

Jump by Pionoplayer

Welcome to Godcraft. Less than a day ago a psychotic reality warper known only as The Godmodder hacked every Minecraft account in existence onto one server. Every Minecraft player ever is now stuck on this server, and only this server, while the Godmodder's machinations serve to make them rage quit endlessly forever.

Little does everyone know that there is more at stake, with entire other universes waiting on the sidelines to make their entry into what will soon become a war of multiversal significance.

A warning about the Godmodder. He possesses a few… unorthodox powers. In addition to his legions of terror mobs and massive mechs, his powerful reality warping abilities, and his infinite proxy accounts, he possesses the Curse of Repetition and the OP Scale. The former means that no attack will damage him more than once, and all but the most creative and elaborate assaults will be limited to one or two damage on a discrete health bar assuming they even somehow get through. The OP Scale is an in-universe self-reinforcing conceptual nerfing to all he opposes, reducing their power level well down below his. Both of these abilities are capable of interfering with and reducing the capabilities of all but the most cosmically powerful of opposing entities to laughable levels, and even beyond that point they still hold a dangerous amount of grasp.

You will be dropped onto The Battlefield at the beginning of the first 'Turn' of the conflict, with all your selections available to you. Thanks to the Godmodder's personal brand of tomfoolery, leaving the universe of Minecraftia may be rather difficult compared to what you're used to, but you should be sure to acquire some method of egress because barring radical changes to the coming events, the world you stand upon shall be shaken by disaster after cataclysm after

apocalypse until the entire universe itself is destroyed along with two others. Obviously, you don't want to still be here when that happens, though if you keep yourself engaged in the events (without getting yourself killed) several different methods of escape should reveal themselves.

While the Second Godmodding War will only last 2 years unless altered by your actions, the wider Multiverse is a hostile and exciting place, so your jump shall remain at the standard 10 years of duration.

With all that having been said, you have 1000 CP. Go wild.

Origins:

You may freely select your age and gender. It won't make much difference once the fighting starts. Your starting location will be near the edge of The Battlefield where the opening strikes of the Second Godmodding War are beginning. Close enough to join in but far enough to leave relatively easily as you desire. Any of the origins may be taken as drop-in at your discretion.

Minecraftian: You are one of the blocky individuals who naturally populate Minecraft. While most such individuals you will encounter are controlled by someone behind a computer screen, you're the real deal!

Entity: You are an entity, conjured up by one of the Descendants to help them fight in their seemingly endless war with the Godmodder. You were created to live and die in the conflict, and if you aren't careful you'll definitely be doing the latter. That being said, it is hardly unheard of for entities to break free of their summoner's whims and become central figures in their own right.

Outsider: You're not from around here. Minecraft isn't your home newly or otherwise, as you're from a different universe entirely. Whether you're the first of soon to be many refugees or you have some ulterior motive, you're likely to stick out like a sore thumb until things start to get a bit more involved.

Perks:

All origins get their 100 point perks free, and the rest discounted, as per the usual.

Free:

Fourth Wall Awareness: Not the ability to break the fourth wall, figuratively or literally. There is a separate perk for the former in this document though. Each universe (which despite the name can be anywhere from a literal universe, to multiple closely-related universes, to just a planet, all depending on cosmology) in the Void is separated and protected by a construct both physical and metaphysical: The Fourth Wall. The Fourth Wall takes the physical appearance of a gigantic fenestrated wall, similar to a certain kind in Homestuck in shape. This wall projects a nigh-on

invincible membrane across the rest of the Universe, preventing other things from entering that do not have a nebulous and ill-defined but fairly spread-out 'permission' to do so. Even the ability to pass through the Fourth Wall of your native universe is not a certainty. The Fourth Wall is unbelievably sturdy and will not so much as crack under normal circumstances at its weakest point-the physical wall itself. That's not to say you can't break it like a cheap piece of glass if you have serious power, but this would open up the universe to invasion from all sorts of nasty parties. Not having the ability to pass through Fourth Walls could seriously limit your abilities to travel through the Void... At best.

This free perk marks you and your Companions as being approved to cross through any and all Fourth Walls you encounter, for smooth travelling in the Void (assuming you have proper craft or perks to survive the Void itself). You will not be blocked off from any given Universe for any reason, so long as that reason is purely related to the Fourth Wall's natural permissions. You can bring in anyone else as well, so long as they're with you when you pass through, and you don't have to worry about vehicles either.

Nerfproof: One of the things best keeping the Multiverse's cohesion together is a global nerfing effect on all who leave their home universe. All powers operate as they would in their home Universe (or cluster of universes), but entering the Void or other Universes can vastly reduce the power wielded by any given entity if it goes past a certain point. Anything beyond continent busting is prone to being downgraded in some form, and needing to be reinforced with other powers, skills, and assorted gains out in the Void. Universe tier and above within a given universe is always whacked with the nerf bat upon exiting, regardless of how powerful they are beforehand (this is a big contributor to the lovecraftian abominations that are constantly sneaking out of their home 'verses being considered more akin to vermin or dangerous wild beasts than the horrific unfightable entities that you would expect normally). It takes explicitly multiversal powers in your home setting to reach universe-buster power tiers in the Void and even that is FAR from guaranteed. Anyone at *that* point all on their own is generally considered cosmologically significant once/if they manage to reach it again. This does not stay in effect while they are in their Home Universe, but ensures their power cannot extend past it (in tandem with the Fourth Walls).

All that talk about the nerfing of things look scary to you? Don't worry about it; by the grace of your Benefactor (or whatever is managing your jump iunno), you, your Companions and anything else fiat backed from outside the Jump you bring in is 100% immune to this cosmic auto balancing by Jumpchain Fiat. This will extend to whatever you purchase here as well. Just be warned that this war is going to be a hotspot of the cosmologically significant-you may need this to survive.

Minecraftian:
Tree Puncher (100): Punching trees is what Minecraft is all about, and now, you can do it too! So long as you have an appropriately strong tool for the task you can mine out ANY material, be it from Minecraft or not, and have it pop out as discreet little chunks for you to pick up and this

comes with a Minecraft style inventory to hold it all just in case you don't have one of your own. If your fists are strong enough, whether naturally or through other perks, they count. Additionally, you may use a manner of personal crafting grid to combine these materials into tools and the like, using the Minecraft crafting stations (such as the crafting table, enchanting table, anvils, furnaces, etc.) or other homebrewed devices to increase the number of options you have in terms of creating new things. While the system isn't freely unlimited, it will definitely have far more options than any normal minecraft installation vanilla or modded would have.

Weapon Mastery (100): Everyone around here seems to know how to use their weapons. Or can brute-force reality into pretending they do. Hitting someone a thousand times with an axe over the course of a second is not uncommon, and diving with a sword strike hard enough to pierce the side of a super-tank. If you wish to match the other duelists around here, you will need this level of skill (or 'skill') so this perk gives it to you. Imagine just about any ridiculous anime 'martial technique' you can think of and you can likely pull it off, or at least perform a more strictly "weapon using" form if it requires something like ki or magic.

Netherender (200): Much like the nether king ManiacMastR, you now have command and control over the nether, and beyond that all hellscapes in general. You can launch fireballs, corrupt patches of land into fire and brimstone, or call forth legions of demonic beings (or just creatures that live in the same kind of place). While this starts out with only a connection to the nether itself, you would likely find it quite trivial to connect yourself to other hellish domains as you find access to them, expanding the breadth and variety which you can call upon.

Filled Echeladder (200): The echeladder is a peculiar construct from the universe of Homestuck and its world-ending game of SBURB, acting as a leveling system that can take people from unprepared children to legendary heroes over the duration of months, weeks, or even days provided intense enough fighting. Normally it is filled both by combat and performing extraordinary non combat feats, but yours will begin fully filled, greatly boosting a number of oddly named and strangely applied but adventuring relevant stats (Mangrit roughly applies to strength but also such things as manliness and ability to intimidate others for instance) and gives you access to several kinds of special attacks: Battle Techniques, which take your pre existing abilities and equipment and perform special moves that increase your damage more than normally expected, Combat Operandi which do similar but also spontaneously generate extra supernatural power on top of them for more extravagant effects, and Fraymotifs, which take your overtly supernatural abilities and apply them to a greater extent than normally possible so suddenly (with somewhat exponentially rising effects enabled by including allies with supernatural forces at their own disposal). The power of a truly mythical hero.

Mob Master (400): You are now the undisputed master of all mobs. Many things qualify as mobs; anything sufficiently low level enough to be considered a "basic" or "regular" entity in any universe you visit will thus find themselves lured under your banner, and this can stretch surprisingly far! Anything that you could, canonically, run into multiple of the same kind at once within its home universe without something like cloning or time travel (so all kinds of bosses

within Minecraft...) and that isn't some kind of special 'one kind event' (giant world ending titans in a set) count. While this won't overrule mind control or similar powers without adding some extra mojo of your own, you will find it incredibly easy to build great armies out of the surrounding environs wherever you go.

Endermancy (400): The endermen of Minecraft's upper dimension have many secrets to hide, and powerful magics of their own involving dimensions, minor spatial manipulation, and teleporting. Demonstrated capacities of endermancy include the kind of nonstop ridiculously high-rate teleporting endermen utilize in minecraft, strengthening weaponry and sharpening edges through ender energies, hopping between adjacent dimensions with minimal power expenditure, and in higher end cases even straight up warping and changing the geometries of entire cities. With this you will start out a master, able to teleport hop around the battlefield at a rate even regular endermen would find excessive, feel your way around extradimensional spaces, and even warp space through your own force of will (though only lightly and with great effort).

Convenience Inventory (600): Ever needed a specific item for a specific job but not had it on hand? Never again! You can now pull literally any item from your back pocket (or anywhere sufficiently out of sight to be a valid inventory retrieval point. Your backpack? Sure. Behind your back? Sure. Behind that kid's ear at a birthday party? Knock yourself out.), as long as the item doesn't qualify as more powerful than yourself. Whether that be a packed chicken lunch, a set of masterpiece super sci-fi lockpicks, or, assuming you've been jumping a while and picked up enough perks, stuff like nuke launchers, mega lasers or entire space battleships.

If upgraded with the capstone booster this becomes a weaponized inventory, allowing you to actively manipulate things within the inventory and the methods by which they are extracted or put in. This allows such things as combining things without opening them up yourself, firing guns while they are still inside of it, catching enemy projectiles with your inventory then flinging them back out, launching items of your *own* at high speeds, and hitting someone who is currently facing you from behind with all of these. All at high quantities and speeds as befitting a true master of inventory use and abuse.

Can't Keep Down the Clown (800): This is not your standard revive perk. Instead of being a one-and-done revive, it's conditional resurrective immortality. In order to revive from death using this perk, you must mark an ordinary bed as your 'respawn point', if this bed is damaged or destroyed (or you die and respawn), you will need to set a new spawn point and will need to wait a full day before you can do so again but otherwise you will be restored at your spawn point with full health (and assorted other resources) and all lingering status effects removed. Unlike regular minecraft this will not dump out personal/internal inventories, but anything you had equipped/out in the open will still be dropped. Be careful though, any form of power that actively negates resurrective immortality will prevent you from using this so be very cautious around oblivion magics.

If upgraded with the capstone booster, it removes the need for a spawn point object or cooldown. You may instead set up to three potential respawn points for yourself using a moment of concentration while in the desired spot, and will respawn at any of the three or the nearest appropriate safe spot to where you died (your choice of which) on death. People will have to find workarounds or immortal-killing weapons to keep you down permanently, though for the sake of the jumps if someone somehow manages to make it so there is no space at any "distance" from any of your spawns which would not result in you being immediately spawnkilled and keep it that way for longer than a week, it will still count as jump failure. Watching you die endlessly on repeat for ten years is something your benefactor could do themselves if they wanted.

You Can Do Anything (1000): Descendancy, one of the ultimate powers of this realm. Nearly limitless creative potential in a package of unparalleled reality warping. If you can think it, you can apply it, whether that be turning a chunk of the battlefield into abstract art, summoning Mecha-Godzilla, or calling down storms of meteors shaped like rubber duckies to annihilate your enemies. Not only that but this power is entirely intuitive, it will work exactly as you expect it to, all you have to do now is keep your creative juices flowing and you'll be ready to take on the entire world. Though destroying several in one go might take some doing.
This power DOES have a pair of notable downsides to it, however. First, it is rather ephemeral. While you can summon mighty forces, or slam a great fireball into the earth to make a crater, once the immediately targeted effect ends, so does your Descendancy's reach unless you continually put in the effort to maintain it. This sometimes means that doing things like dropping a planet onto another planet will often somehow wind up only damaging the things at the point of contact if that's all you were focused on, but more pertinently it means that it takes dedicated extra work and creativity to keep any power ups or self upgrades you apply using it. Secondly, Descendancy tends not to play well with other powers. It is not boosted by things like amplifiers, power multipliers, focal implements, or even straight up using other powers to strengthen the Descendancy itself. While a resourceful enough jumper could probably work around or through this, barring a lot of work with some very unfair powers, in most cases it will be a decision between the power level and unrivaled versatility of Descendancy within its existing limitations, or using something else entirely for that specific purpose.

If upgraded with the capstone booster, you gain access to Unlimited Descendancy. Not only is your reach and immediate power boosted from roughly one world or solar system to well above galactic, only fiat-based power dropping (or in-universe equivalents on par with the highest tier godmodders or the plot forces) will prevent you from pulling out all the stops, whether that be conquering universes with an army of sentient cakes, calling down the primordial powers in storms that make a galaxy look minute, or just finding and inventing layer after layer of new immortalities and godhoods to place upon yourself. This boost removes the prior downside of Descendancy's ephemerality, but *not* its innate refusal to accept outside augmentation. You'll still need to figure that one out yourself.

Entity:

Charged Attack (100): Many entities have something called a "Charged Attack" and now you have one too. Select a preexisting ability that you have, or think up a new one based on one or more powers or skills that you possess. You now have a version of it that is a specific 'charged move' that passively charges up over abstract 'rounds' of combat and, when completely filled, can be unleashed for massively increased power. This does not strictly speaking need to be an attack (huge group healing or a massive wave of debuffs is totally kosher) but the number of 'charging rounds' will always be the same, the ability cannot 'overcharge' to save up multiple uses, and it's always going to have roughly the same effect (if you tack it onto a reality warping skill it's ALWAYS going to be pure damage or ALWAYS going to be a given set/kind of debuff, etc.). You also get to choose the chargeup time, up to 5 'rounds', with 5 rounds being about three times as powerful as one that only takes 2 to charge.

Turns Red (100): Jumper, let's be honest, you're essentially a boss fight and a half unto yourself already, so you should have a low health gimmick to complement that. Once you drop below a certain 'health' threshold (traditionally around 50%, though you can set it lower if you want to for some reason) you become much stronger, faster, and more dangerous, amplifying all of your powers by a factor of 2 which stacks multiplicatively with all perks and powers that are readily accessible enough at all times to be "Baseline power". This can come with a fancy transformation or visual effect to mark the change if you want, though it will have no bonus on top of what the power boost itself gives you. This perk deactivates automatically once you go back above half health (even if the activation threshold is lower than that), but defense bonuses will kick in instantly upon being made relevant so you can't be punked by someone healing you back above half and then hitting you with their strongest attack when Turns Red shuts off.

Entity Elicitor (200): Sometimes the best way to survive the endless fighting is to have someone else take hits for you. You now have the ability to do that. Every hour or so, you can create squads of powerful soldiers or other creations that are completely loyal to you, willing to help you in combat to their last breath. The power of these created minions is based on your own offensive power level, such that if created for a major battle each 'casting' would create minions roughly as effective as if you'd launched an equivalent attack, but the exact details and theme of these summons is up to you at time of summoning, so it is entirely valid to spend multiple "rounds" putting together a force that is weaker individually but absolutely trashes your foes when working together.

Unmatched Complexity (200): Sometimes the best defense, on the other hand, is misdirection. Your powers now have convoluted sets of conditions and modifiers that only trigger under certain circumstances and make you much harder to hit or damage under others. These are very elaborate and are often capable of changing as time goes on, the only hard requirement being that you could in theory against someone who properly understood them be defeated roughly as easily as before this perk takes effect. You are the only one with an intuitive understanding of them, and know just how to abuse the systems placed on yourself to get far more mileage out of your abilities than you rationally should be able to, though this won't make you flat out unbeatable even to those who can't grasp them unless you were close to it already.

Nuclear Holocaust (400): In a war all about creativity and creative applications, conventional weaponry has its place. That place is the garbage can. You are now totally immune to all forms of conventional weaponry, and this is setting based requirement. In a setting where planet busters are a common or at least reasonably documented method of warfare, you would be totally immune to those, though this does have the downside that an out of genre sniper rifle for instance wouldn't be affected by this (until it becomes commonly used). The exception to this is nuclear weaponry. Any kind of bomb powered primarily by nuclear fusion or fission will always, 100% of the time, be completely unable to harm you.

Murphy's Law (400): Sometimes things just don't go right, but it's best when it's happening to your enemy. You now radiate a defensive aura of terrible luck that causes anyone attacking you to undergo cartoonishly low amounts of luck, from magical items spontaneously combusting to supposedly unbreakable weapons having the one part of the weapon that wasn't forged right snap off at a bad time… this effect is not absolute and triggers somewhat haphazardly, but it triggers *very* frequently and in ways that are all but impossible to predict before hand, and this power can't generally be counteracted except through active, powerful probability manipulation aimed at stopping it.

One Million Hit Points (600): They say the best defense is a good offense, but that's a lie. The best defense is being too **GORILLA**ing beefy for anyone to kill you in a reasonable amount of time in the first place. Your abstracted hit points now number in the millions, so much that any ordinary combatant will have to spend a very, very long time punching away at you before they'll even make a sizable dent, and the ordinary combatants have included such things as angry gods and three different models of the death star. Be careful though, some things are capable of punching well above their weight, and sometimes the Game Master just wants things gone.

If boosted by the capstone booster, your health is boosted to even more ridiculously insane levels. Any form of straightforward combat would take a metaphorical eternity to scratch your paint job, scaling to your own preexisting powers such that this will continue to be the case in anything you would normally be able to consider a slugging match. Be careful though, this still doesn't protect you from just outright dying instantly, and there ARE things that can do that if they so desire.

Gamma Ray Airstrike (800): Invulnerability is such a pain in the neck. When somebody else has it, that is. It's really nice to have a way to bypass it, and now you do. Create a power based off of your pre-existing ones in a similar method outlined in the Charged Attack perk, this new power has a very large charge time (according to the rules set down by Charged Attack. It will be at least 12 rounds of charge time and will be somewhat weakened from its intended form at anything below 15.) and can only be charged in combat, not to mention only useable once a year, but when unleashed it unleashes all of your power at once in a massive torrent of energy that cuts through immortalities, powers, and even some forms of conceptual in-universe setting backing. Using it also exhausts you however, leaving you vulnerable for another round or two,

and it will be very obvious that you're up to *something* bad while it's charging, so make sure the other team can't dog pile you to death while you're vulnerable.

If boosted by the capstone booster, the charge time is cut down to somewhere closer to reasonable (6 to 7 as the normal target time), the exhaustive effect is greatly dampened, and the "once a year" limitation is completely removed.

Almighty Snowball (1000): Maybe you just wanna turtle up and hide from the plot. But that isn't always viable. Eventually the plot will come looking for *you* so make sure you're ready for it. With this perk you gain power over time, constantly, just by existing. It's a steady growth rate, but it starts based on your present power level upon perk purchase. Expect to be twice as strong as you are now in a few months, three times as strong in that same time again, four times as strong after three times that period of time, and so on. And no true snowball hits a hard limit, so this acts as a universal uncapper as well.

If boosted by the capstone booster, this growth becomes exponential, basing the growth rate on where you are at the time, not on when you got the perk. You are twice as strong after your first few months, then four times as strong a few months after that, then eight times... And of course, growing stronger through other methods will see the growth rate increase appropriately.

Outsider:
Tech Enthusiast (100): Technology is a strange thing around these parts, sometimes even seeming to border on magic, and you are one of the people around here that have mastered it. In this multiverse, cobbling together super science machines using physics and engineering from multiple mutually incompatible universes is not only done but an expected course of action for the true geniuses, and you have been gifted with not only the ability but the know-how to put this into practice, starting you with Void worthy vessel construction and defenses against planet shattering WMDs, but with work who knows how far you could stretch this?

Runic Lore (100): The runelords are a strange (and soon to be extinct) bunch. Their magic runs upon a specially crafted magical language, and now you know the ins and outs of it. With enough specification and wordiness just about anything is possible, with a simple verse allowing you to conjure storms of fireballs, and an entire ballad perhaps being enough to shatter a small planetoid. Be sure no one punches you in the face while you're casting. More detail in Notes.

Mindscape Madness (200): Knowing is half the battle, and if the other guy knows you want to know too. Now you can emulate the powers of a certain triangular dream demon, dropping into the mindscape (a sort of subconscious physical representation of a person's mind) of anyone you please provided you can get past their mental defenses. This will allow you to browse through their memories and emotions, and maybe dig up some quality dirt for a bit of dealmaking. On the flipside, this also strengthens your own mental defenses and ability to batter down those of others by manifesting the struggle in the relevant mindscape and supplementing your usual techniques with actually just attacking them using your imagination.

Elemental Annihilation (200): Did you know that there are 11,000 different elemental planes of existence? You are now the hero of all of them. This equates to innate aptitude in learning to use any and all of them, a resistance to all relevant elemental damage types, and the ability to wield their respective elemental artifacts. While this power will need training before it does anything for you, which may still be lethal for the more dangerous and esoteric elements like reality or oblivion if you aren't careful, once you've explored enough your options will be seemingly limitless, to the extent that you could match a certain Great Destroyer for power and finesse.

Never Meta Guy… (400): In a multiverse that openly acknowledges that it's fictional, the power to see what lines are guiding that fictionality, even if it's all a recursive mess, can be very useful. How *do* balls cue anyway? Now you may know. With this perk you can now stop to read the script (or the update terminal as it may be), glean basic information about the authors and ongoing writing, and directly interact with game mechanical constructs that are supposed to just be abstractions or informational summaries. While this won't tell you everything, being able to hit somebody with their own health bar is always fun.

CONSUME (400): Universe eaters are some of the most feared beings in this reality, and now you carry a small measure of their power within you. While the power of oblivion is technically an element, to truly control and understand it, and possess true immunity to its all-consuming hunger, is something above and beyond. Beyond the reach of the standard destructive elements, oblivion actively reduces things to nothing. In its pure forms it can completely annihilate matter and energy, and bypass most forms of immortality, and properly and successfully blended with other powers it can do such things as erase targets from the timeline, delete all traces of a life and soul, or tear clean holes in the fabric of existence itself. This perk gives you immunity to oblivion based powers, alarmingly ample though far from absolute control over it, and the ability to steadily generate small amounts of it "ex nihilo".

Paradox Party (600): Up is down, left is right, and what isn't, now is. Like a certain cult of clowns, you now possess paradox manipulative powers. Paradoxes are bizarre things, being an break in the established laws of reality strong enough to not be instantly patched over by the local anti-paradox features (which are what most universes think of as paradoxes generally). At the lowest level these are bolts of destructive power that rival oblivion for strength, and going upwards can cause breakdowns in causality that result in bizarre and inexplicable events taking place. At the top level are the unresolved paradoxes but... Well, this perk doesn't grant you the mojo needed to survive that, so don't drink the Dark Carnival's koolaid, okay?

If boosted by the capstone booster, your control over paradoxes becomes far more refined, mirroring the level of the Princes themselves, drawing upon the powers of "cannot be" to rend reality in whatever ways you see fit, even to the point of being able to influence the outcome of "moderate" paradoxes! Perhaps with enough practice and power you could even properly wield an unresolved paradox... But I still do not recommend it.

Creata (800): The power of the gods is not one to take lightly. To bring forth your will into being in pure creative power, that is what separates the gods from the lesser beings, even those immortals that claim to false godhood. Much like Mojang and the other pantheons of distant deities, you have the power of raw creation at your fingertips, allowing you to pull forth and strengthen wellsprings of creative energy that can then be shaped and refined into all manner of different things. With enough power you could even build a universe of your own, though even in the short term this easily allows you to call forth sizeable swarms of powerful constructs to do your bidding.

If boosted by the capstone booster, you yourself become a wellspring of creative energies capable of rivaling Minecraft itself. Minecraft, the creative energies of just one world of which were able to lock away an entire other universe from its realms. Your creative powers will be unmatched by nearly all beings in Fiction, though this will seriously single yourself out as a target for any and all ne'er-do-wells, and does not come with the skill needed to properly harness it.

Operator! (1000): Operation is a dangerous power, only a scant few individuals have the ability to peer into the base code of reality and alter it, and improper use can cause Glitches and worse. You are now one of those people. Using this grants you a direct tap not just into reality but into its working, allowing for altering parameters, interactions, and rules beneath your watchful gaze. While this perk will not grant the experience needed to wield it well, simply being able to access this power makes you a threat to just about anyone (including yourself), able to bypass the powers of even reality warpers, gods, and principalities. You could also, if you so desired, run an Update Terminal with this power.

If boosted by the capstone booster, it DOES grant skill as well as additional power. While you aren't quite a master at this, you are boosted well into the realms of competence and finesse, putting you on par with some of the Operators who officially hold that title as their very names. If nothing else you won't run the risk of corrupting your own code without some serious incompetence anymore.

Undiscounted:
Void Immunity (100): The Void's energies are extremely caustic, wearing away over time at anything unshielded within their depths. Only great eldritch beasts and the strongest of mages can traverse the multi-dimensional wilderness without a specially designed vessel. You now share in their supernatural immunity, allowing you to spend as long as you want in the Void without being broken down into grey, lifeless stone. This likewise protects against similar locales that are hostile due to some kind of eldritch or supernatural power. Even if a mortal should dissolve under their unfathomable energies, you're good to go.

Creative Mind (200): I'll be blunt, this war runs on creativity. If you aren't a creative person in at least some way, your impact on this war will be quite minimal. This perk is here to cover for you.

You are now, in short, a creative genius, able to leverage plans and insane schemes with only a bit of thought, and able to come up with brilliant, if unusual, attacks on the spot. Common sense and willingness to actually focus on the task at hand not included.

Veiled (400): With all the omniscients, scrying magics, and other powers trying to poke their way into your life and mind, you'll want something to keep your thoughts sealed. This gives you the same cloaking that most of the Descendants benefit from, making your thoughts and plans inscrutable to those who know too much, and throwing a shadow of doubt on any future sight that attempts to pin down what you will do. This gives you a blanket protection from any form of future sight, mind reading, metacognition, blatant cheating, hyperintelligence predictive sims, or similar. This does not help you if you're just so predictable a person they could figure it out anyways.

Horizon Eater (600): Among the many myriad powers of this realm, one of the less understood ones is that of entropy, and how it mixes with fell code. You now hold the power of the Chaos Butterfly, an ancient eldritch horror that possesses energies to corrode away the very internal workings of other beings, corrupting them until they twist into glitching creatures under your sway. This has done such things as twist descendants into malevolently, glitchy, self destructive monsters, enabled visions of the future by forcing entropic decay on undesirable outcomes, and causing a form of "directed glitching" by causing simultaneous code and entropic decay. Also really freaky mind control done by inflicting supernatural mental trauma.

With the capstone booster, your power becomes nearly absolute. A flap of your metaphorical wings is enough to guide destruction out to the furthest edges of the universe, a reunion of what is with utter destruction and taking those few things that survive and implanting them with small fragments of yourself, that, like a blossoming dream of a rose, will eventually expand within their mind and take over their forms, returning to the full might of your glory. (For those wondering, all of these forms count as you and fully matured "shards" can merge together for a permanent boost in power. If even a single one is alive or gestating you are not dead for the purpose of jump failure though might be for the purpose of powers or scrying.)

Archetypical (700): There are certain apocryphal powers from before reality was as it is, who hold strange and wondrous abilities that don't seem to abide by the laws set forth. Choose a character archetype as your title, such as valiant hero, dark lord, or similar. From this point forward all your powers, abilities, and skills will be more powerful and metaphysically 'solid' when used within the boundaries of that archetype. While the power boost is minor, the 'solidity' is not, allowing your actions to sort of slide past the laws and tenets of your current host reality slightly, letting you do things that shouldn't be possible (even more so than the fiat-backing already does) and twist the laws of existence and storytelling somewhat to your benefit. **This perk also acts as the capstone booster.**

Mostly Omniscient (800): Bill Cipher isn't the only one who knows lots of things, Mason. You do too, with a form of limited omniscience that gives you total cognizance of the world around you,

how people will act and interact, and exactly what you need to do to best leverage your powers. This is limited omniscience, of course, it only reaches through the universe that you're in, and hard dark spots like the Descendants around you will still blind your all-seeing eye, but even then with skill and practice you can learn to fill in those spots yourself. Also this gives you the mental capacity to handle this omniscience, though won't necessarily contribute to using it or other mental features. Its just to make sure someone taking this unprepared doesn't drive themselves mad or collapse their brain into a black hole.

If boosted by the capstone booster, your omniscience is made a bit less limited, stretching its boundaries to encompass the multiverse to the ends of the earth. While this doesn't exempt you from the dark spots in your vision, it puts fuzzy feelings about what they may do or contain into your mind based on what's around them, though this still won't be perfect.

Power of the Council (1000): This perk grants you a rare and wonderful power: access to higher ideal dimensions, sometimes called dimensional sets. We aren't talking about higher spatial dimensions, or even temporal dimensions, but rather the ability to navigate and manipulate them, and see into the realms above them. The dimensions are as follows: Being, having domain over the existence of things and what the precise nature of their existence is. Energy, handling motion and ability to change or interact physically. Space, involving distance and physical form. Time, involving change over, well, time, and temporal motion. Soul, the central essence of being and the very nature of what people are. Life, which handles the essence of living things. Essence, which handles powers and magics in all forms. Octohedron, which is the very nature of unfathomability and unknowability. And Metachronism, which deals with the very laws and tenets of reality themselves. There may be dimensional sets further beyond this, but if so they are so unknowable as to be beyond even the reach of the great Overseer.

Of course, upon taking this perk it will only open your eyes to the fourth dimensions, and manipulation of even the first few will be difficult for well beyond a mortal (or even immortal) lifetime, but with further practice and work the innermost workings of the greatest realities will be your plaything. Check the Notes for a more in-depth explanation.

On the other hand, of course, if you take the capstone booster the blessing of the Tetrominoes is truly upon you, while not boosting your immediate access to the higher dimensional sets it grants you glimpses of the higher orders of reality, increasing your ability to understand and grasp the nuances of those higher dimensions, therefore increasing the speed at which your mastery over them grows and guiding you past stumbling blocks that would be effectively insurmountable for others.

A Power Unlike Any Other (1400): Sometimes, you just want an unfair advantage over the people around you. No power better exemplifies that than the advanced reality warping method of godmodding. While this purchase only grants the second-lowest rank; Alpha+, it *also* grants a guarantee that all further ranks you gain will be fiat-backed. That might seem a bit of a small boon for such an expensive perk, but keep in mind even a rank this low has high-end reality

warping as a "minimum entry requirement" for even hurting them let alone killing them. The biggest drawback is that The Godmodder himself might take issue to having you running around with this kind of ability, but I'm sure you can handle that if you've put in the effort to afford this perk right? Check the Notes for a more in-depth explanation of godmodding.

The capstone booster's boost is quite simple. An immediate rank up to Beta+. By this point you will have access to the majority of standard godmodding powers, and a strong enough veil and OP Scale to make fighting even grand comic forces solo a more palatable endeavor.
It also marks you as Psi's heir. With the above perk you could theoretically acquire the 6 psi artifacts, but even were you to be an Omega+ you would not have the nebulous quality needed to use them to ascend to the vaunted and vilified rank of Psi-Godmodder. Now, however, should you manage both, you can do just that. Go, be a scourge upon the face of reality for it is your birthright.

Terminatus (1800): There are some powers that are just beyond. The Terminae are powerful creatures that are nearly as close to an embodiment of reality itself as one can get. Under the theoretical situation that they are unrestrained by higher forces they are strong enough reality warpers to twist large chunks of the multiverse to their whims with nothing more than a thought and terminae are well known to find ways around that to continue exerting force at lower levels. To top it all off, only precisely directed damage to the fabric of reality on a grand scale or the most powerful of esoteric powers can even hope to truly harm them. It is also worth noting that the nature of this power (and its capstone boosted variant) marks you as one of the very few beings which the Narrative can directly influence. Be careful.

If boosted by the capstone booster, this power is extended even further. Only one class of being undebatably stands head and shoulders above the Terminae. The plot forces, dual powers of Narrative and Conflict, which, while more akin to nebulous forces with bestial intelligence than true individuals, hold sway over all reality. You are now something many would deem impossible: a living, intelligent plot force. While not possessed of nearly the ubiquity or power of the Narrative itself, your power will, should you survive long enough, permeate all of reality over time, causing everything to twist the way you want it even before you consciously exert yourself.

Some extra explanation can be found in the notes.

Companions:

Since the dangers of this jump are hardly ones to be faced alone, you might as well bring your companions with you. All eight companions may be imported for no cost, gaining 500 CP each to spend however they want. They cannot take drawbacks, but if you want to give them more CP for every 200 CP you spend you may give all of your companions 100 more which they can spend themselves.

You may additionally, for free, forfeit any number of these companion import slots in exchange for recruiting someone from the jump into being your companion with that slot instead. Obviously they must agree to come as per usual. Or you can purchase 2 "recruit" slots for 100 CP, and these can indeed be converted back into import slots. Companions recruited in this jump get the CP budget that your companions had (500, plus any extra companion CP you buy with your own) upon being successfully exported at the end of the jump.

Items:

All origins get their 100 item for free, and a discount on all their other items. All items will respawn in your warehouse one week after destroyed or lost unless otherwise stated.

Minecraftian:

Diamond Gear (100): It's a dangerous war out there, the least you can do is protect your hide. Have a full set of max enchanted diamond armor (netherite came out years later) with diamond tools and a bow of equal enchanting grade to go with it.

Ultimatum (200): The ultimate in projectile warfare. This mighty level 10 alchemy is capable of firing bullets so fast that there physically shouldn't be space for all the projectiles. Also fires rockets, railgun rounds, lasers, cannonballs, bombs, mortar shells, and mini nukes. All at once. This weapon is very powerful, normally only limited by the fact that finding enough ammo to fire it any mode other than burst (at all. You'll get to do it like once with burst) is nearly impossible. This version comes with internal ammo fabricators that will automatically make every ammunition type at the rate needed for full fire, and can be set to make new variants of each based on samples you already possess the capability to make more of yourself.

Pocket Alchemiter (400): This nifty little device will let you make alchemies of your own. All you have to do is provide codes pertaining to other items you've seen or possess (the pocket alchemiter comes with a scanner to retrieve these codes) and it'll mix them to make brand new weapons up to the official "level 10" cap. No grist needed, just a few hours of time for each level of the alchemy. The exact mechanics of alchemy are somewhat complicated, so check the Notes for more info.

Nitrogen Gun (600): This is a very dangerous weapon. A powerful freeze-ray built on engietech ice catalyst technology, while capable of freezing just about anything, its true danger comes when it's set to self-destruct. Said self destruct is on a setting from one to nine (well, one to ten, but ten is disabled on this model), with nine being powerful enough to freeze an entire dimension within minutes of detonation should no outside forces step in to stop it. Will be replaced in one year, as opposed to one week, if destroyed through self destruct 9.

Turret (800): You might think a turret is a lackluster thing, but you've never seen Godmodding turrets if so. To put it frankly, this thing is absurd, holding enough durability and power to take on

even memetic bad**GORILLA**s like Chuck Norris, Bruce Lee, and Saitama all on their own at the height of the power the memes grant them. It will take you a full three months to designate a target, and another three to unselect that target so you can select a new one should you need to, but few things short of the power of a godmodder will stand up to the might of this weapon once it's trained on their backs.

Disk of Mojang (1000): An artifact of unlimited potential, this disk holds all the might of minecraft and the powers used to make it in a single place, enabling grand wishes to be made upon its power. Using this, you could rewrite the rules of reality to be more to your liking. A pair of caveats however, no wish can be granted more than once, and it acts more like a power amplifier than a true 'unlimited artifact'. The stronger the thing or person using the Disk of Mojang, the more that can be accomplished and this has diminishing returns unless used in tandem with a device designed to take advantage of this power amplification property, such as a First Block. This is not the "real" Disk of Mojamg, though it is variable of perfectly emulating it. It still is not a good idea to let other people know you have it.

Entity:
Pile of Nukes (100): Not much to say about this. A pile of extremely dangerous nuclear warheads. Utterly and totally useless on the battlefield of Godcraft thanks to their ongoing nerfing at the hands of the Curse of Repetition. You can thank the participants of the previous war for that.

Collection of Potions (200): These aren't normal potions instead being a "sampler" pack from among every potion brewed at the alchemiter over the course of dtg2, with regular, splash, and lingering versions of each. These potions can range anywhere from potion of nuclear fusion to potion of superspeed to potion of ubercritting. It might take some rummaging, but I'm sure you can find one useful for just about any situation you might find yourself in. Individual potions respawn in the collection an hour after use.

The Crowbar (400): Crowbar's Crowbar, if you weren't quite certain. This item is what's known as a Juju, or at least, the original was. An item locked in time to undergo a specific set of events, and effectively indestructible as a result. Yours has been jailbroken, so you can do whatever you want with it, and given that its special power is the destruction of other indestructible items through discriminate smashing, I'm sure you can make *some* use of it.

Impetus Combs (600): A set of thirteen Descendant-grade impetus combs, each growing in size. These impetus combs will follow you in a pseudo-metaphysical manner wherever you go, slowly filling up as you deal damage to opponents, with more gained from especially large bosses and the like. Once they're full, they can be expended to perform powerful Comb Raves, which massively amplify the power of whoever uses them, allowing them to unleash a single devastating attack or ability capable of turning the tide of any battle. Each one is stronger than the last and increases in power when used by stronger individuals as well, and once you've used all thirteen, they clean out, resetting back to comb one so you can do it all over again.

Chaos Heart (800): Are you sure you want this jumper? The Chaos Heart is a powerful artifact of paradoxical energy, a paradox engine beyond almost all others created in the history of the Multiverse. With just three auxiliary paradoxes you could create a dreaded Unresolved Paradox and even more alarmingly give you some small measure of control over it, bringing untold ruin to the fabric of reality around you and those who live in it. It can also produce lesser, purely destructive bursts of paradox energy as well if you can't build up paradoxes strong enough to act as auxiliaries on your own, but either way, expect people to try and separate you from your toy by any means necessary.

The Black Monolith (1000): A large slab of mysterious black stone, open it up and you may find your greatest desire. In order to access the Black Monolith's power, you must break open an incredibly durable Infinity Seal placed upon it that regenerates after every wish made. This Black Monolith duplicate has something of an affinity for you, and while it will still make you go through the lengthy process of breaking it open to use it, it will also give you advice from the depths of eternity through which it has traveled in the interim, guiding you towards success in your endeavours. Its wish granting power is different from the Disk's in that it is not dependent on the user's strength, but the Monolith's. This gives it a much higher baseline, but no potential to go beyond what it is initially capable of.

Outsider:
Voidship (100): A rather simple (by voidic standards) voidcraft, capable of holding a small posse of people as it travels through the Void between universes. It has a few different navigational options, and can hop in and out of universes with ease unless stopped by an outside or inside force. It comes with only the basic weapons required to fend off lesser horrors of the abyss, and will not help you much in combat situations on Godcraft. You may also instead choose a vehicle of your own to import into this, giving it the capacity to travel between universes and survive indefinite exposure to the caustic energies of the Void. This does not grant flight, but just about any mode of locomotion can be retooled to work in the Void with a bit of work, so that shouldn't be a problem too hard for you to solve if it even starts as a problem in the first place.

Pile of Alchemies (200): Giant hammer made of unobtanium encyclopedias? Check. Swiss-army knife gun that fires bullets at relativistic speeds? Check. A shotgun that can use literally anything as ammo? Check. This pile of unconventional yet still very lethal weaponry picks out some of the most iconic weapons seen throughout the war, and will serve you well throughout your time on Godcraft. This pile has a seemingly limitless number of combat alchemies from levels 1 to 5, and if you dig around you'll find some 6s and maybe even a level 7 or two. Anything above that will need you to work for it.

Infinity Seal (400): A copy of the regenerating seal on the Black Monolith. Place this on any object, place, or even person, and lock them away from the grasp of others and placing them in stasis until the seal is broken. Breaking this seal open is incredibly difficult, and quite nearly requires reality warping as a baseline power to begin doing so. You gain a new seal two weeks

after placing the old one, and unlike the seal on the Black Monolith, they do not regenerate once broken.

Deudly Magnum (600): A sleek white magnum with an unusually large barrel. This weapon does not fire bullets, instead it fires Magic Cueballs, unleashing the full potential power in a single shot of utmost lethality. Even invulnerable beings such as Lord English will be killed if hit with a direct shot by it. This weapon might just be enough to give the Godmodder pause, if only for a few seconds. Make every shot count, you'll only get one Magic Cueball per year (no stockpiling) and as a side note they only function as ammo for the Magnum, none of the other potential functions of these discount magic cueballs will work.

Waluigi Thyme (800): WAAAAAAAA. YOU WISH TO KNOW THE SECRET OF WALUIGI'S SECRET SPICE? WAALL I'LL TELL YOU. WALUIGI'S ULTIMATE SECRET ENABLES EVENTS OF NARRATIVE IMPORTANCE TO DISRUPT THE ONGOING CHAIN OF EVENTS. THE EVENTS CAUSED WILL BE UNPREDICTABLE, UNUSUAL, DOWNRIGHT CHA-WAA-TIC, BUT THEY WILL ALWAYS BE OF NARRATIVE SIGNIFICANCE, CENTERED AROUND WAATEVER YOU USED IT ON. USE WAASELY. (Contains 4 servings per container. Servings regenerate once per 6 months. Recommended daily serving is none.)

The Fez (1000): This peculiar conical hat possesses an even more peculiar power. Do you remember the higher dimensions mentioned in Power of the Council? This hat will allow you full view if and movement in (but not manipulation) the ideal dimension one higher than that which you currently reside in. For most this will simply be from free movement in space to free movement in time, but perhaps you've picked up a perk that will allow you free movement in the dimensions of Soul, or even Life or Essence? Whatever the case may be, it will greatly augment your freedom of movement and the powers which you may leverage against others.

Undiscounted:
Forum Games Subforum (100): There's nothing like running your own little slice of shenanigans and chicanery somewhere tucked into a corner of the internet. You now own a somewhat successful forum site (though with some work it could become much more) that comes with three special features. First, it comes with a "forum games" subforum that is both quite active and consists of an unusually large number of games more like Destroy the Godmodder than the usual "count until we lose interest" threads, with actual game mechanics and such. Second, the site itself is well coded, intuitive to use, and also invincible. Nothing can bring it down, even if the entire internet is somehow destroyed you'll be able to find it again as soon as some sort of internet equivalent is put back up. Finally, the mod team will pretty much manage itself and keep the site running smoothly and safely, with the community managed in a way you'd prefer. If you sell this site to someone else, corporate or otherwise, it will lose all three of these protections and probably crash and burn within the year. You can choose to port the site between jumps or get a new one each time, leaving the old one behind.

Spoil of War (200): Across the course of the war, however you might influence it, there will be powerful summons known as Boss Monsters. Most of them will have moderate to significant impact on the battlefield, and drop special Spoils of War that will have the capacity to be used as extra powerful weapons. Perhaps not strong enough to turn the tide on their own, and they have significant cooldown as is, but they provide quite the nice bonus. Since not all spoils are valid choices, and the list is rather extensive, the list of valid choices can be found in the Notes. More spoils of war may be purchased at 100 CP each after the first.

The Forge (400): Partway through the war, in a cave far on the edge of the battlefield, will be placed an Alchemiter. Much like the Pocket Alchemiters elaborated on above, the alchemiter in The Forge will be used to mass produce powerful weaponry. Unlike the pocket alchemiters however, the Forge will come with other additions and upgrades to the main alchemiter, and can capably service every Descendant in the war at once. You now have a copy of The Forge in your warehouse. A massive cavern coated in obsidian, with crates full of baseline weapons and crafting supplies in the corners, as well as crafting tables, furnaces, enchanting tables, and anvils. As well as, of course, the alchemiter and its add-ons sitting at the center of the room. This will be a good place to build up your arsenal, and can be easily hooked up to other parts of your Warehouse designed for weapons development. Check the Notes for more details on alchemization and The Forge's nonstandard alchemiter add-ons.

Ancestral Artifacts (600): When Psi became the first godmodder, and the greatest to be seen for a very long time to come, he created five artifacts to help him in his wars. These five ancestral artifacts, along with the Disc of Mojang were prophesied to be heralds of the next Psi Godmodder. Whether or not you have the capacity to be Psi's heir (check the details of A Power Unlike Any Other for information on that), these five items remain incredibly powerful (and on that note it may be a good idea to keep the fact you have them on the downlow. Quite a few individuals may be interested in 'talking to you' about acquiring your new treasure should you buy one.).

The Ancestral Gunpowder holds dominion over destruction, one who holds it may easily enhance the destructive potential of their powers, dampen the power of others', or even just destroy with a touch. The Ancestral Flesh governs decay, allowing one to influence and inflict the decline of grand powers, of cultures and gods, or to fend their own decay off indefinitely. The Ancestral Bone governs death, allowing one to control the dead, dying, and undead, and hold one away from death's door unless pushed through by a greater power. The Ancestral Silk governs control, and in its most simple state allows one to enact feats similar to a godmodder's rampant mind control and summon subversion on a grander and more dangerous scale. The Ancestral Eye governs creation, and its wielder may easily wield the powers of creation and imagination to build wonders and terrors unlike any the world has seen. Each ancestral artifact after the first is only 300 CP, though the more of them you collect for yourself the more of a target you become. Like the Disk of Mojang these are just copies of the ones in universe but again, letting people know you have them is ill advised. Using them in place to ascend to Psi rank without having all the originals is valid.

Magic Cueball (700): A smooth, milky white surface. Betraying no sign of the secrets held within. Similar in function to a Magic 8ball, except that it gives the correct answer every time (backed up by omniscience with significant amounts of anti-scry piercing effects. It takes a lot to fool a Magic Cueball) this item comes with the obvious downside of not having an opening through which to see the answer of your asked question. This obstruction is easily bypassed however, X Ray Vision, scrying or omniscience of your own, or magically turning the surface transparent are all valid methods of reading the mysterious device's unfathomable wisdom. It is rather prone to deadpan answers, while it will never actively mislead you it is possible to mislead yourself by asking the wrong questions. The Cueball answers what you ask, not what you want to know.

It is also worth noting that Magic Cueballs contain frankly absurd amounts of various esoteric energies within themselves to power their nigh-unlimited answering capacity, and as such make alarmingly good munitions if you can get them to rupture and unleash those energies (in and of itself a monumental task). The Deudly Magnum's function is almost solely achieved through directing this process, and a jumper like yourself could likely find a way to amplify this potential. If destroyed in this manner your Magic Cueball will not respawn for an entire year, instead of the usual length of time for CP Item returns.

Ascendant Flagship (800): Once upon a time there was a grand flagship, a battleship six kilometers in length, designed at construction to fight enemies vastly technologically superior. Then, after the UNSC Preston Cole was plucked from its universe, the descendant who stole the mighty metal fortress continued to work on it. For close to half of the war's duration, the ship was tweaked and modified and improved, and now you have a replica. Your ship is several kilometers long, crewed by both elite human soldiers and powerful robots, and bristling with more weapons than most individuals can shake a stick at. Point defenses that can shred other battleships, missiles capable of leveling cities, swarms of nanobots that can both repair it alarmingly quickly and disable boarders, armor plating capable of holding up against its own broadside, and the whole thing is built around one central gun. Once upon a time it was a railgun strong enough to classify as a WMD all on its own, but having been worked on for months by an obsessed descendant, its power is… well, it was never shown off at full power during the war due to the OP Scale, but 'continent shattering' is likely an uncharitably low end estimate.

The ship is both a behemoth of a combatant in its own right, and capable of inter-universal travel. The various decks possess the machinery required to fabricate raw materials from scratch that the ship could travel indefinitely without need for resupply, and even repair itself from regular minor scuffles besides. While quite powerful already, for an extra 400 CP it could become more. Upon purchase of the upgrade, the entire ship becomes an Alpha Godmodder. The pilot AI will gain self awareness (though still completely loyal to you), and all of its capabilities will be appropriately boosted. If you kill your flagship to take its godmodding, it will not respawn in the warehouse. Ever. The fiat backing is totally removed and the godmodding you acquire will not be fiat backed either. If you want CP backed godmodding take the perk. On

the flipside, unlike normal, other people killing your ship will not grant access to Alpha godmodder rank, or higher should your ship gain ranks. By default the godmodder ship is counted as a follower, but can easily be changed to companion status.

Update Terminal (1000): Watching over the battlefield from behind the screen sits the Game Master. While this may seem like an assumption about the story itself, within the realm of DTG this is a real, in universe position. Someone must watch over the unfolding of the story, and since the Narrative is not truly aware, guide the powers of plot to influence the story to a more suitable outcome. Through the power of the Update Terminal they weave the threads of plot and tension, and now you have this overly elaborate computer terminal to mirror it. The Update Terminal allows you to directly interfere with narrative functions of a given setting (and apply them in ones where the conventions of storytelling have no sway), while this is not absolute power (especially if someone hijacks or damages the terminal) it does give you a good deal of subtle and not-so-subtle control over the development of both the war and the story.

You must have an 'active game' in order for the update terminal to exert its real influence, and only one game master can be active for a given game and series of events at a time under normal circumstances, but it *is* possible for one Game Master to influence another where their 'games' overlap. Of course, there will be points during this war at which the active game master is rendered… incapable of performing their duties. Should you be ready for it to happen, this machine would make stepping in to fill their shoes a trivial matter. Under normal circumstances operating an update terminal requires significant cosmic power and an underlying understanding of how reality itself functions, but since you paid for this one in CP it will waive that particular requirement for you (though using the Terminal will be easier if you fulfill those requirements anyway). It also functions as a really *really* good personal computer.

Drawbacks:

Of course, with the exorbitant prices many of the options above present, a little bit of munchkinry is all but encouraged. Take as many drawbacks as you think you can handle, and try to not get yourself too killed.

Destory the Godmoder (+0): Someone seems to have turned autocorrect on (or left it off, who knows). Everyone seems just slightly off. Instead of trying to kill the Godmodder, the Players are attempting to remove the Godmoder from relevance. Many of your favorites are here, such as Winbuilder, Pianoplayer, and TheLordEeninergjlnsny. This doesn't actually increase how dangerous things are, in fact the comedic nature of the rampant typoing makes things rather less distressing in most regards. As such, this drawback provides no CP, and prevents you from taking other drawbacks or scenarios.

Bloodlust (+100): You have a terrible, terrible hatred for those weaker than you, in terms of raw might anyways. It will be rather difficult at the least not to break into berserker rages in the

middle of regular events involving those ‘lessers', attempting to kill all ‘offenders’ within your sight. You can resist, but it will require great struggle to do so for long periods. Perceived equals or superiors will not trigger this urge at all, and this will not negate your tactical sense. The urge will always be there, nagging at you whenever a ‘lesser’ is found. Your companions are exempt from this compulsion.

For Massive Damage (+100): Just like the Hostile entities of DTG2, you have a (in)convenient weak point. While it will take some searching out for others to find it, and it being hit lightly doesn't immediately spell your doom, anyone who knows what to look for and where to strike will find it much easier to bring you down to your deathbed. Fortunately, you get to choose where this weak point will be, whether that's on the small of your back, the inside of your ribcage, or whatever. I recommend not leaving this weakpoint open and vulnerable, your enemies won't play fair even if you choose to.

Terrorized (+100): Something about you just smells tasty, or something. Your very presence attracts terror mobs and other oversized monsters in unusually large numbers. Expect to be spending a large portion of your time fighting your way through squads of the Godmodder's flunkies, even when he isn't actively summoning them. This attraction doesn't stop once the war is over or you leave, outside of Godcraft you will attract all kinds of nasties up to the equivalent of the Terror Mobs (which are individually RPG boss levels of strong), even going so far as to attract lesser horror terrors into your universe of residence if there's nothing else around that counts.

Spoiled (+100): You've been marked as a boss, with all of the baggage that includes. Mostly just that you drop a very interesting and coveted Spoil of War on your death (and we mean your proper, final, chain-failing death, so no getting around this with revive perks to bribe people with duplicate Spoils). As a reminder, Spoils of War are powerful tools even by the standards of Descendants-only the most powerful beings in this world wouldn't give pause to having one or a few more... And even they may consider the idea that you may drop one to the tier of the Deudly Magnum or the Waluigi Thyme. Your existing enemies will certainly see you as a high value target, you may draw in new ones just for your drop alone, and even some of your allies might begin to eyeball you once your health is low enough. Even once the war is over, everyone will just have some kind of innate sense that you 'drop something really good' when you're dead.

Unemployed (+200): The Employer is the great mastermind behind the formation of the Trifecta, a roiling orchid entity of pure destructive energy and hatred. And now, every ounce of that hatred is directed towards you. The Employer has made some room in his grandiose plots to strangle the very life out of you, and it seems like a good half of the evil forces involved in the Second Godmodding War want you dead as a result. This will continue even beyond the War, with the Employer arraying schemes and armies against you, until either you or him are dead for good-and the Employer is a cunning foe who will not show his face directly unless he is certain he can kill you. Cannot be taken with the Conflict or Both versions of Plot Pains.

SHATTER (+200): There's only one thing left to do... At some point in your time here, your mind will fracture in two. You will come into possession of Split Personality Disorder, and not the treatable semi-mundane kind you know of on Earth but a special variety caused by the plot. Or in this case, Jumpchain fiat. This will split your mind into two parts, focused around a central part of your psyche you have a hard time reconciling with yourself. This can only end in one way-with the two halves of your warring mind duking it out and one of them killing the other. This can leave you vulnerable while ongoing if it happens in a bad spot, and others may intervene if they can hop into your mindscape or have similar abilities. Once it's finished you will be reduced to something of a husk, only half of who you once were, though still at least capable of being functional. You don't even gain the benefits of a true Apotheosis-only a guarantee that whoever wins will keep the Perks and the other will not. While this obviously doesn't count as jump failure, as whichever half wins will carry on in your stead, it may be wise to invest in some way to heal the fracture in your mind once all is said and done...

Most Definitely Not A Descendant (+200): This world and the greatest powers within it revolve around creativity combined with the raw power to warp reality. As the saying goes, You Can Do Anything... So long as 'You' aren't taking this drawback, anyways. Choose a theme, and it cannot be too broad, we'll know if you're cheating and choose for you. Any of your powers or combat abilities that do not match up with this theme in some way shape or form are now inaccessible. Anything overtly supernatural you do must revolve around this theme for your time here, whether that be fire, ice, cakes, or your third grade reenactment of Henry the Eighth. Item use is unaffected. And supernatural should not be taken to mean 'outside the bounds of science' because science is very soft here, anything enabling you to personally ascend to a grade higher than "generic action movie hero" (be it through skill, magic, or sci-fi super equipment) is going to need to be shoehorned into your theme. Also to note, this mostly affects your attempts to affect others. Regen, self-revive, and increased durability perks will still work, as will a lot of intellect boosters. No active effects on stuff around you will get this pass though.

An Entity's Fate (+200): You may not be fated to die, but you're the next worst thing. Officially, regardless of origin, you are an entity on the battlefield of the Second Godmodding War, and you are bound to said battlefield by jumpchain fiat. This does not prevent altering the nature of the War from canon, but this enforces that you must remain an active combatant at all times until the war concludes-this means travelling with the Descendants to any location they are forced to in case the War makes its rare foray beyond the battlefield. In addition, this drawback fiat-backs that the timeline of the Second Godmodding War will last at least the canonical amount of time it took to get to that point-two years. Until those two years are up, you must fight for at least every round of it, and can basically expect to have very little time for anything else. Failing to fight is likewise a poor idea: if you hang around the edges the update terminal and Game Master may well just "passively" direct the ire at you... or the Godmodder himself might just decide you'd look better as grime on his boots. Fortunately, this drawback only lasts until the end of the War, once that's over, you're off scot free.

And Dance On The Shards (+300): It feels like someone's taken the script and turned it on its head. Everyone's still here, but things are... definitely not going according to plan. And in a bad way. Bill Cipher is cutting deals with Xylan, The Employer has incurred the wrath of some godmodder named Alicia, and METATRON and God are duking it out in the background. Whoever's in charge of everything has broken reality across their knee and is dancing on the shards. In practical terms, this means several things: first, consider your metaknowledge mostly invalid, as while everything in DTG2's canon is still there, they will be supplemented by several new faces and entities pulled from other DTG games, including their Godmodders and their Players; second, this guarantees that you will wind up interacting with at least some of these entities and forces; and finally, this guarantees that that while these new entities and forces are not fiat-backed to target you specifically, team up with each other, or even necessarily harm you, a majority will be pulling large-scale antics that will impact you in a fashion detrimental to you in many ways, including your life.

Wilsooooooon (+300 CP): Wilson is unique among entities in the second War. Wilson is a fluffy fennec fox with sentience and some surprisingly powerful control over reality, and even beat the odds to survive the whole War as the single longest lasting entity in it, but despite all of this, was summoned to the Second War as little more than a passive potion seller, who brewed and sold his own alchemized potions in exchange for small portions of the Descendants power in a transaction-like exchange. He was entirely neutral for the vast majority of the Second War, and amidst a load of edgelords, was consistently characterized by being downright normal, even endearing-and most importantly, a pacifist who would never kill anything in all but the most dire circumstances. You have taken a similar stance against senseless violence. You will find fighting to be distasteful and will likely only be roused to do so when there's absolutely no other reasonable option; even so, your powers will actively prevent you from intentionally killing anyone no matter what you desire or however clever your loopholes, and you will attempt to keep your companions and followers from doing the same.

Don't Expect Your Attacks To Actually Work (+300): The core tenet of any Godmodding War, even more than "You Can Do Anything", and now a guiding principle of how your life works. Put simplest, your luck is perhaps the worst in the multiverse... But only in a specific circumstance. However, this specific circumstance is 'attacking your enemies', and in this particular multiverse, it's safe to say that this is an agonizing problem. What constitutes 'attack' and 'enemies' is rather broad too. You will never be bothered rolling for characters in a Gacha Game, but you can effectively forget about winning at any card game where even the slightest amount of luck is involved, as that is an 'attack' against an 'enemy'. And don't get started on actual combat; meteors will fall directly in the path of your bullets, spontaneous paradoxes and glitches will self-generate to trip you up at pivotal moments, and mounting an offense on anything will stretch the limits of probability beyond belief. Even training on a dummy will cause space and time to hiccup such that you whiff basic punches. There is a way to play around this, however, befitting this world-anything sufficiently creative and unorthodox will have a much better chance of succeeding. In addition, this terrible luck will never harm you or create events to lead to your death-it will only affect your offense.

Bloodfester Throes and Jollybright Woes (+300): One of the more unusual events that occurred during the Second Godmodding War was the Trickster V. Grimdark strifes, where various Descendants wound up infested by the corruption of the Horrorterrors, and others by the Spiral Sucker and its overly-cheery power, then both of them fought it out. If you aren't careful, you're going to be joining them, and it's a nasty experience. Over the course of your stay, events will conspire to ensure that you are exposed to dangerous levels of eldritch energy and cherubic corruption. You are not *guaranteed* to be corrupted by either, but any perk that would help you resist will fail utterly, and you will feel a strong-but-resistible compulsion to indulge in any nearby sources even if you are completely uncorrupted.

If you are corrupted, it's not the end of the world, but things will be unpleasant. Normally, you could forcibly negate and master these states through various means in-Jump and out even if you went that far. Now, however, there will only be one possible resolution. Grimdarkened and Tricksterified people will both be able to sense their opposite number regardless of distance and feel an especially strong compulsion to fight them in a one-on-one duel, and you must *only* use the powers given to you by your corrupted state in this duel. This is technically to the death, but this doesn't have to be a *permanent* one, either. Normally, whoever wins will immediately master their state and restore their sanity (though this also somehow renders them invalid for future duels), obtaining the best of both worlds-but that won't apply to you, and you will just be cleansed of your condition to potentially catch it (or the other) again. Losers will also be immediately purified if they survive. Except for you.

Destined For Death (+400): Turns out you ARE fated to die. Something in the timeline has decreed that your death, and your proper death only, is required for this timeline to remain the alpha one. It will take a very great deal of ingenuity to convince reality that you should not, in fact, die, and even then if you aren't careful you may stray into a doomed timeline where your fate is even more sealed than before.

A Rude Awakening (+400): One of the best ways to get yourself killed in this reality is to piss off the local demiurge. Through one method or another, you have done so. At any given point in time, the highest ranked active godmodder (hint, the one who gets to capitalize the G in their title) has put you at the top of their hit list and will actively go out of their way to kill you in whatever way they can. This includes building specialized turrets and developing new strategies just to put you down and keep you down.

The Second Worst Mechanic (+400): A quirk of Descendancy is the ability to charge up power over time, to be used in more-devastating-than-usual maneuvers, including one of their most important abilities, summoning entities. Some, however, prefer almost exclusively to do everything on their own and thus never summon entities. They were no less effective for it, so perhaps you'll fare the same? This drawback simply locks you out of absolutely anything and everything relating to the use of others. Your companions are locked for the duration of this Jump, and same for any Followers you may have. Even calling upon higher powers will fail you

utterly, with no response. Allies you make during this war cannot participate in whatever you are personally, currently doing without suffering from epic failures, and chance will conspire to ensure that you face all of your challenges and do all of your tasks that are anything more than mundane utterly alone.

A Field of Blades (+400): Oh dear, something has gone a bit awry. It seems that the Descendants of the second godmodding war have had their invulnerability removed. They don't even have the ability to respawn, any ressurective ability they may have normally had being barred by the OP Scale. They are still individually rather durable by the standards of this war, but nothing standout by the standards of the regular entities. This is something of a problem, because most of these colossal idiots couldn't even acknowledge their limitations when they were laid out straight, acknowledging that they've been rendered fully vulnerable is not going to occur to them before it's too late. Now it falls on your shoulders to make sure that they properly make it through the war, if more than 75% of the active Descendants (those who have joined up to that point, not those that WILL join) are dead at any point when the Godmodder himself isn't incapacitated or dead, you lose the jump, and with it your chain. This only applies to the Second Godmodding War however, all conditions of this drawback are alleviated the instant it ends.

For the sake of this drawback, all of the Descendants are given a lesser form of An Entity's Fate. That being that they will be forced along with the battlefield and focus of the conflict barring Plot happening (as stuff that happens away from Godcraft is important for a few of them). This also ensures that the War will last at least two years and that any player who did more than one or two rounds of combat will be guaranteed to appear. This will mean that the assortment of Descendants who sort of wandered away after a certain point in the war will remain long term, for good or ill.

Plot Pains (+600 or +900): The Plot Forces are the two greatest things in reality, each one corresponding to one of the Four Great Powers, and they are fundamentally entwined with the reality of DTG-if either were to die, reality would inevitably spiral towards ruination. They aren't intelligent, arguably aren't even sentient, and have almost no ability to act directly, but they are still living organisms (for a given meaning) that effectively govern reality. Exactly one of them is enough to effectively match and even outpower the entirety of the Terminae and the entirety of the Horrorterrors-both of them combined are the other two of the Four Great Powers, in fact. It would understandably be the prerogative of the foolish to anger one, and that's exactly what taking this drawback entails. You may pick a Plot force-that force is now trying to kill you the best it can. This drawback can be taken twice, in which case both plot forces will be arrayed against you for an extra 300. Either way, this will fiat-back their existence; while you may annihilate their individual allies, artifacts, and agents without care, and you can resist their powers, there will be no way to defeat nor significantly diminish the plot forces themselves. (By the way, selecting this option may lock you out of specific choices in a certain Scenario-you can't join a faction that hates your guts.)

For those who wish to be better informed on what going up against the plot forces entails, details are in the Notes.

Down From On High (+600 or +900):Four Great Powers are said to govern The Void as you enter it, the Narrative and Conflict were offered as mortal foes in the above drawback, so this one offers the other two: the Terminae and Horror Terrors. While significantly less terrifying in terms of raw power compared to the plot forces, these two are just as dangerous to enrage as the other two albeit for slightly different reasons. Between the two of them, even in their hampered states, they control a surprisingly vast portion of the greater Void, and will be more than willing to leverage those kingdoms and principalities against you. Upon taking this perk, choose one of the two to have hate you with all their might. You may take this a second time, earning the eternal enmity of the other faction, for an additional 300 CP. Additionally, this will fiat-back their continued existence and reach up until the end of all things, not as individuals, who you may slay with impunity (at least the individuals who aren't cosmic linchpins to one degree or another), but never shall you ever manage to stem this tide of near-omnipotent wrath. This rather noticeably derails the canon timeline of the far future as well, and not in your favor.

For those who wish to be better informed on what going up against the plot forces entails, details are in the Notes.

SNAKEEYES (+600 or +900): There is a fifth force governing reality, that most are unaware of. MTT INDUSTRIES, the shadowy conspiracy corporation headed by the ten disciples of the Overseer-the Advanced Superiors. Of these great powers, MTT INDUSTRIES have one benefit above all the others, in that there is almost no public knowledge of their existence anywhere. For good reason: they are absolute masters of subterfuge, subtle action and proxy warfare. Their poison can be found in everything-from the events of the Trifecta to the shattering of ancient reality-governing artifacts, all in an effort to serve the Overseer and bring an absolute end to a reality they see as hopelessly corrupt. They will not be above any tactic nor atrocity to gain the upper hand and slay you. And if you believe their reluctance to show their faces is a weakness, then you have made a grave error; the Advanced Superiors are each branded with a power given by God, a curse that grants command over a fundamental force of reality each, that alone easily making them the equals of any of the rest in direct combat, if not superior-but for their limited numbers.

If you're feeling particularly cocky, and take this in addition to the second level of both Down From On High and Plot Pains, this drawback levels up as well, giving an additional 300 CP. The serpents, in addition to being bolstered even further and given leave to level every single project or resource they possess against you, will direct themselves to combining and abetting the other four powers. The end result of which being that all five groups will, instead of pursuing you separately and with a maintained hatred of each other, pool their power to do everything within their ability as a united front to utterly annihilate you from off the face of the multiverse. Considering how much power of the other four is tied up in the efforts of the others... Think carefully before you do this.

7x7 (+600 or +900): Reality is broken. We mean that. You do not start on the battlefield of the second war straight away; instead, you are in the middle of a desolate waste formed of bits and pieces of reality within a plot force-less vision of devastation. This place is strange, surreal, and hostile; doom will hound your every step, and the remaining inhabitants of this surreal plane are both dangerous and unhappy with you, as if aware you are at fault. The current state of affairs is fragile, reality further deteriorates by the hour, and the use of any overly supernatural powers, especially the destructive kind, may tear at what's left even further. By default, this "world" has a year to survive until total dissolution-and for you, this is both invariably fatal and will end your chain on the spot, booting you straight home. Additionally, as an extra grace, your other drawbacks normally do not kick in until(unless) you finish dealing with this drawback. For an extra 300 CP however, you can undo this last mercy. Exact interactions can be found in the Notes.

Finding your way out in one piece will not be easy, as you must reconstruct reality from its shattered remnants to escape this fate. The good news is that the broken world you find yourself in is both finite (but very large) in scope, within it lies the means to repair reality to its proper state, and all the methods are fiat-backed to be in a usable condition no matter when you find them-in other words, escape is possible, but it will be difficult. If you do escape, your jump will resume as normal, as if nothing ever happened.

Scenarios:

For the brave, foolhardy, and hilariously over-prepared, there may be a few extra challenges for extra goodies you can attempt… You may take as many scenarios as you want, and may choose to abort them any time before a 'bail-out deadline' specified for each scenario, though this obviously prevents you from claiming the scenario's rewards and sends you home if you're past the end of your 10 year stay. Failing a scenario once you're past the bail-out deadline counts as chain failure (though mainly because that will usually involve dying), so beware.

While most of these scenarios will extend the duration of your stay, they will not disable your drawbacks once the initial 10 years are up. You must deal with the consequences of all drawbacks for the duration of your stay.

Scenario: Solo the Godmodder

In the original events of the Second Godmodding War, The Godmodder of central interest would, over the course of the battles, obtain a significant amount of supernatural mental trauma from a variety of sources. This would eventually culminate in his mind splintering into two halves; Alpha and Omega. Thanks to The Godmodder's dual nature of simultaneously being his avatar and the person controlling it through the computer, both of these Splits would take a body and head their own way, though your own actions could potentially derail this.

Except now, the Shatter within the Godmodder's mind is jump-fiat mandated to happen before the end of the war, and regardless of how things go, Alpha is guaranteed to win his fight in at least one of the two forms the Shatter is mirrored in, claim the Psi-Godmodder artifacts and ascend to become the single most powerful Godmodder in the history of the multiverse, surpassing even the original Psi himself. (Without your intervention, it will happen as it did in canon. With your intervention… the Benefactor will find a way) In addition to this, a certain other self-styled Great Destroyer will assemble his scheme to create the greatest army the Multiverse has ever seen, and of course have it and his free will taken by Alpha in the course of his ascension. At the point of Alpha's ascension to Psi Godmodder, your bail-out deadline will have passed and you will be locked in on the scenario.

Your goal is this: kill Alpha. For good.

You will have five years from the end of the Second Godmodding War to prepare, but be forewarned, Alpha has that time too and will be using it well. By the time he finishes, his errant Destroyer will have ascended at least some of the rungs of the Godmodding ladder, Alpha himself will likely have found other sources of power to supplement his godmodding, and Project Nexus will be a force unmatched by nearly any other in the Multiverse.

And then he will be coming for you. You will have no allies but those you bring or make yourself. The Narrative will not bend to your aid nor will it call others as Descendants to fight this mighty conqueror. There will be no deus ex machina. You will fight and you will win, or you will fight and you will die.

To give you some idea what you are up against, I will detail your primary threats; Alpha himself, and the might of Project Nexus.

Fighting Alpha will be entirely unlike fighting the original Godmodder. For one thing his power has been exalted to the equal of Psi, who shook primordial powers with his might and is still known as the only Godmodder to successfully directly kill or defeat a Descendant using only his Godmodding. Additionally, Alpha is far more cunning and less likely to let his pride blind him (though it is possible) than almost any other godmodder. This means that he will be more than willing to summon up defenses and interference to duck out of combat temporarily and work through the usual block on healing himself back to full should you bring him to critical health. If you don't try to or are unable to keep the heat on him, keeping him in place long enough to actually harm him in a meaningful way will only get more and more difficult the more damage he takes, just as the already obscene damage output he is capable of will grow in equal measure. Remember, Godmodding's power is largely based conceptually or through hijacked in-universe fiat equivalent, don't expect to just drop a galaxy buster on his head and accomplish anything. You will most likely need clever strategy and vast esoteric powers to pose a real threat to him.

Of course, what is a conqueror without his army? Project Nexus, an army creation protocol and program assembled out of the most dangerous technologies Alpha (and Piono before him) is

capable of assembling. Jailbroken improbability drives for effectively instant training of soldiers, matter and energy farms that grow and harvest entire universes for material, mana apparatuses that dwarf the mighty factories of Engietech… Even the weakest and most common soldier of Project Nexus at its height were capable of destroying entire formations of even the greatest empires within individual universes, and Project Nexus produces them at a rate such as to literally drown entire realities in the bodies of their elites, who are heroes and hero killers in their own right. While the 5 year time limit means you will not be facing Project Nexus at its height, that is the goal that Alpha will be striving towards in the time he has. I recommend finding some way to sabotage and slow his work.

It should also be noted that in all likelihood, Alpha will have other allies as well. Without serious derailment the original owner of Project Nexus will be at his call along with a handful of other 'wildcards', and various other figures of varying but great danger will likely flock to or be chained under his banner.

Even in the scant time Alpha has, Project Nexus will have factories and operations squirreled away across large swaths of the known Multiverse. Luckily, you will not have to contend with that, as Alpha has the entire project slaved to his own soul and mind. Normally, this would mean that on his death the entire thing would be immediately rendered defunct, but for your monumental achievement of killing Alpha even while he attempted to drown you in supersoldiers and voidships the size of planets or larger, you will be given a small remnant of it. No soldiers or pre-built factories, but instead the seed from which it all grows.

Reward: For beating this scenario, you are given the full informational database and central research facility of Project Nexus. Not of the in-progress Project Nexus you fought here, but the fully fledged Multiverse-conquering powerhouse that Alpha would eventually create in the original timeline. It will be up to you to sift through the information and assemble it yourself (though the most pertinent pieces will be easily accessible with even a paltry effort as it's rather organized, and the facility itself has the machinery needed to run almost any test you would want to do), but with the information provided here, and even moreso should you be able to provide enough new technology and magic from your chain, it would be quite easy for you to replicate Alpha's feat. While Project Nexus does not have the capacity to deal with certain top-level threats such as Descendants, Godmodders, and Terminae, anything more mundane (for a very generous definition of the word 'mundane') will be bugs beneath your boots.

Scenario: An Eggcellent Oddventure

Far, far away in a realm well beyond the charted borders of reality lies the Ends of the Earth. At the heart of the gardens of geometry that grow there rests a great power. The dormant remnant of the closest thing to capital-G God that this broken Multiverse has ever known. The heart and pulsing core of METATRON. The Interpunct.

In the original timeline as mandated by canon, one Bill Cipher, spiritual successor and rightful heir to the power of METATRON, would embark on a great journey alongside the Waluigi Thyme corrupted Flumpty Bumpty to the Ends of the Earth and back in pursuit of a screaming alternate Flumpty, culminating in a fight for control of the Interpunct with a surprisingly varied cast of worryingly powerful individuals. Many of them present due to Bill and Flumpty pissing them off on their way there.

At some point in time, no sooner than ten years after the end of the Second Godmodding War and no later than twenty, you will get wind of something similar. Screams on the metaphysical winds of eternity, rumors of an ancient power, or just a pull to find something you feel in your heart and soul, whatever they may be you will hear a call and with it your bail-out deadline will have passed. In parallel with the path of mayhem and madness the triangle and egg will carve on the way to the Ends of the Earth, you will embark on your own journey full of peril, madness, and sheer Bull**GORILLA** (much of which you will be causing yourself) to the sacred gardens of geometry.

Normally, this would be the point where the scenario outlines the dangers you will encounter, but I'm not going to do that. It's not much of an oddventure if you know what's happening beforehand, now is it? Not to mention your choices could very well alter its course (assuming you don't get yourself killed at the start of course). You might end up earning the ire of The Shadow, or perhaps fleeing with Engietech on your heels. Maybe The Operator (any number of them!) is out for your head, or perhaps you encountered and robbed one of the many, many previously unwritten powers of the setting? The point is, your adventure will be yours, not mine. Instead of telling you what you will encounter, I will instead give a sampling of what *kind* of obstacle you should anticipate.

Over the course of the disastrous duo's journey, Bill and Flumpty would rob the Restaurant at the End of the Internet empty (and in doing so anger its proprietor, W.D. Gaster), hitch a ride on the unfathomably fast Infinity Train moving at the speed of plot across all of creation and noncreation, run afoul of some decoy godmodders of one of Richard's (the Godmodder of DTG2) splits stealing their tickets and then trying to mug them, get scammed making a deal with the most powerful member of the Advanced Superiors, almost have their will to continue on sapped from their bodies, get interrupted from a brawl with an Agent of the Conflict, and crash the single fastest locomotive form of transport in the Multiverse into the gates of heaven.

This, of course, was with them taking a shortcut. Expect your journey to be *at least* this ridiculous. And to make at least as many enemies, for should you make your way through the entirety of your own oddventure you will arrive at the Ends of the Earth at almost the exact same time as the triangle and the egg do. All set together, you will be thrown into a massive multi-way battle with a variety of plot-benders, conceptually enabled combatants, and high power reality warpers.

If it hasn't become clear yet, your goal is not just to survive your adventure to the Ends of the Earth, but to win the battle at the end of it. The list of present combatants already contains quite a few very dangerous individuals, and your own adventure will result in doubling the count at the very least. Should one or more of these fighters (besides the Advanced Superiors, Logic Gatekeeper, Bill, and Flumpty) strike you as too much of a hassle, you could perhaps try to disrupt the original Oddventure. Should you do so however, jumpchain fiat will step in to make sure that the lineup from Bill and Flumpty's side of things contains at least as many fighters of at least the same grade of danger.

Regardless, to give you an idea of what you're up against, the original lineup is as follows:

Bill Cipher, an immensely powerful dream demon possessed of reality warping might and control over deals and minds and a very powerful form of limited omniscience. Over the course of the Second Godmodding War he acquired a significant straight power increase to all his pre existing abilities, control over code, a universe destroying bomb as a power source, and a variety of items allowing the manipulation of time. His dealmaking since has resulted in other boosts mostly unelaborated on, but are known to include the capacity for manipulating and twisting the powers of plot in some wise. As of taking this scenario all said empowerments are guaranteed to happen.

Flumpty Bumpty, he is an egg. He can transcend time and space and is immune to the plot. He also devoured a dose of waluigi thyme, turning him into a bona fide reality warper and effectively a living incarnation of plot disruption (which comes with a neat side effect of having a tendency to inexplicably know the single most inconvenient/disruptive thing possible for everyone nearby) though seriously damaging his mental stability. These empowerments too are guaranteed, and he will be teaming up with Bill.

The Advanced Superiors are a set of nine snakes and one human who possess insight and some degree of power over all nine of the dimensional sets noted in The Power of the Council. Each of them was assigned a Curse by METATRON, a set of ten symbols that hold incredible power from total control over corruption, to over time and the minds of others, to control over holiness and connection to divinity, to the ability to project metachronistic energies as pure attacks and more besides. Beyond that, they have comprehension of an ancient language that commands the very building blocks the multiverse is built on. It renders in text as english written in cyrillic but don't worry about that.

With them is the Logic Gatekeeper, the thing which has called Flumpty and Bill all the way to the Ends of the Earth. Through the use of the Interpunct and an enslaved baseline Flumpty, this massive mechanical suit is the culmination of eons of attempting to weaponize the Interpunct, and while it is not nearly on par with true usage it is still capable of wielding the power of the ideal dimensions to devastating effect in combat, though rather clumsily.

The other four not-guaranteed fighters are less important, so we'll summarize them more briefly. W.D. Gaster is a master of magic in various forms, though mostly in terms of bones and hands, but his biggest advantage is that he holds a total immunity to being erased from existence, and likewise tends to shrug off being injured or killed on account of having never been real. The 901 Decoy Godmodders are amped up Omega+ decoy godmodders, and while nowhere near as powerful as the actual Godmodder still have enough residual godmodding power pumped into them to stand on par with the others when working together. The Critic is an Agent of the Conflict, and beyond their general capacity for shifting the world around them, have the ability to crush others down through their words alone and the ability to utilize the powers of the many, many people whose identities they've reduced and stolen. Billy Mays was originally going to be the narrator of the fight, but was pulled in by the Critic and has the full force of the corporate overlords on his side, allowing him to always have a perfectly placed product in order to counter and defeat measures aimed against him.

You will notice that all of these fighters are reality warpers or reality-warping adjacent. If you think that detonating or enacting a power to disable all reality warping in the sphere of this encounter will neutralize everyone else, you will be disappointed. While most of them are reality warpers, *all* of them (except the decoy godmodders, but being built out of godmodding energy they have some degree of resistance to anti reality warping measures anyway) have enough other skills and powers to very nearly replicate the effects of reality warping without actually resorting to such. Disabling all reality warping shenanigans will be a minor blessing at absolute best and quite possibly completely useless.

Reward: For making it to the Ends of the Earth, and fighting off the other combatants for long enough to claim and keep the Interpunct (you will need to be careful, without you taking this scenario it would have beendestroyed instead and with how much more dangerous and chaotic the fight will be it very well could be anyways!) your reward is… the Interpunct. And not just the Interpunct but the full capacity to both use and understand it the way METATRON did with enough practice, as well as full comprehension of the nature of Curses and DTG's dimensional sets. These two rewards are both powerful and slightly complicated.

The Interpunct is the Curse of METATRON, acting as a wellspring and focus for not just his powers but his very essence. It's exact workings are far too hard to put into text, let alone in one paragraph, but is sometimes summarized as having three powers: the power to make things real, the power to change the nature of reality, and the power to change how reality is perceived. This is not fully clear in effect, but using this METATRON basically assembled the entire inner workings of the multiverse from the ground up with only supporting infrastructure from The Secret of the Void. Likewise, it was considered entirely viable for him to collapse down the multiverse into a singular point of incomprehensibility, destroying most of it in the process. You obviously do not begin with this degree of control, at the start your usage of this will look much like regular reality warping with the added benefit of being almost entirely unblockable/uninterruptible by most forces that would do so, but should you be given the

infinities to work with this power that METATRON did… well. The Spirit of God burns bright within you.
For those of you getting smart ideas about trying to claim the Interpunct without taking this scenario, you can indeed do so. Your capacity for using it will however be severely limited, as trying to use or absorb its power directly without the fiat-backing the scenario reward grants is a good way to obliterate yourself on the conceptual level unless you're already nearly as strong as the Interpunct itself. Trying to use it in a more roundabout way is safer but agonizingly slow. It took the Advanced Superiors, beings who both have a starting degree of understanding and a personal connection to the Interpunct, eons to even create the Logic Gatekeeper with its power, barely even scratching the surface.

On the flip side of things we have understanding of the dimensional sets outlined in The Power of the Council. This does not include the power of manipulating them on its own, and as such synergizes *incredibly* well with that particular perk. Regardless, it gives you a proper, comprehensive understanding of the nature of the nine canonical dimensional sets, knowing how they ebb and flow, how they interact with each other, and what one would need to do to move among them and start to manipulate them. While this doesn't bypass needing to practice usage of The Power of the Council to become adept at it, it does mean that the usual issues of just learning to comprehend the dimensional sets and understanding how a given change will ripple outwards is skipped.

Scenario: The Inevitable End

Dread it, run from it, destiny arrives all the same. The long draw of entropy (the real thing, not the bullcrap pseudo-mystical destructive power with thematics adjacent to it given by one of the perks) eventually takes its toll on everything. Nations, Worlds, Universes, even Time itself eventually succumbs to the long, drawn out decay of all that is and will be. Of course, it is not in the nature of stories to let things quietly taper off to the end. There must be confrontation, a revelation, something to punctuate (if not fully conclude) the final, absolute descent into darkness.

So it is that as the multiverse's time draws to a close, as time begins to shred itself, the ever dimmer lights of the remaining universes wink out, and causality itself starts to break down, the first, last, and grandest forces of the multiverse will convene and shatter what remains in a desperate struggle to call themselves rulers of the cooling ashes of reality.

Two conflicts, one right after the other set at the ruined backdrop of the Ends of the Earth. The End of Man, where the forces of the Narrative and Conflict would meet in a monumental crash that would leave the fabric of reality an unrecognizable mess and seal the fate of the multiverse. Then The End of All Things, where the Dark Carnival's hordes meet in the far future to enact their vision of apocalypse and are met in battle by the last survivors of the shattered realms, during which the brawling between the last two terminae, now unbound by the fallen plot forces, would result in the total dissolution of what remained.

Of course, simply allowing you to ride out the fight and plant your flag on whatever remains with a perk that lets you maintain just a small sliver of existence beyond the destruction would be too easy. You have a goal here, and one that will be made somewhat more difficult by a fiat-backed twist in events.

As your time in the DTG multiverse lingers on, reality will begin to wear thin. The entropic decay spoken of at the beginning of this scenario will inexorably set in, your actions will never be more than enough to delay it. Once the end begins to creep on in earnest, when the inevitable fall of reality has become clear to everyone left, the forces will begin to gather and your bail-out deadline will have passed.

At this point, you will have a choice between the four factions, for Man and All Things shall fall at once as of you taking this scenario. All four forces shall collide simultaneously in a grand final gesture of futility that shall shake reality to its very foundations, shake it to pieces in fact.

First, you may choose to ally yourself with the forces of the Narrative. Agents of order and cohesion, their greatest in power including; the Council of the Void who are the rulers of Limbo and empowered by the lingering spirit of the Secret of the Void, The Hexahedron itself which is the great mechanism by which all of space and time were monitored and kept stable, and the legions and legions of First Guardians dedicated to the watch of reality. Countless more besides, gods and deities, harbingers of fate and heralds of order reside within the vast army. Their goal, to cast down the Conflict once and for all, to establish their chosen order and rule over existence.

Instead, you may ally with the Conflict. With the Conflict itself mostly restored, and capable of pushing back against the Narrative's oppressive glare, its Agents and those under them have come to battle. The Shadow, the great shadowy figure which incited the Godmodder and killed the Secret, the Employer and Binary Prime, who orchestrated the Trifecta and whose powers can destabilize universes at their very base code, Chara, the demon of stats and numbers with knives capable of inflicting any arbitrarily high amount of damage, and countless more besides, each and every one a herald of the end times in their own right. Their goal, to cast down the Narrative and establish reality as a lawless waste of strife and chaos.

You could side with the Dark Carnival, the paradox worshipping cultists whose methods and madness stretch beyond the realms of what should or could be possible, with every action shattering the fabric of reality further not just as collateral damage but as part of their goal. From Dimentio and his numberless clones and mastery over dimensional magic, to The Great Destroyer and his hold over artifacts so powerful as to end worlds by their mere presence, to the potentially endless destructive potential of Pandora. To say nothing of the soon-to-be-unbound terminae Ohptkin hiding in their backline as a secret weapon. Their numbers are great, and their powers by default dangerous to all within the war. Their goal is the destruction of reality, though in a very particular manner involving the total overwriting of everything through paradoxes.

Or finally, you could side with the Survivors. As hopeless as this fight is, there is nothing left to do but try and win, for whichever of the other three sides emerges victorious (or none) reality is doomed, and those within as well. They draw from no singular source, which is to say, they draw from every source which has not aligned with the others. From mighty voidic empires, to spiders that treat the threads of time as a material with which to weave their webs, from whatever heroes are wily and skilled enough to survive to this dark end, up to the single most powerful living being remaining besides the plot forces themselves, the legendary terminae calling himself The Author (though until the Narrative and Conflict begin to find themselves damaged and fractured his ability to participate will be limited). Their goal is simply to survive to see another day, and for that purpose even creatures with burning unquenchable hatred for each other have aligned, to make sure there is another day to see.

Or… if you're feeling really clever and self-assured, I suppose you could throw your own hat into the ring. This is far and away a 'hard mode', however. If you set yourself up as a fifth great power for the End of All Things, you will find yourself pitted against all four others, not just in the sense of it being a grand free for all but in the sense that jumpchain fiat will see to it that the other four parties all see you as the greatest threat. Individuals could perhaps be swayed to see things your way, but for the entire battle you will find yourself the primary focus of all four, to the point that should you gain enough of an upper hand they may begin to actually team up to beat you. Likewise, none will team up with you before the battle, either. In order to steal away anyone or anything initially aligned with another faction (including the Survivors, the default and miscellaneous faction), they must be fully convinced that fighting for you, and fighting for you specifically, is what they are willing to do. No allies of convenience, no "I'll backstab them once we've won", only loyalties that well and truly belong to *you* will fight on your behalf. Your goal is to win.

This battle will be cataclysmic, on a level you will see in almost no other setting. The opening moments of the battle will sunder time and space, and shatter the battlefield into utter meaninglessness. In the original canon, The End of Man ended with only the most unkillable of the combatants alive, and with how damaged reality was by that point 'alive' was a relative term. The End of All Things ground existence into such a fine powder that what was left finished disintegrating into nothing soon after. Not a single one of the faction's objectives can be accomplished if the battle drags on to the extent it is originally fated to. If reality crumbles, it cannot be ruled. You cannot exercise the spoils of conquest over that which no longer exists. You cannot survive without some place to survive in. You can't end reality with paradoxes if it ended on its own first. You aren't much of a winner if you destroyed the reward on your way there.

Whichever faction you align yourself with, your goal is not just to tilt the battle in your favor such that you are the victor, you must make your victory so decisive that there is enough of reality left over for you to accomplish your end goal. Obviously, some of the goals require more of reality to be left than others, but generally speaking the factions with easier 'goals' are more likely to have

the other factions team up on them in a given part of the brawl. It's easy enough to finish destroying reality with paradoxes as long as enough of it is left to deploy said paradoxes, but surviving to get to that point becomes a bit more difficult when even your own allies are prone to hitting you with stray attacks.

As a final note, since I know someone will ask otherwise, you can indeed interfere with the other factions to weaken them, but only up to a point. For this scenario, it is fiat backed that all four factions will be present for the End of All Things, and all will be strong enough that should any two barring your own faction collide just on their own it would spell the end for the continued functioning of reality. If you wish to weigh the battle in your favor before it has even started, you would be better suited doing so by strengthening your own faction than by weakening the others.

Reward: Four (or five) factions met each other at the Ends of the Earth, in a cataclysmic battle destined to annihilate the fading remnants of existence. Thanks to your participation, one more of them survived the ordeal than would have otherwise. For proving yourself such a powerful force for whoever you aided, you have earned one of the following rewards:

If you chose to aid the forces of the Narrative, your reward is An End to the Tale. This scenario reward perk grants you the power to 'script' upcoming events in reality, effectively enabling you to weaponize the power of 'cutscene time'. By enforcing your will on reality, you can cause everything within a given chain of events to flow the way you wish it to, up to ludicrous extremes. Whether this be a powerful monster with no real weakness being beheaded by the plucky hero, or the mastermind villain making the most trivial of mistakes when faced with his nemesis to show the power of the new foe, while you're writing the script there's not much they can do about it. There are, of course, limits to this. Anything that is frankly speaking, outright insane to the point of being stupid from any point of view (killing an unfathomable force of story-telling power that defines the existence of reality with a handgun) will fail, but anything you could conceivably run into in one of Those™ cutscenes is viable. Also there's a power limit as well (in terms of the endless spinning wheel of conceptual one upmanship that seems to characterize the DTG franchise) but barring a straight fight with the main figures of the final scenario, you are not likely to run into it in this jump.

If you chose to aid the forces of the Conflict, your reward is An End to Resistance. This scenario reward perk enables you to 'define' yourself in opposition to a targeted foe. This will seem to have little effect at first, but as the perk kicks in and progresses you will find your powers, abilities, and talents rapidly increasing in strength and scope to meet the challenge your target poses. Going even so far as to give you entirely new options custom-tailored for ensuring your victory against them. This growth is quite fast on its own, but pitting yourself against your chosen opponent will accelerate this upwards curve further and further, increasing even more the more directly you confront them. This power has no cap barring you hitting the point where you could effortlessly crush your opponent in every possible arena of contest, and its effects will accelerate more and more the longer it stays focused on the same target. It may, however, only

focus on one target at a time, and in order to switch targets you must best the one currently targeted. On the other hand, both 'target' and 'best' are very open to interpretation. Your target may be an individual, but it could just as easily be an organization, statistical trend, or law of physics. Likewise, anything that could be considered a victory over your target is enough to allow switching targets (though the switch must be done at that event), beating your chosen archrival warlord at a game of checkers where you cheated is an entirely valid method.

If you chose to aid the Dark Carnival, your reward is An End to All Barriers. This scenario reward perk makes your damage absolute and irrevocable. This does not increase your attack power, per se, but when using this perk (and it is both targetable and exclusionary so as to avoid accidentally erasing allies) all damage you do is total, and completely permanent. It won't make punching through a suit of armor any easier, but if you *do* pierce the armor, it will immediately be shattered and rendered useless and completely impossible to repair. Hit a forcefield strong enough to make it flicker, and it will go out with a wink, annihilating the capacity of whatever was projecting it to do so. Scratch an invincible opponent? They are no longer invincible to anything. Anything you destroy will remain destroyed. Should you destroy a town with this power, anyone who wishes to rebuild it will find that any and all efforts to do so will be met with abject failure. Dismantle someone's legacy, and all memory and desire to return it will be as dust in the wind. All you need to do is hurt them once.

If you chose to aid the Survivors, your reward is An End to Farewells. This scenario reward perk renders you completely and utterly immune to collateral damage. From a place of conceptual power rooted just as deeply as any of these other perks, any force that might harm you will fail to do so unless it was done with the intent of hurting you specifically. The entirety of existence could be obliterated, ground down to the last atom and then further into nothing, less than what is left by true oblivion, and unless this was done specifically to kill you personally, you will in no way be harmed by it. This stretches to everything that would hurt you. An AoE attack aimed at your squad but not you personally would fail, poison put in the well of a castle you drink from wouldn't hurt you, nor would ancient booby traps in a long abandoned temple or even something like someone trying to slander a company you run. If it wasn't intended for you personally, you don't have to care about it.

Finally, should you have chosen to carve your own path, and proved yourself so much stronger than all four of the other factions at once that you could crush them without destroying reality in the process… you are granted An End to Every Beginning. Which is a fancy way of saying that you get all four of the other scenario reward perks at once. I think you've earned it.

Scenario: Iterative Success

Reality is doomed, from the moment you step foot into the multiverse of DTG2, its end has been marked in stone. Not just from the endless march of entropy, but by the prescription of the very powers that created it, and the thing they created it to help them fight off. This, of course, is

hardly your concern, as even should you take the above three scenarios its final end will not come until after you've left for your next jump. Likely quite a while after, in fact.

The powers at play here are mighty and ancient, greater and older than all of this existence even. Tangling with them will put you up against the best and worst that DTG's setting has to offer, that have burned through endless numbers of multiverses in the process of preparing for their final clash. There is one reward in particular that I can think of that would be appropriate for putting you through such a calamity.

What better way to obtain your Spark than in a fight for the fate of all of Fiction?

As spoken of in the prior Scenario, the multiverse is fated to come to a final, bombastic conclusion. However, if you haven't taken said Scenario and manage to completely avert The End of Man and End of All Things, you will find the Multiverse continually slipping downwards. Even should you somehow with your powers cease the march of entropy, reality will continue to degrade as if being directly assaulted by some outside force.

One way or another, the multiverse will begin to collapse. And when the final decline sets in (taking place after all other taken scenarios conclude, by jumpchain fiat, so as to avoid self-inflicted scheduling conflicts), you will be approached by an enigmatic band of individuals. Perhaps you've met them before in your travels, but never all at once, and never in such a way as to recognize their cosmic significance. With the cold wind of eternity howling at their backs, they will give you an offer. Join the Archetypes, fight the force that enforced the rounding up of reality's inevitable end, and while you may not save this multiverse or even the next one, you might just be able to save reality as a greater whole.

This is your bail-out deadline. If you take their offer, you will move on to the scenario. Turn them down, and they will nod and walk away before vanishing. You will be given a short amount of time to collect any effects remaining in the decaying husk of the multiverse, and then your Benefactor will send you on to your next jump.

Upon accepting, however, the Archetypes will tell you to gather what you can, and meet them at a predefined location. Upon meeting them there as a group you will enter The Exception, another location accessible earlier in the jump through your own actions. Sitting as a 'control room' outside reality, it is divorced from the multiverse's laws and powers. Anything that relies on manipulating or access to the fabric of reality itself (such as the powers of terminae) will be disabled here, but other powers inexplicably remain intact.

Here, the Archetypes will perform a ritual to induct you into their ranks. Should you not have the Archetypical perk, this ritual will confer its benefits upon you (not the capstone boosting, merely the stand alone effect). Should you have the Archetypical perk, the Archetypes will look at you sideways, and perhaps have some pointed questions, but regardless of whether you answer or not shall explain the full state of affairs.

A long time ago, so ancient that even the terms of 'forever' and 'eternity' are too short to define it, there was Existence. Where the powers of Fiction and that beyond it mingled and stories grew and blossomed into a vast and beautiful reality. Among the greatest powers were the Archetypes, whose lifeblood ran with the power of recurring stories and tales, granting them the weight and power to carve their destinies even through others'.

At some point, a figure, perhaps Archetype, perhaps something else, found, crafted, or twisted a great power for their own purposes. They became the First, the Greatest, the Originator, The Ur-Godmodder. And they set out to conquer all of existence. The Archetypes found themselves as the only power capable of properly fighting back against him in a war that, much like the Godmodding Wars of DTG's multiverse, started out catastrophic and grew to shake the very fabric of reality as it wore on.

By the end, mere tens of Archetypes remained, the Ur-Godmodder had been reduced to the barest slivers of his health, and had his mind utterly shattered. Gathering his energies, in a bout of unquenchable rage he crafted an avatar of ragnarok, bringing ruin and destruction to all of existence that remained. As existence collapsed around them, the Archetypes created a desperate plan. One of their number, the Dreamer, would create sub-multiverses with varying forms in his own mind to give an accelerated timeframe for… "conceptual weapons development" so to speak. The other Archetypes would enter those dreams, and try to create something which could fight off the Ur-Godmodder.

The Narrative and Conflict, the Descendants, the Universe Eaters and Terminae, all of these things and more were created in this process across countless Iterations. The plot forces were to act as stabilizers against the Ur-Godmodder's attempts to disrupt the Dreamer's dreaming and kill everything within. The Descendants as the final goal and option for defeating the Ur-Godmodder, designed specifically for killing their great enemy and the lesser warriors in his image created by the Ur-Godmodder's corruption of the dreams. The Universe Eaters began as 'cleanup' for the dreams, only to become a naturally perpetuated element across Iterations. The Terminae were a symptom of the degradation of the dreams' internal cohesion.

As the dreams have gone on, the Archetypes have attempted to add denizens of the dreams to their number, such as yourself, should they prove particularly exceptional. Unfortunately, as the Ur-Godmodder's influence and attacks have crept further and further in, their numbers have been whittled down over the endless Iterations. Over the course of DTG2's iteration alone, six of their number fell (The Secret of the Void and METATRON among their number unless you interfered). Only eleven remain, twelve now with your induction (any companions with Archetypical will count as well, but those who do not will be considered sheltered by your power, staying with you for the scenario but not getting the power boost.)

The Trickster, forced into a position of leadership by the death of The Secret and The Overseer. The Demon, resentful of the ongoing situation. The King and Queen, fallen monarchs slowly

giving in to the encroaching existential dread though the Queen handles it better. The Oracle, the combined forms of The Seer and The Sage who fell in battle and combined to save each other's lives. The Warrior, who insists on being called 'The Wanderer' now, but whose martial prowess is still utterly unbeatable. The Dying, The Mentor, The Wizard, and The Giant, who all contribute in their own ways but have their own issues as well. And The Fool, who seems off somehow but the Archetypes seem reluctant to talk about it. The Trickster promises to tell you later. The Archetypes and their powers are elaborated on a little bit better in the Notes.

The Archetypes are unreasonably powerful. While METATRON's capacity to potentially unmake the entire Multiverse in one go and breach the gap into "Nonfiction" in limited ways put him near the top of the spectrum of power while he yet lived, the others make up for it in their own ways. All eleven of the survivors have the wiliness, power, and versatility needed to survive unfathomable amounts of time where the multiverse is actively being twisted to contrive their violent deaths. Even against conceptually-backed powers like that of the descendants and godmodders they can be insurmountable opposition on their own. And yet the Ur-Godmodder has been picking them off one by one, even in such a limited fashion as he has access to their pocket of reality. There is a particular Note here, with regard to Archetype deaths, that may interest you if you desire to increase the party size for the hard days to come.

Barring your own actions preventing this in some way, this will be about the time that one Omega+ Godmodder named Richard (or rather his split, Omega) will make his presence known, having gotten himself trapped in the Exception a few short years after the end of the Second Godmodding War. Not having the time to spend taking down such a high level godmodder at the moment, he will be left alone.

Now, with the extra exposition out of the way… Let's elaborate on your mission. It will come in two parts, which I shall explain one after the other.

First, after your induction and history lessons, the Archetypes shall utilize The Exception for its intended purpose. Dismantling the obliterated remnants of the old Multiverse, and replacing it with a new one. It is a grand process, which you will likely only watch. Watch as, at the end of it, a burst of power interrupts, the Archetypes fight for control and narrowly prevent the entire process from being totally disrupted and stopped.

This will be the final Iteration. Either the Archetypes achieve their goals before this multiverse dies, or they will die with it.

It will become clear quite quickly after leaving the Exception that things are going wrong with the newest Iteration. Attempts to build the new multiverse as desired will be subtly twisted out of the Archetypes' control, and whatever attempt is made to do contrariwise, both the Narrative and Conflict shall form and both shall have been totally, utterly subverted by the Ur-Godmodder as concepts. Still totally non-intelligent, they will nonetheless twist events in ways that put your lives in constant danger. Sometimes even going so far as to 'cooperate' in effects to do this.

Once their Agents begin to manifest, you will have entire cohorts of multiversally significant individuals out for your blood.

Things will go horribly wrong. Fate and fortune both will twist against you at almost every opportunity as the Ur-Godmodder corrupts time and inevitability themselves to your detriment, and your fellow Archetypes have been worn down over indescribably long lengths of time. They are reaching wits end and will frequently make mistakes that result in near-death experiences and making things worse. Space-time will likely be damaged in serious ways, and if anyone gets too close to an update terminal (besides the CP-backed one you may have from this document) there is a fair chance of them being hijacked into GMing for a Godmodding War. Which is likely to end catastrophically, even if it doesn't get them killed. Likewise, Richard will soon escape your gaze and go on to found a new, even more potent and dangerous legacy of godmodders that seems impossible to fully stomp out, thereby spreading the Ur-Godmodder's reach even further. Should Richard not be present to do such things, the Ur-Godmodder will find another way to do it.

Beyond that, there are traitors among your ranks. First, the Fool. The Fool is no longer the Fool, long, long ago they were subsumed by another Archetype known as The Hunter, taking on their powers and the guise of the one they consumed, The Hunter is seen as a necessary evil by the Archetypes, as he is both the most dangerous of their number (even before METATRON's death) and the only one capable of both quickly and safely dispatching of threats such as high ranking godmodders and rogue terminae. The fact that he can also easily do so to the other Archetypes in any one on one matchup will make them loathe to fight him directly even should you convince them of his duplicity. The other Archetype you do not know. Subverted at some point by the Ur-Godmodder through means likely personalized to abuse some great weakness they suffered, they have enough tricks to make sussing them out difficult, and the others are unlikely to believe in the existence of a traitor of any kind until you definitively prove one of them to the group.

Among all this chaos, the Archetypes will desperately be tweaking the 'formula' of the Descended, the latest and final iteration of the Descendancy power's inheritors. To give them the proper conceptual backing to let them stand up against the Ur-Godmodder once they return to the greater existence's ashes. You are recommended to aid in this endeavour, for reasons that will be clear once stretch 2 of the scenario is detailed.

Additionally, as the multiverse begins to mature and universes begin to crop up in earnest you will notice something… worrying. Perhaps 'notice' is the wrong word, because it will likely be very obvious the first time you run into a universe that just so happens to be one of your previous supposedly timelocked jumps. Barring serious temporal chicanery, very little time will have passed since you left, but you will find over the course of the eons that the places you've been to, and all the people you know and love (or hate) are here. In the firing line.

Distancing yourself will likely make things easier for a while, but inevitably the places and people you've encountered before will be dragged into the fray of your cosmic conflicts. Whether through the work of yourself and the other Archetypes, or simply through being introduced to the greater multiverse by other events and then dragged into your fights through sheer 'happenstance', you will find yourself fighting alongside and against people, places, and things from your travels. And they do *not* benefit from Nerfproof like you and your imported companions.

To complete the first half of the scenario's trials, you must survive to an equivalent point in the Voidic timeline as when the Second Godmodding War ended in DTG2's Iteration. This is an exceptionally long amount of time, universes live and die in cycles and generations within this count of eons even before you factor in how absurdly the timescale is stretched and warped by the twisted dimensionality of The Void. You'll be able to figure out roughly when the 'timer' is up in-universe based on know-how you'll likely have acquired by this point in-jump at least. It is a significant amount of time, however, even on the multiversal timescale. Well beyond the halfway mark of your first iteration's lifetime.

Once you've survived that long, you must convince the other Archetypes to get out and leave. The Ur-Godmodder needs to be confronted at some point, and in all honesty if you don't manage to convince them all yourself either through demonstrations of your out-of-jump powers or accelerating the 'development' of Descendancy enough they will in all likelihood wind up trying to perfect Descendancy until they run out of time and the Dreamer is killed, snuffing out the existences of everyone still within the Iteration. You and even some of the other Archetypes are probably capable of surviving total reality erasure at this point, but that will deprive you of all potential combat aids and lead to immediate full death at the Ur-Godmodder's hands while you're still recovering.

Which leads to the second part. However many of your fellow Archetypes are still surviving, you must leave to confront the Ur-Godmodder. While you may have joined with and empowered your friends from previous jumps, you will be asked to leave them behind… but not for long.

Upon exiting, you and the other Archetypes will leave the 'safe house' where the Dreamer still rests (except for one other, by default the Oracle) to view the total devastation of the greater existence. Law and meaning have been shattered, basic logic broken into pieces and only projected where you and your fellows stand. Above you looms the Ur-Godmodder's final creation, the Apocalypse Beast. A mass conglomerate of every apocalypse myth or story ever, combined together and given physical form. Beyond that the Ur-Godmodder has, in anticipation of the arrival of you specifically jumper, healed himself back to full but retained the absurd power increases of his critical health form.

You will fight. But you will not fight alone. Through the power of the Dreamer, the dreams of the countless Iterations and the existence that came before will be summoned forth to help you. Your friends will be called forth, the powers and principalities ruined in the endless war for

survival will be reborn and wield their cosmic might to combat the Ur-Godmodder accompanied by the many Archetypes fallen throughout the iterations, as they are pulled from The Dreamer's memories just as surely as those born within the iterations. In turn, the Ur-Godmodder shall call on the specters of both his past and yours. Your enemies, the creatures that lurked in the dark corners of Fiction and Nonbeing, all of it shall be called up to fight against you. Among all that, shall you and your fellow Archetypes wield the power of Descendancy, bestowing it upon those you fight alongside to give them the power to not just fight back but fight on. To survive the blows of the Ur-Godmodder and Apocalypse Beast, capable of obliterating entire universes and more. The Apocalypse Beast unraveling existence to its barest shreds, the Ur-Godmodder having been capable of subverting the very concept of the plot forces while acting from outside the metaphorical black box.

Does this seem overly abstract and kind of wrapped up in its self-description as opposed to the physicality of what's happening? That's because it is. You are fighting a war of primal powers, your weapons will be tropes and storytelling and the very writing and format of the story just as much as it will be the mighty technologies and magics brought to bear by those around you. Everything that can be conceived of will be weaponized and turned on the opposition by both teams. It does not matter what collateral damage is inflicted. The Ur-Godmodder does not care, his goal has, in his madness, gone from conquest to the utter annihilation of everything that could ever be. Your side does not have to care, for as long as the Dreamer lives all damage can be undone once the war concludes.

Your goal here is twofold. Most obviously is to stop the Ur-Godmodder. While the Apocalypse Beast will start out as the single greatest thing in his arsenal due to being the equivalent of his Final Trial, he will again be gaining power as his 'health' is drained. The closer he gets to defeat, the greater his power will become and the more desperately he will fight. Him capping the final greatest war off with something so absurd you'd need intellect boosting perks to even abstractify it properly is not just reasonable but expected. On the other side, you must keep the Dreamer and his minder safe. Should the Dreamer perish, the source of your reinforcements and your ability to restore existence to existing in a sustainable matter will be removed. Alternatively, you could make backups to allow the Dreamer to share his burden, thereby both accelerating the rate at which you call old memories back into being and creating failsafes in case the Ur-Godmodder successfully kills the Dreamer in the chaos. Regardless, you must win, and you must do it without your ability to recover afterwards being destroyed.

Reward: There can only be one reward for winning a fight such as this.

You have fought your way through the terrors of both Fiction and your own past. You have struggled alongside both archetypes and the friends of worlds you walked before. You were the key to destroying the greatest threat this absurd, self-referential, unreasonably OP for no discernible reason setting and jump could muster. While to say that this is the greatest challenge your chain could ever offer would be quite the act of hubris, greater challenges *are* few in number.

As such, with your victory, your Spark bursts to life in a blaze of glory. Existence, the real existence, the breadth of meaning and potential that your Benefactor has access to and journeys, is now within your grasp. Your chain comes to a triumphant end, but with how far you've come I doubt it is where your adventures will end altogether.

...of course some jumpers like to grab their spark early, as a backup plan in case a later jump goes awry. Maybe you're even collecting Spark awakenings for some reason? Regardless, I *do* have a little extra tidbit for those who hold off on claiming their Spark past earning the right (and those who finish Sparking right now, if they feel it would be useful somehow)

Before traveling onwards, you are granted an extra 1000 CP to spend in this document, as well as the perk Archetypical should you not have purchased it yourself (complete with capstone boosting of all relevant perks). If you already possess Archetypical, you are instead given an extra 500 CP, for a total of 1500. You may not take drawbacks to increase this amount, as the jump is already over, but if you have your sights set on this reward from the beginning you may choose to save some CP from your initial purchases to be used here.

May you find fortune and favor both in the next stage of your journey.

Now then, how were your ten+ years? Awesome? Miserable? Cut short? Well, in all cases but that last one you have a choice to make:

Head Home: You've had enough, really. This place just about had you strung out, you're ready to retire. Either that or you died. F.

Stay Here: This is one of those jumps that I would recommend not staying in. This really isn't that pleasant a place when you get down to it, but it's your choice.

Move On: You came, you saw, you killed your fair share of entities. Now it's time to move on to something else.

Notes:
Thanks to paradoxdragonpaci and u/SoaPuffball for feedback and help sorting ideas out with the scenarios.
Thanks to u/Fitsuloong for helping me identify perks that needed more explanation.
Thanks to The Nonexistent Tazz for helping me realize V5 needed to happen, and helping me with basically all of it. As in he literally did the rewriting of a few of the descriptions, thanks a ton man.

DISCLAIMER: You may be noticing that the notes are obnoxiously long. Due to the loss of supplemental information sources thanks to website deprecation (and how hard it was to dig exact details up even before that), a lot of info that I'd normally deal with by saying "go check the source material" had to be packed in here instead. The sections below are, in order: Minor Notes, Runic Lore, Spoils of War, Alchemy (Pocket Alchemiter and The Forge), Drawback Elaborations, The Archetypes, The Power of the Council, and A Power Unlike Any Other. None are required reading obviously, but at least skimming A Power Unlike Any Other's section is recommended since it pertains to the primary villain and threat of this jump, as well as a note on the design philosophy of the jumpdoc.

V.5:

- Turns out there were a bunch of ambiguous wordings in drawbacks and the like that needed patching, that has been done. It also totally spiraled out of control into an entire new major update because honestly the doc needed it.
- Almost all of the drawbacks have been reworded or reworked.
- The 600s have been completely redone. Also, Something Is Terribly Wrong just kind of didn't work at all and has been removed.
- Terminatus was repriced since the change from Narrative Hate to Plot Pains (which was needed) made forcing it as a mandatory drawback too stiff with the anti-synergy. Its effective price is the same, just without the mandatory drawback now.
- Descendancy's description was expanded because I did a poor job of elaborating how it was different from the other reality warping adjacent perks the first time.
- Added a few more notes.
- Added the free perks since it worked better to handle them that way to sweep aside some setting-based cosmological grit and explain things quicker.
- Rewrote the bit at the bottom explaining the rationale for why A Power Unlike Any Other works the way it does. I was tiptoeing around what made me annoyed about having to write it out the first time, so now it just gets to the point.
- Several perks have been renamed and even more have been expanded because I did a pretty crap job of explaining most of them the first go around. Some items have gotten filled out better too for the same reason.
- Topped everything off with an editing pass. There were no serious errors left but my punctuation addiction infests everything I make like an exploded bag of glitter.

V.4:

- General error, spelling, and grammar fixes.
- A few perks were swapped around price wise to even balancing out a bit better.

V.3:
- Modified Companions to reduce potential for cheese through power sharing perks.
- Increased Archetypical's price to avoid One True Build.
- Added Scenarios
- Added notes for clarifications on powers and items that needed them.
- Added undiscounted items.

V.2:
- Made it more clear that Archetypical is the capstone booster, some people were getting confused about where to find the booster.
- Fixed up a few drawbacks to make it clear you can't avoid any of them by leaving Godcraft early.

V.1: First form of the doc. Didn't keep track of everything I added when, so just when I first uploaded it to the drive.

Minor Notes:
SHATTER: Technically speaking, the split that loses is still around, shunted off to the local multiversal afterlife of Limbo. They do not keep any of the perks they had when the shatter happened, and breaking them out is likely to be exceptionally difficult. That being said, if you can do so and work past the innate distaste that being your other Split likely still causes, companioning them is definitely an option if you're that determined to companion alternate versions of yourself.
Terminatus: The plot forces are generally unable to directly interact with the world in overt ways-they're closer to living physical laws than organisms at times. There are some exceptions though, the most relevant being Terminae and other Plot Forces, who can be effectively directly interacted and interfered with. Since the Conflict is shattered and no longer cohesive in any way its not really your concern, but the Narrative can and will do so. Generally it is content to suppress and weaken Terminae, but if they exert too much power (without using workarounds) they may find themselves very aggressively and painfully stamped down (though fortunately the Narrative can't reach so far as to outright kill them). Plot forces have no such protection, and since you've paid the CP to get the capstone boosted version if you have it the Narrative will, under normal circumstances, ignore/not notice you so long as you don't edge in on its turf too much (this DOES apply to both levels of the perk, though is less relevant since this is basically how living as a Terminae works in-canon). Keep in mind that drawbacks, any kind of serious personal expansion within this jump, and *especially* Plot Pains are not 'normal circumstances'.
Archetypes and the End Jump Scenario: It's worth noting that there are two living Archetypes who will die between the start of your jump and the initiation of the Scenario. Jejunus, the Secret of the Void, dies as an aftereffect of the Second Godmodding War. METATRON is, as of the start of your jump, stuck in one of his last-ditch self revive mechanisms, which will fail when he

is eaten by an egg that is immune to the plot. Both of these deaths can be averted (METATRON's can be basically for free if you beat the second scenario), and these two in particular will be *extremely* helpful in preventing the decay of the last Iteration. The four who died earlier in the Iteration died in previous time loops thanks to some very ill-advised tampering with the space-time continuum by the Omega Plus Godmodder before Richard, so while they can be revived with enough work, skill, luck, and overwhelming power, it will be far from easy. These four are The Muse, The Healer, The Soldier, and The Reaper. The Muse was killed by an overwhelming witch hunt by the Agents of the Conflict, with The Soldier killed trying to hold the crusade off long enough for the others to escape. Before then The Healer finally despaired at their failing plans and killed herself as permanently as she could. The Reaper's cause of death is unknown, he had already been fading for some time and it was quite a while before the others discovered he had fallen. These circumstances will need to be taken into account in any attempt to undo their deaths. Any Archetypes lost prior to DTG2's iteration are beyond your reach, at least until the second half of the Scenario.

Runic Lore: Rune Magic in this form is a semi-magical language, with the 'spells' relying on poetry that describes your intended result. This is more a form of descriptive prose than coding like most other lingual magics are, so your ability to know a variety of ways to intricately describe very similar but subtly different effects is critical to effective creation and use of the longer and more powerful 'verses'.
The power and utility of a given verse scales upwards slightly exponentially with increases in length, but due to the nature of the runic language, complexity of crafting these verses ramps upwards much faster. While there's technically no hard limit, functionally if you want to do anything more powerful than a continent-shattering force you really should just find something else to do it with.
Verses also cannot be straight copied and reused (if you're just using the same thing over and over that's not very creatively honest now is it?) though minor alterations that can be done on the fly are sufficient for almost anything below 'catastrophic' levels of power provided you've learned and practiced enough. Larger or more pointed castings will need you to specially craft it beforehand. It is worth noting that this is not "the spell cannot be cast exactly the same ever again and this will also be enforced", it is more "intentionally plagiarizing previously made verses will fail", including your own previous ones.
That being said, runic magic has more versatility to it than almost any other raw magic system does. The same principles can be applied to a spell that lights a city on fire, puts that fire out, prevents other people from putting that fire out before you want them to, or make your pocketwatch able to set the city back on fire once it burns out the first time.
Finally, when we say not to get punched while casting, we mean it. If your recital of that spell gets interrupted and you don't immediately pick the flow back up you'll lose the whole thing. Magical backlash doesn't happen, but the verse you had prepared will be rendered useless as if you'd successfully cast it.

Spoils of War: The following items may be taken with the Spoil of War option. Cooldown is, officially, in terms of rounds and thus days, but rounds are a bit flexible even beyond that so

they're a bit more of a guideline than a hard rule. It does give a good baseline on comparative power however:
Detonation Core: A massive power core that when activated creates a huge supercharged explosion. (3 CD)
Broken Halo: The shattered darkened halo of a fallen angel, on activation greatly increases the offensive power of the bearer. (3 CD)
Contaminated Gear: A large rusted gear coated in toxic waste. When activated inflicts the target with a short lived but contagious and virulent plague. (4 CD)
Rapidfire Bow: A large steampunk crossbow/machine gun that, when activated, launches a stream of high power shots for high damage. (3 CD)
HHH's Headtaker: A massive purple axe filled with ghostly energies. When used deals significant damage and summons the dead to haunt and harass the target. (3 CD)
Hivemind CPU: A massive computer unit taken from a hivemind machine. On use summons a powerful and (mostly) invincible TIE Fighter for a while to provide air support. (3 CD)
Potion Supply: A mechanized backpack that, when activated, dispenses a Crit, Healing, or Poison potion strong enough to affect even the strongest combatants of DTG2's battlefield. (3 CD)
Ender Orb: A deep purple oversized ender pearl. When activated, severely glitches out the target dealing heavy damage and frequently preventing them from acting for a while. (5 CD)
Slime-inator: A large cannon loaded with acidic slime. When fired sprays out said slime with enough force to splash out and hit others, hurting them and dissolving them over time. (3 CD)
Molten Processor: A flaming circuit board from the update terminal. When activated incinerates and ignites several targets, with selecting fewer targets focusing the power. (4 CD)
Infinity Blade: A powerful sword rumored to be able to kill the immortal. When used deals significant amounts of damage, and gains power if used to finish a kill. Yes, it is *the* Infinity Blade, from the Infinity Blade Franchise, except beefed up on Spoil of War mechanics. (2 CD)
Prism: A massive gleaming crystal prism. On activation creates and uses a massive pile of cookies that greatly heals a target, possibly over their usual 'max HP'. (3 CD)
Lil' Cal: A bizarre and unsettling puppet from Homestuck, on use curses the target causing both their offense and defense to be greatly hampered. (5 CD)
Shockwave Laser Cannon: A white and green alien cannon, fires an incredibly powerful laser than launches a shockwave out to hit enemies near the target. (4 CD)
Sacred Pool Balls: A set of glowing pool balls. When thrown, summons an invincible phantom of a member of the Felt (besides Snowman, Scratch, or Lord English), retaining their powers, to assist the summoner for a few rounds. (4 CD)
Emerald Nova: A golden staff that transforms into a golden assault rifle. Deals massive damage on use, and inflicts powerful existential terror on others nearby. (4 CD)
Withered Plate: A pitch black armor plate with glowing runes. On use causes the target to begin withering away. This can spread to their allies, and prevents regeneration and healing. (4 CD)
Auditory Piston: A strange piston from a mechanical voice box. On use summons a seemingly endless swarm of zombie pigmen for a few rounds. (4 CD)
Inferno Servo: a large, flaming, orange servo. Fires a massive fire charge on use, damaging and melting the target, which harms them further and hampers their actions. (3 CD)

Silver Eye: A magical silver eye. On use greatly empowers the user's magical powers, but likewise weakens their physical abilities. (3 CD)
Magma Multiplier: A dark brown sphere that on use fires a powerful beam that can either be held on the target for increased damage or moved while firing to hit several enemies. (4 CD)
Table Leg: A seemingly ordinary sawn-off table leg that, on use, turns into an immensely powerful rocket launcher. (3 CD)
Spare Tentacle: A massive mechanical tentacle. On use, launches towards the target and constricts their movement, leaving them vulnerable to other attacks and unable to act. (4 CD)
Providence's Topper: A peculiar black top hat. On use allows you to travel into the target's mindscape, damaging them and leaving them stunned for some time. (3 CD)
Red Scale: A large, smooth crimson scale. On use, whips the user into a frenzied rage, greatly increasing their offensive power. (3 CD)
Twitchy Staff: A polished wooden staff that radiates madness. On use inflicts severe confusion/mild insanity on three targets (one is physically harmed in the process). (3 CD)
Faceless Eight: Eight grey 8-sided dice. When rolled summon a random attack depending on which dice rolled what. The higher the combined result, the better. (2 CD)
Necro Smasher: A large wooden mallet. When used the struck target is transported to bumper car hell, being run over for significant damage until they return a while later. (3 CD)
Black Matter Gun: A strange alien gun that fires cubes. On use fires either: Blue Cubes (deal enhanced damage), Green Cubes (weaken the target's defenses), Yellow Cubes (weaken the target's offensive power), Red Cubes (explode violently, hurting others nearby), or Black Cubes (distort space and time to interrupt the target's next action). (4 CD)
Kitsune Charm: A gold bracelet with a black opal fox. Combines a potion and a weapon together for a while, giving the weapon the effects of the potion for the duration. (2 CD)
Glitch Wrench: A dark purple crystal wrench. On activation, edits the source code of reality in an unpredictable fashion. This can just as easily be a net negative as positive. (4 CD)
Hard Light Gun: A sleek Aperture Science weapon. On use can either fire powerful bolts of hard light, or create hard light walls to act as defensive structures. (3 CD)
Oblivion's Topper: A smooth grey tophat. On use can fire a blast of amethyst fire, or inflict a madness on the target to make them attack their allies for a while. (3 CD)
Pale Valve: A large rusted valve. On use pulls all nearby water to the user, then expels it in a powerful armor-piercing blast. (4 CD)
Giant Gear: A huge rusted gear. On use, is connected to a weapon of choice, which grows to massive size and increases in power to match. (4 CD)
Nether Spire: A golden spire radiating electricity and heat. On use fires lightning or flame, the former will leave lingering electrocution and the latter unquenchable flames. (5 CD)
Amethyst Spike: A purple crystal spike. On use unleashes a shockwave of power, and summons a team of elite endermen to help the user. (5 CD)
Brass Knuckles: A pair of unreasonably heavy brass knuckles. Most people are unable to lift them, but a punch with them is massively powerful and will incapacitate most foes. (6 CD)

Alchemy: Alchemy is a process whereby you can combine the traits of two different items together, and get a new item that is (hopefully) more powerful.

The process is normally quite complicated, but the two items here that give access to it simplify the matter significantly. Both the pocket alchemiter and the alchemiter that comes with the forge have an internal database of items, as well as a scanner allowing you to add items to said internal database. From there, you just create a recipe out of items in your database using the alchemy operators available to you. Items are not consumed in the process of alchemizing, regardless of which operator or extension you use.
The Pocket Alchemiter only has access to two Operators, && and ||. && is a more generic combination, combining all qualities. (a match and a sword might get you a flaming sword, while a spear and a sword might get you a polearm). || takes the function of one and puts it in the other (match || sword might get you a sword that works like a match, or just a useless match made out of metal, it's a tossup since alchemy operators have no precedence though you will always get the same result from the same recipe).

It is worth noting that alchemy is somewhat arbitrary and random, while the same recipe will always give the same result, it is nearly impossible to guess the result of a given recipe beyond generalizations. Getting to your desired item may take trying a few similar recipes first.
It is also worth noting that all you need to receive your new alchemies is time. The higher level an alchemy, the longer it will take to complete, anywhere from a few hours to a couple of weeks (assuming no jailbreaking, elaborated on further down). That being said, the Pocket Alchemiter has 3 slots for alchemizing, and the one in the Forge has roughly a hundred, all of which can be used simultaneously with no detriment to the others.

Additionally, both alchemiters have a 'level cap' of 10. The level ranking system for items is rather arbitrary, and more esoteric effects can raise an items effective level, while drawbacks to usage can lower it. The level is somewhat exponential, with level 1 items usually being equivalent to mundane weaponry, level 5 items being capable of destroying large buildings in a single go, and level 10 items having the capacity to completely ruin entire landscapes or in a few cases even destroy entire continents.
It IS possible to 'jailbreak' the Forge alchemiter to produce alchemies above level 10, but doing so is difficult, and making anything above level 10 requires major extra expenditure of energy and resources, scaling up more and more the higher above level 10 you get. Going too far in this direction might result in destruction of the Alchemiter or Forge, in which case it will be repaired at the end of the jump. Attempting to 'jailbreak' the level cap on the pocket alchemiter will result in the poor thing melting to slag, so unless you've pumped it up with some serious durability upgrades of your own don't bother.

Finally, the Forge alchemiter is noted as having a number of extra upgrades over the Pocket Alchemiter. Their function and operators are as follows (all upgrades without special notes on their use duration take the usual amount of time for their output's level):
Jumper Block Extension + Punch Card Shunt: Is not directly used in alchemy, but are instead attachments on the alchemiter that allow for additional upgrades to be added to it through the alchemiter's database. All nonstandard functions are applied through this, including the ones

that come with the Forge, meaning that you can disable and reenable nonstandard functions and upgrades at your leisure.
Holopad + Punch Designix: Allows you to alchemize items straight from the scanned database, as well as preview both scanned items and the result of new recipes before making them. That's right, these features don't come standard (which means the pocket alchemiter doesn't have them), you've gotta find a recipe that makes a particular item to make it otherwise. Has no operator since it doesn't factor into recipes, is simply an option on the control panel while active.
Duplicator: Allows previously alchemized items to be duplicated. The amount of time is equal to an alchemy with the level of however many copies you're making. The level cap applies to the individual copies however, so you cannot copy a theoretical level 11 alchemy, but could make as many copies of a level 1 alchemy as you wanted in one go (though it would take quite a while, since you don't get any until all of them are finished). Operator is (Item x Duplicator#)
The Loom: A mostly cosmetic extension that allows you to create "clothing versions" of items. This always takes the same amount of time as level 0 alchemies, but as a consequence the 'clothing versions' are usually just normal outfits themed after the item in question. They look snazzy, but even getting basic armor is highly unusual. Operator is (Item ~~~ Loom)
SCP-914: Similar in design to the original, SCP-914 is for 'upgrading' alchemies without using extra components. It has five different settings; Coarse disassembles the item to its raw materials. Rough does a "direct downgrade", making a version of the target alchemy one level lower. 1:1 makes a similar but different alchemy of the same level. Fine does a "direct upgrade", making a version of the alchemy generally upgraded to be one level higher. Very Fine makes a version of the alchemy that's two levels higher, but also generally adds some unexpected features (though as per the usual, the new features will always be the same with the same input). Operator is (Item > SCP-914mode)
Furnace: When used, smelts or cooks the input item in the time it takes to make a level 0 alchemy. Anything that fits in the same ideas as a furnace is used for in Minecraft. Operator is (Item ~ Furnace)
Dune Rotary Potion Mixer: Is used on potion bases or potions to mix in a new item. The results do not adhere to normal potion brewing standards, brewing an Awkward Potion with a chunk of Uranium makes a Potion of Nuclear Fusion for example. Usually takes the same amount of time as a level 1 alchemy, despite the large disparity in power level, but exceptionally powerful or repeatedly upgraded ones will eventually have increased duration (rather inconsistently however), and the level 10 cap is in place even for ones that don't trigger the time extension. Mixing two separate potions with similar effects is also possible. Operator is (InputPotion OOO Item)
The Garage: A vehicle oriented addition. Combine a vehicle together with another item, and the vehicle will be upgraded in a manner inspired by the item (such as upgraded a semi truck with a minigun to get a semi truck with mounted sentry turrets). Regardless of power level, results take the same amount of time to 'alchemize' as a level 3 alchemy (though as before, the level cap remains in place). Operator is (Vehicle -c Item)
Altar of Infusion: A solution implemented to bypass the alchemiter's usual inability to handle nonphysical items or abstract concepts as items. Input an energy or concept, and it will give you a corresponding elemental orb. This can include physical objects but only in the abstract/generic

(so you can have a Chair Elemental Orb for instance, but not a specific brand of chair elemental orb. Other possible results include Sharpness Elemental Orb, Fire Elemental Orb, or Anger Elemental Orb). The orbs are usually level 2 (though any orbs alchemized for an element that would be considered innately more powerful will be higher level as appropriate), and generally not useful on their own. They're intended for help with alchemizing specific items, but could probably be repurposed with other items or powers as well. Operator is (TargetConcept >o< Altar)

Themed Extensions: The four remaining extensions all use the same general idea, taking the input item and making a version of it that fits a specific aesthetic/power source. The ones that come with the Forge are the Perfectly Generic Alchemiter (styles items after Perfectly Generic Objects), ***alCHEMISTRY-inator*** (SBAHJ-ifies items. You will find this largely useless except for cheap laughs), the Zillymiter (makes things zilly, which generally means whimsical and rainbowy with weird names), and the Scratcher (Cueball/Doc Scratch aesthetic, frequently high level). Making more of these likely would not be hard, just alchemize an alchemiter with something else. Operator is (Item >= ThemedAlchemiter =<)

Drawback Notes:

Plot Pains, The Narrative: The Narrative, the grand beast of authorial wrath and the primal force of protagonism. The strongest and most dominant of the Four Great Powers, and oftentimes misappropriately labeled the most benevolent. Certainly, the most omnipresent of them, their reach is nigh-on infinite, and you can expect just about everything to go wrong like bad luck on crack and worse, from important MacGuffins savaging you if you try to use them, to various protagonists attacking you over misconceived connections to their archenemies, to just the curse of repetition kicking your butt over the slightest infraction. Its direct allies are few and far between, and those who are govern powerful forces of reality that usually require their attention at almost all times, so it will be unlikely they will be sent against you. However, if you cross them, all of them have terrifying potential and surprisingly large reach; First Guardians are on the lower end of what to expect. The especially foolish may even attract the attention of the Secret of the Void.

Plot Pains, The Conflict: The Conflict, the monster that opposes all stories and the master of antagonism. While weakened from being shattered into pieces by the Narrative, this has been little more than an inconvenience in overall affairs and has almost as much influence as the above. As before, it cannot directly move to kill you in its shattered state, and unlike its sibling, the Conflict is also no longer omnipresent, but still quite pervasive; you may expect a horrendous bad luck following you wherever you go, and on top of that, basically any and every 'villainous' force across all of fiction can now safely be said to be your enemy by either misconception, malice or just inexplicable urges, nevermind that they will enjoy unbelievable windfalls whenever they attempt to fight you to the point of absurdity. In addition, while its shattering limited its influence, it also created hundreds of Agents and myriad Villains under their command-and every last one will be your enemy, including the Binaries, the Red Dragon, and even the dreaded Shadow.

Down From On High, The Terminae: The Terminae as a species are the greatest reality warpers to ever exist (in the traditional sense), tied up in a single, unified council that is at all times being leered down upon by the jealous eye of the Narrative, to keep them from interfering. The Narrative, however, is an idiot god, and the Terminae are ancient and wise. Just about any and all of them possess at least one way to skirt around the edges of the Narrative's watchful gaze, and most of them have the ear of powerful rulers and figures in their own right. To give an example, one of them is considered the supreme ruler of all 11,000 elemental planes, another is considered the greatest archivist to have ever graced the face of Fiction, and a third will soon be responsible for an endless plague of mass produced apocalypse robots that will not abate for eons. The Narrative won't release the Terminae from their limitations despite this, making them arguably the easiest to stave off in a straight fight, but you can rest assured that this will not be a straight fight. They know better than that, and have the power and experience to make even the greatest of gods play by their rules.

Down From On High, The Horror Terrors: The Horror Terrors, a term given to the mightiest of the eldritch horrors, those which managed to hold a grasp upon some measure of their unfathomable power when thrust out into the Void. Two of these mighty beings have managed to inextricably intertwine themselves with the very concept of Space and Time within the multiverse, and the others have tendrils reaching out to all corners of reality. While their political and cultural reach is not as unrivaled as the Terminae's, their personal power is not actively hamstrung by the Narrative. If arrayed against you, they will not shy away from bringing their maddeningly immense force (as well as their literally maddening force) to bear directly against you, and wielding armies of loyal cultists and lesser beasts when they cannot. And often they cannot; while the Terminae are restrained by the Narrative, the Horrorterrors find mundane physical reality (IE 'not being warped actively and not the void') toxic to their being, and only the very weakest, or very strongest, can sidestep this limitation directly... And their influence can easily rectify this problematic roadblock, so do not expect lingering in a universe to do you good for very long.

7x7 Interactions: To begin with, Bloodlust, For Massive Damage, Terrorized, Spoiled, Most Definitely Not A Descendant, Wilsooooooon, Don't Expect Your Attacks To Actually Work, and The Second Worst Mechanic will take effect as normal. Thanks to the chaotic and inconsistent nature of the wasteland these will not be relevant as often as they likely would in the jump, but will almost certainly still be relevant at least once even if they might not normally have been through some bit of clever preparation.
Unemployed manifests simply. The Employer is present too, and aware you are responsible. While their memories will not be retained post completion, prior to the fixing of reality they will be a constant thorn in your side as retaliation for (what they believe to be) an impromptu disassembly of everything they were working for.
SHATTER will ensure that your mind is fractured early into your sojourn. While the Shatter itself will not happen, having the two halves of your mind bickering while you work is likely to complicate decision making somewhat.

An Entity's Fate will lock you into combat. Everywhere you go and every step you take towards fixing things will require you to fight off at least one significant foe.
And Dance On the Shards really just makes things worse in every way, with so many new continuities thrown into the mix fixing reality (as much as it can be considered 'fixed' with this drawback in effect...) will be vastly more complicated.
Destined For Death requires your death. One of the final (but not THE final) steps to repairing reality will require you to die, "permanently". You must set things up so that the final steps complete after your death, or it will fail, and your death will remain permanent resulting in your chain failing.
A Rude Awakening manifests similarly to Employer's Ire, The Godmodder (the one this jump is focused on) will be coming for you. Unfortunately he also holds one of the pieces needed to restore reality, so unlike the Employer you cannot just evade him indefinitely, a showdown will and must happen before the end, though it doesn't strictly require you to beat him conventionally, you just need to take his piece to the resolution somehow.
A Field of Blades summons the initial Descendants of the Second Godmodding War in with you, and as before you must ensure at least a quarter of them survive until things are fixed. Fortunately they don't technically have to come *with* you for this one, though leaving them unattended for long stretches is still likely exceptionally unwise.
Plot Pains, Down From On High, and Ending SNAKEEYES all manifest their relevant figures within this wasted landscape in some form or another, and all relevant choices you made with regards to them will be unstoppably murderous.

The Archetypes/Archetypical: All the Archetypes, by nature, have the full effects of the Archetypical perk-and have had time that would make eternity seem an instant allowing several to develop the results into impossible power, which for simplicity's sake is known as their 'focal power,' or power derived from their Archetypical nature yet independent of it (to make this clear, it *does not* come as part of the Archetypical perk, though a determined jumper could make one of their own with enough work in all likelihood). In addition, while (usually) unrelated, they have an extensive reality-warping power that would be *at least* peer to the Capstone-boosted Descendancy perk, and usually greater, on top of possessing an incredibly wide variety of lesser powers, that while not infinite nor all-encompassing, is enough versatility to easily overcome the vast majority of threats and problems in the Multiverse. A shame that the Ur-Godmodder and his machinations do not belong in this vast majority. For the sake of space, each description beyond the first three will only go so far as to describe their focal and preferred powers and anything else especially noteworthy.
The Trickster: As the archetype of all tricksters, hoodwinkers and other rougeish fellows, he naturally enjoys screwing with others and challenging assumptions. A free-spirited sort by design, he handled his sudden thrust into the leadership position very poorly. His focal power is simply the ability to always have another trick up his sleeve-always another stratagem, gadget or obscure method to get him out of whatever jam he's in. As a result he is probably the most survivable of the Archetypes. He supplements this in combat with his 'Bag of Tricks,' which, put simply, is the Convenience Inventory perk above taken to a degree above even what the Capstone would normally allow and into ludicrous extremes. His command over Paradoxes is

equally unmatched, equivalent to having taken the Paradox Party perk and then had eons to iron out every possible kink, and then push it even further beyond.

The Mentor: The reason why the other Archetypes have such an absurdly wide skillset and part of why they have lived so long. The Mentor's focal ability is to teach anyone anything at an incredible pace, including himself through the act of self-study. This does not allow people to use skills they are incapable of using for any reason beyond lack of familiarity, but he can still teach (and study) skills he cannot use. His mastery over every single skill and his absolutely perfect memory (in order to retain it all) means that he is hypercompetent at almost every possible task, and he has passed much of this knowledge on to the others. He does not have the conceptually peerless martial might of the warrior or the absurd magical potency of the Wizard, but he is still nearly peerless in both fields and many others besides. His nigh-infinite arsenal of skills ensures that he is second only to the Trickster in terms of unpredictability, able to work and fight under nearly any situation but he is not *omni*competent, nevermind omnipotent, and among Archetypes he remains among the weakest in terms of raw power though one shouldn't take that to mean 'least dangerous'.

The Overseer: The Overseer, archetype of the authorial avatar, overseeing all of reality, is easily the most conventionally powerful of the Archetypes. While he has no focal power, he instead funneled his energy into his grip over the upper conceptual dimensions. While recently deceased (soon to be made permanent unless you change upcoming events), it was only through elaborate machinations of the Ur-Godmodder and turning his own power against him that he was/will be killed, because the very foundations of the multiverse as you enter it are built upon a reflection of his power and he is, if awoken and given full access, entirely capable of destroying the entire iteration in one fell swoop to move on to the next. With full manipulative grasp over all 9 of the ideal dimensions elaborated on in Power of the Council, and the strength and skill to help design the entire current structure of reality, he is a true contender for the title of God. To make this very clear, while he is the most powerful in terms of 'raw strength' you should in no way consider him the most dangerous in a fight. While killing METATRON face to face would be quite the feat... it would be quite embarrassing to immediately die thereafter to the Trickster planting an omni-lethal dagger in your back.

The Demon: Archetype of The Devil. His primary combat set revolves around the use of souls and their many variants to power cataclysmic magics and esoteric powers. His focal power allows him to make Deals with others, granting powers and assets far in excess of what would normally be his to give... but he must be careful, one side of the Deal or the other must always come out short-handed for their exchange.

The King and Queen: Married ruler Archetypes, with dual focal powers focusing on greatly boosting different aspects of groups they lead or run, vastly more powerful when both rule together. Taking advantage of this, in combat the two are the ultimate summoner-casters, drowning their foes in dense waves of powerful minions, made even more powerful by their fealty to the two.

The Oracle: Two archetypes sharing a body after some ancient catastrophe left one of them near dead, the Seer and Sage, with focal powers giving them sight of the past and future, making them, as one, the single most powerful pre and postcognitive in the multiverse, which they will not hesitate to use if drawn into combat. Any motion, technique, or power with any flaw

will be relentlessly exploited with a bewildering array of powers accumulated to make use of their absolute precision.

The Warrior: Known to most as The Wanderer, his focal power is to be unbeatable in a straight fight, full stop at as high a conceptual grade as they come. The issue is *making* it a straight fight. An ambush, a terrain actively supporting the opponent, disabling him, killing him from outside his view, all will bypass this skill. His power set is based around making this disabling nearly impossible. Omni-sensory power preventing distant headcappings and ambushes, the ability to rend terrain and reality to prevent him from being pinned down to be dogpiled, self-reinforcing abilities to prevent depowering and weapons bound to his soul.

The Dying: Once The Gardener before a powerful poison twisted her essence. She has no true focal power, due to so much of her archetype-derived powers being focused on just keeping her alive, and now instead of domain over all living things she possesses domain over all things dying and dead. Rot, disease, poisonous brambles and the reanimated corpses of the recently deceased will all come at her call, and ironically thanks to the Ur-Godmodder's progressive pollution of the iterations her straight reality warping is the strongest out of all the Archetypes.

The Giant: A true pacifist, harming others only by accident. Fortunately for him his focal power is to be conceptually immune to harm, with only the Ur-Godmodder's direct unhindered attention really being capable of harming him (or perhaps a power-junkie jumper on enough of a high). His powers are largely based around supporting others and building things up, and he is the only Archetype unable to leverage enough strength to destroy a universe on short notice if hard pressed enough.

The Wizard: The greatest of wizards of old, like most wizards of real world legend his greatest skills lie in deception, illusions, and the crafting of great artifacts, though he is still an archmage unparalleled in any other magical field as well. He has no focal power, instead having opted to craft a series of increasingly absurd swords of power known as the rapture ladder, his latest achievement, True Rapture, can destroy massive swaths of the multiverse just upon being drawn, let alone upon being actively wielded in battle.

The Hunter: An artificial archetype, somehow, and the first to obtain a focal power. The Hunter has a 'list' of prey, expanded by one whenever he subsumes another Archetype and takes their form as a mask (most recently The Fool), and those who are his marked prey will find his powers even at their least to be utmostly lethal to their existence. Except for really strong godmodders because the Ur-Godmodder is a cheating PoS. Unlike those who died earlier in the iteration, The Fool is long dead and only his image overlaid on The Hunter remains, he cannot be revived until the mass returns in the second half of the End Jump scenario.

The Secret: Another archetype who will, barring major intervention on your part, be dead before the end of your jump's normal duration. Also known as The Secret of the Void, The Secret is the archetype of the Deus Ex Machina, or the "secret victory". As such, his powers are largely hidden. That being said, he is a dragon of mighty stature, with a breath capable of burning through even high power godmodding constructs, and has some method of staving off his absolute death... until his own lackeys turn out to be idiots and use it to fuel an immediate objective at his expense. Likewise, his presence is somehow critical to reality, being run using a portion of his power much the same as The Overseer. His focal power, if he has one, is unknown.

The four Archetypes who are already dead at jump start were never fully elaborated on in canon but this is what was written about them:
The Muse: Once the Trickster's lover before her most recent position as a distant memory, her abilities revolved around supporting the other Archetypes at her greatest, bolstering their spirits and driving them to ever more dizzying heights of accomplishment. Was also something of the last remaining emotional linchpin.
The Soldier: A martial combatant nearly without peer, was likely defensively oriented compared to The Warrior based on the circumstances of his death.
The Healer: The greatest healer and recovery specialist to ever exist. Their focal power was an equivalent rez spell, capable of, with proper setup, healing even such things as death, timeline deletion, or existential failure. Whatever the Ur-Godmodder did to still override this power, it left her spirit thoroughly shattered.
The Reaper: Very little is known about them besides their focus as an aspect of death, and the fact that they were already so faded by the point of their death that the other Archetypes did not notice for a long time.

Power of the Council: The power of control over the dimensional sets is a rather complicated one, and difficult to gain true mastery over. First thing to understand is that they're called 'sets' because each one contains multiple dimensions within it (for example, the three spatial dimensions we're used to are all held within the third dimensional set.), the second thing to understand is that they all affect each other. A sort of hierarchy, the ninth set often defines the eighth, which often defines the seventh, and so on down the ladder, though this definition is not entirely one way and lower sets will influence those above them as well.
The first set, **Being**, deals with the existential state of a creature. At its most overly simplified, it is a degree of "does it exist, and how much". Being a set and not just a one directional axis, there's obviously more to it than that (especially since numerous figures have managed to personally cause setting-shaking events while technically not existing) and since almost anything with a mind actively interacts with and manipulates the flow of Space and Energy to some degree just by being alive, direct attacks and actions to where someone sits in the dimensions of Being are likely to be brushed away almost without notice if not backed up through other methods as well. Consider it like this, DTG's cosmology relies significantly on the fact that DTG is fictional (acknowledged repeatedly in-setting). You have a vase that clearly exists, and then you smash it. The vase no longer exists, but its shards do. Then you glue them back together and while altered, the vase exists again. Think of modifications to Being as something similar (though obviously not exactly the same) to that.
The second set, **Energy**, deals with… energy. Electricity, heat, motion. Direct manipulation of this dimensional set is already a daily part of everyone's life, to the point that if it stops, life as we think of it stops. The Power of the Council allows for less constrained modification of the Energetic Dimensions as well, as well as more direct 'sight' over it, but it's important to remember that ultimately the shifts and motion of Energy is defined by Space and higher. Modifications to Energy in the direct fashion of Power of the Council might involve interfering with electronics, or effects akin to a heatray, freezeray, or outright instantaneous explosion.

The third set, **Space**, is what we normally think of as dimensions. The volume we move through, the way it twists with matter and gravity. Obviously while there are three spatial dimensions most frequently accessed and used, there are quite a few more that we don't think (or usually even know) about. Direct manipulation of Spatial dimensions can result in matter reconfiguration, extreme gravity control, teleportation, and similar things.
The fourth set, **Time**, is the last of the dimensional sets that has direct parallels to things in real life. Obviously, these dimensions pertain to the flow of time, both linearly and with regards to how the timeline itself twists and turns as time travelers and powers make alterations to it. Manipulation of Temporal dimensions can be used for time travel, time acceleration, time stops, as well as modifications to items' or people's personal timelines.

Beyond the first four dimensions, things get a bit more abstract and ill-defined. As each successive dimensional set is further removed from and more difficult to comprehend from the previous, full canonical or canonical-derived explanations of the next three are not available, but can be approached with the following knowledge (further explanation will likely need to be up to your own fanwank)
The fifth dimensional set, **Soul**, obviously pertains to matters of soul and spirit. The exact mechanics of it are not readily explained, but differences here make the difference between not having a soul, having a strong soul that can readily be used for soul magics, or having souls with special properties like Undertale's determination being able to apply SAVE/LOAD features on a given world through its defining of the Temporal dimensions.
The sixth dimensional set, **Life**, has to deal with things that are and aren't alive. This dimensional set is left even more vague but can generally be applied to living things and things that while technically not living by real life scientific standards can still be interpreted as such philosophically.
The seventh dimensional set, **Essence**, is even more poorly defined. Generally having to do with magic and supernatural powers, what exactly does and does not constitute a direct application of the Essential dimensions is mostly unknown. At the very least, expect to be able to screw about with other people's magic systems on a whim with this.
The eighth and ninth dimensional sets, **Octohedron** and **Metachronism**, are almost entirely undefined beyond the existing extrapolation and what was stated about them in the initial blurb for the perk, though strictly speaking they are very poor and incomplete attributions. Octohedron has to do with unfathomability and surreality and is so far removed from the Essential dimensions that only making or approaching that step yourself allows for any true comprehension, or even effective abstraction. Metachronistic dimensions lie even further beyond the Octohedral than that, but it is known that effective manipulation of Metachronistic properties can allow for the direct construction and alteration of an entire Multiverse's underlying rules, as well as to modify or even outright remove any individual thing or person's interaction with those rules. How, why, or in what way is unknown, though it has been sometimes described as akin to treating reality as an omni-editable program, targeting anything (ANYTHING) and changing its properties, behavior, and relevant values directly.
It is also implied that there might be dimensional sets beyond the ninth, but what they could possibly be is utterly unknown.

This leads us to the final point. Why is the Power of the Council so hard to train up? Assuming you've read through the above parts, you'll have a general idea, but it comes down to the difficulty of comprehending facets of reality you have zero frame of reference for. A human mind attempting to understand a fourth *spatial* dimension, spatial dimensions being the ones we're most used to dealing with, is something that many of the brightest minds of several generations have tried and failed to tackle.
Of course, by this point in the jump you likely have the capacity to do so (if you aren't already doing so in some manner already). The issue is that understanding additional dimensions of the same type is already difficult and complex, the gap between dimensional sets is even further removed and you are given even less of a framework in which to analyze it. These differences grow more and more drastic at absurdly increasing rates with each jump upwards. By the end of the scale, the jump from seventh to eighth is such that Octohedral dimensions are considered totally unfathomable to beings that live and breathe the Essential dimensions, and it's safe to assume that the jump from Octohedral to Metachronistic is even greater.
This is not to say that it's impossible. People have made the jump before (albeit usually with assistance from outside artifacts and benefactors), and some have even done manipulation of their own without gaining proper comprehension. An enterprising jumper with a good setup will be able to investigate and unravel these mysteries. Just expect not to do it in anything approaching a reasonable timeframe without some extremely powerful learning perks, and stretching them to their limits.

If this piece of power and cosmology seems weird and arbitrary that would be because it is. The setting consists of large amounts of sloppily implemented headcanons, hasty errata to unexpected intersections of different people's cosmological assumptions, and many similar worldbuilding mishaps. In the end, due to the interaction of conceptual powers with personal rulings on perk wording and in-universe powers, this jump is already very fanwank heavy.
TL;DR: fanwank responsibly kids and not-kids.

A Power Unlike Any Other: Godmodding is a conceptual reality warping method, at its most basic being capable of "I win because the plot says so" winning in a reality warping fight, and very frequently winning direct conflict against forces that are ostensibly more powerful them or even designed directly to counter their godmodding. (At numerous points in-canon, godmodders of various ranks totally bypass anti reality warping mechanisms as if they weren't there, including ones designed specifically to target godmodding.)
Obviously there are levels of skill and proficiency, it's still a power set even if it's a very weird one, but raw power can (usually) be determined just by a godmodder's rank on the Godmodding Scale. Starting at Alpha, it moves upwards in order through Alpha+, Beta, Beta+, Gamma, Gamma+, Delta, Delta+, Omega, and finally Omega+. The rank of Psi is somewhat of an outlier as it does not adhere to the usual rules (technically speaking under the right conditions it's possible to become a Psi Godmodder without being a godmodder beforehand at all, though unless you have the methods to totally turn the plot on its head as a matter of course don't expect to force those criteria.).

While the exact difference between tiers has never been elaborated on, an Alpha godmodder is already sufficiently entrenched that only the strongest forces without reality warping will be able to pose a serious threat to them, even barring the presence of other abilities. Beyond this point, both demonstrated Omega+ godmodders were capable of summarily steamrolling even beings of great multiversal significance when given appropriate prep time or the home field advantage. Their own reach and power often doesn't reach quite that far without having somebody else's powers to hijack (without having some other circumstance like mind controlling an apocalypse or their powers boosting up in reach in reaction to a similarly large threat a lot of godmodders cap out at global reach or lower), but in any and all versus matchups, godmodders have an unfairly huge advantage.

Alpha godmodding can be acquired through various means, though all of them generally require extensive abuse of reality warping to accomplish. Beyond that however, the best way to achieve a higher rank is to kill a godmodder of the next rank up. As an Alpha, kill an Alpha+ and become an Alpha+ (though if they're capable of surviving dying they remain at their own rank). Continue that up through the ranks to Omega+, and yes killing an Alpha will give you Alpha rank (but it will not be fiat backed if you don't buy the perk!). Theoretically, ascension could be done other ways but even reaching Alpha+ rank through other methods was considered so difficult as to be completely impractical for even some of the strongest forces in reality, even when thanks to the actions of the current Omega+ there *were* no Alpha+ godmodders to rank up through.

The rank of Psi, being far and away the most powerful rank, has special criteria. Psi himself created godmodding and had the rank de facto despite the ladder not existing yet. After that, becoming Psi rank requires acquiring the 6 Ancestral Artifacts and being the "chosen heir of Psi" (which for an unexplained reason applied to two individuals, one of whom wasn't even a godmodder, though both of them pretty much cheated but isn't that what godmodding is all about?). The latter cannot be supplied without ludicrously immense cheese of your own (or having both the A Power Unlike Any Other and Archetypical perks), but the Ancestral Artifacts can be found in and around Minecraftia at the time of jump start or purchased for CP. The Ancestral Artifacts are listed in their item entry.

Beyond the general reality warping, there are a number of powers associated with godmodding, but the only ones confirmed to be universal to godmodders in general are as follows:

Digital Mastery: Actually a combination of three separate abilities. Godmodders are able to access any digital space, server, etc. as if they had admin/root privileges. If they are able to grant themselves proper adminhood in a given system, their powers there becomes effectively total, even to the point of shaping the landscape to a degree that the system shouldn't support. They also have effectively infinite alt accounts and computers. Any situation where banning, kicking, muting, or similar actions would kick in, the godmodder can effortlessly and endlessly bypass it. Likewise, any situation where having extra computers would be useful (remote destruction, needing proxies, extra computing power) they are effectively unlimited in scope. These abilities all start out rather limited (though still obnoxious and absurdly extensive) at Alpha rank, but probably cap out as "effectively infinite" at around Beta or Beta+. This ability can be repurposed by higher level godmodders to make Decoys (which are effectively significantly weaker and less durable duplicates of themselves that can created both easily for backup and

other missions or retroactively to sabotage attacks) for their real (or at least combat-relevant) self.

The Veil: Similar to but different from the perk of a similar name, The Veil provides a near total obscurement of a godmodder's 'real life details' against individuals or systems they don't want knowing of them. Reality warpers are frequently unable to divine sources, and even things like direct surveillance will fail to return anything useful, even to the point that people who knew them can be made to forget that they did. This has a few notable failures, one of them being that powerful enough individuals that manage to pierce it will not lose the information they've found, and another being that omniscience-type skills are sometimes capable of bypassing it (though when and through what mechanism is unknown). This gets more powerful and absolute up through the ranks, up to the point that at Omega rank (or thereabouts) it can be actively manipulated or boosted. Psi himself notably amped his up so much that his movements on the battlefield could be obscured by it, and was able to pass it on to another individual upon his death.

The OP Scale: mentioned at the start of the document, the OP Scale is a conceptual effect that reduces the power of everything around it. While this supposedly has an upper limit, it was demonstrated for the Omega+ godmodders to be effectively unstoppable without some method of actively circumventing its effects instead of brute forcing through it (usually through narrative manipulation.) This includes beings capable of manipulating entire multiverse-level settings by thought alone. Figures that attempt to actively circumvent the OP Scale (either through an attack or summoning something under their own power) can have those actions "reduced to zero", totally negating their effect. Yes this power can and has been used to bring powerful nasties of outside contexts down to a killable level. Godmodders of an equal or higher rank are, of course, immune to the effects of your OP Scale. Godmodders one or two rungs below you will be highly resistant.

The HP/Defense Gap: godmodders are capable of rendering their durability into a discrete health bar, notably doing so by having health measured in ones as opposed to thousands. In combination with their other abilities this renders them immune to "death of a thousand cuts" scenarios by making any attack or hit that fails to reach a 'full hitpoint' fail to hurt them at all, and causes greater attacks that could potentially cause them greater bodily harm to only deal a handful of those discrete points at once if they even manage more than one. This massively increased defense comes with a downside: the more extremely this defense is leveraged, the harder it becomes to heal yourself. Almost all passive healing is disabled while the HP/Defense Gap is active, and action-based healing by anyone who isn't immensely powerful on par with and including the godmodder themself will fail under most circumstances. The HP/Defense Gap is not fully explained, but different godmodders display different implementations and strengths of it (as well as different levels of adherence to the 'no healing' rule), so we'll assume for the purposes of this jump that it's something you get to set for yourself, and can change with an extended period of focus that is disrupted if you're attacked (even if it doesn't land). Obviously this allows for the obvious cheese that if you get away from your pursuers long enough you can turn it off, heal back to full, then turn it back on. We never said godmodding was fair. Additionally, since somebody's inevitably going to ask, you absolutely can find a perk combination that lets you auto-regen even with the HP/Defense Gap active at full bore. This is

fanwank territory so I can't tell you what to do, but I personally would rule that it should be regen on the level of "red paste to fully healed in seconds" before you even start *considering* it from regen speed alone. Other methods like "enhance synergy of other perks" would also be valid. It is worth noting however that the HP/Defense Gap has an explicit weakness in that major losses on your part (having a boss monster defeated, losing a battle) will incur HP damage even if you didn't get hit by anything. Your last hit point cannot be removed through this weakness however. Another note is that other forms of incapacitation or disablement (exhaustion, stunning, etc.) are not affected by the HP/Defense Gap. If someone hits you with a powerful enough attack the possibility definitely exists for you to be out of commission for an extended period of time, even if you managed to avoid taking any actual damage somehow.
Curses: This one's more complicated so I'm going to do it after giving some examples of non-ubiquitous godmodding powers.

The following are powers that have been demonstrated as possible by The Godmodder (both of the ones who were at the time in possession of the capitalization gained by being the highest ranking extant godmodder) but are not demonstrated to be universal to all godmodders, either being something that they develop independently or just something gained at an unknown midpoint on the godmodding scale.
Desperation: This is a power dependent on the HP/Defense Gap. The lower a godmodder's health (provided they're high enough rank to benefit from this power) the more powerful and dangerous they become. Every percentage HP lost gives a small but noticeable increase in fighting strength, to the point where a godmodder who started out as something of a joke at the start of the fight can easily be the most dangerous thing in the universe by the time they reach critical.
Brainwashing: godmodders have an innate knack for removing an opponent's power and using it against them. Summons and soldiers in particular can be hijacked by a godmodder using powerful brainwashing techniques with a moderate amount of effort. This power synergizes with the OP Scale in that an OP Scale nerfing can include removal of resistance/immunity to mind control, allowing the godmodder in question to hijack a summon or reinforcement that should be immune. That being said, they remain OP Scale-nerfed post mind controlling, so using the OP Scale to nerf an eldritch horror down and mind control it then will not result in you controlling Azathoth at full strength with no effort.
Grammar Nazism: godmodders demonstrate certain amounts of meta powers, most notably the ability to avoid syntactically vague or improperly speled enemy action that would otherwise be unavoidable (or at least mildly annoying to avoid). Since your jump (probably) won't be in forum game format, feel free to abuse this how you see fit. Opponent's dialogue has him telling his soldiers to "shoot them!"? Well, you didn't specify which 'them' buddy guess they're shooting you now. (I dare you to turn off your autocorrect and have the jumper use any accidental typos in the writing to totally cheese their way past challenges and fights)
Terror and Advanced Mobs: godmodders have the ability to take 'basic mobs' of universes they mess with and make Terror versions of them. To describe terror mobs, I invite you to look up the Minecraft Mutant Mobs Mod. Take that, and make mutant versions of those mutants, including the relative power increase (so ten to hundredfold power increase again) and you've got a

general idea of where Terror Mobs stand. You can make these out of any "general enemy", from mooks to full on superbosses, though the more powerful the initial mob the more difficult and time consuming creating terrors of it will be. Advanced Mobs is a for-this-jumpdoc term created for something only demonstrated by the Omega+s (and implied to have been done by Psi), which is basically making creations that are to terror mobs what terror mobs are to mutants or even the normal version. These seem to be themed; Richard used massive Mechs that were semi-generic giant robot replicas of the base mob with city-leveling power. UserZero used 'office worker' themed super upgrades that had non-combat functions, but were all massively powerful bosses with specific gimmicks in their own right as well though were not moderately expendable like Richard's Mechs as a tradeoff. Terror and Advanced Mob creation does NOT need to be done by you actively, it is (somehow) possible to assemble them 'off-screen' even if you never left the battlefield.

Turret Assembly: Turrets were mentioned in the Turret item, essentially, when a powerful enough godmodder runs into a particular threat that is enough of a recurring pain that they decide they just never want to deal with it again, they build a Turret to contain it. Turrets are capable of more in-combat output than the godmodder themself is at any given point usually, but (barring immense shenanigans, which are admittedly par for the course even among the self-aggrandazing and alarmingly arrogant group that is the canonical godmodders) can only target the thing they were made to deal with. It is still recommended you do not get caught in the crossfire.

Wayback Machine: Only demonstrated by one Godmodder, but was directly associated with their godmodding skillset. Allowed the godmodder in question to resummon past foes to the battle at full strength except on his side. Generally it can only be used once per "past foe" (or at least only once per past foe per war, that point was never clarified) but that's enough, right?

The Trials: Another HP/Defense Gap dependent power, this is believed to only be accessible by the most powerful of godmodders (think Omega rank as the minimum requirement). Essentially, once a godmodder reaches low enough health (10% at the highest) they can set the war into 'cutscene mode'. At this point, HP can only be lost through the HP/Defense Gap's explicit weakness, and the threshold (which as a result of Desperation will have already been rising over the course of your fighting) will massively ramp up as well. Fate will contrive to result in grand culminating battles and struggles, bringing the entire battle to a head and giving opportunities to pass this threshold and deal those last few points of damage, but only, *only* if they are able to beat you at The Trials before you turn them to dust. Your final hitpoint will be your greatest, grandest Trial, a final confrontation that will be suitably EPIC for a being of your caliber. Defeating this Trial will require them besting not just you but the very absolute best you can throw at them. Should they still overcome this Trial, you will not lose your final hit point immediately, but will be left stunned and vulnerable. Anyone who managed to overcome the Final Trial without being destroyed themselves in the process will have no trouble finishing you off at that point (though keeping you down may prove to be another matter. Resurrective Immortality, Timeloops, and flat out being too angry to die have all resulted in godmodders staying alive past being killed. Actually come to think of it every time a godmodder strong enough to enact the Trials has lost the last one they finagled out of staying dead unless a greater power showed up and made them super-extra dead in some way as well.)

Finally, Curses. Godmodders have access to a variety of curses, from broad to specifically targeted. Curses are a larger setting/cosmology thing involving "the true nature of things" that I've already been rambling for too long to get into. The important thing to note is that godmodding curses are more akin to "battlefield effects" than a proper curse in the magical term. Notable recurring ones are:
Curse of Repetition: one that all godmodders, down to Alpha rank, have active at basically all times (only ever disabled when the godmodder wants it to be). This basically makes the OP Scale look extra hard at anything that's been "repeated" by their enemies, especially direct attacks on the godmodder themself. What "repeating" means can vary. Stabbing someone with a sword without any extra flourish will begin incurring its wrath almost immediately (and actually immediately for direct godmodder attacks. Any attack that could be considered 'generic' will automatically fail against a godmodder who has faced it before, even if it failed back then too.) but stabbing them with different fancy named swords that all flare different elements would take a few times before it really set in in force. This does not count "power origin" as repetition (a mad inventor who makes lots of different crazy robots that are all robots but share very little beyond that won't get pinged for example) but even then will trip up even the most creative and varied opponents at least once in a while. More mundane opponents like, say, a military? Out of the question.
Curse of Vulnerability: this is straight up an invulnerability/immortality removal curse. If you need an idea of its strength, the descendants who were empowered to be utterly unbreakable and gifted with absurd reality warping by the strongest thing in the entire multiverse specifically to fight the godmodder were affected by it in full (though admittedly not until the final trial of the Omega+, though it did kick in to some degree for the entirety of the Trials and could potentially have been applied in a weaker form even before that).
And another notable though not frequently recurring curse is the *Curse of Linking*, which is what allows godmodders to keep each other down. This curse is unique among the godmodding curses in that it is a specifically targeted effect instead of a battlefield-wide effect. It links an avatar or appropriately representative splinter, and connects it back to its controller so that if you kill the avatar, the main person dies as well.

Now that I've spent entirely too long exhaustively describing the capabilities of godmodding, some of you might be wondering "what's the point? isn't unbound descendancy outright better if they're both just fancy reality warping?" The answer is "not unless you're fanwanking the setting's entire power scale away".
This jump was made under the assumption that you're playing jumpchain Read As Intended, not Read As Worded Always. This was done for several reasons, the most obvious and immediately important example being things like having a perk that makes you immune to reality warping might not make you immune to reality warping if the type of warping in question has been shown to bypass that kind of immunity in its home canon.
Why did I go in with this assumption? Because all jumps beyond a certain power level are pretty much pointless if you assume a perk that says X will always do X even in places where it'd be reasonable to assume something else is stronger. Once you get an immortality combo (perks

that react with each other to make you unkillable through "exact wording" interactions), reality warping, and something that cancels other people's reality warping, you're actually just unbeatable under "always Read As Worded" and there's no point going further. This is even worse for DTG because a lot of the setting's power scaling comes down to weird edge case powers, 'conceptball' fighting, and other kinds of weird power ideas that do not scale cleanly. While a willingness to engage with the setting's basic conceits is important for reasonable jumpchain power ruling almost all of the time anyways, it's especially important for DTG where a talking fox can kill a god because his speech about how careless his teammates were being impressed reality enough to punch through totally impervious armor and that's part of an established power interaction.

And godmodding is the single biggest and best example of that, with the perk enabling you to take that kind of semi-meta tomdickery with you into other jumps and abuse it for all its worth in places where there *aren't* defenses against it.

Descendancy is, even with its drawbacks, much more powerful and versatile on paper, with greater independent reach and an innate intuitiveness that makes it capable of pulling stunts that many or even most regular reality warpers can't do because of limitations of abstraction/understanding. *In practice* Godmodding is a cheatcode. It actively synergizes with other stuff you can apply it to because you said it does. You run into Literally God who Controls Reality Down To The Last Atom and you still outmatch him at controlling it because he's a chump and you've got a cheat engine for existence. Whereas Capstone-boosted Descendancy sets you at "ludicrously overpowered" and stops there, godmodding says "hm, ludicrously overpowered is nice, BUT WHAT IF I DID MORE".

Ultimately, with these two perks I'm trying to solidify powersets that were partly OOC gameplay conceits in such a way that they can be extrapolated to other settings which is not an exact science, so you're going to need to fanwank your own exact results. But if you're fanwanking it in such a way that Descendancy can do everything that Godmodding does but more you're actively ignoring the basic premises of the setting and I'm not sure why you took this jump in the first place.