

Grigori Transformation Jump

Version 1.0

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Welcome to the Troyverse! In this fantastical, and at times hilariously mundane setting, monsters and magic exist. Among the many kinds of monsters, and undead, that exist here are also a staple of fantasy; angels. Angels in this setting are sometimes sexy and some of them can be pretty sexy. Angels here are real and those behind **the Veil** which shrouds Earth and the rest of Earth's solar system are found quite commonly in the service of Trinity, this setting's take on the divine figure known to us as God. Free angels, sometimes even extrasolar (ones from outside of the Veiled Solar System) angels, exist, but the lion's share of angels you'll find on Earth especially will be angels that have some relation to Trinity, even if they are not in her direct service.

In this visit to the **Veiled Earth,** the focus is on becoming a Grigori, a sex angel who may well help reform Heaven; the divine realm of Trinity, given enough time and accrued influence. At least if that's what they want to do.

You now have 1000 Grigori Points. Use them wisely.

This is an NSFW Troyverse Transformation CYOA. Have a link to the source.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump so long as you are an adult, as this is an NSFW Jump.

Malakhim (+200 GP): Your soul is about as strong as that of a rank-and-file angel. Nothing to be ashamed about, this is still plenty of power, and coupled with your Grigori abilities you'll be fine.

You only get **7 Divine Right** for your stipend in the **Grigori Customization Section**.

Tarshisim (Free): The soul of an upper middle-rank angel. This is plenty of starting power, and much more flexibility in terms of what you can do, as well as your privileges and acclaim both in Heaven and elsewhere.

You get a healthy stipend of **10 Divine Right** for your use in the **Grigori Customization Section.**

Seraphim (-200 GP): The upper crust of the heavenly hierarchy! This class of angels is proudly associated with light, purity, and passion. This is the sort of class that'll get Heaven talking and gawking.

You get a delightful stipend of **14 Divine Right** for use in the **Grigori Customization Section** later in this document.

Starting Location:

1. **Earth**

There is only one location this jump will begin in; somewhere on Earth. Long ago the actions and politics of an ancient group of alien exiles originally from far away in both space and time resulted in the Solar System getting shrouded in a **Hyperion Veil** which protects the worlds from overly ambitious outside influence and power. The veil operates somewhat differently than other veils do (allowing outsiders to set foot on Earth and other veiled worlds, though only on the "Supernatural" side of the Veil, as opposed to most Hyperion Veils which wholly keep out outsiders), and it shrouds and protects (most) humans from even learning of the truth of the supernatural. You have lived a life on Earth and are some kind of an adult with a home somewhere on Earth when your adventure begins, next to the enchanting angel Karael.

You initiate this jump in your bed, next to a naked angel, Karael. She has told you a lot of information, with some of the things she's told you being an abridged history of Trinity, Heaven, Angels, Demons, Hell, The Veil, and your newfound nature as a Grigori. At the end of her explanation, you're left with a lot to think about…

Trinity is the name of the **Veiled Earth** equivalent of the being most likely known to you, both in your human-memories on this world and possibly any time you spent before jumping or on other Earths as a jumper, as God. This being is a powerful divinity who lords over a divine realm and afterlife known as Heaven. She is a former lover of Apollyon, most likely known to you as **The Devil**.

Perks:

General Perks:

Grigori Glowup (Free & Mandatory for this jump): You are a Grigori, a (normally male, but you don't have to be) sex angel. This section describes your default makeup, the traits you get even if you completely disregard every other perk, and the **Grigori Customization Section** (only doing required bits for it). You are an immortal sex angel (the sort of perfect immortality, aging-wise, where you stop aging when you hit your prime), are immune to mundane diseases and poisons, and have a peak human physique.

You do not need to sleep, breathe, eat, or drink. That said, baseline Grigori do get cranky without romantic partners, which is diminished in you but not wholly gone. You also lose your refractory period and can feed others by having sex with them. How much you feed someone by sleeping with them depends on specific choices you make in the *Grigori Customization Section*.

Grigoris are beings of joy and light. You are also highly capable of breeding, breeding both with other angels and producing hybrids with mortals and immortal non-angels alike. This comes with perfect control over your fertility (such that you can actually pick the sex of your child when they are conceived), at least whenever you utilize your Grigori form. Male children you have are Anakhim (Which is also the term for your offspring generally. If you see this term know that it refers to your children broadly, not just your sons.) (This term applies even when you have them with non-angels they remain angelic but with blessings based on their mother's race), while female children you have can be Houri (female sex angels), especially if both you and the mother of the children are angels. You can determine more facts about your offspring down in the *Grigori Customization Section* by spending some of your Divine Right.

In future jumps your Grigori appearance and physiology becomes an alt-form you can access and don at will (barring drawbacks that trump and lock away your ability to access alt-forms).

Troyverse Physiology (100 GP): Some facets of this are guaranteed in any various Troyverse alt-forms you possess, but this perk spreads these traits to your other alt-forms, which is the primary purpose of these Troyverse Physiology perks.

By purchasing this you gain absolute control over your fertility, your attractiveness is boosted enough to at least make you an 8/10, you are perpetually clean, and you gain an ability to learn

languages spoken by others through physical touch. More intense kinds of physical touch can grant you greater knowledge of languages, but we're applying a very loose definition to the phrase "more intense". If you are giving someone a massage that is considered "more intense", as is engaging in an unarmed brawl, and, of course, dancing and other fun activities can also be considered "more intense". The other person doesn't sense anything supernatural when this occurs. You can also have hybrid children with others that inherit the best possible traits from both parents (this effect tapers off and loses potency when it comes to traits like Omega Sparks and Ascensions, and effects and statuses of such power, not guaranteeing such effects but somewhat boosting the odds children inherit those things when they are inheritable). People will also be far less judgmental of your relationships so long as everything is age-appropriate and consensual.

Also, canonically, Grigoris are said to be MALE sex angels but for this jump, we're ignoring that even if you don't take this perk. This means you can be a female Grigori, if you want, rather than being a Houri like a female sex angel would normally be. That said taking this perk guarantees you such protections moving forward. No one can control your gender or sex but you. When relevant, you can ignore any gendered and/or sex-ed language and expectations with this. Your career types also won't be limited based on your gender and/or sex, letting you do stuff like being a male priest of Lolth.

Grigorian Joy (200 GP): You powerfully embody the facets of a Grigori that tether them to happiness. You have a subtle aura of happiness that fills people with joy, though how strong this is depends on a few different things. Firstly it depends on your own strength; the stronger you are the more powerful this is. Secondly it depends on how strong the people in your vicinity happen to be; the stronger they are the more they can resist it (if they want to). Thirdly it depends on whether or not you are wielding your Grigori form, if you are not this aura is much easier to resist, but this perk guarantees that you can access this power at all times. You are also just plainly better at filling people with delight and bringing a smile to their faces even without any bit of supernatural powers.

Celestial Commission (400 GP): There are seven tasks that you, as a Grigori, will be asked to choose from to do for Heaven. You will be expected to do whichever of these tasks you pick, but you can freely select your schedule, so long as you spend a small fraction of your time in this jump doing the task(s) you pick. The seven tasks are; Tour Guide, Consolation, Angel Breeding, Redeeming Evil, Satisfy Houri, Ambrosia Production, and Monster Breeding. This perk makes you exceptional at all of these tasks.

Those who you guide through Heaven as a Tour Guide will be satisfied with your explanations (and the bit of fun that comes afterward), you are an exceptional counselor able to keenly understand other souls (and makes sex more wholesome and comforting), you have a stunning ease when it comes to knocking up angels (giving them easy, healthy, pain-free pregnancies and having children with them that are healthier and stronger than they should be), you are remarkably adept at getting through to people who are evil both with and without evil, you are better at bedding angels, you produce more ambrosia, and monsters of all genders are more

likely to get along with you and thus be easier to bed. This perk also makes you more angelic in the wholesome, comforting sense, making you easier to get along with, particularly if you are interacting with people who believe in a Trinity-like divinity. This also makes you enjoy the tasks you select more.

Malakhim Perks:

Mortal Speaker(100 GP): Angels are a bit strange among mortals, at least among the mortals of Veiled Earth. Most supernatural beings have fans and detractors, but angels are curiously mostly beloved by mortals from Veiled Earth, if they are thought of at all. You have a fantastic affinity for mortals, and they easily flock to you being able to be led by you and finding themselves quite trusting towards you.

Show of Joy (200 GP): You are remarkable at sparking joy in people, instinctively able to understand what brings them happiness and what can be done to pierce through the walls of their heart. This effect is especially pronounced on those who have things in common with you, such as angels, mortals (because you were one, once), and those affiliated with faiths like the ones Trinity has inspired.

Guardian Angel (400 GP): You are an exceptional protector and guardian, able to skillfully guard and protect those you love. Your efforts to keep your loved ones safe are over twice as effective as they would be, and your healing powers and protective powers are cheaper and easier to use when used in someone else's defense. This also moderately enhances your ability to strategize and use weapons.

Miracle Worker (600 GP): You are markedly better at persuading people to adopt your philosophies and religious views (or at telling them what to worship, if you don't worship). This is particularly true when you utilize your powers to perform miracles and other such religious acts, making them altogether flashier, more dramatic, and more compelling. Additionally those you worship and serve are more receptive to your worship and service, and intrigued by you, making them much more likely to answer your prayers and intervene when you ask for intervention. This also gives you an updating mental database of all religions in future jumps that have some similarities to the faiths Trinity has inspired (basically the Abrahamic faiths) and all of the religious leaders in a setting.

Tarshisim Perks:

Supernatural Saint (100 GP): Angels have a bit of a fierce reputation amongst the exotics of Veiled Earth. Other exotics are naturally wary of angels, due to Trinity's somewhat well-deserved less than stellar reputation amongst some of Earth's exotics. Thankfully you are a bit of an exception to this rule, probably at least somewhat due to your nature as a Grigori. Other supernatural beings quite like you, and you are naturally quite charismatic in their eyes.

Show of Love (200 GP): You have a powerful connection to love itself, and you can see the strings of love that connect people. You understand how love works, how it binds people together and gives people purpose, and this goes for more than romantic love as well. You are skilled at getting people to love you, and at getting them to love each other.

Supernatural Soldier (400 GP): You are a frighteningly skilled soldier standing out specifically when it comes to fighting the supernatural. You know how to utilize your powers offensively, and are a strange natural when it comes to fighting beings that are not affiliated with angelic, holy things. Such lifeforms feel both fear and arousal in your presence, knowing to respect you or they will taste your weapons.

Speaker to the Supernatural (600 GP): You are an idol-like being in the eyes of supernatural non-angels. Something about you attracts them immensely, and you are especially capable of attracting those seeking equals. In ways that are both sexual and non-sexual you are extremely adept at getting the attention of the supernatural, and they find you incredibly soothing and worth listening too. This also gives you an updating database of supernatural civilizations (but not gods) in future jumps, though if no such things exist in a future jump you will instead know about those interested in the “Supernatural” be they scholars or conspiracy theorists.

<u>Seraphim Perks:</u>

Angelic Authority (100 GP): You are stunningly charismatic in the eyes of other angels, both responsible and sexy, and even Trinity herself might take notice of your stellar charisma if you got the chance to meet her in person. Other angels are naturally submissive towards you and likely to follow your commands unless your commands are against their personal code of ethics.

Show Of Light (200 GP): You are a being of profound, conceptual light, one who glows with an internal radiance that goes beyond what is easy to describe. You take to being an angel with uncommon ease and nearly frightening grace, and in you it is easy to see Trinity’s power and beauty. Beyond that you have strange skill when it comes to light magic and other supernatural abilities that involve light, including conceptual uses of light, such as to illuminate the truth and heal. These skills are not innate to you, but you learn them at eerie speeds.

Return To The Fold (400 GP): You are charisma incarnate when it comes to interacting with those like you, and you are irresistible to other angels (be they angelic servants of Trinity or not). Your abilities are more effective on them, and your words are more pronounced in their ears. You are a redeemer, if you wish to be, and would be frighteningly adept at persuading angels to follow you and use their powers on your behalf.

Erotes (600 GP): You… are an Erotes, a *Sex God* (this title is figurative, and by itself doesn’t confer any power over sex or anything like that). What this perk does is tremendously empower your Grigori abilities, and gives you greater power over love, joy, life, and light. Power that can grow over time. Every facet of your nature as an Grigori is radically enhanced, and you are far more charismatic, but you also possess keener insights into joy, the ability to command light,

and gain empowerment through love, with the more people who love you giving you passive iotas of power that accumulate within you over time (and a similar power over joy, with joy you induce in others producing tiny seeds of power within you that slowly give you power over time). Beings of love, joy, light, and life, are going to be much more vulnerable to your influence and are naturally incredibly attracted to you, and so are beings who need love, joy, light, and life though in their case this attraction might make them desperate for your attention and eager to please you. This also gives you an updating mental database of all gods in a setting.

Grigori Customization Section:

This is where you spend your **Divine Right Stipend**. How much Divine Right you have to spend depends on your origin. Malakhim have 6, Tarshisims have 9, and Seraphims have 12. This section allows you to customize some facets of your appearance, as well as allows you to decide which of the more classical, or at times odder genie abilities and powers you'll have in your Grigori form. You can also spend Grigori Points here, and the math is simple. 1 Divine Right equals 50 Grigori Points. Some facets of this section are required and will be marked as such. **Prices default to 1 Divine Right unless stated otherwise**.

Body Type (+1 Divine Right 0 Divine Right 1 Divine Right (Required): In order to gain 1 Divine Right you can spend elsewhere, you can have a scrawny body. If you don't want to gain or spend I Divine Right you can have a Normal body. If you want to be muscular and strong looking, you can spend 1 Divine Right to gain a muscular body. This set of choices is purely cosmetic, your actual strength is not at all determined by the appearance you choose.

Equipment Size (+1 Divine Right 0 Divine Right 1 Divine Right 2 Divine Right (Required): Ah, this is an odd one. For +1 Divine Right your equipment (penis if male, breasts if female), is average sized. For free, and by default, your equipment is large. For 1 Divine Right your stuff is huge. For 2 Divine Right your stuff is gigantic, and is only possible to use fully and live with due to the power of fiat. Still if you want gigantic breasts or a massive dick this is the way to get it.

Radiance(0/1/2) (Required): All angels possess some sort of glowing power, be it a Halo, an Aura, or a mighty Nimbus. These powers are more than aesthetic, and are the most accurate signifier of an angel's terrifying power and status. They are also completely toggleable, and you can control their intensity at will. For free you can have a **Halo** which manifests as a bright circle of light around you, or a general glow around your head, and which you switch between at will. For 1 Divine Right you can have an **Aura**, which is bigger and brighter than a Halo and which you can control the colors of. This is also strong enough to harm vampires, but you don't have to do that, especially since most Earthly vampires are fairly friendly. For 2 Divine Right you can have a **Nimbus**, which will be of any color you want, and be bright enough to bathe an entire football stadium in bright light. This is deadly to vampires, burning normal ones to dust instantly. This can also come with a choir effect, if you want, which you can toggle. Very few angels have a Nimbus, though the greatest of Trinity's angels invariably do.

Wings (0/1/2) (Required): You don't need wings, though if you don't want them you get 1 Divine Right. If not you can select to have two wings for zero Divine Right, four wings for 1

Divine Right, and six wings for 2 Divine Rights. These wings grow as you have sex, and with enough sex you can grow more than you have, potentially even growing some if you have none. Angels find them sexy, and non-angels wrongly assume that the more wings you have as an angel the more dangerous you are (though this is for good reason, most Seraphim have multiple pairs of wings). If you have wings you can hover a few feet above the ground, even if you don't have the flight power, and you can summon or unsummon them at will even without the shapeshifting power.

Wing Stylings (0/1/2) (Required if you have wings): For zero Divine Right you can have white feathered wings. For 1 divine right you can have multicolored and/or rainbow wings. For 2 divine right you can have wings of pure light, which invariably impress and intimidate some non-angelic exotic lifeforms and humans, and are seen as beautiful by angels.

Wing Size (0/1) (Required if you have wings): For 0 Divine Right you can have medium wings, and for 1 Divine Right you can have large wings. Most angels have small wings, and most angels find large wings attractive.

Nourishment (+1/0/1) (Required): Grigoris, like Houris, have the power to nourish those they have sex with. Any orgasm you induce in someone will fulfill their basic needs for a number of days, boost their immune systems, and give them a subtle bit of strengthening, though how long this lasts depends on what you invest here. If you want to gain a bit of Divine Right, you can gain 1 by having orgasms you induce nor a lover for 1 day, if you don't want to gain or spend any Divine Right the effect lasts for three days, and if you opt to spend a Divine Right on this option then orgasms you induce nourish your lovers for seven days.

Awe Inspiring: This makes your radiance inspire a supernaturally powered emotion in others, which defaults to awe when you use it among allies or those you are neutral towards but can become dread if you are surrounded by foes (and can even overwhelm them!). It works on anyone who sees you, even through pictures or film. This power also keeps people from questioning your angelic powers, or finding you weird for propositioning them (but it doesn't improve the chances they'll say yes by itself).

Holy Water: With this option not only are your sexual fluids more tasty to those you're attracted to (or want them to be tasty to), but your fluids are also filled with holy energy that makes them heal physical and mental ailments! This means sex with you is restorative, healing wounds of all sorts the more sex you have, as well as allows you to create a certain kind of "potion" for those you find attractive. You can also, for the sake of generosity and miracle work, channel this energy and pour it into your holy radiant aura, which lets you passively heal others by being in their presence.

Selective: You naturally induce lust in those around you that of the gender you're attracted to. That said, such individuals may not always be people you find sexy. With this power you can change that, making it so that your angelic power only affects people you find sexy.

Lots' o cum: This one enhances the size of your organs that produce your fluids. In males that's your balls, in women it's your breasts. This also immunizes them to damage, and thus removes what would otherwise be a major vulnerability to you. This is helpful for having fulfilling sex with Houri, who quite like it.

Windows To The Soul: This option enhances your eyes, letting you get both x-ray vision and soul vision which lets you see people's spiritual alignments and emotions, and lets you put eyes all over your body and wings which gives you 360 degree vision and gives you eyes that are not sensitive to harm.

Double Dick: This is really **Double Equipment**. You can give yourself another set of breasts, or another vagina, as easily as you can give yourself a new dick. Any options that affect one set of equipment affects all of your equipment.

Enough to go around: Another angelic radiance tweaker, this makes it so that you can, at will, cause those who want you sexually to be willing to share you with other mates and lovers. This only works while people are in your presence, but takes a while to wear off. If you spend time around your lovers, it's much easier for you to have a harem with this power.

Divine Light: This is a powerful upgrade to the radiance option you selected earlier, and with this you gain mighty skill and power over light itself, letting you create visual illusions of staggering complexity if you work at it, or simple ones if you don't. With this you can also selectively mesmerize people with your radiance, letting you blind or stun them with an aura or nimbus respectively. This is a surprisingly powerful offensive ability.

Flight: You can fly! This requires wings, and lets you fly, at first, at a speed of about 50 MPH, though you can train this speed and this makes it easier for you to fly by using magic to give you lift and velocity regardless of your environment.

Shapeshifting: You can give yourself any appearance possible, and can do some neat tricks like giving yourself more arms or changing your height (so long as it's still fundamentally humanoid and attractive in some way). You can also change the size of your equipment, but only up to the size you chose earlier in this document. You also can't make yourself more muscular than the body type you chose earlier, or grab a more expensive option for your wings. Your shape changes last as long as you want them to.

Climate Proof: This perk allows you to adjust your new form to make yourself comfortable at any temperature.

Sexual Empowerment: This particular power results in you empowering those you have sex with, with a set duration of six hours. How much you empower someone, however, depends on the intensity of the sex you just had; things like hour-long sessions will boost them more than a quick 69 would, and the boosts they receive are more or less up to you though this is uniquely

about **boosts** not about giving them **new abilities**. In essence this is an improvement, not an addition.

Holy Implement (1/2/3 Divine Right): This is the power to induce orgasms in others. If you spend 1 Divine Right here your cock must be inside of someone for this to work. If you spend 2 Divine Right here you only have to touch them to induce an orgasm. If you spend 3 Divine Right here you can do it even if you're just near them and can see them. Orgasms induced by this power do not count for the purpose of **Nourishment.**

Sebalim Symphony: This power gives you a supernatural singing voice, one better than any human and just about any non-humans on Earth. This lets you pull off any sort of mortal singing feat, and can even allow you to replicate a whole choir at once if you want. This also makes you somewhat more charismatic, both for bedding purposes and for non-sexual purposes!

Salvation: When you take a lover those you fuck that you have some emotional connection beyond finding them sexy will be marked for a peaceful afterlife (where they can live with you, if you wish), particularly if you have some sort of afterlife of your own, be it from here or from another jump, and they gain a few additional traits. They age gracefully, allowing them to be vigorous and beautiful even in old age, and they become more beautiful as fits your aesthetic preferences.

Lust Aura: This is a power for lowering inhibitions, not just sexual ones mind you, in people around you. This power is selective and toggleable, and you can dial it down so it just makes people more open minded or crank it up so that people are throwing themselves at you. It also makes people much more confident generally.

Anakhim (Total Price Varies): Your offspring; Anakhum, gain certain traits no matter what. They are immortal, get to choose which side of the veil to live on when they hit adulthood, have slightly above average stats of the race of their other parent by default, and are more charismatic than normal members of their species should be. They are also biologically immortal, only rarely suffer genetic defects, and never develop defects by inbreeding. Beyond that you influence their traits, stats, and more, by spending Divine Rights (1 per category) on the following traits;

Strength; This enhances the strength of your offspring, giving them peak strength for their kind (which is the mother's kind, plus a little bit more due to your angelic genetics).

Intelligence; This gives your offspring peak intelligence for their species (just a bit more than peak intelligence for the mother's species, due to your angelic genes).

Agility; This time it's peak dexterity, speed, and agility for your offspring. Same rules as last time.

Longevity; Anakhim are not, barring intervention (or their mother being biologically immortal), biologically immortal like you are. They simply have enhanced longevity, living just past the maximum possible years for their mother's species. This makes them able to live just a bit longer, and ensures they'll be beautiful or handsome and healthy right until the very end of their lives.

Regeneration; This greatly improves the health of your anakhim, giving them even more resistance to disease than they have naturally (including flat out immunity to genetic defects and terminal illnesses), greater poison resistance, a healing rate that doubles their ability to recover from damage, improves their ability to recover from things like broken bones, ensures they will never truly scar barring supernatural methods of attack, and overall just enhances their resistance to pain and injury.

Beauty; Your offspring are remarkably beautiful, even more so than they would be if they were houri. If you wish this will be keyed towards you specifically, making them stunningly attractive to you and they'll develop an intense, highly incestuous passion, lust, and love for you.

Addictive Fluids: Your fluids are addictive. You can toggle this on or off at will, as well as dial up or dial down the intensity of the addictiveness. Beyond that, you can also add other effects to your fluids, such as letting them act like alcohol and thus getting those you orgasm inside of (or who otherwise take in your fluids) get drunk off of them, or cause them to feel the effects of some recreational drug.

Items:

General Items:

A Slice Of Heaven (Free for this jump 200 GP to keep): This particular thing is an uncommonly large heavenly estate. This is a whole neighborhood of Heaven, one with empty houses and plenty of luxurious amenities that are now yours, or rather Karael's (and she is eager to share them with you). In this jump this is mostly a nice property item for Karael and you, a reward given to her as a prize for protecting you and persuading you to join the Heavenly Host. In future jumps this bit of property is imbued with a fragment of Trinity's power, and serves as an afterlife for your followers, as well as serves as the natural habitat of any angelic followers you acquire. It also grows as you grow in power and to accommodate souls you permit passage here. This CAN be through the Salvation power, but if you lack that (and if you just don't want to have sex with someone to bring them to your slice of Heaven) then you gain a more generic, safe for work, power that lets you simply grant people permission to come to this afterlife.

Malakhim Items:

Harley (100 GP): This is an enchanted, fiat-backed motorcycle. It has all of the standard rules of such a device, particularly endless fuel and self-repair. It is also enchanted such that you know how to ride it perfectly and can teach others how to do so. This also comes with an

updating license that always gives you permission to use this. People also don't question this device, no matter how out of place it happens to be.

Mortals In Need (200 GP): This is a list of mortals who need help that you can provide. This updating list shows you how to find mortals who need help in ways that you are uniquely keyed to as an angel. These individuals will always be receptive to your help, be attractive or at least likeable relative to you, and will be easy to help. This can be used to help you find individuals like Penelope, a rich woman trying to overcome the intellectual baggage of her past, or Ophelia from the Mulo CYOA/Jump; a musician with a frail body whose health is always bad, and who you could help with some angelic power.

Congregation (400 GP): This is a church you are the head of. This church doesn't have to be a traditional church, and indeed the congregants really hope you aren't a traditional preacher or pastor. In this church the people are open to hearing Trinity's true message, one of forgiveness, love, light, and happiness, which those who have seen past the veil have invariably gotten messed up (not to mention the impact of people using faith selfishly and for power). These people will be open to your words and will be eager to see, hear, and feel Trinity's love… in a range of ways. This congregation will follow you into future jumps and the church itself retains changes you make as it goes from setting to setting. It's also sacredly enchanted against intruders and those who'd do harm to your congregants.

Miracle Staff (600 GP): This is a historic item, once used by a mortal who could peer past the veil. This relic, divinely touched by Trinity herself, is a magical staff of great power that confers its wielder with surprising power over the four classical elements; water, wind, earth, and fire. It also imbues elements it manipulates with an aura of sacredness, making them powerful in frighteningly holy ways (making them more dangerous to demons, undead, and to those with morality directly opposed to Trinity's lawful neutral slanted towards lawful good moral nature; chaotic alignments but particularly chaotic evil). This staff can also heal people and once per year it can flatly resurrect someone who didn't die of old age and died less than 24 hours ago.

<u>Tarshisim Items:</u>

Holy Sword (100 GP): This is the sword of a valkyrie, a powerful warrior woman who fights nude and is empowered by sex. This item is enchanted and is looking for an owner to claim it. If that's you this sword drastically enhances your strength when using it and explosively enhances your skill, especially if you use it to fight evil in all of its forms. It is also stronger when you have sex (or have had sex up to six hours before wielding it, similar to the Sex Empowerment power).

Open Invitation (200 GP): This is a handy item, an open invitation you can use to meet with other supernatural lifeforms throughout Veiled Earth that are not angels or otherwise affiliated with Trinity. This works by serving as a bit of an introductory letter to non-angelic supernaturals, who, provided you use it once a day, will receive it, read it, and let you into their cities and territory. It won't do a tremendous amount more than that, but it doesn't need to do more given

your angelic charisma. Sometimes a foot in the door is enough. In future jumps this updates to let you into all sorts of normally closed off or difficult to get into closed off jumps.

Halfway House (400 GP): This halfway house is located in a non-angelic supernatural location of your choosing, such as a major city like Atlantis or a city somewhere in Avalon. This is filled with supernaturals who wish to do good in ways that align both with Trinity's vision and your vision and who are incredibly receptive to your influence and teaching. These individuals will have a range of abilities and will be quite eager to use them on your behalf, as well will be attractive in your ways and very attracted to you. In future jumps this house follows you and will naturally attract the supernatural or those interested in the supernatural, as well as with similar morality to you, and the house retains changes.

Angelic Shroud (600 GP): This strange item is almost like a *Cloak of Elvenkind* but for angels. And also much stronger. This gives those who wear it the same passive things grigoris get, like biological immortality and all of the freebies you can have from the *Grigori Customization Section* (Anything that doesn't cost Divine Right). It is quite odd that you have this, but this is a powerful item and letting the supernatural world feel a bit of Trinity's love may go a long way towards repairing the rift her behavior has caused between her and the rest of the exotic world. Additionally the longer someone wears this the more infatuated with you they become.

<u>Seraphim Items:</u>

Ambrosia (100 GP): An endless supply of one of the most perfect drinks in the Veiled Solar System, this is a set of kegs with one keg containing ambrosia keyed to you and other kegs that can be keyed to anyone you wish, giving them ambrosia specifically tailored to them. Ambrosia tastes incredibly delicious, heals wounds (of all sorts) in those who drink it, gives them a perfect high that won't get them addicted to it, and sustains all of their basic needs, letting them live off of it and nothing else. It also slows their aging and fills them with joy.

Redemption Seeker (200 GP): This is a pool located somewhere in a property you own. It has a very peculiar property… With this you can find rogues of any kind, though it's initially keyed to angels. You can use it to track down angels who left the fold and can seek them out to recruit them, whether for your own faction or just to return them to Heaven's embrace. In future jumps you can key this to new factions or groups and can use it to find ex-members of those factions and groups and bring them back home.

Choir (400 GP): This is your own set of angelic followers, angels loyal to you who wish to see you spread your influence and who freely and happily give themselves to you and use their powers on your behalf. Angels of all tiers of power can be found in this faction, though obviously greater angels are rare. These angels live in a property of their own and are eager to share this with you, as well as share themselves with you.

Angelic Locket (600 GP): This is a strange artifact… This locket contains glimmers of the powers of those who love you, though this is strongest and easiest to use when those glimmers

are from angels or angel-like beings. These powers can be unleashed on your foes by opening the locket and willing the powers outward, and the nature of the power in question depends on the nature of the person they come from. Some powers will enhance and protect you, or heal others, while some will smite your foes. Used powers recharge over time, but bringing the locket close to the people the powers come from makes it easier and faster for the powers to recharge, while bringing those who love you joy recharges the powers almost instantly.

Companions & Followers

I**mport/Creation (50 GP):** You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 GP to spend themselves on perks, and items. Companions cannot take drawbacks. These same rules apply for companion creation as well.

Heavenly Host (First 8 Members free, every 8 people after that costs 50 GP): You have a harem of your own. If you recruit up to eight people (or eight separate GROUPS of people, with individuals such as the congregation counting as one person, effectively) from the Grigori Transformation CYOA's *Lovers* section, you can import them as followers in future jumps for free. If you recruit more than eight then it'll cost 50 GP. Individuals who are not faeries and who are not in the CYOA are eligible for this as well, so long as they are in the Earthly transformation CYOA series (Incubus, Endymion, Zaar, Mulo, or Oberon).

New Friends (50 GP if non-ascendant, 200 GP if they are the protagonist of another powerful CYOA 300 GP if ascendant): This option is for companioning other Troyverse beings. If you wish to invite new friends along your chain, as companions, you need to pay 50 GP, unless they are the protagonist of a CYOA like Star Nephelim, Emperor of Etherscape, or the Last Of the Omega Lords, in which case you need to pay 200 GP, or if they are an ascendant you need to pay 300 GP. That said, such individuals can be companion-ed in this jump, if you are willing to invest the proper points.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause a scenario fail, a scenario fail does not mean death it simply means you

don't get the rewards for the scenario.You can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points. All scenarios reward you with 200 GP by default, in addition to the stated reward.

Celestial Career:

This scenario is simple. All you have to do is do your job a decent amount of the time you're in this jump, regardless of which career(s) path you chose when Karael informed Heaven you had arrived and were a Grigori. So long as you spend a healthy portion of your time a week doing your job, perhaps 20 hours a week, for the time you're here you complete this scenario. It's worth mentioning that this is not necessary if you don't want to do it. Some angels only work a few days a year and Heaven is fine with their laziness. If you meet even the laughably lax bar set here you do much more to advance Heaven's cause than many angels have done in centuries.

Reward:
The first reward you get from this is that Karael becomes a follower of yours you can import into future jumps for free (or a companion you can pay to give a budget!). She also gets to bring along her reward. Additionally you can bring along any followers you'd naturally attract doing your job, such as a bevy of Houri wives if you took the *Satisfy Houris* job or any addicts to your ambrosia if you were an ambrosia producer. If you were a full-timer at your job then you get an additional 100 GP for your troubles.

Fix Heaven:

Now THIS is a scenario fit for a Grigori. With this you are tasked with reforming Heaven which is a tall task. Heaven suffers from a few major issues; a lack of productivity and universally enforced standards for living and working here (and of course for admittance to Heaven in the first place), the snobbiness of various angels, and of course the biggest problem; a lack of an ability to work with Earth's mortals. That last one is exceedingly difficult to solve… for the people of Heaven. You are a jumper and will always have a quirky nature. You can solve that one exceedingly easily with just an iota of creativity. It's the other problems that will be harder for you to address. You can begin this scenario with a strong leg up if you seduce Mychelle, or an even bigger advantage if you seduce Trinity…

Reward:
This scenario's reward is special. By completing this, Heaven follows you! This means that thousands of angels become followers of yours, as do any followers you naturally pick up along the way, such as souls in Heaven who probably idolize you by this point. Having the worship and service of angels as well as all of Heaven is a hell of a thing. You don't need Trinity's assistance to do this, but it helps, and if you do get her help (especially if you seduce her) you can easily ask her to follow you on your chain. You also get the **Heaven's Hero** perk which gives you an aura of holy majesty and sacred love. This aura fills those around you with emotions dependent on their own inner workings and moral alignments; evil people are filled with fear and dread, neutral people are filled with awe towards you, while benevolent people are filled with love and joy in your presence (which may or may not be romantic and sexual in

nature, depending on whether or not you find them attractive). This aura is also proportionally strong such that the stronger you are versus the people who are in the aura's light the greater its effects on them. A strong enough jumper can get the immediate and heartfelt love of those in the aura's effects if you are much, much stronger than they are.

Drawbacks:

Mundane Side of the Veil (Toggle): This is a Troyverse, Veiled Earth jump. As such you can choose to stay on the mundane side of the veil. If you do, you keep things you purchase with your GP, and you can do things like still go to Heaven and see other angels, but the lion's share of supernatural things available in this jump that lack fiat-backing will be stuff you can't encounter. This also prevents you from getting points from supernatural drawbacks, like Remote Reaches, Age of Myth and the 600 GP drawbacks.

If this is NOT toggled, then you have chosen the exotic side of the veil. You can still interact with mundane humans and have a life on the human side of the veil, due to your nature as a veil-straddler.

Extended Stay (Varies): This is a handy drawback for any Troyverse jump as ten years here is not very long. Each purchase you select allows you to stay for another ten years and gives you 100 GP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Embarrassing (Varies): This is a set of drawbacks from the actual CYOA; Swelling, Growing, Always Hard, and Preferred Hole. These drawbacks are mostly minor inconveniences, but **Swelling** is a bit rougher than that, so it's worth 200 GP, while Preferred Hole, Always Hard, and Grower are worth 100 GP each (and Always Hard & Grower are mutually exclusive). This also includes **Charitable**, and **Terrifying**, which affects you how they say they would in the CYOA and grants you 100 GP each.

Stereotypes (100 GP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you. **For an extra 100 GP you can have this affect your aura and aspect causing you to give off the opposite impression of what you mean to give off.**

Misunderstood (100 GP): Mortals are now far, far more likely to misunderstand angels and think of you like how they think of *Biblically Accurate Angels*, with all of the humor and terror that implies.

Religious Tasks (200 GP): You are now filled with a healthy urge to behave in ways in line with Trinity's true gospel, which is a more positive version of the best facets of Christianity, Judaism,

and Islam. This can be overcome but it takes time and discipline, so it's a good thing these urges are not negative in nature (though they'll be quite time consuming).

Remote Reaches (200 GP): Somehow, things like teleportation magic just do not work with you. If you're gonna travel the world you have to do it the old-fashioned way.

Real Politics (200 GP): The Troyverse, particularly the Veiled Solar System, tends to have things go right. People tend to be either kind or competent, usually both, and while ambition and cynicism sometimes rear their ugly heads, usually they are overcome. Typically by the power of friendship, love, and this gun* someone found. This drawback darkens that, just a touch. This isn't enough to overcome the overall happiness and peace of this setting, but more people are more grim, politics are more cutthroat, and at pivotal times despair can creep in if you aren't cautious.
*The protagonist of any given CYOA.

Wrong Afterlife (200 GP): For some reason you appeared in **Hell** instead of in **Heaven** when Karael tried to warp you to Heaven to register you. How you deal with that is up to you, but demons are a lot less friendly and are mildly cynical in their approach to politics, though they are also hedonists and many will be interested in taking you for a ride. You won't get tortured or anything like that, but this will show you a wildly different side of the afterlives available to inhabitants of Veiled Earth. Karael will likely be looking for you, but some of the demons are trickers and might mess with the two of you before you find each other.

Deprived (200 GP): For some reason the effects of romance starvation, at least as angels experience it, hit you three times as fast. This is not dangerous, not in a true sense at least, but it'll make your time here far less pleasant.

Dramatic Bastard (400 GP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself in a big way.

Sly Snake (400 GP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

Age Of Myth (400 GP (Earthly tier) 600 GP (Exciting tier) or 800 GP (Epic tier)): At the start of your time in this jump you immediately know of strange rumors, from word of an eldritch being stalking the world of Mars, to rumors of activity in an otherwise desolate pocket of the multiverse that has been empty for as long as anyone has recorded. This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken.

If you take the Earthly tier of this, that means that characters at around the power level of the Zenith King from A King On Mars begin to appear throughout Veiled Earth and on Mars. This tier causes the Zaar, Mulo, Endymion, Grigori, and Incubus to appear at the same time as you, as well as causes Mars to begin to become the center of a lot of mischief. If you take the Exciting tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding.

If you take the epic tier this full awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Anael, Joy, Glory, and even, potentially, the Archdeity himself. This does not guarantee you will interact with these figures, but it's entirely possible that you could encounter them.

They Know You (600 GP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

Cult Activities (600 GP): Someone high up in some Earthly cults might be some kind of Veil-Straddler because nowadays religious groups seem armed with nasty knowledge. Small cults are actively looking for ways to capture and utilize angels. They seem especially interested in the stories they are somehow overhearing of the myths around the Grigori. Be careful dear jumper…

Ending:

Return Home:
Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here. Will you be an angelic ally of mankind and the supernatural, or something… more playful?

Stay Here:
Take another 500 GP and add any final bits to your build you wish, in exchange for making the Troyverse your new home. This is an infinite omniverse, so while you probably won't reach the heights of power some jumpers attain before or after sparking, you, as an influential Grigori, might be able to garner some decent levels of influence in the homes of the angels. Who knows?

Continue Your Journey:
There are many more places to go and people to see. Go on jumper, show the true omniverse the suave and sexiness of an amazing angel.

Notes & Mini-Changelog

-This is derived from an NSFW CYOA set in the same grand setting as Emperor of Etherscape and the same major region as A Human Of Earth & A King On Mars. The overall name for this setting is the Troyverse, and it is the name the fanbase has given to the collective works of TroyX, a Redditor, and Questionable Quester.
-The next on this docket are the Incubi, sexy demons. After that I do have plans to sit down and do A Vajra On Saturn to be finished hopefully before mid-February.