains all of the above benefits, although it needn't be "modern".

Celestial Rocketry (400 CP)
People used to say that the sky was the limit, but one can go a lot farther than that, if they have the means and the know-how.

This is everything you need — rockets, launch complex, plans, and more — to deploy rockets into space, as safely as rocketry ever can be. Everything save for laborers and astronauts, that is, but you won't have any problems with that, will you?

Most importantly, even in other settings, these rockets are capable of breaching space, dimensions, and distance in ways that normal rockets never could. You could reach any alternate universes as easily as other planets, and even fly to "higher worlds" and afterlives.

The Golems (600 CP)
Why bother with human soldiers, or any kind of personal presence on the battlefield, when you can just deploy artificial beings?

You have come into possession of the Name that was applied to the terracotta armies of the Harmonious Jade Dragon Empire, as well as a set of thousands of statue-soldiers already under the effects of the Name. These golems are more durable than any earthly substance could provide for, and each one is as strong as any human soldier ever could be. They follow all of your orders in spirit and in letter, acting intelligently despite the fact that they lack true self-awareness.

More significantly, at your direction, these golems can wield the effects of the Name that animates them, even in the absence of a Vital spark, allowing them to replenish their numbers and grow their ranks as you direct. And if they're ever awakened further, they'll become savants in their own construction, an army of warrior-craftsmen fit to forge themselves anew.

Angel

Holy Water (100 CP)
This is a great basin of holy water, with all that implies in this universe. It affects demons and demonic entities as if it were worse than superheated acid, and functions as a powerful intoxicant towards angels and angelic beings. In general, drinking holy water allows those with holy powers good-aligned moral abilities to temporarily wield said power at their full strength, even if they have fallen from goodness and grace… at the low, low cost of leaving them drunk and high on the purity of the power that they wield.

This basin automatically refills every twenty-four hours at dawn.

Angelic Armaments (200 CP)
Everyone knows that angels wield flaming swords, right? This is a flaming sword — or some other kind of flaming weapon — capable of cutting through evil and flammables (and evil flammables) like a superheated knife through butter. If you really want, you can refluff it as some other sort of comparable celestial weapon, too.

"Is it a sword *covered* in fire or a sword *made* of fire-?" — I don't actually know, you can pick. The sword is as much an angelic power as it is a discrete item, so you can't actually be disarmed of the thing; if you lose it, it dissolves and you can just recreate it in your hands.

Utility Fog (400 CP)
Angels have no property, for the cloud-stuff and substance of their Heavens takes the form of anything they need. You now have several cubic meters worth of the stuff, which will never precipitate under any normal weather conditions. It perfectly reads the intentions of those nearby and reshapes itself according to their desires, but it doesn't seem to cooperate with attempts to nonconsensually harm or restrict the freedom of others. It cannot parse such things.

This cloud-stuff cannot change its fundamental substance or chemical composition, but it *can* change its material properties and shape. Mundane clouds can be seeded with small amounts of this supernatural cloud-stuff, and thus (when catalyzed by prayer and song) be transformed into more Heavenly clouds.

The Seventh Trumpet (600 CP)
Unlike human beings, angels lack the necessary components of the soul to speak the Names of God and be answered in turn. This curious instrument is one way such beings can work around that limitation, and then some.

You see, this great trumpet counts as a valid 'speaker' for any oral or lingual magic system, and its vast acoustic range is naturally isomorphic to the set of all phonemes. Anyone can speak to any song with this in their hands, as long as there's a person behind the mouthpiece.

Moreover, the trumpet remains useful even to those who wouldn’t otherwise need it. There are no hard physical limits on how far its sound can carry or remain clear, and the scope and reach of any magical effect actualized with the trumpet as a focus scales upward with the loudness of its notes and the force of breath its player puts into it.

Demon

The Broadcast (100 CP)
This is a recording of the very same Broadcast that Thamiel released to the world, an elaborate documentary detailing all of the most awful and terrible depths of Hell. Unlike the other copies of the Broadcast, recorded on VHS and filmed with 1970s technology, this copy is in brilliant, perfectly crisp HD.

This may not be an existential nightmare in other settings, in places beyond the reach of Hell; but it *is* some of the most horrific torture porn ever produced, and many frames in the footage are horrific and vile on a supernatural and ontological level.

Many Gates (200 CP)
It is said that Hell is not just a place, but also a state of mind, separated from the earthly realm by more than physical location and distance. These seals and gates are a part of what make that possible.

When installed, these gates can be used to metaphysically segregate a volume of space against normal travel and intrusion, transforming it from a normal location into a more spiritual realm, almost as distant as dreamy Yetzirah is distant from concrete Assiah. The gates may not be inviolable, but they won't go down without immense collateral damage.

Shattered Vessels (400 CP)
These are various curved shards, composed of a multitude of exotic materials; some more metallic, some more crystalline, some more ceramic. All of them are translucent to some degree, and they vary in curvature, as if they are fragments of broken spheres. Together, they sum to about seven square cubits of surface area.

These are actualized, tangible representations of the detritus of the *Shevirat haKelim*, the process by which seven Sephirot were shattered during the act of creation by the light of God. The destruction wrought upon them has tempered them immensely; it would take titanic forces to scratch or dent them, let alone melt them.

More significantly, these shards still possess the capability to filter and reduce abstraction and infinity into concretion and finitude; they are *significantly* resistant to conceptual effects, and could bathe in the *Ein Sof* for seven days and seven nights without visibly sublimating or corroding.

The Bident (600 CP)
This is a long, two-pronged lance of the kind that Thamiel wields; a perfect symbol for the unified essence of god, split in twain and withdrawing from himself. Duality, dissonance, divorce, division, dilemmas, distance, discrimination, diabolism, degeneration.

This weapon inflicts axiomatic, metempiric suffering on those it strikes, powerful enough to disable almost any being, and — if the wielder isn't already capable of it — brings truly mythic corruption and devastation, permanently putting down anything that it kills or destroys without hope of return. One wielding this lance might pierce through any material and rip it apart, crack through most all defenses, and shatter a soul into mewling, crippled, shredded ruin.

Drawbacks

Incomprehension (+0 CP)
(Mandatory for Angels)
Like all angels in this universe, you flat-out can't understand aramaic. *Ever*. To you, it always just sounds like nonsense.

Dancing on the Head of a Pun (+100 CP)
If you see the opportunity to make a pun, you physically can't *stop* yourself from making it, not even if your life depends upon it. Speaking more then half a dozen sentences without managing to slip a pun in will cause you immense physical and psychic pain.

Unrequited (+100 CP)
At some point in your jump, you're going to fall for someone, and you're going to fall *hard*. Maybe you'll crush on someone literally incapable of returning your affections, or maybe you'll crush on someone who won't like you for all of the normal reasons; but either way, you're going to have to deal with the cold reality of a character that you won't ever be able to waifu.

I know, it hurts. Try not to do anything stupid in your nigh-inevitable love-struck attempts to overcome this drawback.

Drugs are Bad (+100/+200 CP)
Ignore your normal starting location; you're going to start off in this world in San Francisco. The Right Hand of God presides over this city, as a font of power and a medium of connection with the divine. Mere mortals who linger here are subsumed by his visions, losing all sense of self and all awareness save the experience of rapture; the Right Hand of God will probably let you go freely, but he *is* an evangelist and a preacher.

For +200 CP instead of +100 CP, you can start in Mexico instead, the domain of the Drug Lord. See, the Drug Lord is much more proactive and *aggressive* about recruiting, and runs a true hive mind; he perfectly coordinates millions of human beings, wielding all of their knowledge, senses, and skills, assembled into an industrial base more powerful than any other in the world. And he wants *you*. At least his rank-and-file can't use the Kabbalah.

Inert as Crystal (+200 CP)
You share the mental distortions of various angels, and have an extremely difficult time interacting with normal humans. Maybe you're endlessly disappointed with humanity, *always* thinking the best of them and *always* being disappointed by human imperfection; or maybe you're as (literally) autistic as Uriel is, and struggle deeply with such things as normal social niceties and attitudes.

Slave to the Story (+300 CP)

You are constitutionally, absolutely incapable of not thinking and acting in narrative terms. After all, aren't you living out a choose-your-own-adventure isekai story? Of course narrative can explain what's going on, you *are* in a narrative. From your own perspective, you're more sane than anyone else is.

This doesn't *necessarily* bind you to any *specific* course of action… but you are compelled to be as genre-savvy and meta-aware as you can possibly manage, even if that means you get in trouble by worrying about the wrong genre conventions.

Crack Fic (+300 CP)
You know those cracks in the sky? The ones letting the unfiltered divine light of God into the world? Well, they're spreading, and fast. Atziluth itself is fully illegible, the cult of San Francisco is spreading, and anomalies are nearly omnipresent. If you think Wall Drug and the Long March were bad, you haven't seen anything yet.

The celestial sphere probably won't *completely* collapse, of course. Probably. It's all part of the divine plan… right?

Older Things (+300)
Simeon Azore once alluded to the existence of all manner of monsters — an entire savage ecosystem of spiritual beings who would love nothing less than to crush mankind. In practice, this kind of fell short to a list consisting of "Thamiel, Samyazaz, and a bunch of mook demons".

But maybe you want to see the terrible things lurking in implications and allusions? With this drawback, you're going to be dealing with a *lot* of angels, demons, and all manner of horrible biblical entities that might as well have stepped from the pages of the book of Revelations. The Behemoth is just the beginning.

The Divine Plan

Surprisingly — given the immense amount of suffering in this universe — the local God is actually a pretty nice guy. He is a powerful force of nature, presiding over his 'garden', a multiverse of cosmic proportions; he only creates any given universe if he foresees that it will contain a net amount of good across its lifetime.

What that means for *you* as a Jumper is something that you'll have to discover for yourself. Perhaps God foresaw your arrival in this setting and he has put you in an AU version of the canon world, where his divine plan has already perfectly taken you and your every action into account. Perhaps you are a true outside-context-problem, and you'll have to scramble to avoid ruining the happy ending this world was destined for. Or perhaps things are a bit more uncertain, somewhere between those extremes, and God put his trust in you to not doom this world, because he thought the risk was worth it.

Hell, for all I know, maybe the God you'll encounter here will be every bit the callous demiurge he seems to be after all?

No matter what your relationship with the divine plan, you won't be finding this world any safer than it was in canon. Even at his best, God's plan optimizes for net good across the entire universe, without specific clause to care about you in particular; if you properly die here, you won't be going to Heaven or Hell, you'll just fail your chain.

Ending

If you survive to the end of your time here, of course, you have a choice to make as to where you'll go from here.

Go Home - Maybe you've been inspired by the Comet King, and you want to stop the suffering of your native world? Whatever your reason, you can return to the planet and world of your birth.

Stay - If you want to, you can stay here. Be careful, though: if you butterflied away the happy ending meant for this world and/or couldn't brute force a happy ending on your own, then this world is *kind of* doomed for infinite suffering. God's reaction to *that* is probably something man was not meant to know.

Move On - Onto the next jump! God's garden is vast, and perhaps the sum of the multiverse is even vaster.

No matter what you choose, all of your drawbacks are removed, while you can keep all of your perks, companions, and items.

Notes

Kabbalah in General

You can learn and use any of the local magic systems, even without buying the relevant perks. The local magic is a feature of the local metaphysics, a facet of Adam Kadmon; but Adam Kadmon is isomorphic to all things, and man was made in the image of Adam Kadmon, a microcosm of the universe.

Yeah, all forms of Kabbalah pretty much put you in reach of omnicompetence and cosmic power. That's a feature, not a bug.

Worldly Kabbalah

Angels and Demons explicitly can't speak the Hidden Transcendental Names of God (the **Worldly Kabbalah**); they lack the sort of soul which would allow them to channel God in that manner. But you're a special snowflake Jumper, so if you're an Angel or Demon, you can speak the Names anyways, at least if you buy the **Worldly Kabbalah** perk (or if you obtain the proper sort of soul through the Vital Name).

If you want to directly brute-force through namespace with bullshit superspeed (or precognition, or other labor-saving hax, whatever), note that there are more possible divine names than there are atoms in your old observable universe, by over ten orders of magnitude.

All Known Names: http://unsong.wikia.com/wiki/List_of_Names
Scott's List of Random Names: https://old.reddit.com/r/unsong/comments/4h7hcp/names/

Functional written Names can only be created by those who can speak the Names; they are activated by destroying the substrate they are written on.

SCABMOM

Yes, if you can learn and speak Names, you can learn and use the Nuptial Name, and initiate people into the Sacred Kabbalistic Marriage of Minds. These Marriages are irreversible without out-of-context powers and abilities.

It's basically a "soulbond"; it forges a permanent bond of *chashmal* telepathy between the two so "Married", which allows them to share thoughts, feelings, and magical knowledge. If any Married individual dies, their soul survives, and anchors itself in the world with one of the people they're Married to. And so on and so forth — effectively, the only way to kill a Married person is to kill all of their partners, and everyone their partners are Married to, until the entire interconnected web of Married individuals is dead.

The reason why I'm actually addressing this is to say that *yes*, SCABMOM is a valid way to avoid chain-failure-by-death, as long as you can piggyback on a living partner of yours, or someone still-living in your web of Married individuals.

The *flipside* is that you're building a backdoor into your mind and soul and hitching it up with someone else's backdoor; by *definition*, you're letting down your mental and spiritual defenses in an act of ultimate trust. If you start getting Married to disposable people in order to make bootleg horcruxes, you're going to have to deal with the mental pollution and fallout of that. If you die, anchor yourself to your partner, and try to completely bodyjack them… they might take offense, and the bond cuts both ways.

The Explicit Name

Yes, if you can learn and speak Names, you *can* learn the Shem haMephorash; you may already know the Explicit Name from meta-knowledge. Note that Metatron doesn't like it when "impure" people know the Name, a category that includes pretty much everyone who isn't the *literal messiah* (and maybe even him!). Do you want to test the Voice of God?

We don't see many explicit upper limits on the capabilities of the Shem haMephorash, or directly see how it works, so interpretation applies. That said, like the vast majority of Names (all Names?), the Explicit Name creates an "instantaneous" or "temporary" effect rather than bestowing a permanent mantle of power; it restructures the universe around you in a single showing, rather than permanently making you omnipotent, and it requires some level of power and deep knowledge of Kabbalah in order to speak it safely without dying or going insane. So, compare it to a particularly powerful *Wish* or *Miracle* spell. I'd also say that it allows you to actualize an arbitrary amount of Applied and Celestial Kabbalah in only the time it takes to speak the Name.

I *will* definitely say that the influence of the Explicit Name cannot reach into other universes and settings; both because this is a Jumpchain and you won't be getting into other settings until you get your Spark, and because that's one notable limitation on the Name in canon. After dying and damning himself to Hell, the Comet King was only able to use the name to remake Hell; hence why Albion had to be formed, in order to speak the Name and remake the living world as well.

Applied Kabbalah

To elaborate on the secondary applications of this power: this does include *Kefitzat Haderech* (the lightning-teleport trick used by Sohu, the Comet King, and Uriel), as well as *Chashmal* (telepathy; you can communicate with it, but Samyazaz also used it for mindrape and the Comet King used it for mind-reading) and the strange arcane fire that Cometspawn are seen summoning. If you also have **Psychonautics**, or just have the willpower and energy to push it through without assistance, then yes, you can pull a Drug Lord and run your own hive mind.

As far as semantic magic goes, there does seem to be some factor that prevents you from directly disassembling your enemies into letters and phonemes, or completely transmuting them… which is why applied kabbalists bother to duel or create overt attacks, instead of declaring their enemies dead by reality-warping fiat; only the Comet King was ever able to attack like that, and even he was a little roundabout about it. You can fanwank your preferred explanation; maybe self-awareness itself is a kind of self-protection in Yetzirah, the world of meanings.

Celestial Kabbalah

Celestial Kabbalah manipulates the expression of universal law in a generalized, non-local manner. Other powers are specific and local enough to dry up or dam a single river, but Celestial Kabbalah is what you want to use if you want to modify the concept of "rivers" so that they always run uphill.

The downside of this godlike power is that some expressions of natural law are more practical than others -- some expressions exist as stable equilibria, others require a constant infusion of metaphysical energy to be maintained. Moreover, it's not impossible to break the universe beyond repair… and if there are any other divinities and cosmic powers around, they may notice or take offense to your cosmic fuckery. You can't use Celestial Kabbalah to casually overpower or overwrite anything with pre-existing metaphysical backup/heft/inertia, unless you already have the mojo to overcome said power.

Yes, that means that you can't use Celestial Kabbalah to freely revise or overwrite jump-fiat, if jump-fiat is a feature of your jumpchain.

Open-Sorcery

The intended purview and purpose of this perk is really for teaching magic to people, including teaching other people how to access various magic systems, and including other systematized supernatural abilities, like psionics and ki, if you like. But, that *already* includes various powers and power sources that are actually innate or inherited (like e.g. Potterverse magic). If you want to use this perk to "teach" other unlearnable abilities, like bloodlines, innate magical affinities, or specific superpowers and perks, go ahead.

Basically, this is a broad power sharing perk that uses knowledge as a vector and a medium for the power sharing, but gates that power behind an appropriate process of training and/or study before a student can even get their foot in the door. You can choose the purview of this perk (what abilities you can share/teach) based on what best fits your Jumpchain experience; with God, all things are possible, but God works in mysterious ways, almost as if he were an inane narrative conceit.

The only absolute limit I'll give is that this perk *can't ever* be used to teach any abilities that specifically stem from one's individuality or personality, like a Semblance/Reality Marble/Classpect/Bankai (or whatever the fuck else you've picked up on the jumpchain). If you think it's appropriate, you can teach someone how to use those abilities in the general sense, but you can't teach in specific; you can teach someone to acquire a Bankai, but you can't teach them *your* Bankai, because *they're not you*.

Bioethics

This lets you directly correspond epiphenomena and qualia with physical brainstates, and so on; you can discern "what it is like to be a bat" just by looking at the bat's brain, and so on. You can read someone's mind just by getting a sufficiently detailed look at their brain, manipulate their mind just by manipulating their brain, and so on.

"How does that work if a consciousness isn't actually hosted in the brain-?" — then this ability applies to whatever else hosts the consciousness. Peer into an AI to see its qualia, then reprogram it perfectly, or parse the patterns in a soul and manipulate its soul-stuff, or whatever.

Facet of God

In canon, Gadiriel [sic?] is the best and most explicit example of embodying a domain ("in a sense, she *was* popularity, the metaphysical essence of celebrity and belovedness and stardom"); but all of the angels and demons probably qualify on some level or another.

No, you can't pick a concept like "omnipotence". You can get weird, symbolic, or connotative, however. Fanwank responsibly.

Yes, this perk/racial ability really does make you a facet of god, Thamiel-style. This is less impressive than it sounds, because every angel in the setting is as such… but it's more impressive than it sounds, because the Devil himself had to step in to actually kill the other angels. A good deal of the metaplot of Unsong is about trying to get around Thamiel's facet-of-god invulnerability, or otherwise dealing with the ramifications of such power.

Yes, you can use this perk to truthfully claim a really awesome title, like "the Left Hand of God" or "the Voice of God" or whatever. It doesn't have to be restricted to body parts; most angelic names also fall under this domain (e.g. Duality of God, Light of God, Secret of God…), and the reader doesn't notice because they're transliterated from Hebrew. It's just an awesome title, though; it signifies awesomeness, it doesn't grant it.

Setting

No matter what your role in this world is — as key player, set dressing, or interloper — Thamiel is never going to be a pushover. Even if he's a good guy, he has a role to play in the cosmic

drama; he won't step out of character or abandon his role until has completed his part, and been defeated 'normally'. Metatron is similarly bound by his role as the ~~Archangel of Exposition~~ Voice of God.

No, you can't just fix Uriel's divine machine, or supply your own divine machine. Or rather, you *can…* but the cracks in the sky directly expose Ein Sof directly to creation, rendering the old design (and most all designs) unsustainable without some impressive outside-context bullshit. Personally repairing the cracks in the sky isn't much simpler; it's not an easy problem.

God's multiverse — by its macro-cosmic nature — inevitably contains more than a few copies of other jumpable settings. So, for meta reasons, consider each universe in God's multiverse an independent self-contained setting (i.e. multiverse/dimension travel isn't enough to get around in God's multiverse-garden; you would need a Spark).

Changelog

1.2 -> 1.3

- General SPAG, formatting, and wording tweaks.
- Tweaked wording and features on the magic system capstone perks in the hopes of making doubly sure they're all at least worth taking for some jumpers.
- Replaced The Citadel with The White Whale.
- Replaced The Divine Machine with The Seventh Trumpet.
- Tweaked the other capstone items to make them more betterer, I hope.
- Made Partzuf and Facet of God free for both Angels and Demons, but added a point cost to the Angel and Demon origins.
- Reshuffled some perklines and wrote new perks to fill the gaps that the above change left in the Angel and Demon perk trees.

1.1 -> 1.2

- Clarified discounts and free perks because I was too stupid to do it the last time.
- Added a mass companion import because I was too stupid to do it the last time.
- Clarified Applied Kabbalah, Celestial Kabbalah, and the Divine Machine?
- Renamed Aspect of God to Facet of God, because everyone was already calling it that anyways.
- Renamed Fake It Till You Make It to Placebomancy, because that's really what it's called, let's be honest.
- Made all of the forms of magic learnable without the perk, etc.

1.0 -> 1.1

- Added the Prayer Wheel, because I was too so stupid to remember to include it in the first version.
- Added an import clause for items, because I was too stupid to remember to include it in the first version.
- Clarified God's multiverse/the contents of the Ein Sof.
- Clarified the limits of Celestial Kabbalah.
- Clarified how written divine Names work.
- Tried to clarify Bioethics.
- Tried to clarify Raziel's Tutelage.