

Fire, water, earth air. These four elements are considered by many to be the building blocks of the world. However, many cultures point to a fifth element, though none can agree on what it is. Void, Time, Space, Spirit, aether, quintessence, up, etc.

However… What if they were all right?

Alchemists, scientists, witches, holy men, no matter the form, the pursuit of knowledge always leads to this element. While its names are many, it is most often referred to as “Null”.

Those who discover it often assume that they are the first, yet they never are. The Circle have been studying Null for centuries, and individual truth seekers like The Craftsman and Witch can use Null to bend reality to their will, for a price.

In the middle of this, the alchemist known as A.S. asks his friend to assist him in his research. When the friend arrives, all he finds is an ornate safe and a series of letters from A.S.

Whoever or wherever you are, you will inevitably find yourself involved with the Null. Take these 1000 Null Points to prepare.

Null

As mentioned, Null encompasses many phenomena. It is time and space, it is the void, and it is also the mind and soul. Some would go as far as saying it is “everything and nothing”.

Null can take virtually any form, while rarely fitting cleanly into a single category. It is a solid, a liquid, a gas, an energy, an idea, a place, and an entity all at once.

Its most notable application is Null’s influence over space and time. This often manifests as impossible spaces. Rooms that are larger on the inside, flat surfaces that gain depth when observed from the proper angle. It can even render the human body biologically immortal.

The soul is said to be the root of the Null. True masters can use Null to manipulate the souls in a myriad of ways. Regrettably, the most reliable way to obtain more Null is by sacrificing the souls of brilliant men and women to Null beasts.

Thus lies the dark secret of Null. While its power is real, it is ultimately a trap. All null is tied to a dimension known as the Null Plane. It is an endless labyrinth of rooms from across time and space, transformed into complex puzzles that one must solve to reach the next room in the vain hope of escaping.

The more brilliant the mind, the more powerful the soul. As such, these rooms are meant to prey on the curiosity of those trapped in its web, to become a feast for the tentacled beasts that call the Null Plane home. This was the plan all along. From the very start the Null is a memetic bait, meant to pull in the brightest minds on Earth to become food for the Null.

The Null corrupts everything around it. People become obsessed and deranged, while reality is twisted into impossible spaces as rooms are restructured, transformed, or created wholesale, before becoming another part of the Null plane.

Mastery

How many of the Null’s secrets have you already gleaned?

The Seeker - Free

You have become tied into the fates of those who lost themselves to the Null. Perhaps you watched your lover slowly lose their mind to the Null, or just want to check up on an old friend you haven’t heard from in a while. Perhaps you are investigating a series of Null-related disappearances. In any case, you enter this world without any hands-on experience with Null.

The Prodigy - 100NP

You are a seeker of knowledge. Whether you chose the path of science, magic, religion, alchemy, etc. One day, that search led you to Null. You were immediately enraptured by its potential. You have already run a number of experiments and figured out the basics of harvesting and utilizing Null but are still not fully aware of the dangers you currently toy with.

The Chosen - 300NP

You are an inner member of The Circle or perhaps an independent researcher who beat the odds and succeeded in protecting your mind and soul from the Null. You’ve barely scratched the surface of the Null’s secrets, but there are few humans who understand the Null as well as you do. This naturally comes with the best practices to protect yourself from the Null’s corruption.

Abilities

Two discounts per tier. 100NP purchases discounted to free.

Invisible Gloves - 100NP

Your hands are impossibly resistant to harm. You can’t touch molten lava or anything, but even if you just finished forging a metal key, a few seconds in room temperature water and it will be safe to pick up. You also don’t have to worry about pinching your fingers in doors. This only applies to your hands.

Maze of the Mind - 100NP

Your grasp of psychology is so accurate you could guide someone through a complex series of trials using a trail of pre-written notes. This also assists in the creation of befuddling puzzles. Especially brilliant minds, or the interference of outside parties can still thwart your predictions.

Seasoned Spirit - 100NP

The more brilliant the mind, the more delectable the soul. This principle will hold true in future jumps. Should you have some means to devour souls, or ties to an entity that does, then the intelligence of a sapient being will have a massive impact on how delicious their soul is, and slight impact on its power.

Travel Light - 100NP

One wouldn’t want to weigh themselves down with pockets full of garbage. You have a sixth sense for when an item on your person will not be useful again in the near future. You’ll know when that blowtorch in your pocket is completely useless, and when you should hold onto that tiny screwdriver, just in case.

Cursed Craftsman - 200NP

You are a master of just about every mundane form of crafting, from metalworking to wood carving, to elaborate clockwork mechanisms. The void will occasionally reach out to you in your sleep. You will wake up to find masterfully crafted artworks or mechanisms you have no memory of designing.

All Roads Lead to Null - 200NP

Any path to wisdom inevitably leads to Null. Pick one discipline to color your use of Null. This doesn't improve your ability to utilize Null itself but makes it easier to seamlessly integrate Null into this discipline. This could be anything from alchemy, science, clockwork, hedge magic, painting, religion, etc.

Epiphany - 200NP

You have an odd ability to tap into "hints" born from your subconscious. You receive between 2-5 hints for any given step of a puzzle or investigation, all roughly one minute apart. These are always accurate but will never give you the answer outright unless it was fairly obvious to begin with.

Master of Confusion - 200NP

You've mastered the art of fooling others into believing you have supernatural powers, like a spirit medium or psychic. This also greatly enhances your ability to resist corruption from the real thing. Whether that be a spirit's attempts to possess you, hypnotic suggestion, or Null-induced madness.

Lock & Key - 300NP

You have the ability to create connections between mechanisms that make little logical sense. How does a small puzzle box activate a giant water wheel? I don't know, but you do it anyway. The "lock" and "key" need to be made by you personally and placed relatively close together. However this works, this connection is completely invisible until actually triggered.

Matter of Perspective - 300NP

You are able to fit twice as much into any enclosed space than should logically fit. Whether it's stuffing dozens of mechanisms within a tiny puzzle box, or nesting several safes within each other. Even if opened by someone else, the objects will remain "shrunk" until removed from their container. Be aware that the total weight of these items doesn't change, even when shrunk.

Robbed of Time - 300NP

The Null has corrupted your flesh. You no longer age, nor do you require food, air, or water. In this state, you are physically incapable of sleep. While this causes no physical harm, you will still suffer the psychological consequences. Post-jump, you may toggle this immortality on and off, should you desire to enjoy unconsciousness once more.

The Perfect Bait - 300NP

Once per jump you may plant one piece of "hidden knowledge" within the collective unconscious. This must be objectively true, like the properties of an unknown element or knowledge of your own existence. Locals who pursues any path of learning deeply enough will somehow stumble into this knowledge, and you will be able to vaguely sense whenever this happens

The Perfect Trap - 400NP

When constructing a trap or puzzle, you can place a kind of enchantment, making it so the solver must follow your rules to find the solution. They cannot pick your locks or find a pass code through trial and error. These rules are only enforced if the puzzle is within the target's means to solve. This also doesn't stop them from exploiting loopholes in your own rules.

Nullification - 400NP

You are able to corrupt a building (or even a model of one) over several days into a form similar to the Null Plane. Time and space will contort it into an ever-expanding labyrinth of puzzles. If you want this to persist without your presence, you must trap a particularly brilliant individual within the core of this prison for their soul to serve as an anchor.

Root of the Null - 400NP

Your mastery of Null has given you an extensive ability to manipulate souls. You can create traps to capture the souls of others, float around as a disembodied soul, process souls into Null, or even plant spirits within inanimate objects, and more. This also gives you the ability to sense forces or mechanisms meant to target your soul, allowing you to tamper with them.

Warded - 400NP

You have mastered the techniques of creating wards against Null and similar eldritch forces. You can create boxes that block the reality-warping properties of a Null sample, cages that can restrain Null beasts, sigils that can block prying eyes from outside space and time. Do not grow careless. A clever master of esoteric forces can potentially tamper with these wards.

Servant of Many Masters - 600NP

You have a knack for striking bargains with Null beasts and similar entities. In these instances, you always find a loophole to not only renege on your side of the deal but steal some of their power in the process. While this will prevent any direct retaliation, you will make many powerful enemies this way that will watch for any opening to seek revenge.

Door to Paradox - 600NP

You are able to find order in pure chaos, allowing you to study, predict, and even exploit distortions in reality. Spend long enough in the Null Plane, and you could learn how to navigate the infinite ever-shifting halls, forge keys to doors or provide solutions to unsolvable puzzles. This is only possible with extensive and prolonged study of the distortion in question.

Brilliant Soul - 600NP

You possess an unusually powerful soul. While this makes you an appetizing target for the Null, it renders your mind immune to the corruption of such eldritch forces. You can become obsessed or traumatized, but nothing is truly beyond your comprehension. You could be plunged into the abyss or even lock eyes with an alien god. Your sanity may strain, but it will never break.

Hedge Witch - 600NP

You are the apprentice of the often-underestimated Witch. Using a cauldron and various natural ingredients, you can craft potions, spells, and objects with miraculous effects. Examples include a machine to change the moon phase, potions to reveal illusions and bend plants to your will, stable portals into the Null Plane, and more, all for the cost of a few leaves and bugs.

Everything and Nothing - 600NP (Requires Release Ending)

Null embodies the unity of several seemingly disparate phenomena. It is space and time, it is mind and soul, it is aether and it is the void between all things. With this, you may take this principle with you outside of this world.

To start, this is only potential. A concept, at best. You'll find it easier to utilize Null in tandem with technologies or abilities from outside this Jump. It may take centuries of study, but eventually would no longer be a meaningful distinction between these phenomena from your perspective. A power, skill, or device that influences the soul could just as easily manipulate space or time in a similar fashion.

However, this is not without risk. You are not just combining these forces with each other, but gradually making them synonymous with Null, for good or ill. The more you make use of this principle, the more of the costs and dangers of Null will manifest, even long after you leave this Jump behind.

Such as Null's mental corruption, the encroachment of the Null Plane on regular space, the conjuring of Null Beasts, etc. Should you lack the patience or power to avoid or oppose these consequences, this may evolve into more of a curse than a blessing. In the worst-case-scenario, this can progress to the point that these phenomena become inseparable from the corrupting influence of Null, even when used separately.

It's also worth mentioning that the Craftsman only gained such power over Null by sacrificing the souls of countless geniuses from around the world, and making enemies of several entities of unimaginable power. If you are unwilling or unable to stoop to such methods, you may find your progress slowed even further.

Still, perhaps with your access to powers and knowledge from outside this world, you'll find the means to negate or subvert each and every one of these dangers. While the risks are high, the potential rewards are practically infinite.

Equipment

One discount per tier. 50NP and 100NP purchases discounted to free.

The Looking Glass - Free

A vital tool for anyone wishing to study Null or the incidents involving it. The design of this eyepiece is up to you. Is it an eyepatch cobbled together from scrap? An ornate collapsible spyglass? A pair of goggles? It doesn't particularly matter. What matters is that this tool allows you to interact with Sigils and see past illusions. Going forward, it will allow you to see through weak illusions and hidden messages.

Seekers receive 100NP to spend on upgrades here. Prodigies receive one 200NP to spend on upgrades. Chosen receive 200NP for upgrades and a discount on Pinhole.

Rustic - +100NP - Your eyepiece is rather unrefined. Using it too often will cause headaches and even hallucinations. The stronger your soul, the less of an effect it has on you.

Phantom - 100NP - By bringing a hand-written letter to a relevant location, you will be shown a brief but relevant vision of the writer's past actions. You can switch this effect off, in case you want to read the letter with the eyepiece on.

Encrypted - 100NP - Some users of Null can encrypt their messages to be invisible to those with their own eyepieces. Your lens functions on a deeper frequency, allowing it to see through much stronger and even encrypted illusions.

Unsealed - 200NP - This allows the wearer to breach through weak wards or force fields. This doesn't actually break the ward, simply allows you passage through. Handy if attempting to break into a cage meant for a Null beast without letting it free.

The Vision - 200NP, Incompatible with Rustic - An exceptionally rare trait. You don't have any lens. The ability to see through Null to reveal the true shape of the world is an ingrained ability. Your own eyes are your lenses. You can toggle the effects of any purchased upgrades at will.

Pinhole - 400NP - The ability to see the true face of reality. Where others see one room, you see hundreds. Use of this requires some kind of aperture to pass through. It could be the keyhole on a door, the porthole on a toy submarine, the neck of a wine bottle, etc. With this lens, you can treat any such openings as "portals". Rather than transporting you far away, you are shrunken down to the size you can easily pass through. You return to your original size once you exit.

While this may seem unimpressive, realize that objects brought through the portal also change in mass. You can treat a dollhouse as a mansion or compress a room full of machines into a palm-sized gearbox. You can even nest rooms within rooms with seemingly no limit. They only change size if you take them through the portal, so you can also leave items shrunk by retrieving them at their current size from a different opening.

The aperture must be smaller than the wearer of this eyepiece. As such, it is unknown if it is possible to make a human grow larger than their original mass with this method.

Prophecy - Free

An ancient set of tarot cards. Wherever Null is involved, these cards have an odd way of showing up.

Invisible Ink - Free

From your hands, you can produce an invisible substance similar to ink. This ink can only be seen with specialized tools or other methods to see through illusions. With practice, you may learn how to "encrypt" your messages, to resist most methods of seeing through illusions without specially treated lenses.

Carrying Case - Free or 100NP

This may look like a large mundane briefcase, but within part of it is a hidden compartment. This can't store anything larger than a dictionary, but it is perfect for hiding a variety of notes and tools that would draw suspicion from the uninitiated.

For 100NP, this has a second hidden compartment in the form of a complex lockbox. Not just that, the whole case has been treated to be able to contain anomalous signatures or corruption.

Protégé - 50NP

Choose or create one native of this world. With their permission, you may take them with you as a companion. You may use this to import a companion as well, but they receive no NP.

Note Taking - 50NP

Any notes you come across are automatically transcribed into this notebook. It has infinite pages, and you never have trouble finding the page you want. You can also write in it normally.

Resonant Crystals - 50NP

A type of crystal created from Null. You can calibrate these crystals to shatter in response to specific sounds. You receive about a dozen such crystals that are replenished weekly if used.

Creepy Crawlies - 50NP

In a property of your choosing is a small portal from which you can retrieve an infinite amount of mundane beetles. If removed, they will seek to return to the portal at the first opportunity.

Safe Cracker - 100NP

This peculiar device can be used to cut clean holes in even exceptionally thick safes. However, there is something about paranormal forces that gum up the gears. It will fail to function on any safes with paranormal properties or mechanisms.

Reflective Crystals - 100NP

These crystals interact with light in a variety of ways, such as focusing it, reflecting it, storing it, or converting it into kinetic energy to power machines. You receive a dozen crystals. Used, lost, or damaged crystals are replenished monthly.

Workshop - 100NP

This small workshop has all the tools and machines a 19th century craftsman could hope for. You receive a small replenishing supply of mundane crafting materials like lumber or iron. There is nothing here manipulating Null or similar forces.

Null Mail - 100NP

At will, you are able to summon sheets of paper containing any message you desire, written in your handwriting. You can either summon them directly from your being, or any location where you exist in a more abstract sense, like via astral projection.

Talisman Manufacturing - 200NP

Setting aside what a monster The Craftsman is, his Talisman company is unmatched in their production of safes and puzzle boxes. You receive a new box from them every month. Their blend of clockwork, Null, and solid construction, make them nearly impossible to breach without a tool like the eyepiece.

Out of Phase - 200NP

An odd contraption used by The Witch. When placed with a direct line of sight to the moon, you will be able to change its phase with the swipe of a finger. This is a localized effect, but within a mile of the machine, visually and metaphysically, it will be as if that is the true state of the moon.

The Amazing Con - 200NP

You've come into the possession of an odd contraption. Perhaps a typewriter, or a coin-operated fortune teller. This device is possessed by the soul of one who lost themselves to Null. They will be able to indirectly provide vague hints to secrets in your current world or puzzles you're currently trying to solve.

Door Machine - 200NP

This simple device is relatively cheap to construct and can use electrical power to temporarily stabilize distortions in reality, or even take advantage of this instability to create portals to specific locations within the corruption. You receive one to start, but also the blueprints to make more, if you wish.

Survey Drone - 300NP

A special Null-based device for interstellar exploration. Through the console, you can control and see through the eyes of a small drone, even if it’s on another planet. The drone can even teleport itself or small inanimate objects directly to the console. You need to find the exact coordinates of the planet you want to explore before you can teleport the drone there.

Mouse Trap - 300NP

Outwardly, this is a small metal box. However, the corruption it emits compels others to open it. The more curious someone is, the more madly obsessed they become with opening it. Those who succeed will have their soul trapped in the infinite labyrinth within. You will be able to draw from the power of their trapped soul like a battery, or simply process their soul into Null.

For Posterity - 300NP

In your warehouse you will find an endless library. Within the library is a record of every thought you have ever had, as well as every thought you are currently having, and every thought you will have in the near future. There’s no rhyme or reason to how these books are organized. Unless you wish to organize them yourself, finding the book you desire is a matter of luck.

Welcoming Abyss - 300NP

A property of your choosing has fully embraced the Null. You and those you approve of never have any issue navigating this space. However, for everyone else, it is a labyrinth where time and space make no sense. Rooms are rearranged and transformed at random, with everything in sight becoming some form of trap or puzzle. If you don’t have a property in mind, you can receive a dollhouse that shrinks down those who attempt to enter.

Drawbacks

No Drawback Cap.

A Dark Matter - +0NP

Other than your hands, you can no longer control or see the rest of your body. To move, you use a laser emitted from your finger to teleport short distances. Any personal storage space (such as pockets or backpacks) are transformed into an inventory that you can store and retrieve small objects from. You appear completely normal to outside observers. This becomes an altform post-jump.

Restless Dreams - +100NP, Incompatible with Robbed of Time

Due to the influence of Null, your sleep will never be restful. Every night you are plagued with horrifying dreams of eldritch beasts, strange puzzles, endless labyrinths, and the screams of those who lost themselves in the Null Plane. This cancels out any effects that negate your need for sleep.

Isolationist - +100NP

The pursuit of Null rarely meshes well with an active social life. Others generally don’t like you. Maybe it’s because you call people “low-born” while asking for favors, or because you’re clearly raving mad. Bad rumors tend to follow you, and people will do everything in their power to avoid you.

Shaky Hands - +100NP

You have difficulty keeping your hands steady. Even something as simple as flipping a switch becomes a challenge as your muscles want to launch your hand in every direction but the one you want. This can be resisted with focus, but don’t be surprised if you give yourself a headache while trying to set your watch.

Slow and Steady - +200NP

Your walking speed is half that of a normal person, if that. Not just that, you don’t seem capable of “canceling” an action. Once you’ve chosen a destination, even if you change your mind later, you need to arrive and come to a complete stop before you can turn around or attempt to interact with an object.

Dullard - +200NP

Simply put, you aren’t very bright. It’s anyone’s guess how someone like you got involved with the Null. You are slow to learn from your mistakes and your immediate response to any kind of maze or puzzle is trial and error. This does naturally mean it will take far longer to escape any trap you get caught in.

Delicacy - +200NP

The Craftsman isn’t so foolish as to overlook a soul like yours. His mastery of Null renders him borderline omnipresent. He always knows where you are, can warp you across time and space at a moment’s notice, and has an endless series of traps and puzzles to trap your soul for his masters in the Null Plane.

Rooms Within Rooms - +300NP

You find yourself trapped within the Null Plane. Escape is possible, but discovering the method to do so can take decades. Your ten years in this jump only start once you escape. Until then, any OOC abilities for bending space and time to your will are sealed. During this time you will be spared the effects of hunger, dehydration, or age, but will be incapable of sleep.

Protection Fee - +300NP

Like a certain craftsman, you've made a habit of striking deals with eldritch monstrosities. Null corruption will follow you wherever you go, even if you don't actively use Null. At least once every other month, you must provide the Null beasts with the soul of a brilliant human. Should you deny their hunger for too long, they will swallow you instead, ending your Chain.

Just a Man - +300NP

Has the Null disrupted your connection to other worlds? Perhaps you simply wish to embrace the challenge ahead without any external help. For your time here, you will be freed of any abilities or items from outside this jump. Others have managed to fend off the Null with far fewer advantages. Will you prove yourself to be just as capable against the silent void?

Endings

Null will continue to function in future worlds as it does in this one.

Escape - Go Home

You abandon your Chain to return to your original world.

Imprisoned - Stay Here

You abandon your Chain to remain in this world.

Lost - Move On

You continue your Chain into a new world. Severed from the Null plane, Null will be far less corrupting going forwards, but you will need to find a new method to obtain or synthesize it.

Release - Spread the Corruption

You continue your chain, bringing the Null Plane with you. This makes Null far easier to obtain, but far riskier to use. Be wary of those you share knowledge of Null with, as they may end up becoming corrupted and spirited away into the Null Plane.

Notes

Jump by Gene.

The last game ended on a cliffhanger which implied the next game would focus more on The Circle. With that said, we have no idea if or when the next game will come out.

The Craftsman and The Circle use human souls to acquire Null. It’s unknown if this is the only way of accumulating Null, or if there are slower but more ethical methods. A.S. managed to create a sample by channeling it through his own soul, which didn’t immediately kill him. Perhaps this could eventually lead to a less murder-y method of harvesting Null.

In general, Null works however the devs need it to for a given puzzle. There are bound to be edge cases that don’t quite fit into my explanation. Just buy the game or find a walkthrough if you want a better idea of what Null can and probably can’t do.