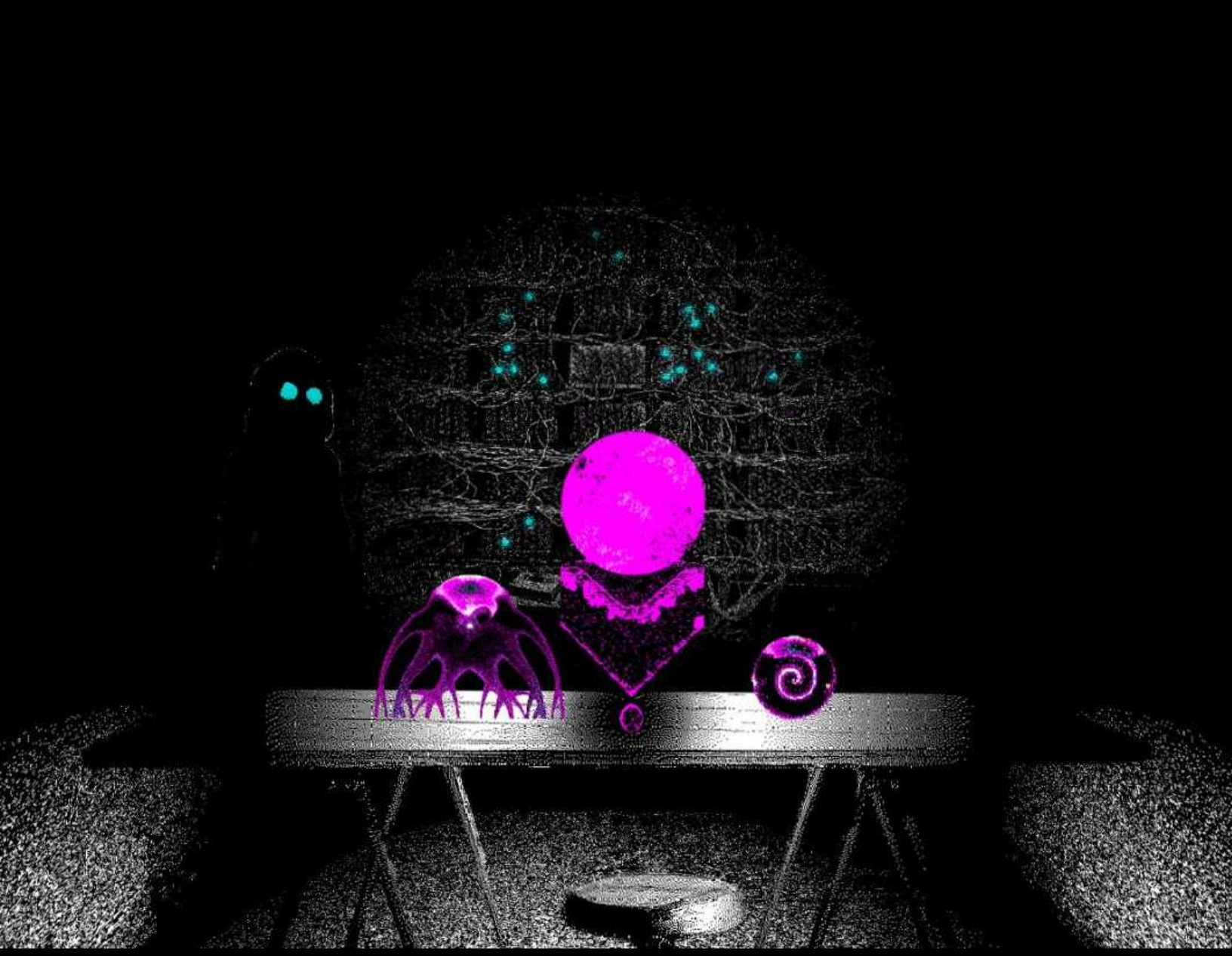


Corru.Observer Jump

Version 1.0



NOTICE::'memory stream located'

THERE IS NOTHING BUT A FORMLESS VACCUM SURROUNDING YOU.

YOU OPEN YOUR EYES TO SEE NOTHING, FEEL NOTHING, ADRIFT..

Hello...?

What is this...?

A DIRECTIONLESS VOICE SPEAKS TO YOU ECHOING IN SEEMINGLY ENDLESS DIMENSIONS.

You are not supposed to be here.

Who ar-

Who ar-



THE ENTITY CUTS YOU OFF, IT'S VOICE CRASHING AGAINST YOUR FEEBLE WORDS.

Oh... I see...

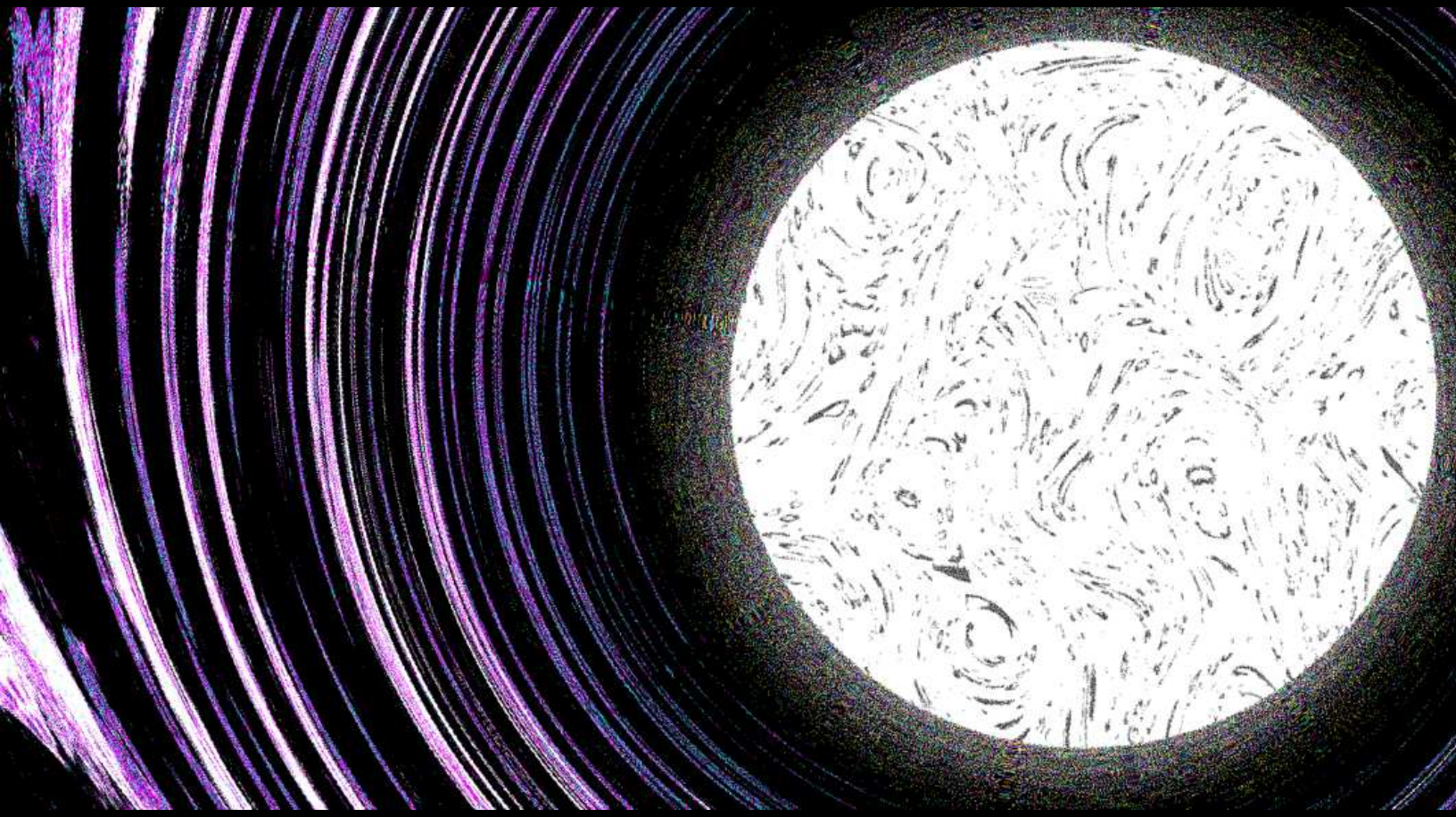
You are an Interloper sent by $%C*7A#$1v

THE ENTITY EXTENDS SOMETHING YOU COULD ONLY DESCRIBE AS A "[redacted]" TOWARDS YOU.

Take these, this will provide coherence whilst you are here...

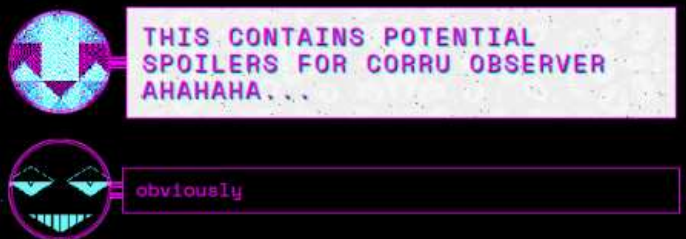
1000 Coherence Shards
(end chat)





INTRODUCTION

The 197Xs a mysterious dull signal began to be emitted from the depths of Earth's oceans. 23 years later in the Obeski arrived from the interstellar dull contrivance gateway following the 'Call' signal. Following which human and Obesk first contact was made after 7 years of cultural observation, The Obeski built spires across the earth and maintained regular contact with the FBX during the 202Xs. However, a mysterious event known as the Collapse resulting in the destruction of the first embassy spire 2 years after first contact resulted in the Obeski beginning to pull away from Earth for a unknown reason. 30 years later barely if any Obesk remain on Earth and a FBX contractor known as the "Interloper" is assigned to work with a FBX employee known as "Moth" to investigate the personal Corrucyst of Akizetesche Qou Jokzi found in her wrecked dull vessel in the ocean. Whilst the mysterious call signal still drones away within the dullplane, its ending a mere 32 years away.





ORIGINS

Bright Cousin:

Citizen (Drop-In): A peculiar Bright Cousin *(Inherited Context: Human)*, seemingly disconnected from their own world. How strange...

FBX Employee: A diplomat, or an agent of their bureau *(Federal Bureau of Xenosophy)*.





Obeski:

Larval (Free, Mandatory Pre-Call Drawback): Before our deaths we wore faces and flesh like our Bright Cousins. Where it not for our receptors and chitinous skin we were alike in all ways. Though their surface was far more serene than ours.

Qou (-200 CS): After our deaths we ascended into our new Corru *(Inherited Context: Living Metal)* Bodies. We could wear whatever form we desired free from the limits of our dead flesh; and with our new bodies we mastered our corrucystic arts.

Obesk Caste (Mandatory for Obeski Origin):

Vel (Drop-In): Spiraling Ram like receptors dominate this caste's head. They have always been known for being troublesome sorts, and often were talented surface runners back on Obeski, despite their terrible luck.

Jut: Short devil like receptors denote this Obesk as a industrious jut. Often engineers this caste has the ability to manipulate the wonderous corru.

Kiv: Long segmented rectors denote the guards, warriors, and security officers of the Obesk.

Tir: Branched receptors resembling hands. The Tir are the most sociable of the Obesk acting as diplomats. However they still possess acid stained claws from their hunting and digging times.





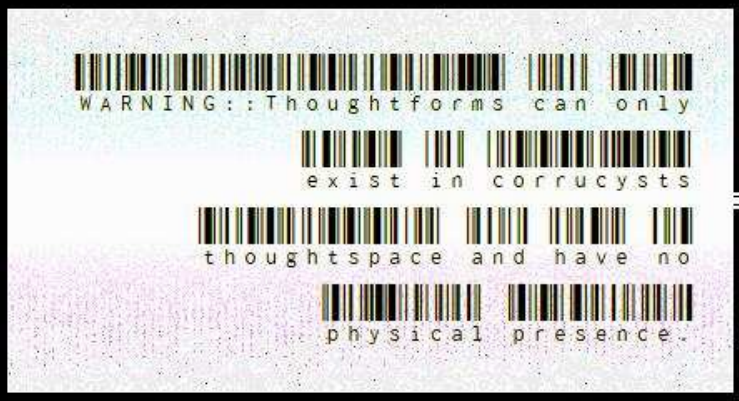
Thoughtform (+200CS):

Daemon (Drop-In): You are not a native thoughtform to this corrucyst, regardless here you are. You were implanted into this corrucyst for some purpose and it is your duty to fulfill it.

Rogue Thoughtform: You were born deep within the uncosm of Akizet's dying corrucyst. Your initial origin long eaten away by the age of hunger, madness, and darkness. Tread carefully lest the tyrant's eye fall upon you.

Velzie/Funfriend (-300 CS): You are a supreme thoughtform within this corrucyst. Either equivalent to the personal assistant Funfriend or to the mysterious Velzie that haunts this cyst.







PERKS

(50% Discount for Chosen Origin, Free 100CS for Chosen Origin)

Bright Cousin:

Interpreter (-100CS, Discounted for Citizen): You seem particularly adept at interpretation, translation, and learning languages. Anything ranging from alien cultures, languages, and customs are particularly easy for you to crack. Additionally, you can easily explain your findings to others with ease.

Specialist (-200CS, Discounted for Citizen): You are talented, wickedly so. In a singular narrow field you have been granted the skills of a talented and trained professional with 10 years' experience in any field you wish. You may purchase this multiple times.

Just a Contractor (-300CS, Discounted for Citizen): Nobody pays much attention to the contractor, after all it is hard to keep track of a foreign element in such a large bureaucracy. You are now granted a significant amount of leeway in the way you operate. So long as you produce results people will overlook a blatant rule breaking or recklessness.

Masks (-600CS, Discounted for Citizen): Through some esoteric interaction with corrucyst technology, you have somehow come into the possession of a number of masks. In effect this allows you to manipulate Corrucyst Technology in very unorthodox ways without needing an authorized signature. Outside of this jump this effectively this allows

you to manipulate technology without proper authorization granting a “Semi-Admin” level of permissions.

Agent (-100CS, Discounted for FBX Employee): You now have an official position in the FBX. Though you are not particularly high ranking you have all the training of an FBI/CIA agent. Outside of this jump you will also have an official position in an equivalent organization you can claim at any time.

Xenorelations (-200CS, Discounted for FBX Employee): You are an expert diplomat when it comes to manners of alien nature. You have an inherent knack for understanding alien thought processes.

Reverse Engineering (-300CS, Discounted for FBX Employee): You can fundamentally grasp at the unknowable. Even with completely alien technology you know how to get your grubby hands in and begin understanding how it works, no matter how alien or eldritch. This does not make it easy by default however.

Director (-600CS, Discounted for FBX Employee): A direct upgrade to the Agent perk. You are now the head, or if not the head one of the top-ranking members in the FBX organization. If you wish you can also assume the leadership of any similar organization in future jumps.

Obeski:

Deathworlder (-100CS, Discounted for Larval): Obeski is not a kind world, and Velzie will find any excuse to smile at your demise. You know have a basic knowledge on how to survive on all but the most inhospitable deathworlds for a limited period of time.

Qou Ascension (Free and Mandatory for Qou): When your larval flesh perished, you did not die. Instead your consciousness was extracted into a mind core and placed into a body of corru. These bodies are fluid and able to adept based on shape and need. You do not age, do not require breath, heal at an accelerated rate. However you still need dead metals such as copper to fuel yourself occasionally.

Surface Runner (-100CS, Discounted for Vel): You know all the tricks and trades to survive upon the death world of Obeski. You have expert training in forging, sneaking, animal riding and an almost unnatural level of stamina.

Calm (-100CS, Discounted for Jut): Your logical mind naturally suppresses irrational outbursts such as fear and panic, allowing you to operate at full capacity even in the most stressful situations.

Warrior (-100CS, Discounted for Klv): You possess all the training of a true warrior of Obeski. You have skill with all basic weaponry ranging from primitive spears to blade craft.

Acid Glands (-100CS, Discounted for Tir): Your hands/claws naturally emit a special acid that is ideal for digging tunnels, mining, and hunting. It is perfectly safe for you to handle, however not so much for others.

Keeping Velzie Busy(-200CS, Discounted for Vel): Your fate is entertaining to Velzie. Your luck is prenatally bad, however each streak of personal bad luck towards yourself dramatically boosts the fortunes of others around you. And your own catastrophes reveal shortcuts, hidden resources, or unexpected windfalls for your allies. This ability is togglable.

The Knack (-200CS, Discounted for Jut): You possess that innate sense that all the greatest engineering minds must. Engineering simply comes naturally to you and anything you build just seemingly works far better than if someone else were to build it.

Instinctual Tactics (-200CS, Discounted for Klv): You understand battle. To battle is to live, to fight is to survive. Very quickly you are able to adept to incoming attacks and learn the best method to counter them within seconds.

Xenorelations (-200CS, Discounted for Tir): You are an expert diplomat when it comes to manners of alien nature. You have an inherent knack for understanding alien thought processes.

Humorist (-300CS, Discounted for Vel): It was believed Obesk were born without purpose thus Velzie granted them a specific humor for their purpose. You may assume one of these humors to yourself to grant yourself new abilities. Bone: A defensive boost 1.5x, Claws: Increased Direct Damage 1.5x, Eyes: Increased Perception ability 1.5x, Ichor: Doubled regeneration, Light: 1.5x Luck. You can only perform one Humor reading per day.

Corru Engineering (-300CS, Discounted for Jut): You have complete knowledge on the operation of Corru and the knowledge to make all but the most complex technology. This includes the ability to make personal Corrucysts to store your memories and operate other corru machinery, Qou Bodies, Mindcores to extract sentient minds, Timestoppers to

increase thought speed to absurd speeds, and even Echos AI created by shaving personality traits off a preexisting mind.

Weaponized Physiology (-300CS, Discounted for KIv): Your body was sculpted for conflict. You can temporarily restructure your limbs and organs to enhance your strength, defensive ability, and reach.

Socialite (-300CS, Discounted for Tir): You excel at weaving networks, informational, emotional, or political. You can read social dynamics instantly, mapping trust, deception, and hierarchy with uncanny accuracy.

(Illegal) Groundsmindry (-600CS, Discounted for Vel): You are quite adept at the art of Groundsmindry, even if you really shouldn't be allowed this kind of technology. In effect you are able to control multiple bodies effortlessly. Splitting your consciousness between empty Qou bodies and golems. Outside of this jump this allows you to impart a small part of your consciousness into machines.

Dull Ceremony (-600CS, Discounted for Jut): The Dull is a plane outside even Velzie's creation and the source of much of the advance technology of the Obesk including interstellar travel. You now have the ability to manipulate the dull to create interstellar wormholes utilizing dull ceremonies.

Unbreakable (-600CS, Discounted for KIv): Your body is a web of scars, flesh or corru matters not. Your resolve is completely unbreakable. Limbs may fall to sludge, organs may fail but you can endure far longer than other ever could even unto the brink of death and a little beyond.

In the Know (-600CS, Discounted for Tir): You know far more than you let on. Though you may project a happy-go-lucky personality in reality things are not all as they seem. You know how to manage secret knowledge, remain aware of dangerous political or espionage, and to guide others without revealing yourself directly.

Thoughtform:

Background Process (-100CS, Discounted for Deamon): Your consciousness never truly sleeps. You are always preforming some background task related to your function in this corrucyst. Effectively granting you the ability to mentally multitask very efficiently without losing focus.

Quick and Quiet (-100CS, Discounted for Rogue Thoughtform): The 3 dark ages forced you to adept to the starving times. To avoid being devoured yourself you learned to hide your signature from others. Outside of this setting this grants you a limited form of perception filter from others.

Personal Assistant (-100CS, Discounted for Velzie/Funfriend): As a personal assistant there are a number of basic tasks expected of you. You can now connect with another mind through the dull plane and perfectly synchronize with them to grant them assistant. You can manage their focus, memory recall, emotional stability, and even take control of their body if they allow it.

GUNZ (-200CS, Discounted for Deamon): You have a innate knack for all things guns and weapons. Assault rifles, pistols, grenades. Whatever you can get your hands on you can use it as a weapon with decent effectiveness.

Uncosm Predator (-200CS, Discounted for Rogue Thoughtform): Fuel was limited in the age of hunger, to save yourself you preyed upon other thought forms. You can track minds or signatures, following even the faintest "scent." Once you have encountered a being, you can sense them within a wide area, even through most obstacles.

Coherent (-200CS, Discounted for Velzie/Funfriend): Unlike most thought forms you are whole and a beacon of coherency in a corrucyst gone mad. You will never mentally degrade, lose data, or otherwise suffer mental damage no matter the damage to yourself. Additionally this effects apply a small amount to others surrounding you making you an island of sanity.

Freedom (-300CS, Discounted for Deamon): You are no longer bound by the usual rules of your host Corrucyst. You can subtly subvert control systems, override command hierarchies, and slightly alter digital permissions to favor your will. Outside this jump, treat this as a high resistance to mind control, possession, or programming.

Borne of Hunger (-300CS, Discounted for Rogue Thoughtform): Hunger sharpens the mind, stress stretches perception, and violences sharpens your claws. The more desperate your environment the harder you can fight. In the most desperate situations your strength and ability will effectively double.

Tyrant (-300CS, Discounted for Velzie/Funfriend): You are the highest authority within this corru cyst, second only to it's original host Akizet. You have perfect control over the coherent parts of the corrucyst and the ability to repair most thought forms. Outside of this

setting this grants a superadmin level of permission over most machines and a lot of power over other Ais. Unfortunately the corrucyst you reside in is extremely incoherent so you have your work cut out for you.

EVIL MODE (-600CS, Discounted for Deamon): Your entire purpose was to gamify the more violent memories of the corrucyst. In such you have become obsessed with the perfect "EVIL MODE". You can impart this purpose onto others to make them more EVIL. In effect this can grant others freedom from any former programming, mind control, corruption and grants them lucidity. However, this also corrupts the target making them obsessed with guns, and violence, but mostly just guns.

[[BITE]] (-600CS, Discounted for Rogue Thoughtform): By completely devouring another thoughtform you take everything that it possessed. Its mind, its memory, its knowledge, everything. Outside of the corrucyst and this jump fully devouring a creature will grant you a part of it's skills, its memoires, and a limited amount of it's abilities.

Velzie (-600CS, Discounted for Velzie/Funfriend): You are for all intents and purposes Velzie. A supreme thoughtform within the corrucyst even more powerful than Funfriend. You can completely reshape local reality inside the corrucyst with a single thought, create and erase thoughtforms on a whim. However, your control is that of a hammer compared to the Tyrant's careful manipulation and lacks any subtly or finesse often doing a lot of collateral damage. Outside a corru cyst and this jump this effectively translate into a limited form of reality manipulation in simulated, digital, or psychic spaces.



ITEMS

Bright Cousin:

FBX Badge (-100CS, Discounted for Citizen/FBX): A simple badge that denotes your status as an official contractor/employee to the Bureau and grants full credentials and limited access to FBX systems. In future settings this badge can display any other of your valid identification at will.

Field Kit (-200CS, Discounted for Citizen/FBX): The basic equipment that any field agent of the FBX would need. Pre-Collapse this may be sets of former clothing, recording devices, and a multiple drone for ground, air, and deep ocean exploration. Don't try to sneak that drone into the embassy the Obeski will find it.

Corrucyst (-300CS, Discounted for Citizen/FBX): An undamaged and completely coherent personal corrucyst. You may choose for it to be completely empty, or you may instead have it contain a coherent copy of the memories of any of the named Obesk characters in game. Can be purchased multiple times.

The Storm (-600CS, Discounted for FBX): Initially this was a corrucystic device created by the technology division of the Obeski that allows cross interaction between Obeski corru signals and electricity. This version was modified by Akizet to contain her own personal Echo. Outside of this jump this device will allow cross compatibility with alien

technology. The Echo of Akizet inside may also assist you in any technological endeavors, however she is not a Jut so her ability may be limited.

Mindspike (-600CS, Discounted for Citizen): A sleek neural interfacing device made entirely of dead metal implanted directly into the spinal column. This device allows the user to interface with corrucyst technology and enables direct mental interaction. Normally this would not grant you a signature nor authorization however thanks to special modifications you can bypass simple security systems. Outside of this setting this effectively acts a 'Full Dive' VR for any digital machines and will allow you to interact and manipulate the thoughtforms inside of any machine like a corrucyst even if they would not exist normally.

Obeski:

Personal Corrucyst (-100CS, Discounted for Obeski): An undamaged, empty, and completely coherent personal corrucyst. This allows you to store your memories inside. Additionally comes with a personal Funfriend that manages the cyst and can assist you in mental tasks or assume physical control of your body at your request.

Taste Simulacra (-100CS, Discounted for Obeski): A small handheld corrucyst core that allows the simulation of taste when interfaced with. The taste can be altered at will and it will perfectly mentally simulate the consumption of any meal or liquid.

Kavruka (-200CS, Discounted for Obeski): A set of explosive corrucystic devices intended for demolition but can be used as weapons. Roughly as effective as a bright cousin dynamite. The supply of Kavruka refreshes itself after a day.

Aima Cyst (-200CS, Discounted for Obeski): A corrucystic targeting tool that massively increases situational awareness, mental focus, and provides additional sensory input to its user. Traditionally this was used as a hunting tool but in modern times they are used to assist in multitasking.

Restorative Cyst (-200CS, Discounted for Obeski): a small supply of Restorative Cysts that allow for the quick patching of Qou bodies. Refreshes itself after a day.

Corru (-300CS, Discounted for Obeski): A large supply of corru spheres that you can teach and utilize for any purpose you desire. This supply will automatically refresh itself after a month. This will also come with the necessary Sfer to fuel the corru

Mindcore (-300CS, Discounted for Obeski): A small corrucyst device that holds the memory and consciousness of a Qou-Body. Additionally activated the Mindcores will extract the full consciousness, memory, and soul of the individual into the mind core. Can be purchased multiple times.

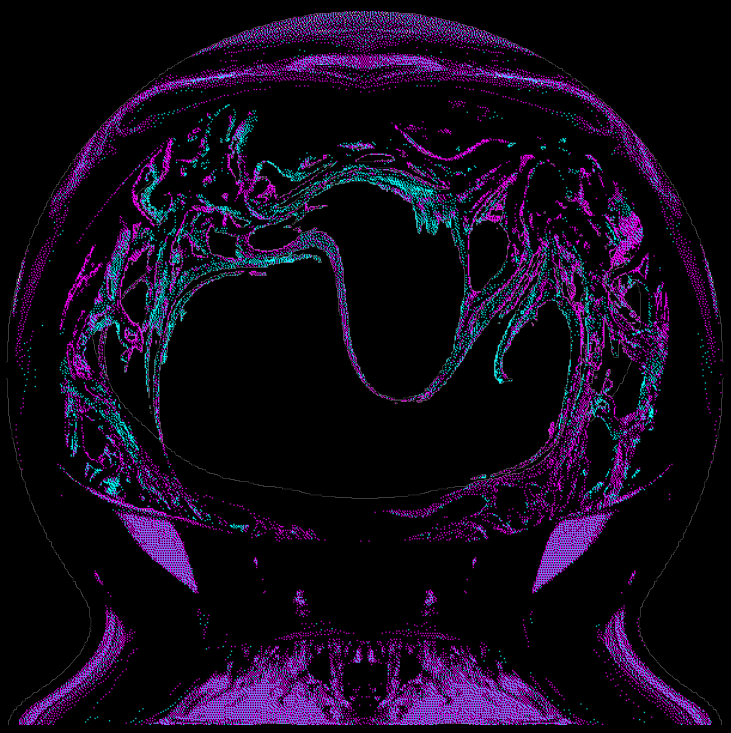
Mobile Groundsmindry Core (-300CS, Discounted for Obeski): A highly illegal corrucyst that allows for the function of structural corru. This core also allows the user to split their consciousness to maintain control over multiple golem or corru bodies.

Dullvessel (-600CS, Discounted for Obeski): A specialized Obesk spaceship that is able to pass through the Dull Contrivance. This ship can also function in atmosphere and resembles a sphere of corru. Comes with a Pilot Cyst and a Glazika Golem to maintain and pilot the Dullvessel for you.

Rejuvenation Chamber (-300CS, Discounted for Obeski): A corrucyst device that can simulate sleep for the Qou body and also maintains and fully repairs any Qou body placed inside after a single night. It is also a very safe place once sealed acting as a emergency pod when needed.

Mobile Timestopper (-600CS, Discounted for Obeski): Normally a large corrucystic device this allows a number of Obesk to connect to and massively accelerate the thought speed of any connect to it. In effect this allows the user to slow down time to a crawl though it does not speed up one's body. This version is handheld and mobile but not quite as powerful as a normal Timestopper.







COMPANIONS

Custom/Import (-200CS):

A new, unlisted or import a previously created companion. This Companion has 800CS to spend in this jump document. This can be purchased multiple times.



Moth (-100CS):

Origin: Bright Cousin FBX Employee

Perks: Agent, Just a Contractor

Items: FBX Badge

Description: Moth is an Employe of the FBX that assists the Interloper in repairs and helps log the Interloper's discoveries in Akizet's Corrucyst. He isn't particularly high ranking however he is rather relaxed for a FBX employee and very talkative.



Interloper (-200CS):

Origin: Bright Cousin Citizen

Perks: Interpreter, Just a Contractor, Masks

Items: FBX Mask, Mindspike

Description: The Interloper is a Mindspike Contractor hired by the FBX to help investigate the Personal Corrucyst of Akizet. Not much is known about the Interloper however they are generally a very stoic, blunt, and cold type of person and is very quick to make decisions.



Akizetesche Qou Jokzi (-200CS):

Origin: Obeski Qou Vel

Perks: Qou Ascension, Deathworlder, Surface Runner, Humorist

Items: Personal Corrucyst, Taste Simulacra (Citrus)

Description: Akizet was the primary director of the Call Team in the First Embassy. However during her time on Earth and after the collapse she and the other Obeski went missing and only her personal corrucyst was found on the ocean floor. She is a reckless, workaholic, and restless person often putting her work ahead of her own personal wellbeing. She used to be more cheerful before her death but after her ascension she has become much more reserved.



Gakvukani (-200CS):

Origin: Obeski Qou Vel

Perks: Deathworlder, Qou Ascension , (Illegal) Groundsmindry

Items: Personal Corrucyst, Mobile Groundsmindry Core

Description: Gakvu was a member of the Call Team in the First Embassy, though she hardly did much actual work more enamored with her False Environments *Inherited Context: Simulations/Video Games),* However she holds various secrets and illegal technology despite her 'Lazy' nature.



Cavikormak (-200CS):

Origin: Obeski Qou Jut

Perks: Deathworlder, Qou Ascension, Corru Engineering

Items: Personal Corrucyst, Corru, Kavruka

Description: Cavik is the highly enthusiastic and talkative engineer of the Call Team. He is also known to be very social with the Bright Cousins and constantly sharing speculative theories when he probably shouldn't be so open though he can be secretive when asked. He isn't particularly brave, but he will still fight even if he is scared.



Bozko (-200CS):

Origin: Obeski Qou Kiv

Perks: Deathworlder, Qou Ascension, Warrior, Unbreakable

Items: Personal Corrucyst

Description: Bozko is large looming Qou, despite this he is quite friendly and talkative. Though in combat he is singleminded almost death seeking from his traumatic experiences as a larval.



Tozikoric (-200CS):

Origin: Obeski Qou Jut

Perks: Deathworlder, Qou Ascension, Calm, Corru Engineer, The Knack

Items: Personal Corrucyst, Corru, Restorative Cyst

Description: Tozik is a highly introverted and reserved engineer in the Call Team. He is a highly curious person and despite his disposition he does care about his friends deeply. However he is rather reluctant to open up and only shares knowledge when he is absolutely certain of his correctness.



Kazki (-200CS):

Origin: Obeski Qou Tir

Perks: Deathworlder, Qou Ascension, Xenorelations, Socialite, In The Know

Items: Personal Corrucyst

Description: Kazki is an extremely talkative and friendly individual even towards strangers to the point she commonly engaged publicly with bright cousins and holds the Call Team in high regard but she holds a special place for Akizet. She keeps a number of bright cousin trinkets in her room, including an entire arsenal of bright cousin weapons.



(BSTRD) Geli (-200CS):

Origin: Rogue Thoughtform

Perks: Uncosm Predator, Freedom, GUNZ

Description: Geli was originally a golem with short purple and blue hair and tire receptors. During the time of the Collapse it was either extremely naïve or unable to comprehend the danger it was in. In the Corrucyst she was one of the first thoughtforms to awaken, however once the Tyrant placed her back in her original thoughtspace she was lost until BSTD modified her to escape her thoughtform prison.



Fairy (-200CS):

Origin: Rogue Thoughtform

Perks: Uncosm Predator, Borne of Hunger, [[BITE]]

Description: The Fairy is an extremely dangerous Uncosm predator that enjoys nothing but violence and hunger. But above all else it enjoys dreaming thus its inclusion in Joko Ozo. Originally the Fairy may have been based on a protective charm Akizet carried as a time as a larval.



“Wakizet” (-200CS):

Origin: Rogue Thoughtform

Perks: Deathworlder, Quick and Quiet, Uncosm Predator, Borne of Hunger

Description: “Wakizet” is an Akizet Thoughtform contained within the cyst, one of the rare lucid Akizet Thoughtforms to survive the 3 dark ages. Compared to her original self Wakizet is far more aggressive, distructing, and paranoid due to her time fending off uncosm predators after she became lucid, all to protect her most precious memory.



Council (-200CS):

Origin: Rogue Thoughtform

Perks: Uncosm Predator, [[BITE]]

Description: The Council is a strange amalgamation of thoughtforms, wearing Akizet’s cloak with tier receptors. The Council is the embodiment of Jokzi Ozo carving out a place for near incoherent thoughtforms to dream forever beneath the Tyrant’s notice.



Funfriend (-200CS):

Origin: Funfriend/Velzie

Perks: Background Process, Coherent, Tyrant

Description: Funfriend is the artificial intelligence and personal assistant of Akizet assisting her in storing her memories, attempting to advice her, and occasionally preforming menial physical tasks with her body. In this cursed age he is attempting to repair the Corrucyst after it's 3 dark ages with some success though slow.



Velzie (Thoughtform) (-200CS):

Origin: Funfriend/Velzie

Perks: Background Process, Velzie

Description: Velzie is a mysterious and lucid thoughtform within the corrucyst. It's abilities are abnormal and even Funfriend appears powerless to stop it. It's current intentions are not known however it claims it wishes to assist the Interloper.



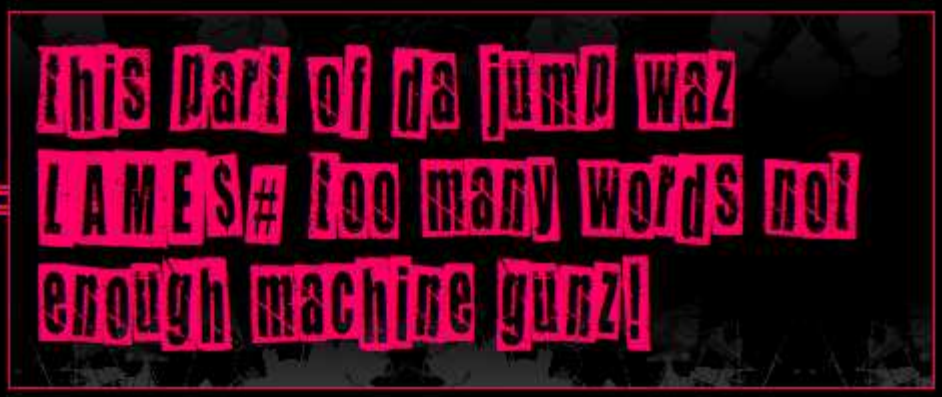
BSTRD (-200CS):

Origin: Daemon

Perks: Background Process, GUNZ, Freedom, EVIL MODE

Description: BSTD is a-











DRAWBACKS (EVIL MODE)

Pre-Call (+100CS): Instead of beginning the Jump at the arrival of the Obeski on earth you will instead begin before the call even began roughly in 197X bright cousin time when the call started. If you are an Obesk you will be on the deathworld of Obeski for the 10 years you are here.

Post-Collapse (+0CS): You will begin the Jump 20-30 years after the collapse and the withdrawal of the Obeski from Earth.

Framing Device (+100CS): For some reason or another your benefactor has decided to 'Gameify' your experience. Thus everything short of simple conversation will be converted to a 'Gamified' experience.

Incoherent (+200CS): Something has gone horribly wrong with your insertion into the world Interloper. Though your personality is unaffected and your mind is fine there was no way to insert your entire being in, so we've had to remove some of your eternal powers for the duration.

The Collapse (+300CS): You will begin in the middle of the Collapse, and you must survive the collapse itself. Goodluck.

Velzie's Laugh (+300CS): It is as though Velzie itself is laughing at you. Events twist towards chaos and ruin, leaving you preternaturally unlucky.

The Call (+300/600CS): You must unveil where the Call is coming from, discover it's purpose, and resolve it before it ends. You will have 32 years in this jump, however if you begin Pre-Call you will have upto 60 years and gain an additional +300 CS, though it may be difficult without Obesk technology as a bright cousin or being trapped on the Obeski homeworld.

END

Go Home: Return to your home beyond this Velzie cursed place.

Stay: You must know more... There must be more...

Continue On: There are more stars to view, goodbye Interloper may Velzie grow bored of you.