AEON

Hope. Sacrifice. Unity.

For the next 10 years, you will be living in a world of pulp adventures, iron age super heroics, and dark space opera. Take these 1000 Choice Points. You'll need them.

Origin

You may choose to start anywhere there is a human presence from the moment of the Hammersmith Incident to the Venezuelan Phenomenon. You may restructure your appearance in any way you desire (including choosing any age or gender you like), but this alteration in-and-of-itself cannot make you more (or less) attractive or more (or less) physically capable. Additionally, you may construct virtually any background for yourself in this reality of which a ~~reasonable storyteller~~ I would approve. Memories are optional, and you may of course just choose to be dropped into the setting with no backstory.

Branch of Human Evolution

Baseline (0 CP)
Really? Ok. Whatever.
You're a standard, boring-ass human. 'nuff said.

Paramorph (+500 CP)
Congratulations! You're a natural!
You are the subtle permutation of humanity's evolution that no one really notices. With possibly single exception, most Paramorphs and those around them are completely unaware of what they are, and what they can do. Paramorphs just seem like amazingly competent and supremely lucky individuals - even to themselves.

Psychomorph - **Psiad** (+500 CP)
Base Psi 2
Congratulations! You're a natural psychic!
You have the potential to learn and use every Aptitude (save Quantakinesis), but you have greater potential with two (Primary) Aptitudes than the other (Secondary) Aptitudes. Choose one set of the following to be your Primary Aptitudes:

- Cognitive (Clairsentience, Telepathy)
- Biological (Biokinesis, Vitakinesis)
- Energetic (Electrokinesis, Psychokinesis)

Psychomorph - **Psion** (+1000 CP)
Base Psi 4
Congratulations! You're a (not so) natural psychic!
As a psychic artificially triggered in a Prometheus Chamber or similar event, you have the ability excel in any one (Primary) Aptitude (save Quantakinesis), but you will be unable to learn any additional (Auxiliary) Aptitudes that you do not purchase now with CP. You cannot purchase Teleportation as an Auxiliary Aptitude and your potential with any Auxiliary Aptitudes will be severely limited.

Exomorph - **Taintless** (+500 CP)
Base Quantum 1
Congratulations! You're a natural hero!
Where paramorphs are the subtle and barely noticed, exomorphs are unmistakable and undeniable. At a minimum, you are as capable as pulp heroes of old. At maximum, there are no limits on what you can potentially achieve, other than those you (will and do) place upon yourself. You are completely immune to (and do not accumulate) Taint.

Exomorph - **Tainted** (+2000 CP)
Base Quantum 3
Base Taint 3
Congratulations! You're a (not so) natural (super) hero!
The candle that burns twice as bright burns twice as fast. You have great power, but it comes at a great price. For every point of Quantum you have, you gain one Taint. Anytime you push the limits of your powers, you risk accumulating Taint. If you so choose, you may purchase any perks available to you as tainted. Doing so cuts the cost of the perk in half, but gives you a point of Taint. If you ever become fully tainted (Taint 10), your chain ends. You may stay in the world you are in at the time or be returned home.

Companions

You may import up to eight companions for free. Companions may take advantage of all options here, save the Companion section.

General Perks

Adventure! Time (Free)
To accompany your time here, you have access to a library of music all music published in this world from 1923 to 2122. If you will it, you may have any song you choose play anywhere at anytime - no speakers required. Alternately, you may choose to have a dynamically cut and arranged score automatically generated for you. In either case, you may choose to make this music audible to everyone, just you, or just specific people you so choose.

Three Color (Free)
The Aeon Universe covers three fairly large genres: pulp adventure (Adventure!), gritty superheroes (Aberrant), and dark space opera (Aeon/Trinity). In this and future jumps, you can toggle the general themes of your reality to conform to any of the three options previously mentioned.
Caution: if the reality you are in doesn't have the sorts of beings that would be necessary to support such a genre (such as toggling on an Aeon/Trinity-esque dark space opera in a hard sci fi setting), you will cause the introduction of elements (space magic, cosmic horrors, etc) that won't necessarily go away if you toggle the theme off.

Five out of Five (100 CP each)
This may be purchased multiple times.
Pick an Attribute, Ability, or Background from Adventure!, Aberrant, or Aeon/Trinity. You now effectively have five dots in it. Backgrounds purchased in this manner will follow you when you leave this jump, and be integrated into future realities and/or your warehouse as appropriate.

Ten out of Ten (300 CP)
You have the equivalent of ten dots of permanent willpower.

Inspiration (100 CP per point)
Banned Baseline
This may be purchased multiple times.
Maximum 10
This ability is useless once your chain ends.
At the start of this and every subsequent jump, you gain number of Inspiration points equal to you the number of times you purchased Inspiration. During a jump, I will grant you two points of Inspiration anytime you spend a point of Inspiration and manage to entertain me with the results. You may spend a point of Inspiration to do any of the following:

- Perceive, think, and react twice as fast as normal for a few minutes
- Be able to wait patiently or maintain focus on a task for up to eight hours
- Utterly destroy anything you are able to break - be it a toy, a building, or a political career
- Avert your death via Cliffhanger
- Ask me directly for help (which I or may not provide)

You may also spend points of Inspiration to engage in Dramatic Editing, though the cost varies:

- 1 point - Minor offscreen effect
- 2 points - Minor onscreen effect
- 3 points - Major onscreen effect
- 4 points - Obvious continuity violation
- +1 point - Plot convenience
- -1 point - Plot complication

Merit (variable)

This may be purchased multiple times.
For 100 CP x the point cost of the merit, you may purchase any merit from the Aberrant or Trinity Player's Guides for which you qualify: Quantum merits are restricted to Exomorphs and Noetic merits are restricted to Psychomorphs.

Paramorph Only Perks

Up to Eleven (100 CP each)
Requires Relevant Five out of Five (or equivalent)
This may be purchased multiple times.
Pick an Attribute, Ability, or Background from Adventure!, Aberrant, or Aeon/Trinity in which you effectively have five dots. You now effectively have six dots in it. Backgrounds purchased in this manner will follow you when you leave this jump, and be integrated into future realities and/or your warehouse as appropriate.

Heroic Knack (200 CP each)
This may be purchased multiple times.
You may purchase any Heroic Knack for which you qualify.

Time Travel (1500 CP)
Like Maxwell Mercer, you can travel through time at will. On the bright side, your time travel is the paradox free kind. On the down side, your time travel is the hard determinism kind. If you are going to travel in time in a reality, you will always have traveled in time to the times you will have had traveled. You can't really change anything, because you've always done whatever you are going to have done in the past. Predetermination is a bitch, but you only have yourself to blame.

Psychomorph Only Perks

Psi (300 CP per point)
This may be purchased multiple times.
Maximum 10
Psi represents your overall psionic power and sensitivity to the flow of noetic energy. This is both a boon and a bane: you can vaguely sense where things are happening and identify familiar things - but, if an event is intense enough, the sensory data may be debilitating. You cannot switch this off.

Psi Sensory Range
1 - None
2 - 5 meters
3 - 20 meters
4 - 75 meters

5 - 750 meters
6 - 15 kilometers
7 - 100 kilometers
8 - 1,000 kilometers
9 - 50,000 kilometers
10 - 1,000,000 kilometers

Mode - **Primary** or **Secondary Aptitude** (300 CP per Mode)
This may be purchased multiple times.
Each purchase of this grants you impressive capabilities in a single Mode of an Aptitude. While you can practice this ability, you have achieved your maximum potential with it.

- Psions who purchase this function as if they have all five dots in the Mode they purchased.
- Psiads who purchase a mode associated with a Primary Aptitude function as if they have four dots in the Mode they purchased.
- Psiads who purchase a mode associated with a Secondary Aptitude function as if they have three dots in the Mode they purchased.

Mode - **Auxiliary Aptitude** (500 CP per Mode)
This may be purchased multiple times.
Each purchase of this grants you minor capabilities in a single Mode of an Aptitude. While you can practice this ability, you have achieved your maximum potential with it.

- Psions who purchase this function as if they have one dot in the Mode they purchased.

Exomorph Only Perks

Quantum (500 CP per dot)
This may be purchased multiple times.
Maximum 10
Quantum represents your sensitivity to quantum energies and your ability to control them.

Mega-Attribute (300 CP per dot per Mega-Attribute)
Requires Relevant Five out of Five (or equivalent).
This may be purchased multiple times.
You may not buy more dots in any Mega-Attribute than you have Quantum.
Each purchase of Mega-Attribute grants the equivalent of a dot of a Mega-Attribute and an associated Enhancement.

Quantum Power (varies)
This may be purchased multiple times.
Required Quantum rating varies by power.

- Level 1 (100 CP per dot per power)
- Level 2 (300 CP per dot per power)

- Level 3 (500 CP per dot per power)
- Level 4 (700 CP per dot per power)
- Level 5 (900 CP per dot per power)
- Level 6 (1100 CP per dot per power)
- Extra (+200 CP per dot per power per extra)
- Body Modification (100 CP per 1 NP worth of body modifications)

You may purchase any Quantum power for which you have a sufficient Quantum rating. You gain effectively gain a dot in the power (or one nova point worth of body modification). You may purchase the same power multiple times. Each additional purchase awards an additional dot. You may freely set your personal aesthetics and rationales for your powers.

Drawbacks

Limit +1000 CP (if Tainted)
Limit +700 CP (everyone else)

You may take any Flaw from the Aberrant or Trinity Player's Guides. You gain CP equal to 100 times the point cost of the Flaw. Drawbacks that Tainted Exomorphs take do not disappear after the jump is over. Everyone else's Drawbacks disappear at the end of the jump.

Future

Go Home
Done with jumping? I'll return you home at the moment you left with everything you've gained so far. Your companions may come with you, or return to their own worlds at the moment they left, at your discretion. If you have the Return function on your Cosmic Warehouse, you may use it to freely revisit any of the realities you've previously visited.

Stay Here
Like it in the Aeon Universe? You can keep everything you've gained so far and stay here if you want. I'll even throw in 1000 CP for you and your companions to spend on anything you might not have been able to afford in any of your prior jumps.

Move On
Ready to take everything you've gained so far and jump into a new world? I certainly hope so - I'm excited to see how you plan on entertaining me with your new powers!

Choose Your Own Universe (Exomorph Only)
Want to disappear into an entire multiverse of your own making, just like Divis Mal? You can do that - but your time as a jumper is over, and you may not be able to ever find your way back.