

Sanguinarch Jumpchain

Version: 1.0

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In a distant multiverse 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 the creatures of the dark. You are the multiverse’s newest sanguinarch. Congratulations? May your reign be as dark or as bright as you see fit.

Take these 1000 Essence Points. You’ll need them.

Author's Notes: This is a big, POWERFUL jump. This is potentially end-jump level. I have scaled back some elements, for people who want to have fun with this in other settings, though this could also make for an excellent early jump for bold jumpers who want to have enough power to tackle every drawback and challenge in future jumps. The powerful powers of a sanguinarch could easily trivialize other settings, so keep that in mind moving forward.

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

Origin:

Sanguinarch (Free):
Sanguinarchs are potent "Ascendants"; beings capable of interfacing with and breaking the rules of reality, though the exact means through which each of the five types of ascendants do this differs from type to type. They are one of the five known types of ascendants, and of the five types of ascendants they are the most associated with the dark, undeath, bloodshed, and flexibility (due to the nature of essence as well as the remarkably protean ways sanguinarchs manipulate and use the stuff), unpredictability. Sanguinarchs are nightmarish foes and frightening allies who can profit off of alliances and debts as freely as they feed on blood, souls, and pleasure.

You begin your jump at the moment you complete the process by which you ascend past being a mundane being, and you are now seeing the world through the eyes of an ascendant, or at least a sanguinarch, for the very first time.

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) Bloodreach: When you first open your eyes you find yourself facing an eerie and gothic castle, and looming overhead you can see an ominous sight: a massive blood red star. This strange celestial object's baleful light empowers vampires native to this universe while still burning them as sunlight is wont to do. The burning sensation vampires in this part of this universe feel when exposed to this uncanny sunlight is not actually DANGEROUS to them, in fact it tremendously boosts their power, and if vampires are exposed to REFLECTED sunlight from this star they gain the boosts to their power without experiencing searing pear. A clever sanguinarch can surely find some way to take advantage of these bizarre conditions.

3) Manaxis: Leylines are fonts of natural and supernatural energies, and only rarely do they naturally crisscross places where arcane and esoteric metals wait to be harvested, but Manaxis is a very rare spot on interdimensional maps where such confluences are commonplace. As a result of this the entire dimension is a vast array of battlefields and fiercely guarded fortresses where various factions converge and clash in search of mystical mines and wellsprings of power to claim for their own. This place could be a mighty source of essence for sanguinarchs brave and mighty enough to claim even a small part of it as part of their dominions.

Sanguinarch Perks:

Free/Varied Cost Perks:

Umbral Universals (Free): This constitutes what ALL sanguinarchs get by being a sanguinarch. With this you get an unyielding form of immortality that not only locks you into your physical prime, you are also freed from all bodily needs. You gain a superhuman, in every way, physique and intellect that dwarfs even the very pinnacles of humanity's peaks. Your durability allows you to easily shrug off hits that could shatter continents, and you are immune to supernatural effects that could affect a greater non-ascendant deity.

You can pierce past resistances and even tremendously weaken outright immunity to things, allowing you to do feats like punching ghosts or shooting gods with mundane bullets and harming both types of beings. Your form is up to you, with the caveats that (barring something like the major sanguine power named "True Shifting") you cannot be ten times bigger or smaller than your true mass, and you are capable of flight at supersonic speeds. Your timeline is immensely resistant to efforts to change you through editing your past, you cannot be scried on by anything beneath you in terms of power (and regardless of whether or not you are magically

spied on successfully, you intuitively know when someone attempts to utilization scrying or divination magic to spy on you), and your powers are your own; they are nearly impossible for even other ascendants to steal, nullify, or copy, without your permission. You can also exert your powers, be they sanguinarch, vampire, and other ascendant abilities in origin, through yourself, your closest allies, and into areas under your control, though such abilities are subject to some diminishment in their effectiveness.

A Sense Of Self (Free): The multiverse is a dangerous place and not just to one's physical or spiritual self, but sometimes even to their minds. Sanguinarchs, Omega Lords, Grand Venuses, and other cosmic beings are capable of potently and nearly irresistibly overcoming the sense of self of beings as mighty as non-ascendant gods, demons, dragons, and the undead, and enslaving them. Thankfully, this perk exists. By taking this perk you are immune to all mind-control and any alterations to your mind that, if you were sober and fully informed as to their long-term effects, you would reject. This is a simple but immeasurably potent protection that ensures that you will forever be who you are meant to be and will never become a simple puppet. The only things that can override this perk are drawbacks or other contexts in which you'd be reduced to your body-mod and locked out of your alt-forms such as a gauntlet.

What's To Be Expected (Free): There is a minimum vampires and other similar creatures of the night ought to be capable of. With this, you're capable of the bare minimum all vampires and their nocturnal ilk are commonly said to be capable of. You are capable of superhuman shows of strength, you only need the blood of the living to remain in peak condition, you can charm the living rendering them highly suggestible, and can share a weakened version of your unaging nature and superior state of being with mortal lifeforms even without turning them into thralls, giving them a version of vampirism that does not link them to you but gives them the free versions of everything from the Vampiric Spawn Customization section, complete with a mandatory weakness to sunlight that reduces their power but does not incinerate them.

A Mind Built For Eternity (Free): You are destined for… well, not necessarily GREAT things, but certainly long things. This perk grants you a mind as unyielding and resistant to time as your umbral body is, that is to say one with a flawless memory and complete immunity to other damages linked to the passage of time. You can recall what you were doing half a million years ago as effortlessly as you can recall what, or rather who, you ate for lunch earlier today.

Earning Essence (First purchase maximizes an essence source and is free, every subsequent purchase 50 EP, capping out at a total of 200 EP. If sources are shunned, then every shunned source of essence grants the sanguinarch +50 EP, capping out at a potential maximum of +250 EP): Essence. As a sanguinarch it will be as important to you as gold is to a miserly dragon.

Essence is the shorthand used to refer to the arcane substance that sanguinarchs acquire, hoard, and utilize in a number of different ways. Essence is a consumable resource that can be used in three primary ways: it can **empower** one's active abilities such as the telekinesis of a sanguinarch with the **"Mass Telekinesis"** major sanguine power, it can **buff** a sanguinarch's

passive traits such as one's strength or durability, and most importantly and curiously it can be used to enact the effects of just about any ability or power. This last essential usage of essence makes any sanguinarch a potential trickster and will grant those who master it a reputation as a master of the unknown and is referred as **emulating**. Every sanguinarch can use essence in these ways, no matter whether or not they opt to maximize any of their fonts of essence, though obviously the strength of the effects depends on how much essence you are willing to use at a time.

Essence is gathered in five different ways; through the consumption of blood (or an equivalent fluid or substance), the consumption of souls, as the esoteric energies produced during a consensual sexual encounter between adults, by the psychic energies of debts and oaths, and as part of the energy generated by a sanguinarch's dominion, so long as periodic and unrelated instances of essence generation occur in the dominion. This perk grants anyone who attains it the ability to harvest essence, and the ability to use it as fuel for the **empowering**, **buffing**, and **emulating** abilities all sanguinarchs possess.

A sanguinarch can shun a source of essence at the moment of their ascension, and doing so will grant them extra energy to force into their bodies to accelerate their current moment of growth in exchange for permanently losing the ability to gain essence from whatever source they chose.

Conversely, a sanguinarch can also invest the energy coursing through them in the moments immediately following their ascension into their essence gathering abilities and in so doing maximize any of their essence gathering sources. Doing this, generally, results in an increase in the number of fonts through which they draw essence into themselves, instead of increasing the actual amount of essence any singular font will give them (though there is an exception here). If you selected the free version of this perk select a single source of essence and that source is maximized. Do not fear your spawn losing out on essence if you maximize an essence source, as your vampiric spawn are not ascendants and are not able to utilize essence in any meaningful way, unless they themselves ascend and become sanguinarchs.

Blood: Blood is a potent font of essence and sanguinarchs who feed on blood or who draw the blood of their enemies (such as by injuring them with cutting claws or penetrative projectiles) will gain essence (unless they shunned this option). When this source is maximized, blood drawn by your vampiric spawn (assuming they feed on blood) will count as blood drawn by you for the purposes of essence generation and gathering. Yes, this includes for the purposes of the **"Absorption"** major sanguine power.

Souls: Souls are fonts of energy, identity, and purpose. Sanguinarchs and their vampiric spawn (assuming the option for them to feed on souls is chosen) can feed on such spiritual energies, and when sanguinarchs do so they accrue massive amounts of essence. If a souled being has their soul consumed by a sanguinarch resurrecting them in any meaningful sense is nearly impossible barring the intervention of something like the creator of the multiverse herself, or, possibly, the consumption of an impossibly vast amount of essence. When this font is

maximized then whenever your vampiric spawn feed on souls or similar spiritual energies it counts as you doing so for the purpose of essence generation and gathering.

Pleasure: The supernatural energies consensual pleasure generates and radiates into the multiverse include a fair amount of essence. So long as the sex is between consenting adults, sexual acts you indulge in generate essence. When maximized this rule applies to your vampiric spawn as well, so long as such spawn are themselves sapient adults mating with sapient adults, and the vampires can feed on pleasure. The essence this coitus creates counts for the purposes of the “Absorption” major sanguine power.

Oaths: This is an unusual font of essence, but it makes up for its oddities by being a powerful source for enterprising sanguinarchs, particularly those who seek to interact with the multiverse in peaceful and non-violent ways. If you are a recognized ruler or employer all of the citizens and/or employees under your aegis provide miniscule amounts of this type of essence to you every day, with more loyal citizens and employees providing more essence. Additionally when someone swears an oath to you or owes you a debt the essence they provide you when milked for other sources of essence (such as blood or pleasure) is boosted to an amount proportional to the depth of their debt or their oaths (with more sincere oaths further boosting the quality of the boost).

When maximized, if oaths are sworn or debts are made to your vampiric spawn they generate essence that goes directly to you. This essence counts for the purposes of the “Absorption” major sanguine power. This source of essence is also unique in that if someone pays off a debt they owe you the essence they provide you with disappears, unless they owe you another debt (and in that case how much essence they were providing you with is diminished by the total amount of essence their previous debts were providing you).

Dominion: This is an unusual source of essence but it is the most persistent and potentially the most bountiful. So long as you have a dominion, that is a territory which has been claimed in your name following a period of essence gathering in the targeted area and the successful completion of potent dark rituals, you’ll receive a steady stream of essence. The amount of essence you get depends on how healthy your dominion is, that is to say how much essence you or your minions have gathered in it, and how large the dominion itself is. “Maximizing” this source makes it easier for you to claim an area as your dominion, and also lowers the amount of essence that needs to be collected in an area before you can turn it into the newest patch of your dominion. It is important to note that the size of your dominion does not have to refer to contiguous areas, it is simply the total area under your control.

Ranged & Mass Feeding (Varies): You can remotely draw essence in from any of these sources at will. Doing so for blood causes the blood of those you wish to affect to flow out of them and into you. Doing so for souls causes those you wish to target to fall to their knees in pain as their soul(s) is/are forcibly extracted from their corporeal body. Doing so for pleasure causes those you are targeting to whimper and moan in bliss as you wrack them with pleasurable sensations. Doing so for oaths causes the oaths people make to be worth less in

the long run, but still binds them as fully as it would if they swore an oath in your presence. This does not actually affect or weaker essence drawn from the dominion source. The range this is effective depends on the range of your “Mass Feeding” ability.

Every sanguinarch has the power to feed on a large amount of essence extracted forcefully at once. This is known as a “Mass Feeding” and while it is powerful it also results in an explosion of the unique energies sanguinarchs normally radiate passively and subtly. The maximum range of this is determined by how much EP you are willing to invest in this section.

For free, you have the ability to forcibly extract essence from an entire planet at once. For 100 EP your range is galactic, for 200 EP your range is that of a galactic supercluster, and for 400 EP your range is universal, which makes you a cosmopotence (a being capable of affecting an entire universe at once), and capable of purchasing rank X greater megapowers)which are not available in this jump, but will be outlined in a future supplement meant to cover and help incorporate the features of the Ascension Meta).

Foci (First purchase free, second purchase 100 EP, third purchase 200 EP): Sanguinarchs possess a frightening array of abilities and potential powers, but all sanguinarchs focus their powers in certain directions. There are three such foci that sanguinarchs will pick between, and each of the foci potently shape and direct the ways that sanguinarchs approach all sorts of situations. A sanguinarch can thoughtfully invest in itself and can attain more than one of the foci.

Cultured Focus: When beings sufficiently aware of sanguinarchs learn of your dark and majestic status most will hope this is the type of sanguinarch you are. “Cultured” sanguinarchs are believed to be diplomatic, refined, and elegant, and they lean towards softer, relatively speaking, abilities. A cultured sanguinarch is suave and has a mind that greedily stores away any and all knowledge they attain. They are also masters of arcane arts, so long as such arts do not affect minds or grant physical buffs, as they prefer to utilize their magic to warp the environment and manipulate the multiverse. Their mastery of the arcane, so long as the type of magic in question does not fall into the kind of corporeal or mental alteration magic mentioned above, allows them to perform epic rituals that would take entire galaxies of mortal archmages years to perform in mere hours, even without aid.

Take the following major sanguine powers; **“Darkness”**, and **“Mirrorwalk”** for free.

Dominating Focus: This is the most feared type of sanguinarch someone could be, as these sanguinarchs wield a potent weapon in the form of their ability to reduce other living creatures to fanatically devout servants who’d do unspeakable things even to their loved ones if ordered by their masters. Dominating sanguinarchs are capable of visiting towns inhabited by thousands and turning them all into dominated servitors in an instant*, and that’s without major sanguine powers that’d boost this ability or the usage of essence as a type of fuel to buff the ability. It’d take creatures with god-like willpower to even stand a minuscule chance of resisting such domination.

Take the following major sanguine powers; **“Hypnosis”**, and **“Mindlink”** for free.

*This is one of the things that I, the jump-author, have scaled back from the original CYOA. If you want, you can boost the dominating range up to a few miles around you and make it so that you can dominate millions of people in one burst of mind and soul altering energy, which is the original range and scale in the CYOA.

Savage Focus: Physically focused, and highly feared, sanguinarchs. Sanguinarchs with this focus are the rarest of all of the sanguinarchs, exempting ones with multiple foci. These sanguinarchs seek self-mastery and have durability necessary to take and survive blows from cosmopotences (beings capable of affecting entire universes at once), the speed and reflexes needed to cross from one end of a galaxy to the next and the strength needed to bear the weight of multiple entire planets.

Take the following major sanguine powers; **“True Shifting”**, and **“Spectral Form”** for free. Alternatively you can select **“Regeneration”** in lieu of one of the other major sanguine powers as a free choice.

General Perks:

Essence And Other Esoterica (100 EP): Before you are a nocturnal predator, a skillful politician, or even a charming courtesan, you are a scholar. Academic and scholarly matters come easy to you, and each time you jump into a setting in the future you gain the knowledge a well-trained and respected scholar of the supernatural would have of supernatural topics, even in worlds where such topics are seen as the territory of crackpots. In worlds that well and truly lack supernatural elements you will also instead gain a fiat-backed reputation as a respected researcher of more mundane but still supernaturally focused topics such as witchcraft and religion.

Reproductive Freedom (100 EP): Welcome to the Troyverse, if you want to be a parent and find someone both able and willing to carry the child to term, you can have sex with them and they will get pregnant (assuming you both want to be parents). Your gender doesn’t matter for this, and neither does theirs, so long as they (or you, if you want) can carry a baby to term. The child will, genetically, be both yours and the other parent. You have perfect control of your fertility, and will never knock someone up unless you wish for them to become pregnant.

Remote Ranger (200 EP): Even sanguinarchs and other ascendants are not capable of utilizing their powers to target things and people on the other side of the universe, barring them possessing some level of influence on the area they seek to target, or rank X greater megapowers. Range is not a friend to ascendants, though even range can’t fully diminish the influence and power an ascendant has on reality. This perk doubles the range at which you can exert both ascendant powers and other supernatural powers.

Endless Legions (200 EP (Discounted if you selected the cultured focus)): Mindless undead do not view you as an enemy. No matter the context, no matter your current form, mindless undead possess an eerie pseudo-intellect or some sort of damaged instinct that recognizes you as a higher being. In much the same way that uncommanded zombies tend not to attack each other, at least not in most settings, they won't attack you. In fact mindless, and generic, undead will not only not attack you, they will defer to you and obey you as though you were magically controlling them. Even intelligent undead will only attack you in legitimate self-defense and will treat you the same way they'd treat a respected lich or other potent magician.

Elemental Vampire (400 EP): Sanguinarchs are unique beings. No two of the mighty lads, ladies and theydies are exactly the same. Sometimes some emerge with unique or mostly unique abilities, and for some reason this unique trait has manifested in you. You are capable of manipulating elements associated with undeath such as darkness, ice, and blood, in ways that may frighten and surprise your foes. You now possess hemokinesis, umbrakinesis, and cryokinesis on a country-wide scale and this can be trained up to planetary level with enough training boosters or with decades of training. You can also sense instances of the things you can manipulate that are within sensory range of you, so you can detect biological life, instances of darkness, and even water within range of your abilities.

Pack-Keeper (400 EP, discounted if you have maximized the oath essence source and/or if you have taken the cultured focus, in both conditions are met this costs 100 EP): Sanguinarchs of sufficient power sometimes have an unusual ability; the power to force people to abide by deals they've made. You are one such sanguinarch. You can inflict a status condition that causes those who renege on deals they make with you to experience both misfortune and know that the only way to alleviate their suffering is to honor their pact.

Sacrifice For The Spawn (600 EP): Throughout the omniverse a plethora of different types of vampires exist. The abilities in the Vampiric Spawn Customization section down below only cover common abilities found in countless types of vampires, but given how many different types of vampires exist it's common sense that the section down below would miss some abilities possessed by rare breeds of vampires. As a jumper you are likely to discover many rare and unique types of vampires, and if you want your spawn to possess their abilities you want this perk. This confers any of your vampiric abilities, though not major sanguine powers, to your spawn, including ones you possess right now and ones you acquire in the future. If you possess some sort of healing blood or the ability to make the sensation of being drained by you pleasant and addictive (or get such abilities in a future jump), if you take this perk your spawn will have those powers as well. Additionally you can grant your spawn vampiric powers possessed by vampires you come across and ritualistically sacrifice with knowledge gained from this perk. This also allows makes it far easier for you to absorb the powers of other vampires through power absorption perks and abilities, including and especially "Absorption".

Major Sanguine Powers:

Major sanguine powers are abilities that sanguinarchs possess that they can use at will. These abilities do not usually cost the sanguinarchs using them any sort of internal resource aside from focus and usually even that is only for a brief instant (unless the power requires focus to continually use such as **"Mass Telekinesis")**, so even an essence-less newly ascended sanguinarch can make full use of the potent abilities listed here. Many (but not all) of these powers lack hard limits as far as how many times one of them can be used or how many people and objects these powers can affect at once. Of course, essence can be expended to temporarily raise the ceilings for what few limits exist.

Empowerment (150 EP): This ability refers to an innate mastery over essence that amplifies the effectiveness of buffs, empowerments, and emulations fueled by essence that anyone with this power attempts. This allows you to be more efficient, dramatic, or precise with your essence, allowing you to spend less essence to perform even the most flashy feats such as true resurrection or the creation of wholly new lifeforms.

Shadowblank (100 EP): This is a fittingly spooky power for beings as mighty as sanguinarchs. When activated this ability grants the sanguinarch who activated it potent control over their ability to be perceived, to the extent that aside from creatures mighty enough to pierce the protections offered by this ability (usually only cosmopotences using their greatest sensory powers) only creatures and senses the sanguinarch allows to perceive them can do so. Possessing this power also allows a sanguinarch to cloak their dominion in it, which actually does cost essence to do but hides the dominion from all prying eyes. At least unless/until somebody enters your dominion by accident, as anyone in the dominion itself can see in it.

Darkness (100 EP): This major sanguine power buffs you so long as no natural light is touching you. In a fittingly esoteric twist, this power also buffs you if you're in a place attuned to dark energies such as a hell dimension or a necromancer's lair. Taking this will not weaken you in natural light, you simply won't have the buff you'd have in the dark.

This also grants your abilities extra kick against those less knowledgeable than you. If your collective knowledge is greater than somebody else's, your abilities hit them a touch harder than they otherwise would, regardless of whether or not you stand in shadows physically.

Eclipse (150 EP): A sanguinarch in possession of this power can shroud an area the size of a large galaxy in eldritch darkness at will. If you wish, this darkness will snuff out all light in an affected area, though it can also be targeted in such a way that it allows some light to remain functioning.

Phylactery (Varies): Sanguinarchs are associated with death and undeath for good reason. These cosmic vampires are machines of death and annihilation, and as such it's difficult to envision even an army taking them down in a direct confrontation. Nonetheless, sometimes even these monsters die in a direct battle.

Some sanguinarchs did not find that to be a fitting end, so they took after liches and figured out how to transfer their souls into phylacteries, objects which house their souls. The cost of this perk is determined by how long it takes you to respawn.

If you respawn after a millennium you'll gain 100 EP. If you take the free equivalent of this perk it'll take you a century to respawn, if you pay 50 EP you'll respawn a year after your death, and if you pay 100 EP it'll take you a day to respawn and you can pay 150 EP respawn immediately after your death. You can pay an additional 100 EP in addition to whatever you paid to be able to have multiple phylacteries in exchange for the caveat that if they are all destroyed you will be too.

Monstrous Command (50 EP): Of all the known types of ascendants, sanguinarchs are the ones most associated with dark, primal forces. This manifests in a number of ways, but one of the most substantial is this ability: the power to command animals, and monsters of all sorts. You can command any non-ascendant-level monster, and they will obey your commands, vitally even sapient monsters can be commanded. Monsters and animals will obey you as long as they hear you and as long as you issue commands, and this works even if your voice is being technologically transmitted to them, so long as your voice is being transmitted live and not as part of a recording. This perk also grants you an army of monsters of various levels of power and ferocity that are permanently and truly loyal to you.

Mind Link (50 EP): Some sanguinarchs invest their essential energy in their psychic abilities. One example of this is the telepathic savantry of sanguinarchs who have this ability. Such sanguinarchs are able to use their potent essence-manipulation skills to read minds, communicate via mental transmission, and connect minds that are within a galactic distance of each other. Minds you connect remain linked to each other even if the minds are over a whole universe apart. Dominating sanguinarchs with this ability can turn cities inhabited by tens or hundreds of thousands of people into their subjects*.

*Another thing I have scaled back as the jump author. Alternatively you can experience the true might of this and use it as an upgrade to dominating things that allows you to dominate any applicable target in the same galaxy as you.

Hypnosis (50 EP): You are a master of mentalism, and your potent mastery over reality itself has meshed with this talent giving you the ability to issue verbal commands to those who make the mistake of locking eyes with you, or for sneaky sanguinarchs who have the "Mind Link" power, non-verbal and purely mental commands. You can command non-ascendant-level beings to do anything short-term so you cannot make someone serve you eternally but you can command someone to attempt to kill their significant other, or to confess that they committed a crime even if they didn't. There is no limit to how many commands you can compel someone to follow, but obviously you can only command someone so long as they are looking you in the eyes.

This particular major sanguine power is decisively potent in the hands of dominant sanguinarchs as it can be used through dominated servitors at full power without any of the expected diminishment from using powers remotely.

Puppet Master (50 EP): Motion is within your purview and you can forcibly seize control of up to a quadrillion people or mobile objects (such as vehicles), so long as you focus and so long as they are within the same galaxy as you. For as long as you are focusing (and you can focus on this power and still be mentally free to do plenty of other things, thanks to ascendant mental acuity) you can completely control the motion of all of the things you have chosen to target. If you wish you can make it so that people you are controlling know they are trapped in their own bodies, or you can render them unaware of your puppetry. This power is irresistible to anyone but ascendants.

If you possess the cultured focus you can control up to a star system's worth of living beings and mobile objects, rather than merely quadrillions of objects.

Spectral Form (50 EP): You can become conditionally incorporeal. With this power you gain an incorporeal mode that you can use at will to phase through things that you would want to phase through. Very importantly, you can phase through things while remaining solid when it would be convenient for you! This means that when “Spectral Form” is active you could phase through a hail of bullets and punch someone in the face (and deal damage!) at the same time.

Regeneration (100 EP): You attain as near-perfect regeneration as possible. With this level of regeneration you can regenerate from being reduced to atoms instantly and perfectly. This includes conceptual, spiritual, and mental damage. With this major sanguine power your enemies have to be creative to deal with you, unless they are significantly above you in might as such beings can brute-force their way through your regeneration.

True Shifting (50 EP): You are a terrifying, conceptual shapeshifter. With this major sanguine power you can go from one hundred times smaller than your true form to one thousand times larger instantly. You can replicate powers possessed by the beings you shapeshift into (such as replicating a Supes’ powers if you visit “The Boys”) so long as the powers don’t go beyond planet-level. You are also a perfect actor, capable of replicating the slightest nuances of people and things you’ve glimpsed. You can also clone yourself, with the only limit being you cannot go above your mass limit (your total bodies generated by this power cannot exceed a hard limit of one thousand times more than your true form’s mass. So you can have one thousand clones of your true form, if you wanted.).

Mirrorwalking (50 EP): You have access to the multiversal mirror-verse. With this you can enter a mirror and exit out of any other mirror in your jump’s overall multiverse, no matter the distance. In this jump wards against this kind of intrusion exist and are known to sufficiently intelligent sages and ascendants but are still quite rare. In other multiverses… Well, I hope your enemies aren’t the vain type.

Mass Telekinesis (50 EP): You gain telekinesis so potent that it can lift quadrillions of things, each of which can be up to the size of Mount Everest. You have hyper precision with this, and can use it remotely with comical ease though still not to the same extent as you can use it in person.

Enthrall (50 EP): You have the power to turn people loyal to you into your thralls. Thralls are immortals with physiques that just slightly edge out peak-humans and who are powerful fonts of essence. Having this power allows your vampires to turn their friends and followers into thralls as well, however their thralls are weaker than yours. Dominating sanguinarchs can turn people they dominate into thralls at will.

Absorption (100 EP): This is a terrifying ability that allows anyone who invests in it to steal knowledge, skills, and abilities from those they acquire essence from. This even applies in the context of sources of essence that have been maximized, allowing a sanguinarch who has this major sanguine power and has maximized the pleasure source to steal knowledge, abilities, and skills from those their vampiric spawn have sex with. This potent power is also the easiest known way for a sanguinarch to steal the abilities of other ascendants, and potentially the easiest way to steal another ascendant's power overall, though this still remains quite a challenge.

You can also expend a miniscule amount of the essence you'd otherwise get to simply copy knowledge, skills, and abilities possessed by those you are feeding on instead of stealing such things from them outright.

Dark Bride (Free/100 EP/200 EP): Sanguinarchs are masters of connections and relationships and this major sanguine power is a culmination of that sacred mastery. A sanguinarch gains the power to either transform a willing person into their "Dark Bride" (or "Dark Groom" or "Dark Spouse") or wholly create a person from the ambient energies of the multiverse and make them into their "Dark Bride/Groom/Spouse". What this does to the person is make them a being on par with an ascendant, capable of utilizing every single one of your major sanguine abilities, generating and gathering essence on your behalf (even if the source of the relevant essence is NOT maximized and if it is then their actions generate MORE essence!), and even utilizing your stores of essence in the same manners a sanguinarch could! They are utterly, unbreakably loyal to you, and have a natural, unbreakable telepathic link. They are also capable of utilizing your ascendant abilities (see notes for more about this), would never act in a way you didn't approve of and you can use your powers at their full might through these figures without suffering an ounce of diminishment.

Each time you transform someone into a Dark Bride, select a focus for them. They are fully capable of utilizing that focus's powers, even if you selected a focus for them you didn't pick for yourself. One Dark Bride is free, getting another one costs 100 EP and getting a third (the maximum number you can get) tacks another 100 EP onto that cost.

Dominion Perks:

A sanguinarch's dominion is territory that is utterly under their control, having been fully subjugated by the processes by which essence was taken in those areas coupled with the powerful and mystical culmination of rituals performed by the servants of the sanguinarch. Dominion perks are handy perks that offer new abilities to a sanguinarch's dominion and will immediately take effect the instant that an area becomes a part of the sanguinarch's dominion. A dominion need not be contiguous and you can have areas in your dominion that are situated in vastly isolated parts of the multiverse.

It is worth noting that, for the purpose of this jump doc, post-jump patches of your dominion in separate jumps (such as patches located on Veiled Earth once you go to another jump) will not be accessible (until you spark) even using perks like the Shadow Paths. Property items that are imported into new jumps can immediately be turned into parts of your dominion, if you have minions fulfill the dark rituals which are necessary to subjugate a place, and once your warehouse has been turned into a part of your dominion it will stay part of your dominion even in future jumps.

Sentinels (50 EP): Your dominion is guarded by potent, ultra-human (that is approximately planet level) guardians. These guardians take any form you choose, but default to being masterfully made and intimidating gargoyles that spring to life to stop invaders and prevent violent crime you'd not want to happen in your dominion. You can also command them, if you wish.

These beings are created by your dominion and cannot leave it, but in exchange are supremely loyal to you and cannot be mind-controlled or turned against you in any way. They are also nigh-omniscient in the context of your dominion and are nearly impossible for non-ascendants to hide from. These creatures are resurrected or otherwise recreated by your dominion itself if they are ever destroyed, but the process that resurrects them can be sped up by spending essence to return them to life.

Pliant Climate (50 EP): This dominion perk alters reality in such a way that when an area is added to your dominion that would normally not be inhabitable by your minions it will become inhabitable by your minions and servants. This tends towards the subtle but is overwhelmingly powerful and can undo life-destroying effects such as radiation, and powerful anti-life magic. This also gives you the ability to control the weather in your dominion, including granting you control over natural disasters and the ability to conjure blood rain which can nourish and sustain vampires, though this does not generate essence for you.

Labyrinth (100 EP): Within your dominion the likelihood of your victims escaping without your consent is comically low. Your dominion is made up of patches of reality that have submitted to your will, and living or at least animate beings who have not submitted to your will anger it. It will

twist itself and stretch in assorted ways for the purposes of confounding and frustrating invaders and trapping cowards who seek to escape your gaze without submitting to you. Another ascendant MIGHT be able to escape, but it'd be immensely difficult for anyone less powerful to do so. Reality warping is also significantly dampened in effectiveness in your dominion and it'd require a cosmopotent reality warper to stand even a slight chance of overcoming this innate resistance and that's assuming you aren't a cosmopotent sanguinarch. If you are… Well, pity the fool who needs to rely on reality-warping to escape your gaze.

Shroud (50 EP): This nifty dominion perk protects your vampiric spawn. By investing in this perk your dominion becomes capable of protecting your spawn from the weaknesses that can plague even a sanguinarch's vampiric spawn, such as sunlight and wooden stakes. If a vampiric spawn of yours would normally be destroyed by sunlight or by a stake in the heart, such weaknesses no longer plague them so long as they remain in your dominion.

Obedient Architecture (50 EP): Your mastery over your dominion is a powerful and convenient thing. A consequence of you turning a place into a patch of your dominion, coupled with taking this perk, is that you gain the ability to instantly convert existing raw materials into grand structures and items. This ability allows you to construct mighty palaces and masterfully made items at will, so long as you have the materials you need already and are in a place that has submitted to your will.

Gluttonous (100 EP): This perk significantly increases how much essence is gathered by all sources of essence when the stuff is acquired within a patch of your dominion. Whether the essence comes from the activities of one of your spawn or even the dominion source itself, so long as the essence is gathered IN the dominion how much essence is gathered is significantly boosted. For the purpose of the dominion source you do need to be physically present in your dominion for this to count, but so long as you (whether it's your true body, a cloned body, or something that COUNTS as you for the purposes of personal presence such as one of your dark brides) are in your dominion the essence your dominion feeds you is bolstered by this perk.

Shadow Paths (100 EP): Every patch of your dominion is connected. This is true even without this perk, but with this perk this becomes something that you and your minions can take advantage of in the form of esoteric pathways between patches of dominion known as "shadow paths". You and minions you inform of "shadow paths" can travel along these pathways, effectively transporting between patches of dominion. Your minions are only capable of using these pathways so long as they are loyal to you or are knowingly and willingly doing your bidding, and your dominion itself can scan their souls and determine whether or not your minions, or those you give permission to, would qualify. This is the fastest, most subtle way to traverse the multiverse, but it does require the complex set up of making an area a part of your dominion in the first place.

Power Suppression (50 EP/100 EP): This is a simple, heavyweight protective measure that depowers anybody (beneath a certain tier of power dependent on how much EP you invested in this perk) who enters your dominion and is not serving you or allied with you. If you spent 50 EP

this depowers anyone, excluding ascendants, beneath planet-scale in terms of power. If you invested 100 EP in this perk, this depowers anyone lesser then a cosmopotent in power. This is a simple, absolute defense that depowers anything and everything from technology to ascendant abilities (though this only works on ascendant abilities if you invested in the second tier of this perk). Attacks from outside of the dominion are also suppressed if they'd be suppressed if they originated from within the dominion (so if a laser vision attack is below planet-scale in terms of power and it originates from outside of the dominion it's done away with the instant it touches the dominion).

Eminent Domain (150 EP (discounted if someone maximized the dominion essence source)): Barring this perk, a sanguinarch's dominion does not expand itself and requires deliberate aid rendered by your vampires or you in order to expand. If this perk is taken, then a sanguinarch's patches of dominion perpetually expand so long as essence continues to be gathered in them, though the rate of growth is quite slow barring something like a maximized dominion source. Curiously, this applies even to patches of your dominion where no recent feedings have occurred if your dominion generates enough essence. This can be brutal and sneaky if you have a healthy enough dominion and have tiny patches all over a kingdom or city, even if you have no active vampiric spawn in said kingdom or city, assuming you otherwise generate buckets of essence a minute. Places that are isolated, such as your personal warehouse, or a demiplane located inside of a bottle will not cause your total domain to expand.

In addition to this a sanguinarch with this dominion perk gain a sort of nigh-omniscience as it relates to their dominion, allowing you to be aware of virtually everything occurring within your dominion short of a tremendously powerful sanguinarch using something like "Shadowblank" and even that might not be enough to hide from you if you're naturally detail oriented and paying sharp enough attention to your dominion. Also your powers, when used within the bounds of your dominion, do not suffer from the normal diminishment that accompanies remote usages of your abilities, even if you are outside of the dominion and using your powers from a good distance away.

Vampiric Spawn Customization:

What any given sanguinarch wants to use one of their vampiric spawn for depends on what that spawn can do. Some sanguinarchs are keen to build harems so they design a kind of vampire that feeds on pleasure, and is supernaturally beautiful. Someone else might want to use vampiric spawn as shock troopers on a field or as the faces of an invasion force or business. Here is where you'll customize your personal type of vampiric spawn.

The central purpose many sanguinarchs have for their vampiric spawn is to serve as extra eyes and ears, as well as to serve as grasping hands with regards to essence farming. Maximized sources of essence, with the exception of the dominion source, allow sanguinarchs to draw in

essence from the activities of their vampiric spawn. This, rather obviously, makes vampiric spawn invaluable with regards to operations intending to extract essence and expand a sanguinarch's dominion.

Sanguinarchs can turn **anyone of non-ascendant strength** into one of their vampires so long as the target in question is within arm's reach of the sanguinarch*. This does include robots, machine intelligences, spirits, and gods, though how that would manifest depends on the being in question.

Regarding vampiric immortality, children converted into vampires will age until they hit their physical prime and then cease aging. This is also true for children born of vampires, be they dhampirs or full vampires themselves.

Appropriately loyal vampiric spawn, whether this is due to the potency of the conversion process, or you've earnestly earned their genuine loyalty, can be imported into future settings for free.

Additionally, once you've purchased an option in this section you automatically gain the ability to utilize the less expensive options as well, and when converting someone into a vampire you can select which traits they will be benefiting from. I.E., if you purchased the most expensive "Physique" option, you can allow someone to benefit from the +50 EP option instead of the 150 EP option. If you wish, you can pick and choose collections of traits and dub them a "Breed", which allows you to more easily turn people into specific kinds of vampires (See notes for further details).

*This is a thing I have purposefully scaled back. If you wish to experience the full, unadulterated power of this as it was crafted, extend that range up to anyone on the same planet as you.

Loyalty (+50 EP, free, 50 EP): This determines how loyal a sanguinarch's vampiric spawn is. At the +50 EP level, vampiric spawn is fully capable of regarding you with contempt and hatred. They tend to be disloyal and insubordinate. At the free level vampiric spawn you create are loyal to you but also retain a lot of individualism and can have their desires, beliefs, and more that can make them disloyal or dissatisfied with your leadership. At the 50 EP tier vampiric spawn you create are fanatically, undyingly loyal to you. They'll follow your commands to the letter, and will tell you if they fail. These are intelligent vampire spawn who are also fully loyal to you, and will do as you tell them to do, even if you ask them to do heinous things and they were fully opposed to you prior to their transformation. These vampires are also still fully capable of having their own thoughts and goals, they just will place you above themselves in everything.

Feeding (One source is free and mandatory, 50 EP for first additional source, an additional 50 EP for both additional sources, another 50 EP to make feeding a mere craving instead of a biological necessity): This vital choice refers to the type of energy a vampire must feed on, or at least wants to feed on. Vampiric spawn can feed on blood, the energies created by consensual sensual contact and circumstances, or souls, or two or even

three of these things. Vampiric spawn can also be created in such a way that feeding is only a craving that, when indulged, empowers them. In order for you to gain the effects of a maximized source with regards to essence gathering your spawn must be able to feed on the source (exempting oaths and dominion, obviously).

Tells (+50 EP, free, or 50 EP): Vampires tend to be stereotyped and there is a common assumption that all vampires have "tells" of some sort; signs that indicate that they are vampires. This assumption is not necessarily true, though it certainly can be for some breeds of vampires or even some individual vampires who are parts of a breed that shouldn't have tells. Tells include things like monstrous facial features, purely white or red eyes, a lack of reflection in a mirror, that kind of thing. If you take the lowest tier of this you gain 50 EP as it becomes quite obvious when someone is a member of your brood due to their monstrous features. If you take the free tier of this your spawn will have SOME tells, perhaps as simple as pale skin or a lack of reflection. If you invest 50 EP in your spawn then they completely lack any tells and are, on a purely aesthetic level, indistinguishable from the kind of being they were prior to their conversion (at least exempting boosts to their attractiveness from something like "Supernatural Beauty).

Supernatural Beauty (50 EP): If this trait is selected your vampiric spawn becomes supernaturally attractive the moment you convert them. This power tends towards subtlety, but it can completely transform someone who is deformed or horribly scarred. If this trait also happens to coexist with a monstrous tier of the "Tells" feature then vampiric spawn will still retain a level of supernatural charisma, perhaps just focused on their presence and personality rather than their looks.

Vampiric Intelligence (+200 EP, +100 EP, Free, 50 EP, 100 EP): How is your spawn's intelligence affected by their conversion? If you want to gain an additional 200 EP, when you convert someone they go feral. If you want to gain an additional 100 EP, converting someone makes them a bit dumber than before. If you don't want to gain or lose EP their intelligence can be unaffected by the conversion, if you want to invest 50 EP the conversion makes them noticeably smarter, and if you want to invest 100 EP they become prodigies compared to before their conversion.

Physique (+50 EP, free, 150 EP): This is one of the big ones; you're determining how conversion affects and bolsters a being's physique. If you want to gain 50 EP to spend elsewhere, conversion into one of your spawn only pushes a being to the peak possible physique for their species. If you don't want to invest any EP or gain any EP out of this then when you convert someone they become ten times as holistically fit as a peak member of their species. If you instead opt to invest EP in this then they become one hundred times as fit as a peak member of their species.

Power Boost (100 EP): This customization option allows you to ensure that any abilities that vampires that you sire or are otherwise considered part of your spawn gain or possess that are not tied to their vampiric nature are potently boosted. Applicable powers can predate their conversion or be attained after it and still benefit from this boost. This, for example, could

include a dragon's breath attacks or a god's regeneration. It could also include the ethermantic powers of an ethermancer or a nova.

Heightened Senses (+50 EP, free, 50 EP): This determines how heightened the senses of your vampires become. If you want to gain an extra 50 EP you can take this tier and your vampires only gain senses equal to the peak of their species (so if you turn a human into one of your spawn they gain peak human senses, if you turn a dragon into one of your spawn they gain peak dragon senses, etc.). If you take the free tier of this perk then your spawn gain senses that vastly exceed the peak of their species. If you invest 50 EP then your spawn gain conceptually potent senses, such as being able to peer past walls, hearing in a vacuum, and other supernatural feats.

Flight (50 EP): This option lets you give your spawn the ability to fly. Normally, barring no modifiers such as "Power Boost" this only lets them fly at speeds equal to the speed at which they can casually walk, but if they were already capable of flight then they can fly much faster, and if modifiers like "Power Boost" are in effect then they are even faster.

Shapeshifting (+50 EP, Free, 50 EP): You can pick if your spawn can shapeshift. If you want to get 50 EP then you can choose to not allow them to shapeshift. If you wish to not invest EP or gain EP you can give them the ability to shapeshift into other members of their species and similar species (so a human-vampire can shapeshift into a human, an elf, an orc, a half-orc, etc.). If you invest 50 EP into your spawn then they can also shapeshift into creatures associated with the night such as wolves and bats, and into dire equivalents of such animals.

Mesmerizing (+50 EP, Free, 50 EP): This refers to the ability to hypnotize people. If you wish to accrue some EP for future options, you can ensure your vampires cannot mesmerize people. For the free tier, your spawn can hypnotize people, though eye contact is recommended as it makes it much easier to do. A vampire's charisma determines how effective they are at hypnotization, and having "Supernatural Beauty" also tremendously helps. If you invest 50 EP in this your spawn can alter memories of their victims, even without eye contact, and they are vastly more skilled at using hypnosis both mentally and audibly.

Mist Form (+50 EP, Free, 50 EP): Vampires who possess this ability can disincorporate and become mist at will. If you create a species that lacks this ability you can gain 50 EP. If your vampires possess this ability it costs nothing by default and will allow them to still be affected by physical attacks though noticeably less so and be fully affected by magic. By empowering this ability with 50 EP you can ensure that they are completely unaffected by physical attacks, their speed is multiplied, and even the impact of magical abilities and other supernatural attacks are minimized, as well as granting them the ability to turn invisible at will.

Inhuman Vitality (+50 Ep, Free, 100 EP): This potent power grants your spawn rapid regeneration of any and every kind. For an additional 50 EP a jumper could make it so that their spawn have no natural boost to their healing rate. For no charge a jumper's spawn get a

heightened healing rate and can even regrow limbs eventually. For 100 EP your spawn heal from injuries in seconds and regrow limbs in minutes.

Spawn Weaknesses (+450 EP - 450 EP): You have to make choices for nine different things here; sunlight, wooden stakes, running water, garlic, holy places and objects, silver, fire, decapitation, and mirrors. For each option there are three tiers: for an additional 50 EP you can make this thing, event, or status condition fatal to your spawn, for free you can cause them to weaken your spawn, and if you expend 50 EP you can immunize them to this weakness.

Transmission (+100 EP - 150 EP): How transmissible is your form of vampirism when those trying to spread it are your spawn? If your spawn cannot spread your vampirism you get 50 EP, if they can through a slow process this costs nothing, if they can spread vampirism through feeding it costs 100 EP, and you can make it so contagious it spreads like a virus for 150 EP.

Reproduction: (+50 EP - 200 EP): Can your vampires reproduce? If they can't at all, you get 50 EP, if they can and with non-vampires they create weaker hybrids of spawn and non-spawn (dhampirs) that costs 100 EP, and if they can and create full vampires even with non-spawn that costs 200 EP. You innately possess a weak connection to dhampirs. When it comes to full spawn that are born to two spawn parents, or full spawn born to one spawn parent and one non-spawn parent, they are born knowing you and you are innately connected to them.

Items:

Vampire Jewelry (100 EP): Early on in your time in this setting you will befriend and eventually become the master of a vampiric jewelry maker. This woman will serve you loyally and faithfully, and is a skilled hemomancer, a magician specializing in blood magic. She knows all sorts of potent ways around vampiric weaknesses, and is a master at crafting powerful artifacts. Her speciality, however, is jewelry that weakens and even nullifies the impact of vampiric weaknesses on their kind. This woman is capable of constructing jewelry that immunizes vampires who wear it to all sorts of undead weaknesses. Her jewelry is not good at strengthening vampires, sadly, but there are other forms of jewelry that do that just fine. She can construct a single artifact that protects those who wield it from vampiric weaknesses a day.

Exceptional Essence Fonts (First purchase 100 EP every subsequent purchase 200 EP): The multiverse is a vast place and no two sources of essence operate exactly the same way. During your time in this multiverse you may discover various extraordinary fonts of essence. This option gives you fiat-backed extraordinary wellsprings of essence.

Planar Veins (Blood): Jormungandr is the vast planar legendary dragon, a creature so incomprehensibly vast that entire universes are the equivalent of cells to it. Some sanguinarchs have discovered how to feed on the energies it produces. You join their illustrious ranks and have figured out how to tap into the cosmic energies produced by this multiversal beast, and in

future settings you'll find equivalent fonts of essence that you can tap into to fuel your powers, and the powers of anyone you teach. With this item you can feed on fonts of life, like planetary spirits and even whole worlds if the world itself is a living thing.

Soul-Based Omegatech (Soul): The cyberauric augmentor is an example of "Omegatech" ancient and esoteric technologies built by members of a civilization that paradoxically existed in the unthinkably distant future and were destroyed in the distant past. This machine was meant to give mortals artificial "Omega sparks" the crystallized entropic energies that made "Omega Lords" so potent. It failed. What it successfully does, however, is very intriguing to sanguinarchs. It boosts the souls of mortals, tremendously improving how much essence they give you when you feed on their souls, and drastically improving every facet of their existences as well. This machine can be used on individuals, or it can be used on entire planetary populations at once though it takes a year of prep-time before it can do that.

The Safainae Revelry (Intimacy): Erosalfar elves are a type of elf known through the multiverse as superlative lovers, diplomats, and mages. They are also true elves, and as such are immortal and immune to undeath, so they cannot be converted into vampires. You have earned the respect and service of a collective of erosalfar clans known as "The Safainae Revelry", a group of elves fascinated by dark beings and the creatures who rule over darkness. They willingly serve you in non-violent capacities, and they make for excellent diplomats, healers, and fonts of intimacy essence. These women will follow you on your chain.

Open Hand Conspiracy (Oaths): Oaths are potent even when made by mortals. When an ascendant makes an oath… Well, it's far more potent. A group of cosmic demigods, the weakest kind of cosmic gods but still themselves ascendants, in a multi-universal governing body that lords over trillions of utopias made up of gods of various sorts, including cosmic gods and non cosmic gods, known as the Deo Cartam Accord, have begun to plot and scheme to accrue more power. In exchange for your aid, individual members of the conspiracy serve fealty to you, and their oaths are tremendous fonts of essence. In future jumps similarly ambitious members of region-spanning governing bodies will swear obedience to you in exchange for your aid in their own reputational and political ascensions.

Cosmic Wellspring (Dominion): Some regions produce vast quantities of power. In the Troyverse's central multiverse Manaxis is one such region. This dimensional junction not only connects dimensions and universes, making it a vital travel hub, it is also the site of mystic mines and a place where cosmic energies can be captured and converted into fortune-making quantities of more conventional energy. This place would be a tremendous part of one's dominion, if they could capture even part of it. In future jumps you will own locations like this one and can convert them into patches of your dominion easily and quickly.

Bloodreach Amulets (100 EP): Bloodreach's unique properties amplify vampiric abilities, even for vampires as potent as your spawn. By taking this item you are gifted a supply of one thousand amulets which mystically contain the amplification properties of Bloodreach's unholy light but prevent it from causing vampires pain. This means that you can gift these amulets to

your spawn and watch their vampiric traits become hugely amplified. This is comprehensive and gives any spawn you create the next tier of their abilities, granting them even greater versions of things they are at the max tier of such as boosting their physique well over one hundred times peak human in cases of vampires with max physique. In such cases their abilities are twice as powerful as previously stated, allowing vampires with the max possible physique to have physiques two hundred times as powerful as peak members of their species.

Weaponized Weaknesses (200 EP): Your followers are especially creative when it comes to matters involving weaponry. It seems that early on your followers invent a number of special weapons which can be mass-produced that can be wielded against other vampires and incorporate their weaknesses. These tools are curiously effective against all vampires and vampire-like beings, even temporarily stunning greater creatures like TWNTV but are strangely ineffective against actual sanguinarchs. Perhaps their overall durability and generalized immunity to typical weaknesses immunize them against these weapons? These things are often silly, such as a gun that fires balloons filled with holy river water, but they work wonders against vampires.

Un-Sun (400 EP): This is a copy of the strange sun which illuminates Bloodreach. Once per jump, or once per copy of this if you have some method of acquiring more than one item per purchase, you can swap out a sun with this eldritch object. Doing so allows vampires, even ones fatally weak to sunlight, to wander around during the day, though they will be subjected to the painful effects of the Un-Sun's sunlight. With this you can also make more Bloodreach Amulets.

Companions & Followers:

Please note when deciding your build that some companions here will cost more if you take the "Spawnless" drawback. Specifically, all companions aside from Apep or Gizmuk will cost more if you are not able to turn your followers into vampires.

These companions can be imported as followers into future jumps, but obviously doing so prevents them from getting points to spend and being able to come up with builds of their own.

Vampiric Horde (Followers) (Free): You can freely import those you turn into your vampiric spawn, so long as they are loyal to you.

Nocturne (300 EP): This former cosmopotence sees you as her last shot at revenge. Nocturne is a cosmically ancient former-cosmopotence who was captured by the only creatures of the dark more mystifying than sanguinarchs: "Those Who Name The Void", enigmatic umbral beings who lurk in the liminal spaces between realities. At the height of her power she was captured by a group of them and experimented on. They drained her of once unbelievable might, protected from her wrath and her throes by their own ascendant-like invulnerability.

Nocturne approaches you shortly after your ascension and she flatly lays her cards on the table. She offers you a deal: convert her into one of your vampires and aid her in her quest to regain her might and destroy those who stole her powers, and she will serve you faithfully. You will find that upon transforming her into one of your spawn she will not only exceed even your greatest vampiric generals and servitors but that she has somehow gained the ability to manifest new abilities based off of the people she encounters. She also upholds her end of the bargain, serving you as a wise counselor, a potent field agent, and a deft right-hand. The only things that ever distracts her are rumors regarding her foes. She also tasks those she converts into your kind of spawn with looking for rumors and information regarding the void-like nightmares she seeks to hunt down.

Haleeth-Xsur OR Gizmuk-Xsur (200 EP): Haleeth-Xsur is an ancient (by the standards of mortals) pharoah who lords over an empire so vast that it takes up an entire arm of a galaxy. This powerful mortal is desperate to remain alive as his body has recently begun to fail him even after the countless means he has used to extend his lifespan, and so when he hears of your ascension he approaches you and asks you to convert him into one of your spawn. In exchange he will offer you his resources and the resources of his empire. While he wishes to govern his empire as he sees fit, he will freely offer you the services of his potent fleet and put his people to work producing resources for you, particularly in the form of “Essence Farms”; places on his worlds where your vampires and you can freely feast and extract essence.

If you are a softer sanguinarch, you can instead opt to support Haleeth’s son, Gizmuk. Gizmuk is, effectively, a reformer who wishes to rule the million+ world empire more lightly. If you support him he will certainly gain the means to overthrow his father, and Gizmuk will put the military at your disposal, but he does not seek to become a vampire nor does he construct “Essence Farms” at the same rate as Haleeth (instead opting to use volunteers and volunteers only as fonts of essence).

If you purchase either figure as a companion when they are imported into future settings their vast empire is imported with them. It’s worth noting that turning Haleeth or Gizmuk into your vassals causes their entire empire to begin to unknowingly tribute you oath-sourced essence. Truly loyal and patriotic citizens of the empire will of course produce more such essence.

Pallasidiea (200 EP): Goth GF, but like make her also a goddess.

Pallasidiea is a fertility deity with a powerful personality and an intense fixation on vampires and other dark topics. Tragically for her, it is flatly impossible for non-ascendant vampires, or even non-ascendant deities of undeath, to convert a being with lifeforce like that of a fertility goddess into a vampire. Fortunately for her, you are not a non-ascendant. Pallasidiea simply wants to be a vampire, and as a sanguinarch it’s child’s play for you to convert a willing divinity into one of your spawn. Doing so to Pallasidiea endears you to her, and she makes for an exceptionally potent vampire eager to show others the dark glories of vampirism.

As a deity transformed into a vampire, she is greater in might and potential then most vampires. She is not weak to the sun, even if your spawn typically are, she can sexually reproduce (producing fully vampiric children even if she breeds with non-vampires), and she can convert others into vampires herself even if other members of your brood are incapable of doing that. That said, the spawn she creates (be they converted or her children) will lack her unique advantages, unless of course you are the other parent (which you can be, regardless of gender, due to Troyverse magic).

Her immense lifeforce also gives her an ability that is frighteningly useful, if a bit ridiculous: like you she can forcibly convert even entire planets of people into vampires. She is also an immeasurably potent font of intimacy essence if you elect to sleep with her or if she sleeps with another spawn of yours (assuming you have maximized the “Intimacy” essence).

Primeval Thrall (200 EP): This ancient being’s oldest memories are of the very first sanguinarch; her ancient master and the mythic figure who transformed her into the very first thrall in the multiverse. The Thrall is unfathomably ancient and has died and then escaped from hundreds, perhaps even thousands of underworlds.

For the first time this woman has stopped searching for her sire, after they mysteriously vanished millions of years ago. This creature has decided that you are a suitable master for reasons unknown to anyone but her and you. Regardless of her reasons, she serves you faithfully and is an extremely potent font of essence as her blood, soul, and even her sexual energy contain tremendous power but there is a slight catch. The only person she allows to feed on her is you. Her wisdom, like the essence she provides, is immense and she is eager to be useful to you.

Apep (400 EP): One of the mythic legendary dragons, this master of shadows is a primordial vampire at least as old as even the first sanguinarch and it itself is also a sanguinarch! This vampiric dragon has, allegedly, figured out to feed on the Ouroboros, the unthinkably vast dragon that encircles the multiverse, and seemingly needs no other font to have potentially limitless essence.

This ancient beast calls you a friend, and that is a great honor. It is a mysterious ally and behaves in a manner that is savage, violent, and sometimes even seemingly temperamental but when it is finished acting parties of all sorts reap immense benefits. It can ravage a planet and then leave behind fertile ruins that can be used to feed people as they build a new prosperous civilization, or it can brutally kill a star-eating dragon and the dragon’s remains will serve as the home of the survivors of the monster’s predations. At times it will launch attacks that may sweep up and destroy resources of yours, but it will always somehow leave behind something that can ensure future growth and is worth the price you may pay.

Supplement Mode:

You can absolutely 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:

Scenarios will freely extend the time you are in this jump, and you will not leave until after any and all scenarios you accept are completed. Failure in a scenario will inevitably result in a death, due to the nature of the scenarios, and thus could count as a chain-fail if you lack 1-ups, including the Phylactery major sanguine power.

The Search For The First (Associated Drawback: Behemoth's Target): A long time ago the Eldest, the very first sanguinarch, went missing. In the billions of years since then the mysterious sanguinarch has never once been seen. By taking this scenario you guarantee that you come across the Primeval Thrall early on in your journey in this jump and the two of you eventually join forces to find the Eldest. During this time you draw the ire of the Behemoth, for reasons that are unknown to you.

Over the course of your journey throughout the multiverse, a journey which will inevitably lead you from one side of the multiverse to the other, you will encounter the Behemoth, a gigantic entropic monster that will harry you for hours on end unless you are somehow strong enough to repel the beast. Eventually you'll find clues that lead you to the unnatural lairs of Those Who Name The Void. These clues will lead to a final confrontation with the Behemoth in a strange, lightless metropolis situated in a dead universe, the Cosmostasis. During this time multiple of the nameless vampire-like eldritch monsters will attempt to communicate with you. How this saga ends depends on whether or not you listen to them and whether or not you can do as they ask.

Universal Reward: One way or another the Primeval Thrall will be happy with the end results of this mission. She will agree to follow you on your chain no matter what, so long as you'd want her too. If you purchased her as a companion you get the EP back and can spend it on other things.

Listen To Those Who Name The Void (And Can Heal The Behemoth): The creatures reveal themselves as the reasons why this strange dimension is the way it is. They explain that this is their home, and that the Behemoth is actually an experiment gone wrong, at least according to the Primeval Thrall. The Behemoth IS the Eldest, who herself was turned into a vampire by them and whose experiments on her led to her ascension and then, eventually, to the horrifying mutations she underwent to become the Behemoth. These creatures explain that Those Who

Name The Void are not a collective but rather a sort of species who have members who disagree and quarrel with each other and that the ones in this dimension wish to protect the multiverse from the Behemoth. They also explain that they can sense your alien nature and ask if you can heal the Behemoth. If you can, they instruct you to force her into one of the strange obelisks, which will seal her for long enough for you to heal her. This is doable with enough essence, though the amount of essence that'd be required would be truly mind-boggling, but can also perhaps be done with out of context perks or abilities of sufficient strength.

After an epic battle, aided by this unusual faction of TWNTV, you successfully force the Behemoth into the Obelisk. Doing so seals her in a temporal seal that leaves her present physically but shuts off her mind and soul while you heal her. When she is fully healed the woman transforms into a radiantly beautiful human-like form and smiles at you and her thrall. She glares at the surviving vampire-like beings who aided you and asks them to free her of their mutations, which they do. She then thanks you for your help, and asks you to explain who you are and how you undid her transformation. Once you explain yourself she asks if she could explore the omniverse by your side as a way to thank you for freeing her. You can accept or deny her request, but either way she will teach you various ways to use your abilities, including how to use the dominating focus to take over even ascendants, and can become either one of your dark brides, a vampire spawn, or even one of your thralls. You can also have TWNTV awaken the inhabitants of the city who will hail you as a hero and dub you their ruler. The city is inhabited by well over a billion people of various different species who have potent future tech such as fully autonomous robots and cloning, and the people of the city can be dominated or turned into vampires as you wish. If you have the Absorption Major Sanguine Power you will also gain the abilities of the Behemoth throughout your battle with it, plus whatever the Eldest teaches you.

If You Don't Listen To TWNTV Or Can't Heal The Behemoth: You are aided by the void beings, who reawaken the city and its inhabitants and instruct them to take up arms against the behemoth. A long and arduous battle takes place that eventually culminates in the Behemoth on the floor, having been whittled down by your potent might and your ability to nullify immunities and resistances to damage. When the behemoth is defeated, once and for all, you gain some of its power, gaining 400 EP to use as you wish on this document. The city's inhabitants hail you as a hero and will name you their new leader. They can be turned into vampires, thralls, or dominated supremely easily. If you possess absorption you will naturally learn most of the Behemoth's knowledge and abilities over the course of the fight. If you use the EP gained from this to purchase absorption it will become retroactive enough to give you what you'd gain if you had it during your battle with the Behemoth.

Taking Back The Dark (Associated Drawback: Heart of the Void): Mere months into your stay in this jump Nocturne finds you and explains herself to you as she would if you selected her as your companion. You convert her into your spawn and elect to focus on her mission. The two of you begin to lay the groundwork needed for countless spots throughout the multiverse to become parts of your dominion, before the first scouts of TWNTV begin to appear and try to abduct your spawn.

A battle with them leads to their capture and depending on your abilities you may have multiple ways of extracting valuable knowledge from them. You could dominate them if you incorporate vampiric weaknesses into your attempt, such as dominating them while they are riddled with wooden stakes or are bathed in daylight. You could simply absorb the knowledge from them with Absorption or use Mind Link to read their minds. Regardless, this leads you to your first clue regarding how to enter the unnatural dimensions that TWNTV lurk in.

More and more confrontations occur and you gain more and more information from them. You eventually uncover how to safely identify and sneak into the lairs of TWNTV. When you and Nocturne enter one of their lairs you find a single one of them caught off guard and unprepared for your intrustrion. You battle the being and after using your powers as a sanguinarch, out of jump abilities, and vampiric weaknesses, successfully slay the being. In its death throes it implodes causing the dimension it was using as its lair to shut down and Nocturne, any other allies present, and you are hurled out of the space harmlessly. Nocturne finds that her connection to her previous nature as an ascendant, beginning to return to her, very, VERY faintly. The next few weeks are filled with her testing the limits of what she's regained, and eventually she frustratedly tells you that she has regained a single tenth of a percent of her powers from before the time when she was depowered by TWNTV. You now realize the scope of your mission: you must track down and slay one thousand different void-beings.

Completion Reward: There is only one path here. You must aid Nocturne in killing 1,000 different TWNTVs. For doing so the reward is potent: Nocturne regains her full power as a cosmopotence, making her handedly the strongest companion in this jump, aside from Apep or, potentially at least, a Dark Bride version of The Eldest, and far more willing to be a direct servant of yours than Apep ever would be, since he is an ally and, in his own eyes at least, an equal. You may determine Nocturne's nature as a cosmopotence by using any of Troy's ascendant CYOAs other than the Transynth ascension. Here is a set of links to them: Sanguinarch, Cosmic God, Archdemon, and Dragon Lord. As she is a cosmopotence, you can use the easy mode versions to determine her precise point allocation, and can also use the Ascension Meta to give her at least one rank X greater megapower. She is still fully loyal to you, in fact she is more loyal to you than she was before, and is eager to aid you in any manner you require. If you purchased Nocturne as a companion completion of this scenario refunds you the EP you spent, allowing you to allocate it elsewhere. You also gain knowledge of esoteric rituals needed to grant you the same shadowy immunities as TWNTV, a process which is far easier for you to do if you have the absorption major sanguine power.

Rise Of The Veil-Straddlers: The Earth is covered in a potent veil, one backed by the power of the Archdeity himself. This veil prevents mundane humans from interacting with supernatural beings in any capacity aside from a very, very rare handful of humans known as veil-straddlers. During your time in this setting a number of these beings will emerge, of special note are The Last Omega Lord, the Emperor(ess) of Etherscape, and an array of former humans converted into powerful, sexual beings such as a Mulo (a vampire who feeds off of sexual energies), an Oberon (a faerie with potent lust-based abilities), and a grand incubus. These creatures

possess an array of potent abilities, some of which can become yours if you feed off of them or have your vampires feed off of them. That said, locating them will be a challenge. Some will be situated in powerful locales such as the Empire of Etherscape (where a pact of ascendants who have vowed not to target Etherscape will be some of your foes if you attempt to target any non-exiled nobles, and especially the emperor or empress themself), or in hard to reach locations like the End Of Time. Nonetheless, capturing these individuals and feeding on them will bestow you with special rewards. You will begin this scenario by deciding which creatures you want to capture and gain the powers of, which itself can be done in a range of ways ranging from feeding on them directly and possessing the absorption greater megapower, having a method of absorbing powers through out-of-context means, or using essence-fueled emulation to drain their powers one by one, or which you wish to convert into minions of yours through domination, turning them into spawn, or making them your thralls.

Completion Rewards: By successfully completing the capture of various characters, such as the Oberron, or Grigori, you gain their service as followers and additional points you can spend on your build. For less potent beings like the Mulo, or Zaar, you get 50 EP, and for more powerful beings like the Last Omega Lord or the Emperor/Empress of Etherscape you gain 100 EP. Depending on how you go about this you may also get copies of their powers, though you can't get Omega Sparks this way, so at most you'd gain the services of the Last Omega Lord (though obviously you could potentially create MORE Omega Lords if you have the service of the Omega Lord…). Capturing and converting or otherwise turning another ascendant would be worth 200 EP, and would obviously come with the associated boons and benefits of having another ascendant following you on your chain.

Drawbacks:

Please note: you can take on drawbacks associated with scenarios and still get the bonus EP.

Limited Power (+150 EP/+200 EP): You may not maximize any sources. Or rather, you may purchase the maximized versions of essence sources, but during this jump they will not function as maximized sources. Until this jump is over you will not be able to draw essence from your spawn. Alternatively, you could instead opt to get 150 EP and be able to benefit from the effects of one maximized essence source, at least until this jump ends.

Craving (+100 EP): This drawback makes you crave essence, becoming addicted to the sensation of acquiring it from the start of your time here until the end of your time here. You will be severely weakened if you do not acquire essence daily, and overtime how much essence you need to function will increase.

Weakness (Varies): This drawback forces you to pick at least one of the nine vampiric weaknesses outlined in the weakness section of the vampiric spawn customization part of the

jump and actually be affected by it. You can decide which weaknesses affect you, and the extent to which they affect you, granting you 50 points per weakness that can potentially cripple you, and granting you at most 200 points if you make all nine weaknesses only weaken you to some extent.

Spawnless (+200 EP): You cannot create spawn (for the duration of the jump). This obviously makes getting essence much more personal, and it also increases the cost of the companions who want to be turned into a vampire, so all of them aside from Apep or Gizmuk, by 50 EP.

Fangless (+150 EP): You cannot use major sanguine powers for the duration of this jump. You can still purchase them but they will only become usable post-jump.

Behemoth's Target (+300 EP): Moments after your ascension you have your first encounter with the Behemoth, a gigantic, entropic monster that for reasons unknown to you seems to be out for your blood. This mysterious monster will be hunting you down and will periodically find you and rampage, seeking to crush you. This monster can be repelled by a sufficiently powerful jumper, however it's strong enough to go toe to toe with even a savage-focused sanguinarch. There may be more to it than meets the eye…

Heart of the Void (+300 EP): Eldritch creatures, sometimes resembling a cross between a sanguinarch and something out of a Lovecraft novel, "Those Who Name The Void" are especially fascinated by you and seek to study you as they are unconsciously aware of your extra-multiversal nature. These eldritch beings, creatures that are comparable in might to sanguinarchs (and far more indestructible, susceptible ONLY to the nine vampiric weaknesses), will seek you out. At first they'll attempt to tempt you into coming with them willingly, but their methods are baffling to non-eldritch beings, and sooner or later they'll become more forceful in their approaches. These creatures are utterly immune to any in-jump attack that does not incorporate sunlight, religious items or places, garlic, wooden stakes, running water, silver, fire, decapitation and mirrors.

Earned Loyalty/Perpetual Disloyalty (+100/300 EP): Spawn you create will be disloyal to you for the duration of this jump. Things they feed on will still fill your essence stores, at least so long as they'd otherwise qualify, but they are not loyal to you and can be moved against you just as easily as they can be persuaded to do as you ask. Any spawn you create after this jump become loyal (to whatever tier they would have been loyal, at least) and you regain proper control of spawn you create during this jump that follow you into future jumps as followers or companions. That's assuming you take the 100 EP option. If you take the 300 EP option your spawn, in this jump at least, will always remain disloyal to you, to the point of potentially betraying you even after they enter into a signed alliance with you.

Fear Of The Unknown (+500 EP): Not terribly long after you begin your adventures in this setting you will begin to come across other ascendants and their agents. These creatures will notice both your potent sanguinarch abilities and your mysterious out-of-context-powers and will rally together to shield their interests in case you turn a greedy eye their way. This potent

alliance will consist of other sanguinarchs, archdemons of various sins, dragon lords of countless elements, and even differently domained cosmic gods. These enemies will be powerful, but depending on your allotment of abilities there is great potential here for you as well as great risk… These creatures will begin to go on the offensive towards the end of your stay in this jump, planning to actively go against your plans and working with any other enemies you may possess.

Another Newcomer (+500 EP): At the same moment that you complete your ascension so does someone… something else. In another corner of the multiverse a transynth has arisen, a brand new, never before seen type of ascendant being. This fusion of man and metal, of soul and cybernetics, will quickly learn of you and will desire to acquire and study you. It will devote more and more of its resources to capturing you over time, until eventually it will turn all of its attention to studying you. This is a fully offensively outfitted transynth with every weaponry and utility based transystem in its possession, and it is determined to capture you and study you. Dealing with it will require enough power to end another ascendant, and that is no small feat even for a cosmopotence.

Notes (& Mini-Changelog):

- The scenarios feature remixes to the lore that are original (as in come from the jump's author) but draw on existing, canon Troyverse lore/Troy's own headcanons about some of his lore.
- The initial version of this, version 0.01, was first posted and published on August 30th, 2023.
- As we approach the completion of copying things from the original CYOA into jumpdoc form we are updating the title and version number. As of August 31st, 2:00 PM EST, we are in version 0.5. Some to-dos: complete the "Vampiric Spawn Customization" section, and complete the "Major Sanguine Powers" section. After that it's a matter of adding original perks, original items, more drawbacks, and maybe even a few scenarios.
- As of November 2nd 2023, 5:00 PM EST, we have reached version 0.8, where the only intended additions are drawbacks and the additions of several original perks and items. To reach this stage we have transcribed summations of the major sanguine powers, dominion perks, the vampiric spawn customization tables, and the companions and followers.
- This is based on the Sanguinarch Ascension CYOA created by TroyX. To view it please click here.
- As a general (and not absolute) rule I made things that cost 1 point cost 50 EP, things that cost 2 points cost 100 EP, and things that cost 3 points 200 EP. I might adjust this scale, especially if I decide to implement stipends for various sections.
- As a bit of celebratory trivia: the Dominion Perks section was the first section to be completed (barring the possible implementation of original dominion perks)! Whoo! If someone wanted to invest in it completely it would cost either 750 EP (assuming

Eminent Domain is not discounted) or 675 EP (assuming E.D. IS discounted), as written at the time the section was completed.

- The whole deal with the “Breeds” thing is to make it possible to have more than one type of vampiric spawn, and also to encourage investment in the more expensive options. This prevents that section from being an EP sink and also gives jumpers the flexibility to create the types of vampires they want to create.
- Dark brides are not limited to the ascendant powers of a sanguinarch if YOU are not solely a sanguinarch. This is something TroyX himself has said. If you are a manifold ascendant, say a transynth AND a sanguinarch, your dark bride(s) has access to the transystems you invested in, and can utilize them as freely as you can (though, remember that you are the font of power from which she draws and so you presumably still pay the costs in “Power” of the usages of transystems). This, coupled with the fact that you get one dark bride for free makes this power functional indispensable if you wish to become a truly potent manifold ascendant.
- As of version 0.8 I have purposefully scaled back SOME elements of the sanguinarch ascendancy, but primarily ones that revolve around mental domination and the ability of a sanguinarch to turn people into vampires, as these things are already so strong that diminishing the scale of the most ridiculous elements still makes this potentially end-jump worthy level of power just SOMEWHAT more manageable. I have also included options for people who want to experience this at full strength, as I hate the thought of yucking someone’s yum.
- Potential targets for the capturing people scenario include all sorts of characters from the CYOAs created by Troy. I focused on the playable characters in the CYOAs in the scenario’s text, but you could also capture and convert gods and archfields from the Star Nephilim CYOA, the named characters in the A King on Mars CYOA, or any of the potential allies in the Ascension Meta CYOA.
- The first completed version of this, version 1.0, was published on November 4th, 2023. Future updates are possible, though might not occur for a while.