The end of the world was met without objection.

In truth, it had been coming for a long time. But few could identify what approached. Star watchers would watch with interest all five hundred stars in the sky, as had always been there. The next night they would watch all four hundred, ninety nine stars in the sky, as had always been there. And even as that number dwindled to zero, their minds accepted the change without dissonance.

Those who recognized the loss were inexorably drawn to the cause. A priestess, seeing the light of divinity, was eager to join its banner from the start. A hunter, finding his effort to defend the stars futile, turned his hounds instead to destruction. A magus, looking to reverse entropy, one day found himself the very one casting the spell to rip his world to nothing.

Defiance was forgotten, even as the skies were forgotten, the fields forgotten, the things that fly and swim and crawl forgotten. In the end, all that remained was blackened abyss, all encompassing, and all enveloping.

But in a single recess of the world, a one-time soldier awakens, finding a narrow path stretching into the distance before them, and peculiar memories ringing in their mind.

The world has not ended completely. Not yet.



ORIGINS

Unless your origin changes this amount, you start with 1000 choice points.

Warrior (Free)

Your place was always on the battlefield. Maybe for some cause, maybe for some coin--in any case, you walked a path of metal and blood. And when an overwhelming force tore the world asunder, you died shield in hand. But now you're back, returned from the void. In the distance, you see a desolate path, and around it shards of the old world have begun to rise.

Rogue (Free)

Your life suited you well enough. Easy marks could be found anywhere, be they in the depths of the forest, in the shadows of a castle's walls, or at the other end of a dagger in the night. And only now, as you awaken from your fugue to scraps of a dead land, do you recognize the far grander theft of your environment and your thoughts alike.

Necromancer (Free)

Yours was never a particularly social work. To call upon the dead, raising them from their earthen confines, only required the power and the will to see it done. Even so, this whole business may prove inconvenient: the bodies of the dead appear to have disappeared with almost everything else, after all.

Denizen (+300 CP)

This world was never the safest place to be. For that reason, no matter where you looked, it was a sure bet you'd find someone or something willing to defend their lot in life--be they human, beast, or something stranger still. Which of those you once were remains to be seen.

Descendant (-300 CP)

A long time ago, man raised his spear to god, and that god was forced to make a decision. Now, carrying the man's lineage in your blood, you find that the world molds itself around you. Terrain and form birth themselves from your memory. A heavy responsibility--after all, when the destroyers yet linger, a target is painted over those who choose to create.

SPECIES



If you chose the Denizen origin, picking a nonhuman Species will grant an extra 100 choice points.



Human (Free):
Though they were far from the only species around, they were the most common sort of face to see, before the Lich's unraveling. Every other species would certainly have stories to tell about them. It's humans that drove the fishmen from the shores, humans that labored in the field of vampire nobility, humans who the goblins mimicked so precisely...it would be easier, perhaps, to list the places in which they didn't have an influence.



Fishman (+100):
Even more so than goblins, history was not kind to the fishmen. With an intricate language wholly incompatible with that of other species, the only form of communication offered to or from them was violence. From there, rumor and propaganda did its work, until a fishman's every endeavor was deemed an evil act. Of course, it's the end of the world now, which does wonders for dissolving tensions. The language thing is still an issue, though.



Goblin (Free):
A curious sort of species, most are small and squat, but each group has a leader that's been gorged with food until they grew to the size of a man, and far stronger to boot. Smarts aren't quite their strong point, as while they're good at imitation, understanding why what they're doing works is often beyond them. Despite frequent violence, it's quite possible for them to interact with other species peacefully, as many a curious tale will attest.

SPECIES (Cont.)



If you chose the Denizen origin, picking a nonhuman Species will grant an extra 100 choice points.



Harpy (200):
Isolation is often the lot of the harpy, but this is by choice. Frozen peaks severed from the workings of the world at large are an ideal place for the far-reaching vision for which they're known. Or were ideal. Less so after the end, as the hunting grounds have all disappeared; strong wings and sharp claws now find themselves bereft of prey.
(You receive the 'Foresight' magecraft for free.)



Watcher (200):
These enigmatic figures have been known to appear throughout history, observing in silence. Only rarely are they compelled to act. In the first case, a watcher possessed by magecraft may take many peculiar actions, shifting the timeline toward an unknown intent. In the second, they may act to preserve something known only as 'the line of the Defiler'. Though they have compiled much knowledge in their towers, they remain wary of vampires, those powerful immortals that await them no matter what point in time.
(You receive the 'Out of Time' magecraft for free.)



Vampire (300):
Having an infinite lifespan certainly has its perks. Any vampire of reasonable age is a highly accomplished philanthropist, with remarkable physical, magical, and intellectual ability. Not to mention the ability to turn their own blood into a brood of bats at their command. Towns under their reign experience prosperity like nowhere else--and if the occasional farmer vanishes after their visit to the Count? Most consider it a small price to pay.

PERKS



Warrior



Dominant Mass (100, Free Warrior):
Metal is a rare enough sight in the black expanse, but you still remember the weight of it on your shoulders and in your hands. Pauldrons, shields, plate: no matter the defense, you know just how to use it, shrugging off the weight, or even utilizing that weight to put some extra force behind your blows.



Battering Ram (200, Discount Warrior):
The best defense is making sure there isn't an offense. With the precise application of strength and momentum, your blows may induce a momentary paralysis in your opponents, halting their movement briefly. For the first blow you land in a battle, the likelihood rises to near certainty--make the opening count!



Blade of Dawn (400, Discount Warrior):
Even as the world crumbled, the passage of time remained--and among weary soldiers, hope comes with the dawn. Under a fresh daybreak, incredible energy fills your weapon, light refracting across the battlefield. Every foe touched by the light is dealt a savage wound, as though struck by the blade itself. A fearsome trick, but a costly one--under ordinary daylight, it can only be performed once until dawn comes again.



Dynamo (600, Discount Warrior):
For the warrior, there is but one truth, and one prerogative: the winner is the last to fall. Where others might tire in exertion, your energy seems endless as the battle rages, the force behind your blows growing rather than faltering. Where others spiral to an early grave from the weight of their injuries, your wounds only inspire your body to knit itself together all the quicker, injuries beginning to reverse even as they are dealt. Just be careful to avoid any death too quick to come back from.

PERKS (Cont.)



Rogue



Marauder (100, Free Rogue):
Although you weren't always a thief, you did always have an eye for value. Of course, for many people, their most valuable possession is their coinpurse. But at a glance, you can also tell to harvest the harpy's eye, the mosquito's sac, and which of the scorch worm's chitin plates will fetch the highest price. You also know a scam when you see one--people trying to rip you off your hard-earned trophies will find themselves out of luck.



Fuss (200, Discount Rogue):
It's not so bad to be outnumbered. Just forces you to get creative. The more surrounded you are, the more flexible and evasive you find yourself, well-timed stabs turning to misplaced scrapes, killing thrusts finding less vital places to land. With even a hint of miscoordination, you can use their numbers against them, evading their efforts entirely for a time.



Child of the Forest (400, Discount Rogue):
As you remember the forests, so too do the forests remember you--and they offer their support. When you find yourself in need, a beast that once lurked behind willowy boughs emerges to lend you its aid. In these forests, that beast could only be a Ratwolf, but if you've visited other forests in the past, so too might the memory of their inhabitants come to your side...with all the tenacity and savagery the woods have seen in you yourself.



Lethal Weakness (600, Discount Rogue):
Death comes for all. For you, for others--even, as rumour has it, for gods. In your sight, you can see points of weakness. Angles to strike just so, landing blows on invisible fault lines to incite catastrophic injury. The closer you slip to death yourself, the more of these points you can see, and the clearer they become, until even entities without flaw might crumble to a well-placed knife or two.

PERKS (Cont.)



Necromancer



Art of Control (100, Free Necromancer):
With focus and will, your power essays a command to the bones of the dead, calling upon them to rise and obey. Dread armies lurk at your fingertips. Sort of, anyway. For a novice, controlling two skeletons at once is an upper limit, and even with skill more than a handful is tricky. That kind of focus doesn't do much for your own combat potential, either.



Unseen Care (200, Discount Necromancer):
With necromancy's natural limitations, it's important not to be wasteful. Whenever you raise that which once lived, a little lingering energy can be siphoned away, drawing up a shield of spiritual force for your protection. And whenever they perish once more, what motive force remains can be harvested as well, replenishing the health and vitality you've lost.



Ambitions of the Dead (400, Discount Necromancer):
The novice necromancer dreams of an endless legion. You know that quality is what really counts. In your hands, an ordinary pile of bones can be reshaped into powerful, specialized undead creations. And when your creations slaughter, they draw on the necromantic tide to become more powerful still.



Preparation For A Ceremony (600, Discount Necromancer):
Why lurk in the dark of night? Rather than drawing on your own strength, you've found another source of energy that's just as useful. Through a careful ritual, the light of the morning sun can be channeled into your creations, granting them strength beyond a lesser mage's wildest conception.

PERKS (Cont.)



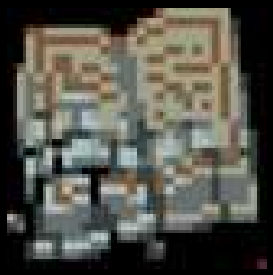
Descendant



Surveyor (400, Free Descendant):
A peculiar strength belies your memories of ages past, waiting to be called on. By using your recollection of a place as fuel, a replica of that location can be drawn wholecloth from the barren expanse, creating towns and forests and sandy dunes from naught. Note that this can't be used to replace preexisting environments, apart from abyss and barren wasteland. That's not much of a restriction here, though, surrounded by so much emptiness.



Card-Sharp (200, Discount Descendant):
Another, simpler way to give memories form. Be they your own memories or those of a vanquished foe, you can harvest them, thoughtstuff transforming into small cards displaying their contents. A useful way to keep their information organized, but more importantly, these cards can be used for any working that a memory in its original shape might.



Skilled Architect (400, Discount Descendant):
The magic of environmental planning is less figurative here than you might expect. Whatever you have a hand in reshaping, be it terraformed or artificial construction, draws a synergistic strength from the environs that surround them. A meadow in the forest exhibits incredible growth, a series of rocky hills draw together to form a mountain peak, and in the right place, a building can transform into a superior form entirely.



Defiler's Legacy (600, Discount Descendant):
Thousands of years ago, a man held his spear up to heavens, a hopeless defense against a god beyond reckoning. And the god perished. Despite your lineage, or perhaps because of it, divine agents are stymied by your presence, as the entities that drive them find themselves holding back. Rapture leaves you untouched, crusaders lose strength, angels find they cannot field their full power. Even in person, fighting a god itself is no longer an impossibility--merely improbability.

PERKS (Cont.)



Arsenal (Undiscounted)



Post-Mortem Toll (100):
In death, all things leave behind a marker of what they were in life--and this can be utilized. From beasts, the strength of evolution; from slime, the strength of unity; from artificial monsters, the strength of craftsmanship; from dead, the strength of what lies beyond; and more possibilities besides. All packaged into a small orb, in a way that you seem to have a knack for collecting.



Deep Pockets (100):
Rebuilding takes supplies, and those supplies have to be brought back home. Luckily, you've got room for it. Though not infinite, your capacity for inventory manages to far outstrip the physical space you place them in. Even given over a dozen swords, sets of full plate, or assorted bits of armor, plus a small mountain of raw materials, there will be a place for them, their weight no more than an irrelevant statistic.



Second Thoughts (200):
One of the few ways the loose-weave nature of memory can be turned to suit your purposes? Adaptability. As you accrue the need, you can carefully concentrate, drawing in memories not your own, and gain a skill related to the situation at hand. Sadly, like so much else, these skills are temporary: after gathering about ten or so skills, all of them will dissipate to nothing, leaving you to start again.



Counter Combatant (200):
Be it behind a sword, a dagger, or a skeletal cohort, certain principles apply no matter the fight. One of those? Taking advantage of openings offered. Your eye for enemy positioning is spectacular, and with even a slight overextension or faulty attack, you know how best to punish the misstep in blood.

PERKS (Cont.)



Arsenal (Undiscounted)

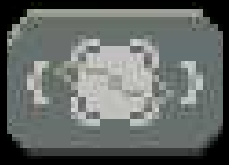


Storm Acolyte (300):
You would surely be a high-ranking member of the Cult of the Golden Arrow, if such a thing still existed. Much like the temples of their construction, you can call the fury of the heavens to your side, lancing down to strike those who displease your god. There's just one caveat: to fuel this power, you must first call down lightning on your own location. That's the gods for you. At least it won't kill you (unless you're pretty hurt already), and they don't frown on protecting yourself first, either.



Their Own Peril (300):
Fighting at long range has its advantages. A foe being peppered with arrows can hardly stab the offender, after all. But it has its disadvantages, as well. Mainly, the existence of people like you. Be it an arrow, the spit of a scorch worm, or any other projectile, you're more than capable of turning it aside, or even redirecting it into enemy ranks. Fielding ranged assault against you is only done at their own...well, you can guess.

MAGECRAFT



All options in this section are discounted for Denizens. Choosing 4 or more options from this section requires also taking the “Mage Corruption” drawback.



Homunculus Animation (200):
While not half so quick, easy, or flexible as necromancy, there are certain advantages to homunculi. Once built, they will oversee their task day in and day out, requiring no oversight. From scarecrows to oversee fields, to gargoyles that defend the vaults, to jellyfish constructs, wooden imitators, and slimes: the resources involved are quite different, but the underlying theory is much the same.



Foresight (200):
Through a deep connection to the natural flow of the world around you, the path of the future is made clear in your sight. On abandoned peaks and empty valleys, to see even distant futures is possible. Living creatures complicate things somewhat, being able to choose their own path, but around them seeing short distances into future events is still doable--far enough to anticipate your opponent’s moves in battle, even in a crowd.

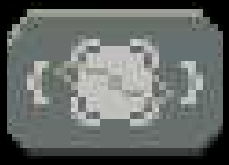


Alchemy (200):
At the intersection of magic and science, you’ll find the clink of vials and bursts of smoke. By dissolving matter into pure hydrogen, you can then convert that hydrogen into material more suited to your purposes. While this can be used to create mundane material, a more substantial investment of hydrogen can be used to create more exotic supplies, like Books of Memories or the esoteric Orbs. Just bear in mind--with every conversion, some hydrogen is lost for good.



Herbalism (200):
Poultices and herbs may look underwhelming, but there’s a reason any warrior worth their salt carries a bandolier of filled bottles on their journeys. Careful preparation of even mundane plants can create potent healing potions, which can bring someone back from the verge of death. And since this is an art that depends on the quality of its ingredients, high-end flora might be used for tinctures of unheard-of strength.

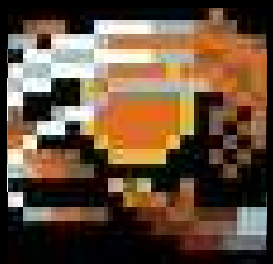
MAGECRAFT (Cont.)



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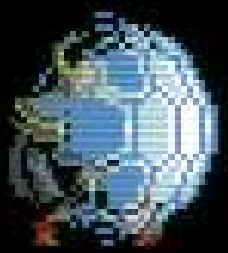
Chaotic Force (200):
Unrestrained and unaltered, the raw energy of the world rips away from you, a crackling bolt that leaves an indelible mark on whatever it touches. The strength is difficult to predict, as are the exact effects: where one strike might cause a painful tingle and nothing more, the next might leave behind only a pile of ash.



Transfusion (200):
A favorite incantation of those among the vampire aristocrats who choose to dabble in the arcane. By channeling your power into a sphere of blood, a sympathetic reaction causes the blood of your foes to siphon away through their skin, accumulating in your fingers to replenish your own vital essence. Or to serve as a snack, depending on your diet.



Out Of Time (200):
All must come to pass as planned. For a brief while, time flows backwards: flowers shrink into sprouts, falling rain climbs back to the heavens, and the sun reverses its course through the sky. Curiously, sentient beings near enough to the caster are unaffected, their battles continuing apace even as those a continent away are undone. An abstract tool, and an expensive one: it cannot be maintained long, without the strength of a Watcher’s Tower.



Benefaction (200):
Arcane strength follows your guidance, shaping itself into a shield of pure force around yourself or another to deflect blows. A simple trick, but a versatile one, used by hedge mage and enigmatic Watcher alike. The effect can also be used to reinforce mystic shields of another stripe, such as those of the fledgling necromancer’s spirit-forged protections.

THE GREEKS

Their strength could not overwhelm probability. Perhaps it shall serve you better.



Omicron's Technique (400):
A complex weave of spells encircles your body, designed to protect from anything and everything. When incapacitated, your body will act of its own volition, making the same choices you might in its place. What's more, should you perish, you will find yourself reborn in that same spell weave, a halo of magic piloting your former shell. You can also skip the living part, if you want, and be a starstuff skeleton at all times. Either way, this will only resurrect you once per jump--the infinite defense mechanism does not come so easily.

Omicron's Rending (400):
A sliver of his greatest incantation dances at your fingertips, ready to tear reality asunder. While wiping planets away may be beyond you for now, consigning lesser creations is well within your grasp. Be it an irksome foe or an inconvenient chunk of reality, both form and memory can be relegated to the void in a single blow. For the rest of the world, it will be as though they never were. Although, of course, the void may not always be so permanent an end as the Lich once expected.

Sigma's Choir (500):
Their source is unimportant. Their nature is not meant to be known. And their sentences are final. With a whispered prayer from you, angels make their descent into Creation, seeking to execute justice. As to the nature of that justice? Well, anyone as righteous as you is someone the angels would trust implicitly. The terms are yours to choose. With wing and blade, the only mortals to match their strength are mortals no longer. Their time in Creation is limited, mind--but another prayer will call them to your side once more.



Sigma's Icons (500):
The second miracle of the Priestess. Calling upon unshakeable divinity, religious mosaics rise from naught, forming an impenetrable barrier around you to all that wish for you to fall. No matter if the blow is a pommel strike or a star's impact, it will only shatter a single mosaic, failing to penetrate even an inch beyond. Of course, each shattered symbol represents a gap in your defenses. Even so, you cannot exhaust the divine--so long as you have the focus and the will to channel the creator's might, you can bring forth new iconostases to replace the old.

THE GREEKS (Cont.)



Tau's Ascension (600):
The Hunter was an ordinary man, once, if exceptional even then. Now he leaps from star to star in seconds, and there is no heavenly body he can't destroy. What was the secret to his success? Well...nothing. Nothing except drive. And as far as drive is concerned, you have an intimate familiarity. Like Tau, your physical ability is without peer, strength and agility enough to fight a cosmic leviathan and come out the victor. And while they alone cannot defy heaven, given time, they will grow without limit. One day, in a future eon, you too might leave a trail of shattered galaxies in your wake.

Tau's Creation (600):
In theory, transforming heavenly bodies into pets is an impossibility. In practice, it's a sucker's bet. Given a celestial sphere as fuel, some freaky whim of the universe allows you to transform it into a steadfast companion, retaining much of the strength and nature of that which created it. Absent any good ways to collect such things as stars, smaller components of the astral realm will suffice--though in that case, the result will be similarly diminished.

Omega's Eye (800):
Wherever Omega's sight turned, he witnessed a world of swarming, of bloat, of the improper. And wherever his sight fell, there was...less.
It is less a weapon of atoms and matter, and more a weapon of concept. Simply by falling within your sight, some essential quality can be stripped away. The vampire can never again restore its vitality from others. The hammer can no longer harm, though its structure is the same as before. Clouds no longer rain. Done repeatedly, meaning is unmade slice by slice. Power allows resisting the loss, for a time--but who can truly stand against the might of the divine?



Omega's Light (800):
Not all of creation requires a personal touch to unmake. At your hands lies a scouring beam, Alpha's impulses neatly reversed. Wherever the light falls, reality is undone. Time, matter, temperature: all are wiped away, leaving only empty space without meaning. Unlike the Eye, however, this is very much a weapon of atoms and matter--if the concepts behind them are stubborn, even a god might have to put in a little work. Good thing that's still something Omega can find it in him to value.

ITEMS AND PROPERTIES



Purchases made in this section may be attached to another property you possess, including your warehouse. If somehow erased from existence, they will return at the beginning of your next jump.



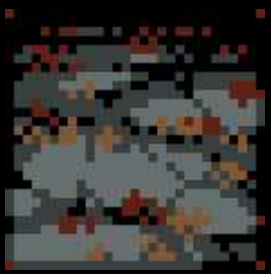
Supplies (100):
Overflowing with wood, stone, food, and other useful materials, this large cornucopia is filled to the brim with bits and pieces that survived the end. Adding a small amount of these materials to the construction of a building stabilizes it, allowing it great resistance to being erased from reality. No matter how much you remove, there will always be more lying within.



Jumper's Bookery (200):
A vast collection of forgotten tomes, compiling knowledge from wherever there is knowledge to be gained. Unlike a normal bookery, this particular set has knowledge and card-solid memories collected from every jump you've ever visited. You can even take them out with you--so long as you bring something in exchange.



Lich's Palace (300):
In his pursuit of a solution to the heat death of the universe, Omicron constructed a vast palace to aid in his work--and now another much like it is your own. Constructed from an unknown material, the palace has no shortage of space to perform all manner of experiments. What's more, the entire building is attuned to your presence: so long as you dwell within, your magical capabilities are magnified tremendously.



Personal Wasteland (400):
A winding path, long enough for several days' trek, surrounded by inky blackness. A blank canvas. There's plenty of space to be filled with memories, if you're capable. If you don't have the Surveyor perk, you may instead fill this space in with buildings and terrain of your choice from this world. That's a one time deal, though, so make your choices with care.

COMPANIONS

Companions purchased here will join you both here and in future jumps. Each option may be chosen more than once, but must be used to select a different person each time.





Local Holdout (100):
Though rare enough, on occasion there are others who manage to pull themselves out of the void, especially given something to latch on to. As these are often the toughest of the bunch, it is rarer still to find someone willing to ally themselves to another. But despite the unlikelihood, it is one such person that finds themselves in your company.
(You have 600 points to determine their build.)



An Early Memory (200):
A wishful mage, troubled by the universe's natural entropy. A devoted faithkeeper, with a single streak of white in her hair. A charming defender, bowing to an adoring crowd. An ordinary looking woman, around whom everything just seems to go a little more right. These are not the truth. Maybe they never were. But, well. While the Lich, the Priestess, the Hunter, and Yota are too deeply interwoven with this world, the memories of them count for something, and it is one of these early memories that rallies to your side.



A Familiar Face (300):
Everyone you have ever known is dead. That can change, though. One of your existing companions was caught in the end of the world, and only now has managed to awaken from the planet's sepulchre. A lucky thing--who else has the luxury to meet someone they've known before, in times like these?
(You have 600 points to determine their build.)

DRAWBACKS

This was never going to be easy. But, if you'd like, you can funnel the world into a different branch of probability, one with greater hazards, but also greater potential rewards. Consider it a gift from Yota, if you'd like.



In Time For Lunch (+0):
Ordinarily, you'd be spending ten years in this peculiar realm, eking out life among the ruins of an old world. That said, there are ways to shortcut the process. Should Omega's destruction come to a halt, you may exit the jump as early as you'd like. You can also stay longer, if you've got plans while you're here. (If you pick another drawback that affects how long you spend here, though, that takes priority.)



Broken Geography (Variable):
A chance creation, and a chance death: through improbable means, Prime Matter came into existence only to perish, scattering memories across the world. Some of those memories are your own. Mixed in with this world are terrain and beasts from jumps you've visited before. This could be useful or detrimental, but it certainly complicates things. You get +100 choice points for every two jumps you've visited previously, up to +400.



Lightless (+100):
The deprivation of this place of every source of light, combined with the presence of sighted creatures within, would ordinarily create a false condition, where there is no light, but those creatures can still see. There must still be a candle around somewhere, though, because all you can see is blackness. Best carry something with you for visibility, or else get used to the dark.



Hole In Memory (+100):
Ordinarily, there would be others awakening from the void soon, gathering at a camp near the Descendant's fire in search of some semblance of stability and order. No longer is it so easy. The only survivor of that band is Yota, now, with a single tent to her name. If you want others to come, you must first stabilize space enough for their arrival. Tricky, when most materials you'll find vanish at a single lapse of thought.



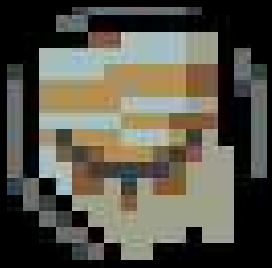
DRAWBACKS (Cont.)



Can’t Get It Back (+100):
All that remains is memory, and memory is such a transient thing. Your personal equipment and supplies have been afflicted with an ethereal nature; take your attention away from them, and they’re bound to disappear. Stabilizing them with the rare bit of material left in this world will avert their loss, but once they’re gone, you won’t see them again until the jump’s end.



Memory Fragmented (+100):
Maybe being immune to the loss of memory that plagues almost everyone was too much to ask. Your recollection of events before the world ended is...patchy. Not gone completely, but there are definitely bits missing. It’s even worse for anything before this jump: of that, precious little remains. On the bright side, though, there’s plenty of ways to recover memories around here.



Crunchy Company (+200):
The purity of the black expanse is marred, in all directions, by the bones of the dead. It’s the end of the world, after all. And while those who once lived here slipped away easily, the white stalagmites left behind cling more stubbornly to life, and will fight to keep their place. Careful not to disturb them, or you may make more enemies than you planned.



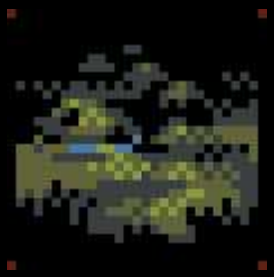
Tripped (+200):
For millennia, the Watchers remained vigilant, intervening throughout history to ensure the line of the Defiler remained unbroken. This worked really well up until about two minutes after the end of the world, when the last remaining descendant (other than you, possibly) took a bad stumble and died like a moron. Hope you weren’t counting on them for anything important!



DRAWBACKS (Cont.)



Malignant Gas (+200):
There's always been rumors about the swamps, whispered mutterings of some primitive beast that leeches your life away. Who knows if it's true, but if there is such a creature, the end of the world didn't kill it. Clouds of the horrific gases once tethered to the swamp now drift throughout the void, twisting healing both magical and mundane to harm instead. Only an herbalist's craft is immune to the effects of the toxic fumes.



As Anew (+200):
Normally, regardless of the state of this universe, within ten years you would be able to leave once more. Not so simple, now. Such is the instability of the world that you lack even the footing to make your exit. The only way forward is to reconstruct: before you may leave, you must knit together at least enough land to stretch from horizon to horizon.



Mage Corruption (+300):
An abandoned bookery is always abandoned for a reason. Too much knowledge of magic in one place has a strength, and a mind, of its own, animating the tomes that contain them. In your case, though, your mind is where the knowledge resides, and it is there that a mind not your own takes action of its own, attempting to bend you, one step at a time, towards its will.



Hunger's Call (+300):
The void strips away memory, as well as many of the needs of the body. But craving is not so easily fooled. When you first return to the fullness of life, the strength of every missed meal, every lost drop that could have sated your thirst, will assail you. The madness is strong enough to overpower even the immortal vampire nobility, and will not end until you are satiated--by any means necessary.



DRAWBACKS (Cont.)



First Time? (+300):
None can escape the fate of this world. At the time Omega decrees it, by spell or blade, you will slip from the mortal coil. Just another corpse lost to the expanse. Though death here is not so permanent as it is elsewhere, you will have to be well prepared to ensure your continued existence after the immutable fact of your demise.



Groundhog Day (+300, Requires First Time?):
It is not only once that your death is fated. Again and again does Omega mandate your demise, striking you down each time you manage to drag yourself from the void. Should you die merely ten times, it will be incredible fortune. And Yota will not be able to save you here: should you lack Immortality Orbs or other means to escape death but once, it will be the end.



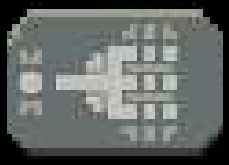
Godslayer (+400):
You weren't planning to avoid Omega, were you? It's certainly not an option any more. One way or another, you're stuck here until either you kill him, or something kills you. And yes, it does have to be you that kills him. Others can help you, but in the end, you will be the only one that can land the finishing blow.



Probable Outcomes (+400, Requires Hole In Memory):
There was never a group of survivors. There was never a woman leading them by the name of Yota. There is nothing that governs the unimportant events that allow the universe to continue spinning. The benevolence of probability has been slain, unseen, at the hands of a higher god--and now the only law to govern chance is Omega's callous descent.



ENDINGS



With the jump drawing to a close, now you must choose what happens next.



PACK UP:
It could be that facing the light of Omega was enough to whet your desire for further adventure. In that case, you may return home, keeping all that you have gathered in your chain, but bringing that chain to an end. It could also be that Omega killed you dead for good, in which case you're gonna have to pick this one. Sorry.



REMAIN:
Close to the brink though this world may have come, it still has potential. If you so desire, you may linger here, choosing to join the slow rebuilding of a world not quite beyond repair. In that case, you will keep what you have collected, but again, your chain will come to an end.



ONWARD:
You've seen enough loops to fill your fancy, but there are other memories to be reclaimed, and other worlds in need of salvation. You may choose to carry on to another jump, leaving this world behind for now. But don't fret. You may have the chance to return again one day.

NOTES



General

On Orbs:
The complete list of orbs and what they represent is as follows:

Orb of Expansion	Expansion of space
Orb of Immortality	Defiance of death
Orb of Metamorphosis	The world's ability to change
Orb of Afterlife	The ability to die
Astral Orb	The cosmos
Orb of Crafts	Flawless craftsmanship
Orb of Evolution	Adaptation and improvement
Orb of Unity	Merging, combination

Each orb can be used to impart a bit of the quality they represent. Depending on the size of the task at hand, multiple orbs may be necessary.

On Immortality Orbs:
In-jump, these will function as intended, briefly converting your death to 'stable nonexistence', giving you a chance to recover from your demise. Out-of-jump, they can only be used to this effect once per jump, unless you've got another perk or ability that changes that.

On Tomes of Knowledge:
When used, you may choose the approximate nature of the knowledge that they grant you, whether your own knowledge or that of another, though details may vary.

On Lighting:
If the entire universe is bereft of light, why is there a day cycle, and a dawn? For the same reason that having a campfire doesn't blind you: It Just Works. Don't worry about it.

On Prime Matter:
Prime Matter is implied to be the combined 'ghost' of every person in existence, living or dead. By using this universe's Battlefield (either through Surveyor or Personal Wasteland), you can in theory summon it by killing something to produce a ghost, killing the ghost to produce a ghost of a ghost, then killing *that* ghost to produce Prime Matter. The exact nature of Prime Matter, for obvious reasons, will vary depending on the universe you're in--however, in almost all cases, it will be extremely dangerous. Exercise caution.

On Blinch, Deceiver, TheRandom, and Finlal:
If you manage to break through Creation to encounter and defeat these enemies, the effect will be much the same as in the game. Specifically, you get to restart the jump.

On The Frog King:
As we know precious little on the subject of underwater dynasties, the details of King Rana the VII's rule must for now remain ambiguous.

On Zero Milestone:
Zero Milestone's effects can only take place on a path that loops on itself. People strong enough to ignore the effects of the world's end (i.e. bosses) will also be able to ignore a Zero Milestone.



Particulars

Dynamo:
There is no strict limit to the increase in strength over time, apart from the point where you're no longer in a battle.

Child of the Forest:
The memory of a creature that comes to your aid does not need to be of a species you have previously tamed, only one you have interacted with previously.

Lethal Weakness:
Though the perk mentions the use of a well-placed knife, almost anything can be used to strike the weak points presented, whether sword or sorcery.

Unseen Care, Ambitions of the Dead, Preparations for a Ceremony:
Each of these effects will also work with other forms of necromancy (including the more classical 'endless horde' type).

Surveyor:
Emptying a plot of land is enough to allow the use of Surveyor in that space, though it will be easier if the space is *completely* empty (through the use of something like Omicron's Rending or Omega's Light.)

Though this perk doesn't come with any divine strength of its own, as a mortal reflection of Alpha's Creation, it will be unusually easy to combine this perk with godhood or another form of divine mantle for creation on a larger scale.

Skilled Architect:
This purchase activates adjacency bonuses: things like meadows turning into blooming meadows next to almost anything, battlefields gaining a shipwreck near rivers, etc. This works on out-of-jump stuff, too: build a pokémon center next to an angelic beacon, and the center may spontaneously develop infrastructure to empower your pokémon with divine energy. The details of that kind of synergy are up to you.

Storm Acolyte:
Actually getting struck by the lightning is not necessary to fuel the spell--just calling down the lightning is enough. Said lightning has pretty good aim, though, so unless you're superhuman at dodging, you'll need to either shield yourself or endure the blow.

Out Of Time:
This form of magic doesn't have to draw specifically from a Watcher's Tower. It does, however, require something of comparable arcane strength. The Lich's Palace, for example, would substantially increase the time frame of usability.

Tau's Creation:
Astral Orbs, representing the cosmos, can be transformed into minions through this effect. Not particularly strong ones on their own, though--using actual stars and other such bodies is where the real power lies.

Jumper's Bookery:
The card-solid memories available here are much like those of the Card-Sharp perk, and can be used similarly for Surveyor. The bookery is not discerning in its trades: almost any knowledge is suitable for exchange.

Personal Wasteland:
Terrain purchased from this jump will have similar effects to in-game. You can choose whether to allow monster spawning or not by placing road lanterns.

An Early Memory:
This option gives you a young Omicron, Sigma, or Tau, or the guise 'Yota' that Iota disguises herself under, as a companion. They'll only have a fraction of their current power, but given time can grow into the rest.