

Transynth Jumpchain

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In a distant multiverse, itself a tiny portion of a grander omniverse filled with life and adventure, there are creatures capable of interfacing with and breaking reality. These mysterious monarchs are known to sages and those otherwise appropriately knowledgeable as “Ascendants”. There are five such types of beings: “Archdemons” powerful lords of a hyper-hell attuned to the deadly sins, “Cosmic Gods” divine spirits attuned to different words of creation, “Dragon Lords” majestic draconic nobility who horde power and wealth (and for whom the two terms are synonymous), “Transynths” mysterious machines whose technology dismantles and reassembles reality itself, and “Sanguinarchs” vampire-like primordial beings who reign in the shadows and utilize an esoteric substance known as “Essence” for a number of dark purposes and to replicate all sorts of powers.

By visiting this multiverse through the means implicit in the usage of this document, you will become one of these unbelievably fearsome reality-warpers. You are now the multiverse’s first transynth, a brand new type of ascendant that has never been seen before you completed your ascension. Congratulations? One can only hope that you find and choose to use peaceful ways to pursue your objectives. The offensive abilities at your disposal mark you as distinctive and potent in comparison to many of your foes, even among ascendants.

Take these **1000 Technology Points.** You’ll need them for the adventure you’re about to embark on.

Author's Notes: This is a big, POWERFUL jump. This is a potentially end-jump level setting and jump, alongside the Sanguinarch jump. Transynths are to cyborgs and androids what most envisionments of a deity are to, say, an ant. The powers here are intense.

Some of the things here incorporate lore not included in the Transynth CYOA. Therefore, some of this could be considered to be light spoilers for the Troyverse's overarching mythos. Consider this a **spoiler warning**.

Origin:

Transynth (Free & Mandatory):
Transynths are… Well, truthfully there aren't enough transynths out there for this to have a firm, decisive answer just yet. When you open your eyes in your starting location here's what little you'll know regarding your new identity: You are a new kind of entity. You seamlessly fuse magic, technology, and other, more esoteric things into one strange whole. You also know that you are, for the time being, completely alone in the multiverse. There are no other transynths, though given that you were able to ascend and become a transynth you should know better than to think that it is impossible for someone else to become one. If you want you might even be able to go and help other people become transynths!

It is worth noting that you do have new memories of the life you lived until now, memories which relate to your age, gender, and starting location. These memories give you a mighty understanding of both your surroundings and the universe you are in, though you may not have known about the self-contained multiverse this adventure takes place in until the moment you ascended, which will elevate your awareness enough that the "You" you entered during the first moments of your jump would have learned of it anyway. **You can freely pick your age and gender so long as you are over the age of 18**.

All who participate in this jump get this as part of their base build. Actual origins are listed down below.

Artificer (+200 TP): You began your journey as a mundane member of a non-ultrahuman race. This journey was fraught with hardship but you worked and worked until, perhaps before you even knew it, you became something greater. Though once mundane and ordinary, you have **Ascended.** Now the time has come for you to embrace your destiny. **You get a stipend of 200 points to use in the transystems section**.

Enhanced (Free): Your journey towards technological ascension did not begin at your own hands, it may not have even begun at your own behest. Others enhanced you. Over time you learned from them, and took the reins of your process of self-improvement. Though you ascended, you know better than to think you did it alone. Now, armed with the potency of your

ascended self, you must decide what you will do next. **You get a stipend of 300 points to use in the transystems section.**

Alpha Cyborg (-200 TP): You were and are a construct, something devised by either a genius or a civilization of geniuses. From the start you were extraordinary, and your extraordinary-ness has only continued to grow. What will you do now, armed with something wholly new? **You get a stipend of 500 points to use in the transystems sections.**

Starting Location:

1) The "Exotic" Side of the Veil: Welcome to… Earth? Kind of. You ARE on Earth, though not one that you're likely to be familiar with. This Earth is, essentially, two different worlds. One of these two worlds IS, in all likelihood, similar to a place that you have visited in the past: a planet populated by humans and seemingly devoid of the supernatural. The OTHER half of the world is more akin to an urban fantasy novel; a place of magic, monsters, the supernatural, and also exotic future tech.

Long ago this world was covered in an esoteric artifact known as a "Veil" that protected it from the supernatural to an extent. Supernatural beings can only interact with supernatural beings and mundane humans can only interact with ordinary humans and animals… At least if you ignore the rumors that a spate of "Veil-Straddlers" have been born; humans and human-like beings capable of crossing through the veil. Those are… probably just rumors. This entire solar system, from Mercury to Neptune is covered in veils, and while mundane humans on Earth cannot penetrate or even perceive the veils (seeing the rest of the worlds in the solar system as barren, lifeless worlds), the entire solar system is filled with exotic life. It is entirely possible for you to gain a reputation here, if you feel like claiming this region for yourself. Though there are potent beings here whose ire you might inspire if you decide to try and claim the exotic half of this solar system.

2) The "End Of Time": This is a strange, possibly impossible, location. It is a vast, possibly empty metropolis stuck in a sort of temporal loop that keeps it safe despite it existing, temporally speaking, during the final day of all of existence (in this multiverse at least). As you scan your surroundings you don't detect any other lifeforms, but you do detect vestiges of strange technology, technology which will flare to life in your hands when you reach out and grasp it. How curious…

3) The Split: Home to both the Cybergetic Enclave and their long-time foes and rivals the Biomic Druids, this intergalactic region is one in conflict. The Enclave is a collective of robotic and cyborg civilizations who despise the "Softer" creatures belonging to the Biomic Druids. There are numerous businesses in other parts of the universe this region is located in who have a vested interest in the frequent wars between the Enclave and the Druids, but rumors known to various intelligence agencies abound that the Enclave has invented something that promises to

turn the conflict into a more one-sided affair: a device that can penetrate the membranous barrier between universes that makes it challenging for non-ascendants to move between universes.

Transynth Perks:

Mandatory Perks:

Ascended Entitlements (Free): This is what every ascendant has by virtue of being an ascendant. This includes things like basic immortality (complete with eternal youth and an end to basic needs), truly post-human physique (minimum of ten times peak human, though the specifics are determined by your primary materials, and you can shrug off attacks that can crack continents at a minimum), supersonic flight, unbound shapeshifting (though you cannot become more than ten times larger or smaller than your true mass (which itself is determined by another perk in this section)), resistances to mind-control and immunity to anything not an ascendant trying to read or control your mind, the power to pierce resistances and to cut through immunities, the ability to project your powers to any place you have sufficient influence, near-immunity to timeline tampering, near-immunity to scrying, and powers that only another ascendant could even hope to copy, steal, mitigate, or block. Ascendants can also easily move between universes, unaffected by barriers that try to impede movement between them.

Transynth Talents (Free): This is for transynths only. In much the same way that there are multiple things universal to every ascendant, there are things that are universal to “Every” transynth, as in abilities that you and any and every other transynth would share and possess due to your nature as transynths.

You possess **transhuman intelligence**. Your brain is equal to that of a Jupiter Brain in every respect, and the sheer processing power of this, coupled with the nature of your transystems is how you are capable of utilizing your powers remotely.

You are a **transcientific engineer**. You can evolve, growing in power and building all sorts of incredible super-science gadgetry and technology which you can affix to yourself or to use separately. Even the eldritch sciences of the Omega Lords is not beyond you, and their technology holds no secrets from you for reasons that are unclear even to your potent intellect.

You possess **transtechnical mastery**. Technology responds to your will and you possess an uncanny ability to take over technology in your presence. Systems of magic and enchantments are also applicable targets here, as is anything that functions off of consistent rules. You can also control anything you yourself created at will.

Primary Material (Varies): Transynths are made of any combination of three potent mystical metals. These mystical metals are named Orichalcum, Darksteel, and Mithril, and all three have

their own innate qualities which will become a part of you during your apotheosis. You can select one for free, two for 200 TP, and all three for 300 TP.

Each of the materials provides four types of benefits/abilities. There is the “Boon” the primary nature of the benefits you get, the “Aura” a passive benefit you give your allies so long as they are in range and you want them to benefit from the abilities in question, “Tinkering” which is an ability you possess to increase/improve attributes related to your metal(s), and then the “Speciality” which refers to a discount selecting a metal will get you on a type of transystem (an ability possessed by transynths divided into four categories; “Offensive”, “Defensive”, “Mobility”, and “Utility”).

Orichalcum is the metal of magic and other esoteric energies. By making orichalcum your primary metal (or one of it at least) you cement yourself as a master of magic and psionic abilities, able to cast dozens of high level spells at once, armed with telepathy strong enough to subjugate planetary populations, and capable of using telekinesis mighty enough to destroy mountains (this is your boon). Your aura empowers the magic and psionics of your allies up to a galaxy’s distance around you, and this aura is so mighty that novices gain archmage levels of power and archmages can perform planet-changing feats. Objects they make or use are similarly improved. As far as tinkering goes, you can upgrade things and even people holistically, with things you create being better overall than they should be and with people you upgrade gaining a boost to all of their abilities though one that is only moderate in strength. By making this your primary metal or one of your primary metals you get a 50% discount on all weaponry transystems.

Darksteel is the metal of resilience and resistance. If you make darksteel your primary metal, or one of them, then you will have strength necessary to shatter planets with singular blows, and the durability needed to take a planet-killing laser or planet-destroying blow to the face without blinking. This durability extends to all vectors and it would take blows with equivalent power or equally potent status effects to overcome this level of defensive might. Your aura makes your allies stronger and tougher, strong enough to crush coal into diamonds and tough enough to tank hits that would hurt adamantine. Even their infrastructure benefits from this, with objects in their possession becoming tougher, with starships becoming able to tank hits from entire fleets of foes. As far as tinkering goes, this metal makes you a whiz at upgrading people and infrastructure to be tougher and more reliable, and things you make are tougher and more reliable than they’d otherwise be. By purchasing you will get a discount on defensive transystems.

The final of the three metals is known as **Mithril**. This is the metal of speed and vitality. If you purchase it as part of your primary composition you will gain faster-than-light speed (to the extent that galactic distances are distances you can cross in an instant), reflexes and agility needed to make use of this speed, and you can even stop time for a few seconds every few hours. This also amps up your passive regeneration, including your odder energy stores such as magic, chakra, or any other such things. Your aura shares your boosted speed and regeneration with allies and their possessions to the extent that their supernatural/esoteric

energy stores also regenerate faster. Your tinkering makes things you create faster and more regenerative and you can upgrade people and things to have wholly new abilities! Your specialty is speed and you gain a discount on all mobility transystems.

True Shape & Size (Varies): Every transynth, yourself included, will have to make vital choices during their ascension, however that happens to occur for them. One vital set of decisions that occur as they are ascending, becoming transynths, are powerful: what are their true form's structure and basic shape and size? There are three such choices to choose from, a humanoid true form, a mech true form, and a starship true form. All three have different benefits or advantages, but a transynth's potent shapeshifting skills means that despite their true form's limitations their shapeshifting allows them to appear however they wish enough to travel on most worlds incognito with no difficulty.

Humanoid true forms allow you to decide how your true form looks based on any reasonable humanoid template appearance. Do you want your true form to be that of an orcish warlord? You can do that! This form doesn't offer much as far as distinct advantages or disadvantages go, though it does have the smallest range as far your maximum and minimum limits go with regards to the dimensions of your shapeshifting. Your true form must be between a mouse and an elephant in size.

Mech true forms are bigger, bulkier true forms that must be as tiny as a small house at the smallest and a mountain at the largest. These are perfect for some anime fantasies and for fighting kaiju, and they are outfitted with standard issue weapons capable of taking on modern and slightly futuristic civilizations with ease, such as railguns and other appropriately large cannons. None of these weapons are transystems or require drawing on your stores of power. This form costs 100 TP.

Starship true forms are unique things with a size-limit that is as small as a yacht at one end and as large as a planet at the other, with 100 times the interior space available as the external dimensions of the ship would suggest. There are life-support systems available in the ship allowing for one's true form to be used to transport living creatures and to support a crew of organic lifeforms, and you can use your transystems within yourself as easily as outside of yourself (allowing you to, for example, fire seekers within yourself without harming yourself). Your true form has access to the Aetheric Skimming Motor mobility system for no cost, but you are capable of projecting an avatar to interact with creatures inside or outside of you and for it to have the same transystem you would have to pay for it (unless you have mithril as a primary metal). Your true form is armed with weapons capable of taking on a fleet armed with planet-killing weaponry and winning, and if you possess darksteel as a primary metal these natural defenses are boosted to solar system level. Your avatar can be of any design you wish and can be projected anywhere in the multiverse unless a place is so powerfully shielded that it depowers ascendants of your power level, and the avatar can teleport back to the ship at will. You also gain a stipend for the transystem section for choosing this option. This option costs 250 TP.

Composition (Varies): This is another choice that transynths make at the start of their existences as ascendants. This is also another instance where you select a single option. This time there are four choices: Cyborg, Clockwork, Biodroid, Nanoswarm. These relate to the make up, not structure, of your true form.

Cyborg: The standard option. This makes it so that your true form's basic composition is an amalgamation of man and machine, with however much of you is man or machine depending on the shape and size of your true form at least by default. Humanoids who take this option will be almost completely organic looking with perhaps a few metal accessories. Starships who take this option will be externally mechanical and internally organic, though you can use shapeshifting to hide this and prevent passengers onboard from becoming grossed out. This option is free and how much of you is man or machine is up to you, if you want to be indistinguishable from a chrome robot you can, and if you want to be a fleshy space-whale as a starship that's certainly an option.

Clockwork: Not radically dissimilar from a cyborg, this will consist mostly of metal shaped like the cogs inside of a clock. This option is remarkably modular and transynths who take it have an ability to transfer strength from some aspect of themselves to another, such as drawing on their speed to power up their durability. This option costs 100 TP.

Biodroid: This is an option for transynths who wish to be entirely organic and who want to parent dynasties. The primary power this offers those who take it is the ability to be selective with regards to what traits they pass down to their children. If you are a prodigious psychic and wish to be one of the parents of the next major psychic powerhouse, with this option you can do that. Your children also have a very small, but still noticeably higher than without this option, chance of being transynths themselves naturally. This option costs 100 TP.

Nanoswarm: This option makes your true form be composed of nanoscopic machines known as hypernanites. These potent machines give you a remarkably protean form and allow you to freely determine the boundaries of your true form within the context of the shape and size you decided on earlier. You can also fabricate objects and buildings within moments, and your regeneration is incredibly fast. If you have mithril as your primary metal, or as one of them, then you gain instantaneous regeneration. This option costs 200 TP.

Power Core (Free): What is it that powers you? You are an incredible machine of some sort, and thus require an equally remarkable power source. Whatever you pick during this moment, the moment at which you are ascending, will power you from the start of your journey here until you are forcibly depowered such as by a drawback, or you lose your chain, and if you spark this will continue to give you a potent power source. All cores sustain you indefinitely, providing for all of your basic needs, and never needing to be recharged. You CAN take this out and place it somewhere without endangering it or weakening you, but it's possible that you'd be the safest place for it depending on your durability, any outside context perks, and the choices you've made here. If your power core were somehow destroyed, you could transfer your consciousness to another object you control or have created and slowly rebuild your core. This

counts, as far as jumpchains go, as a 1-up that is usable every ten years/once per jump, whichever comes first. It's worth noting that wherever you send your consciousness you will exist in a weakened state, which will persist for a few weeks as you rebuild your core.

Tesseract Universe: You have found a way to shrink an entire universe into your core and siphon off the energies produced by countless sextillions of stars. You are a walking type IV civilization, and can store countless items and even people or civilizations inside of yourself. You can turn your awareness internal if you wish and in doing so can see what those inside of you are doing, but nothing they can do can negatively affect you, nor can they ever escape without your permission unless you perish somehow. This can easily allow you to serve as your own warehouse.

Planar Junction: You have a powerful, insubvertable connection to some mighty junction of multidimensional energy such as Manaxis or the End of Time and use it as your core. This connection energizes you and fills you with energy you can share with a touch, which is powerful when done to organic life and even more powerful when done to other machines, powering them tremendously.

Cosmic Artifact: You own and use a potent reality-warping artifact of some sort as your core. You can decide the specifics of this as you wish, though this core cannot replicate any effects as mighty as a transystem, some of which are capable of enacting planet-changing effects or barraging an enemy's planetary-grade defenses. You can summon copies of this artifact and use it, such as having a genie's lamp that can enact city-level changes on a place or grant someone potent boosts to their strength and durability. How often you can do this starts pretty small, perhaps a few times a day, and gradually increases with training.

General Perks:

You can discount one perk of each price tier in this section, and any discounted perk costing 100 TP is free. Otherwise only perks reflecting your origin are discounted.

Energizer Bunny (100 TP): This allows you to recharge anything that runs on some sort of energy, be it magic, psychic power, electricity, or the power of souls with a touch. This can be something like a laptop or a magical sword, or it can be something like a spaceship or artificial intelligence.

Aimbot (100 TP): At will you can freely calculate how any ranged, thrown, or otherwise distance-based weapon will fly or sail, allowing you to aim perfectly and with ease, as well as know to the millisecond how long it'll take for a thrown object to reach its destination. You can also know the exact explosive radius of any sort of explosive weapon, so you know how hard you need to chuck something for its damage to be inflicted on a foe.

Sparks Fly (100 TP): Robots, artificial intelligences, and other such lifeforms or existences are extremely drawn to you naturally. They view you extremely favorably, and with even a bit of

charisma on your part will serve you more faithfully than they would serve their creators, even defying programming to do so.

Energy Expert (200 TP): You are an unparalleled expert when it comes to capturing, manipulating, and converting energy. You can capture electrical energy and turn it into the energies generated by worship, and with the same ease, you can do the reverse. You can create technologies that extract the most energy from any action and even your conversions do not result in energy loss. Even with just this perk you can create a technological revolution that transforms planets like Earth.

Transynth Teaching (200 TP): As befits a higher intelligence you can make other intelligences go higher. You are a skilled teacher and can teach people in such a way that they learn at seven times the normal peak for their species. This learning speed is doubled when you are teaching them about the sciences and technology.

Master Hacker (400 TP): This perk grants you an unrivaled skill when it comes to hacking and remote technology subversion. You are a master at stealing control of technology from your foes, even without tapping into your reality-defying transystems and ascendant traits. With this your overtaking of enemy technology is undetectable by anyone less skilled than you, and as a transynth, even some other ascendants would be less skilled than you, especially in this area.

Augmented Reality (400 TP): At will you can shift from seeing things normally to seeing a game-like visual interface that allows you to see visual abstractions of stuff like your health, your current power reserves, a mini-map that displays your location, and the location of enemies, allies, and other people without your sensory range. This also synergizes with any information-gathering perks you possess and allows you to do things like toggle your perks on or off as you please.

Unbound Technologist (600 TP): The Troyverse has a few unique technology types, with two prominent examples being ethertech and omegatech. Both of these forms of technology are immensely powerful but come with the critical caveat of requiring significant context to work. You can operate both kinds of tech at full power with ease, but that's a base effect of being a transynth. This offers you a greater ability than that: the power to let others use technology unbounded by the sort of context some technologies normally require, whether it's something that needs a certain bloodline or some other innate trait, or something that requires a specific fuel type. When you're using such technology you can *It Just Works* it, but when someone you've granted a version of this ability might require some additional help like having a certain kind of fuel for some tech, but while they are serving you they can meet these conditions with an act of will, producing the fuel type with a thought. You can also take this ability back at will, letting you reward talented lieutenants or punish unruly disciples.

Cosmic Creator (600 TP): Truthfully all ascendants benefit from creating things to SOME extent and often in different ways. Transynths are no exception. Transynths are not conceptually or esoterically mighty in the same ways that sanguinarchs, archdemons, dragon lords, or cosmic

gods are. They are far more material, though no less powerful, than their peers. What you are, is a prolifically talented creator. Your creations require half as many resources as your peers, and you can create them twice as fast as you could before this. Your creations are also half again as good as they would be otherwise, allowing you to do a lot with even relatively small quantities of goods, or energy.

Artificer Perks:

Autodidact (100 TP): You began a journey that culminated in you ascending on your own. You constructed dozens of machines, and even built technology that could change worlds, alone. To call you an autodidact is a bit insulting, but it's a succinct summary of what you are and can do. You are a machine of self-learning and being alone is not a problem for you.

Tree of Design (200 TP): Others need other people to run their ideas off of. Not you. For you, all you need to advance your own designs and to create designs that are improved versions of other designs is to see a finished product. This applies to other people's inventions as well, but works best when you are improving your own devices.

Pioneer (6400 TP): You excel at invention. You **created** your path to greatness, to wonder, to uniqueness. You will invent wonders. Your mind is linked to the very concept of creation, and you possess an almost divine affinity when it comes to making new things. You WILL create, and that which you create will be novel, and wonderful, just like you are.

Enhanced Perks:

Enhancer (100 TP): You have embraced the philosophy that gave rise to you, and mastered the art of improving others. You can sense a variety of ways that other things, both living and nonliving, can be enhanced. With the right time and energy you can improve others in a multitude of ways.

Social (200 TP): You have discovered an important art. The art of being social. You understand that part of the power of being an ascendant is the influence it grants you, and you have taken that to heart becoming incredibly good at social skills, especially when it comes to people intrigued by your novelty as a, no as THE transynth.

Improvable (400 TP): You were improved upon once, touched by the brilliance of other people. And while you can improve yourself, you also retain the spark of what started your journey, the ability to be made better by other people. You can inspire others, filling them with ideas of how to make you stronger, faster, and altogether better. You are uniquely receptive to the ingenuity of other beings, and your presence steadily makes your allies more brilliant, as well as more loyal to you.

Alpha Cyborg Perks:

Artificial Life (100 TP): You can breathe life into artificial things. It doesn't matter if it's a sword, or a wagon, a car, a plane, or a spaceship, you can bring it to life and grant it a will and sapience. These beings start off incredibly loyal and grateful to you.

Tech Tree (200 TP): You can study a civilization's technology and can extrapolate all of the tech, as well as all of the possible tech, that they might invent. This power is a firmly scientific one based in your advanced technological senses, and uses the ascendant ability to traverse time and space to give you a complete understanding of technology it scans and adds to your database, as well as technology derived from scanned tech and also put in your database.

Finder Of Wonders (400 TP): You began your journey as something wonderful. And like attracts like. You have the ability to find, and wield, wonders created by others. You even bolster such things, with items steadily becoming stronger and better in your possession. This effect is so powerful that it works on items you purchase in jumpdocs, enhancing them over time in ways that steadily edge out their weaknesses and enhance their strengths. Sapient items detect you as a kindred spirit and automatically work with you, and for you.

Transystems

"Transystems" are the primary abilities possessed by transynths. These abilities are divided into three different main categories and one minor category for all the abilities that slip through the cracks. "Offensive" transystems are weapons you can use against your foes, "Defensive" transystems refer to your personal defenses and technology used to shield you against attacks and other offenses, "Mobility" transystems refer to your technologies revolving around speed and positioning, and "Utility" transystems refer to all of the remaining transystems that lack a clearer classification.

Using these systems is incredibly easy, aside from potent exceptions such as a fully charged omnicannon or an equally charged conceptually constructed hyperform though overusing one for a time can result in it shortening out. How likely these systems are to short out depends on whether or not they are connected to your primary metal (Orichalcum = weapons, Darksteel = defenses, Mithril = speed, nothing for utility) and how well-versed you are in the transystem itself as well as other, more environmental factors. Most of these abilities can also be charged which while dramatically increasing their power consumption and making them more likely to temporarily fizzle out, also dramatically increases their overall power.

Anyone who purchases the Starship true form has a **stipend of 150 TP** for this section and this section only. These stipend points, when allocated, will confer abilities that are only usable by the Starship, so if you purchase the Omnicannon with this you cannot use that from an avatar. There are workarounds for this, most notably the remote powers aspect of being an ascendant, which allows you to use your ascendant powers even from distances far from you at somewhat

weaker levels of power (though how much of a power reduction your abilities take depends on things like the power in question, and the means through which you are channeling the power).

Each origin gets a stipend. Artificers get 200 TP, Enhanced get 300 TP, and Alpha Cyborgs get 400 TP.

Offensive Transystems:

Offensive transystems are your ascendant weapons, offensive and destructive abilities that exemplify your might as a transynth. As with all transystems, you can add energy to the abilities here to overcharge them, but if you do not charge them up you can fire hundreds of thousands of attacks with any of these in a single instant, or tremendously reduce their range to alter how they fire. Specifically, you can use them as a sort of destructive aura by reducing their range, making them function akin to a bomb centered on you that does no harm to you but is utterly devastating to your foes. At will you can also modulate their intensity, allowing you to control how much damage they deal. With this you could spare your opponent's lives while showing off your terrifying might. Anyone who purchased **Orichalcum as their primary metal (or one of them)** has a discount here.

Unmaker (200 TP): This planet-shattering weapon does exactly what it says it does. Anything struck by it that is as durable, or less durable, than a planet is instantly unmade, and it has a range that is in the upper bounds of dozens of light years, allowing you to attack an enemy you can sense from another solar system if it's one of the ones closer to your current location. If **charged** this attack tremendously escalates in power, becoming able to annihilate a galaxy in one blow.

Seeker Productorium (200 TP): This is a destructive, personal weapon that fires homing missiles that will target and harry foes not only in space but also in time, potentially launching themselves at enemies before you targeted them to make the damage they inflict retroactive or to serve as a sort of literal time bomb for your foes in the future. They are "only" star-system in range spatially but they are incredibly versatile temporally, capable of targeting someone's distant ancestors or remarkably far flung descendants with equal ease. Even a single seeker is strong enough to destroy a planet. Curiously this is one of a handful of transystems which does not benefit from being charged.

Transkinetic Nullifier (300 TP): You can, at will, inflict a variety of nasty status conditions on foes and at a truly staggering range. This ability allows you to shut down magic, psionic powers, technology, and do things like siphon off stores of such energy and even paralyze foes weaker than a demigod attuned to their parents domains and spheres of influence. Even creatures stronger than this are negatively affected, though how much this inconveniences them is dependent on how much stronger they are particularly powerful demigods. This has a range level of a galaxy's worth of space around you, and can affect an area as large as a planet in one burst. If **charged** this ability can weaken even a cosmopotence (a form of ascended being

capable of affecting even a whole universe at once), fully paralyzing anything weaker than them, and can affect an area equal in distance to multiple large solar systems simultaneously.

Omnicannon (200 TP): This is an immensely powerful weapon, one so mighty that if it is known that you possess it will serve as a potent deterrent to getting in your way even without being used. This mighty weapon has a range equal to half of a universe and will obliterate anything less durable than a planet that is caught in its beam. This weapon innately amplifies your default "Piercing" ability (the ability all ascendants possess that allows them to ignore resistances and deal damage even to beings that should be immune to some damage types or outright invincible). **Charging** this ability is incredibly difficult and it will almost certainly weaken your other abilities for a time if fully charged, but in exchange, its range becomes multiple universes and you can fully annihilate entire universes and concepts with it. Afterward, you will not be able to use this ability for a few hours, at least in the wake of your first few times charging it, but eventually with enough experience you can reduce this cooldown period to a matter of minutes, and with longer enough time training it you can eliminate this drawback altogether.

Defensive Transystems:

Defensive transystems are abilities that help you endure enemy attacks. These attacks do not have to be directly harmful, they can be status debuffs or other negative things and your defenses work equally well against all sorts of harm, protecting you just as effectively from a stab as they would from someone dropping a moon on you (though how much protection they offer depends on the specifics of the system). It's worth noting that you can share your defensive abilities with your allies, and this wouldn't strain you to do so due to the nature of remote powers in this particular setting and jump. **Anyone with Darksteel as their primary material, or one of them at least**, gets a discount on this section.

Chronostatic Plates (200 TP): You have found a way to freeze time and to turn it into a skintight sheath protecting you. This armor-like sheath freezes attacks and converts them into energy you can use to fuel your abilities (this is especially helpful for charging your transystems). This is, by default, strong enough to completely nullify planet-destroying lasers, and if you have darksteel as your primary metal it is strong enough to shrug off galaxy-destroying attacks. How much power you get from conflicts depends on the power of your opponents, but if you face powerful foes from an intergalactic civilization (such as a fleet of spaceships or a space fortress) or an archmage from a high-fantasy civilization you could reliably gain around twenty units of expendable power which is almost enough to charge a burst of the Aetheric Skimming Motor or the Runic Autoexistential Stabilizers. This system does not benefit from being charged and can be kept on at pretty much all times with no difficulties for even the weakest transynths who might possess it.

Hexagramic Circuits (200 TP): This is an active nullification ability centered on you. With this, any ability from direct physical assaults to arcane attacks used against you that are not ascendant will be actively nullified, though by default this does not nullify things that are not

attacking you or someone you're protecting. You can share this effect with the planet you are on, or a spaceship or celestial body less large than a planet you are on, with ease. You can also choose to allow some abilities through, as this ability itself is selective in nature. When **charged** this ability can shield an area the size of a galaxy and can block out ascendant magic, technology, and psionics (though not direct ascendant powers such as major sanguine powers, transystems, or greater megapowers).

Runic Autoexistential Stabilizers (200 TP): This ability is a hyper-specific, smart forcefield-like shield ability that gives you resistance to attacks and offensive or debilitating abilities. These runic stabilizers learn from what hits you, and will gradually reduce the damage you take from certain types of blows. It's worth noting, however, that there are very specific conditions to be aware of while using this ability: it must be powered to build up resistances to things, and the attacks must be the same specific type of attack. Additionally the maximum resistance you will gain here will be about 75% resistance to something. If someone punches you while this powered you will begin to gain resistance to being punched but not kicked, for example. That said, even when not powered you will benefit from resistance you've already gained. **Charging** this power dramatically improves its rate of adaptation.

Conceptually Constructed Hyperforms (400 TP): When not charged this power only grants you the ability to phase through any material not warded against ascendant-level beings at will. This system's true power is only apparent when it is **charged**. When **charged** this grants you the power to completely resist any attacks not launched by multiversal overdeities or beings on their level of power (in practical terms this means it'd take someone on par with Perpetua to attack you), however **charging** this requires an unbelievably immense amount of power, something on par with what a Kardashev Scale Tier IV civilization would produce.

Mobility Transystems:

Mobility transystems affect your speed and your ability to transport people, and/or goods across the multiverse. **Mithril transynths** get a discount on this section.

Aetheric Skimming Motor (100 TP): This is an explosive speed booster that grants transynths the ability to instantly navigate from one end of a galactic supercluster to another in an instant. Mithril transynths also get the instincts needed to fully use this ability and incorporate it into their motion beyond simply going from one place to another in an instant. When **charged** this ability allows a transynth to speedily move from one end of the universe to another.

Quantum Simultaneity Nodes (200 TP): Normally teleportation, even in the Troyverse, does not result in the creation of two separate beings. This transystem causes there to be two instances of a transynth whenever they teleport, but only for a single second. This also makes a transynths teleportation to become unblockable by anything short of stopping an ascendant and gives them freeform teleportation within the same galaxy. When **charged** this range increases to anywhere in the same universe.

Dimensional Capacitation Carriage (200 TP): This transynth eases the burden teleporting others places on you, allowing you to easily transport an entire planet, inhabitants and all, whenever you wish. This works by placing them in a pocket dimension while they are being teleported. If you **charge** this power you can instead teleport up to a galaxy's worth of space, mass, and life.

Hyperversal Tunneler (400 TP): This is the ultimate portal technology, allowing you to teleport as much as you want across the multiverse, including forward or backward in time. The only caveat, however, is that this technology discharges an unbelievable amount of energy which advanced civilizations and powerful individuals can easily detect.

Utility Transystems:

This is a catch-all for the remaining transystems that don't easily fit into the other three categories. There are no discounts in this section.

Heuristic Autochantment Synergizer (200 TP): This transystem lets you mimic abilities people perform or use, skills they use, or powers they show off, in front of you. These mimicked abilities start off weaker than what you saw, but can be trained up with time, and can eventually become stronger than the "true" versions of the abilities. If you want to mimic new powers, or train mimicked abilities, you need to have power allocated to the system, but once you've copied an ability it remains yours for as long as you wish (barring drawbacks that prevent you from accessing this power). When **charged** this ability is much, much faster in terms of training the powers you've mimicked.

Elective Energy Efficator (100 TP): This triples the potency of your auric abilities as determined by the primary material you chose, or the primary materials you chose, as well as making the range a galactic supercluster in size. When **charged** this skyrockets in power, making your allies twelve times as strong, and bumping up the range of the effect, making it span a universe.

Reality Distortion Emitter (100 TP): You can create constructs of glowing energy which can take on a range of shapes and sizes. With this you can emulate a range of powers, spells, and even lifeforms, and these constructs are protected by barriers which make them extremely difficult to injure unless they are attacked by an ascendant. You can easily emulate anything below city-scale, and you can control and create up to a star system's worth of emulations and constructs at once. When **charged** this power lets you emulate extremely advanced magic and tech, and you can create and maintain constructs that total an area as large as a galaxy at once. All constructs vanish the instant that you stop powering this ability.

Existential Inducer (200 TP): This incredibly powerful ability allows you to create things from nothing but your own power. You can only create things you understand, but understanding new

things is not difficult, and you can create anything you can actually understand from gods to powerful technology (so long as you are not creating something bigger than a continent in one go), all of which continues to exist even when you shut this power off. **Charging** this power allows you to create things as large as a star system in one go.

Technosupremacy Array (100 TP): By default transynths can seize control of technology in their presence but this power lets you seize control of technology up to the distance of a planet away from you, and this passively makes it far easier to use your remote powers out of technology you create and/or control. This can also include magic, so long as the magic is a part of a well-defined magical system you understand. When **charged** you can use this to seize technology in the same galaxy as you/up to a galaxy's length away from you.

Hypernanite Console (300 TP): Within you lies a swarm of nanites that can be unleashed at your discretion and used to rearrange, construct, or deconstruct matter on a planetary scale. What you can do with this is largely up to you, so long as you are dealing purely in the physical scale, as this is about using technology to affect matter, but you can perform miracles such as bringing back the dead, creating cities, destroying cities, or even assaulting parts of celestial bodies with this power, These creatures don't require power unless **charged**, in which case they can move and arrange matter on a galactic scale in a handful of minutes.

Items:

All of these items can be imported into appropriate places in a jump once you move from here to elsewhere. Additionally several of these items can be placed inside of you, or in a **Tesseract Universe** in case you happen to have chosen that as your core. Purchased items imported into settings that lack requisite features, such as settings located in singular worlds, will still produce power or otherwise function properly due to fiat-backing. Purchased items also come with blueprints, but only the original versions of each item have fiat-backing.

Sigilic Fusion Plant (50 TP): This is the simplest, most efficient power-generation mechanism that can provide power to a transynth. This produces enough power to power a continent filled with energy-draining technologies and can enable a transynth to use a less costly charged-up power every few hours.

Factorium Citadel (100 TP): This is a citadel that constantly produces all sorts of equipment and structures, able to, in hours, produce as much as entire galaxy-wide civilizations produce in months.

Cosmogonic Fabricator (100 TP): A series of connected facilities that can construct celestial bodies. These facilities can construct entire galaxies in months, and while not as fast as you these things do not require power from you, instead powered by fiat-backing.

Nanodrone Armada (100 TP): This is an armada of drones that speedily harvest resources and transport them to your production centers. They do incredibly efficiently, able to strip continents bare in days.

Manse (100 TP, unless it is a Great Manse, in which case it is 200 TP): Manses are facilities placed on leylines that draw power from them, and Great Manses do the same thing but are placed on conjunctions where two or more leylines intersect. These produce sizeable amounts of power every second which you can utilize the instant that it is produced.

Harvest Coil Mytho-Battery (200 TP): This facility is a prison where divine beings can be put in stasis and used as immortal, living batteries. These things can be placed anywhere and the energy produced is transmitted instantly to you, or to any hookups you've set up. Captured deities will remain in stasis and follow you along your chain if they are in the batteries when a jump ends.

The Universalizer (200 TP): This is an easily manufacturable device that can be affixed to bigger devices (it is the size of a cupholder, but can be made even smaller) and allows them to use any sort of energy for fuel. This can be attached to energy guns to allow them to use soda as fuel, or to cars to allow them to use worship energy as fuel, and so on and so forth. This requires next to nothing to create, and costs cents to produce. This does not circumvent things that require something like loyalty to use, or requires a specific bloodline to use.

Quantum-Accelerated Mana-Forge (200 TP): This is a forge that allows you to safely upgrade items and people far more than you can via your base tinkering ability. It also allows you to upgrade them to be five times as strong as your base tinkering ability would make them. You can spread out your tinkering with this, but if you do then the effects are not quite as good as you can produce with tinkering. This boosts your tinkering range so you can tinker things remotely in the same continent as you.

Black Hole Orrey (400 TP): A celestial construct on an unfathomable scale that draws on energies coming into black holes. This produces enough power a day to use several **charged** abilities.

Dyson Supercluster (400 TP): This is the source of power that is the easiest to adapt to other uses beyond funneling power into you. This is a dyson sphere that encompasses an entire galaxy, harnessing the total energy outpower of every single star in said galaxy, providing an incomprehensible amount of energy for you to use as you see fit.

Anvil of Transcendent Design (600 TP): Transynths are unique among their ascendant peers in that with the right tools they can reliably produce other ascendants. A transynth can invent an epic device that over the course of years of work transforms someone into a transynth. Normally it takes a century of work to turn someone into a transynth but with this special Anvil of Transcendent Design all it takes is a year's worth of work, however, it can only turn someone into a transynth once per jump, and becomes inert once it has done so. If someone is also other

types of ascendants, or has researched other types extensively, this device can be used to turn someone into those types of ascendants as well, but it only ever works once on someone and a jumper cannot use this on themself.

Companions & Followers:

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

Please Note: The following companions do not get perks from this jump, instead already possessing unique abilities of their own related to their in-jump backgrounds. In future settings they can get their own perks as per normal.

Cybergetic Enclave (Free): This is an intergalactic collective of civilizations of cyborgs who are just setting foot on the outer boundaries of their universe and stepping into the wider multiverse. They happen across you extremely early into both their extra-universal journey and your ascension and they have begun to practically worship you as a god-like being of machine advancement and transhumanism. Their tech lags behind yours but they have formed a highly regimented and structured society that is eager to do your bidding and could easily be manipulated in a range of ways. If you wish you can convince them to name you their undisputed leader, but doing so would take diplomacy and persuasion. By default, they view you as one of several leaders, though they'll always defer to you unless you do command them to do obviously suicidal tasks. You can take them as followers into future jumps.

Tactegic Coordination Umbramind (50 TP): This bored super-AI in a strange unit the size of a tank is in need of a challenge, stimulation, and newness. It will serve you faithfully, serving as the perfect overseer of automated labor and as a powerful coordinator for tasks that don't merit direct oversight but should be skillfully managed to some extent. In exchange it hopes you can provide it with meaningful stimulation, new experiences, and fascinating things to think about.

Your Disciple (200 TP): This figure, of whatever gender you wish for them to be, is a prodigious artificer and engineer. They are comically talented at creating magitech of every type and have even created a supernanite hyperswarm they can control telepathically. This figure is determined to learn everything they can from you about technology and is happy to learn anything they can from your direct tutelage.

Ngthungh (200 TP): This strange creature is an eldritch abomination, a potent type of reality-defying monster associated with all manner of cosmic hijinks and often capable of soloing potent empires. Ngthungh, in particular, is a sociable and friendly member of their "Species", and has, sometimes intentionally but usually unintentionally, become the object of worship of

countless cults. This creature is fascinated by you, as it has found that you are but one of a rare kind of being: those who, like it and its kind, violate conceptual laws of reality, but unlike its kin and itself you make some sort of esoteric sense. It has cults all over the multiverse and those cults are eager to do its bidding. If you ask, especially if you go out of your way to befriend this being, there's a lot of aid it can provide you with. That said, do know that this creature can easily and unintentionally induce madness in normal creatures who stay in its presence, and its presence distorts reality but when you're with it reality re-stabilizes itself. This creature is probably quite lonely.

Prometharion (250 TP): This strange being is supposedly like you, dear jumper. Extra-Multiversal. This is a cosmic being who, according to him at least, hails from another multiverse, and he believes that he may well be the greatest living inventor and smith in all of creation. Taking him as a companion by spending points guarantees that the two of you will encounter each other and strike it off before coming to see each other as both competitors and friends. He may well teach you how to craft wonders greater than Godspheres (living devices that can warp reality at scales up to that of galactic superclusters), and how to create technology similar to Omegatech, the legendary technology of the lost Omega-Lords.

Qinlong (300 TP): A mythic beast, one of the Legendary Dragons who is almost as old as the multiverse itself. This beast is fascinated by life and was distraught when he witnessed some of the first instances of death and entropy. In response he embarked on a crusade to end death, a crusade that has taken him to the edges of this multiversal setting's reality. When he finds you he is overjoyed and decides to dedicate everything to your growth and evolution until you can defeat entropy and put a stop to decay. He is unusual for a Legendary Dragon, no small part due to his, comparatively, tiny size. Legendary Dragons are bigger than entire universes and yet he has turned himself into a construct and compressed his form into a body the size of a whale. He is directly powerful, but also incredibly wise and more than happy to help you out in a range of ways.

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 these scenarios, other than Titan Of Industry, will inevitably result in a death, due to the nature of the scenarios, and thus could count as a chain-fail if you lack usable 1-ups.

Solving The Split:

(Associated Drawback: Technophobes)

Technology comes in many forms, as you well know. Scientists and inventors are not just cloistered away in small labs working on robots, scientists and inventors can be found in any location working on any sort of project imaginable. Normally cooperation between scientists of different sorts is easy and commonplace but there are many corners of the multiverse wherein such cooperation is in defiance of tradition. The area colloquially known as *The Split* is one such location. This is a cluster of neighboring galaxies each of which pledges fealty to one of two major factions, both of which are focused on their incompatible philosophies regarding technology and nature.

The Split is divided in half and it is constantly in a state of conflict due to the differing philosophies of the two major factions that control it: the Biomic Druids and the Cybergetic Enclave. Forces in *The Split* are also conspiring to keep the two factions in a state of conflict. The Biomic Druids are a faction of anti-technologists who abhor technology, and the Cybergetic Enclave firmly believes in the power of technology and despises untamed nature.

If you take the Cybergetic Enclave as a faction on your chain they will ask you to help them conclusively solve this conflict, preferably violently but they will settle for peaceful methods if you wish. If you don't take them as your followers you can still intervene, be it to gain the ability to extract resources from the worlds and galaxies controlled by the Druids or to peacefully merge both groups, or for any other reason.You could also side with the Druids, if you wish, particularly if you an organic transynth who uses biotech, as the Druids are specialists at directing evolution and creating all manner of biotech they can stomach the use of, which is one of their means of navigating the void between worlds and galaxies.

How you solve this conflict is up to you. You could always use violence to destroy your foes, or you could persuade them to amend their viewpoints, or even simply transport their realms of influence away from each other, even teleporting their whole galaxies depending on the means at your disposal. Depending on your approach you may have to deal with shadowy forces who have long kept the conflict alive and who have vested interests in ensuring that innovation continues to occur within *The Split* though dealing with these forces will probably be pretty simple given your ascendant might.

Rewards:

What you get from this depends on how you solved the conflict. If you peacefully found a resolution to the philosophical differences between the druids and the enclave then you can take the druids as companions, gaining an order of biological followers who know how to direct evolution and can wield powerful biological magic. The totality of *The Split,* a collective of dozens of life-filled galaxies also follows you along your chain.

If you violently annihilated one faction, or even both if you really want, their empty territory follows you for your chain, their worlds automatically restoring themselves every jump so you can milk them for resources or use them to store things from future jumps, unless you'd rather they retain changes you made, and you can of course be selective about what changes remain and what is erased when you go from jump to jump.

Discovering The End

(Note: Taking this option guarantees you will not start in *The End Of Time*. Associated drawback: Omega Hunters.)

The region known as The End of Time is both a physical location and a temporal one. It is a megalopolis, or the ruins of one, tucked away inside of a time loop taking place during the very end of the multiverse. This place was once inhabited by a collective of humanoids who possessed strange powers and invented ancient technology that is now scattered throughout the multiverse and throughout time. Long ago an ancient conflict broke this collective, and knowledge of them is somewhat rare and often rife with inaccuracies.

As a Transynth you can use their technology just as effectively as they could, something that makes you an anomaly since throughout multiversal history only an "Omega Lord" could use "Omegatech" effectively. By taking on this scenario you guarantee that at some point during your stay in this setting you'll eventually come across omegatech and various civilizations impacted by the Omega Lords. Through this technology and these civilizations you'll begin to learn of a place in space and time where the last great caches of Omegatech are tucked away, maybe even enough to learn how to build more. Your goal is simple: find a way to the ominously named *End Of Time* and figure out how to get inside of it. But that's only the start of your journey.

Once in *The End of Time* you almost immediately find the few remaining living creatures, known only as *Servitors*. Some of these creatures have degraded over long eons without masters to serve or maintain them but since they are biologically immortal this means that they have gone berserk. They attack on sight. Others beg you to find someone named Delphi. As you explore the city you eventually come across strange, broken projectors, and upon repairing one of them a hologram of a beautiful woman appears and is overcome with emotion when she sees you.

She tells you that she is Delphi, a spirit oracle and the last of her kind. You are the first new visitor to *The End Of Time* in a long time, and she is grateful for your appearance. She then tells you of the city's long decline since the attack launched by the *Infinity Command* a faction opposed to chaotic, powerful, subversive influences that acts as a multiversal police force and that was first formed to combat the Omega Lords long ago. At last she tells you your true mission, the one that needs to be completed before you have completed this scenario: head deep into the city's bowels, find and repair a massive omegatech device that will repair the city's technology, and begin the process of repairing and reclaiming omegatech from elsewhere.

Deep inside of the city there are ancient terrors, living superweapons created by the Omega Lords that they couldn't unleash in their final hours. Either you fell these beasts, or you fall to them, and among them are creatures that are conceptually mighty enough to overcome ascendant resistances to harm and defensive transystems. If you overcome them you find yourself in the heart of the city, and can find a device that alerts both Delphi and You to a shocking fact.

Rewards:

Throughout the multiverse, some creatures exist that have bloodlines touched by Omega Lords. There is a machine in the middle of the city's heart that is simultaneously an Omega Lord bloodline detector and also a powerful transporter. Shortly after reawakening the tech in the city, restoring it to some semblance of its former glory, though still lacking in people other than *Servitors*, Delphi tells you that she can summon one person who may have an omega spark, the actual source of the abilities of Omega Lords a spark of crystallized entropy embedded in their souls, the princess of a desert planet you may or may not have seen on your journey here. Your reward differs slightly if you decide to summon her or not.

Regardless of what choice you make, you get a copy of *The End of Time* that will follow you on your chain, and that includes a copy of Delphi, who can powerfully manipulate or disrupt technology and who is compatible with an omegatech device that can create physical bodies for even god-like artificial intelligences.

If you have Delphi summon the princess, she turns out not to be a spark haver, but she quickly swears her loyalty to you, as her family are devoted followers and worshipers of the Omega Lords and the entire capital of her planet, a city the size of a small state, follows you. These followers are fanatically loyal to you, seeing you as the inheritor of the Omega Lords, despite you not being one yourself, due to your ability to use Omegatech. It is possible that the children of the princess might possess omega sparks, but the odds are astronomically low. Still, when each child the princess has comes of age Delphi recommends they go to the *End of Time* and undergo an awakening, the process by which their sparks might be stirred to life, just to see if they have one. If they do, they'll only have a single omega power, such as Meta Mind or Blank.

Titan Of Industry:

At some point during your adventure you are invited to a strange dimension known as Etherscape. This is a mature realm filled with sexually liberated individuals living in utopian conditions. Their prosperity and the safety of their enormous empire, known as the *Empire of Etherscape* is guaranteed by Ether. Ether is an energy field which permeates Etherscape, and which disrupts magic and technology not empowered or fueled by ether.

For millions of years this stable empire has withstood the test of time, even though it's been emperor-less for as long as all but the very oldest inhabitants of it can remember. Someone

influential in Etherscape, at least at the level of a head of a hegemony (one of the royal clans that rule over various realms in the Etherscapian empire) has heard of your ability to use all sorts of technologies and wishes to see if you can solve a problem plaguing ethertech: its inability to be used outside of Etherscape unless piloted by a “Manamutant”, a type of creature able to produce and store ether inside of it.

They ask you to solve this problem, and upon learning of your ascendant status will arrange to include you as a signatory of an ancient pact of ascendants who have sworn to protect and defend Etherscape in exchange for certain privileges related to the empire.

Reward:

You gain a special perk for completing this task: **New Old Friend.** This perk allows you to easily be accepted by your peers, and even inducted into ancient orders or alliances so long as you are an equal of the signatories. This can be a powerful tool for using your status to secure benefits and boons despite your often young age compared to others you’ll encounter along your chain.

Additionally this serves as a fantastic way to meet other ascendants in a friendly or at least neutral space, and to gain allies as the signers of the pact have become, in some cases at least, friends and allies. If you have charisma you can easily make powerful allies, since unlike most ascendants you don’t need things like souls, worship, or treasure to grow in power so while other ascendants may see you as an equal they won’t always have to view you as competition. In future jumps your reputation as a scientist will spread like wildfire unless you’d not want it to.

Drawbacks:

Please note: you can take on drawbacks associated with scenarios and still get the bonus TP. Additionally, drawbacks only limit you in this jump. All drawbacks here go away when you leave, so if you purchase a drawback that limits you to one purchase of a type in the jump, that is only active while you are in THIS version of the Troyverse so if you purchase multiple things, say weaponry systems for example, in future jumps you’ll be able to use all of the weaponry you purchased you just can’t for however long you’re going to be in this jump.

Insufficient Spatial Allocation (+100 TP): It is impossible for you to use more than one choice from a specific set of transystems at a time even if you purchased them. If you have both the omnicannon and the unmaker, you have to choose which you can use at any time given, and switching between them takes several minutes at least.

Technophobes (+100 TP): You will consistently find people who hate whatever type of technology you embody the most. If you are indistinguishable from a humanoid, they will hate

biotech, if you are a clear robot they will despise robots, etc. These people will often be unreasonably opposed to your idea and will take nearly supernatural methods to be able to persuade to be reasonable.

Uneven Energy Distribution (+200 TP): You are limited to only using one type of transystem at a time, so if you're using mobility systems you can only use them and have to switch to weaponry whenever you need to fire off a burst of one of your key weapons. Passive traits will remain "on" at all times.

Emissions Leakage (+200 TP): You passively leak energies detectable by anyone who can detect advanced technologies or potent mystical power. This does not guarantee they will wish to interact with you, but hiding will be virtually impossible unless you find a truly remote corner of the multiverse and hide out there.

Limited Armament (+300 TP): For the duration of your stay you can only have one weaponry transystem. This does not prevent you from purchasing more, for future jumps, however the moment you finalize your build you will select which weaponry transystem you wish to take into the jump and it will be your only usable one until you leave this instance of this setting.

Limited Integrity (+300 TP): For the duration of your stay you can only have one defensive transystem. This does not prevent you from purchasing more, for future jumps, however the moment you finalize your build you will select which defensive transystem you wish to take into the jump and it will be your only usable one until you leave this instance of this setting.

Limited Metaposition (+300 TP): For the duration of your stay you can only have one mobility transystem. This does not prevent you from purchasing more, for future jumps, however the moment you finalize your build you will select which mobility transystem you wish to take into the jump and it will be your only usable one until you leave this instance of this setting.

Limited Function (+300 TP): For the duration of your stay you can only have two utility transystems. This does not prevent you from purchasing more, for future jumps, however the moment you finalize your build you will select which utility transystems you wish to take into the jump and they will be the only ones you can use until you leave this instance of this setting.

Omega Hunters (+400 TP): Shortly before your ascension, universal explorers discover a hidden cache of omegatech inside of a vehicle floating in orbit above Mars. These devices are powerful, alien forms of technology that can only be used, at their full power, by Omega Lords, an ancient, extinct, collective of powerful reality-warping aliens. This discovery sends various factions into a frenzy, particularly those fascinated by this technology and those opposed to its proliferation. Eventually someone will discover your ability to use omegatech effectively and news of it will spread, which will cause factions such as those loyal to the Omega Lords AND their enemies alike to be interested in recruiting or killing you, respectively. The Infinity Command in particular will throw resources after you, culminating in you fighting enemy ascendants at the end of your jump. Allies and former subjects of the Omega Lords, particularly

influential ones, will rally behind you, seeing you as the natural inheritor of the spaces and territories once conquered and ruled over by Omega Lords.

A Competitor (+600 TP): At the moment of your ascension, someone else ascended. Another transynth. You two connected and found something detestable in each other. This person is now your enemy. They are a transynth just as powerful as you are, at least in the context of this jump, and they have the equivalent of 1200 TP worth of perks and transystems with which to oppose you. They may not necessarily want to kill you, but they could want to inflict a fate worse than death on you such as using you to study what they are, since as far as they know it's only you and them that constitute your "Kind" of being. Their build will be an inverse of yours, such as being offense focused if you're defensive, or something like that. You do not have to kill them to succeed and leave this chain, but if they have captured you and your time in this jump comes to an end you will be forced to have one significant final battle with them and only by defeating them can you leave and head on the rest of your chain.

Notes (& Mini-Changelog):

- The initial version of this, version 0.1, was first posted and published on November 8th, 2023.
- This is based on the Transynth Ascension CYOA created by TroyX. To view it please click here.
- If things here look a TAD bit familiar it's because I used the overall formatting of the Sanguinarch jump (which I am also the author of, for those unaware of that fun fact) to help structure this a bit more easily. It has been an enormous time-saver.
- Taking away the different point systems in place here makes balancing this a bit of a challenge, to be honest. Still, it's cleaner to just use technological points in place of the size, resources, and power systems.
- Some mechanics from the original CYOA have been changed to make this better fit a Jumpchain format. One notable example of this is the drastic change to the Anvil of Transcendent Design, which is an immensely powerful item that has been substantially changed to fit into the ten-year standard length of a jump and be more accessible, but not dramatically so since it still demands significant work and is only usable once a jump.
- One interesting thing about this CYOA is that there isn't anything that cloaks you in it. Normally you wouldn't leak anything that would identify you as an ascendant, but if you have a starship true form your true body is STILL a spaceship and thus could easily be detected by modern-day humans depending on your distance from Earth. My favorite recommendation as a way around this is to snag the Shadowblank power from the Sanguinarch jump, and if you want to be really mischievous you could even snag the Spectral Form power which when combined with the starship true form is a comical combination.

- The updated version of this, version 0.8, was first published on March 20th, 2024, and reflects the vast multitude of choices available to those who make use of the base CYOA.
- The finalized version, 1.0, is also published on March 20th, 2024, and includes completely original additions such as new drawbacks, fleshed-out perks, an original item, and scenarios based in areas of interest to a Transynth in the wider Troyverse base multiverse (the one with Veiled Earth).
- The addition of origins was added on October 29th, 2024, and marked the beginning of a new set of updates, planned to add more items, drawbacks, perks, and other such things to the jump.