

D.Y.N. FREAKS

By Valeria

Introduction

A normal world on the surface, a dark world beneath and a completely insane world beyond. This world has a long history and you find yourself at the end of it all, though you and everyone else in this world may not yet know it.

The world of D.Y.N Freaks is one beset by Evil Gods. It appears to be a normal Earth to most of the several billion humans living on it and yet in truth it is constantly under threat from an infinite variety of monsters, aliens, dark gods and cruel things from outside our reality. To combat these threats, many secret organisations have been formed by humans. Some fight with advanced technology, some with occult magicks and others with both or stranger things entirely. And yet there are also some humans who seek to join the various monstrous overlords that seek to control or destroy our world or who seek to take advantage of them. For both the good and evil sides in this eternal conflict, events involving the monsters other than mankind are known as Hell Hazards. Our story focuses on the events surrounding just one of these groups, a medical associated known as Asylum.

Seemingly one of countless monster hunting groups, Asylum is finding itself embroiled in a conflict against the 13 Horrors. The Horrors are beings known as Mages, humans who have come into contact with and make a contract with a Fragment, a piece of an Evil God. One of the Mages works for Asylum, fighting against its kin but the rest range from madmen to those directly working for the creator of these Fragments, the dark god called Nyarlathotep. Among other names.

While certainly out of the ordinary, this is in truth a much grimmer place. The story of this world used to be the story of a world known as the home to the Deus Machine- Demonbane. A story of achieving victory against the most otherworldly, powerful and malevolent of gods. But along the way this story was distorted. The machine god Demonbane became corrupted and a new version of that machine appeared, a creation known as the Vortex Blaster. It went mad and sought to destroy all of existence.

It almost succeeded too. Only a single universe is left amongst the infinite expanse of reality. The actions of Mugen Yoruguma, the user of the Fragment of Yog Sothoth, have so far saved this last reality from being extinguished. Gathering up the shattered dream of the dead creator god of this existence, she made one last universe and is searching for a way to bring back the rest. She wishes to revive Azathoth through the use of a young girl called Azana Hatsumi, creating a new God to recreate the lost dream. Nyarlathotep wishes to stop her, wanting only to see the complete destruction of humanity once and for all.

You find yourself in this world one year before the day that Mugen takes Azana from the high school they study at to a haunted hospital. You will leave the same moment that the Vortex Blaster enters this world at the end of this year.

You have 1000 Cthugha Points (CP) to gain advantages for yourself in this world.

Location

School

You appear at the front gates of the high school that Mugen Yoguruma and Azana Hatsumi go to. This is quite the special location and the focus of most of the story of this world, though it'll be a little while yet. This is also the location of Asylum's headquarters, though it is hidden in a small pocket dimension only accessible via this front gate.

Origins

Any of the following origins may be used as Drop In origins, putting you into this world without a background or any in world memories.

Magician +100

Very few of those with power in this world rely on a Fragment. Magicians like yourself make do by the use of Grimoires. These are magical artefacts that, when combined with your own energy and skill, allow for the use of magic and often increase the powers of the wielder too. You were raised in a magical family, hence your quite extensive training in the occult and even have a simple Grimoire of your own. You've had your share of clashes with the monsters in this world and outside of it but you've never yet met anyone on the biggest scale. This origin gives 100 extra CP.

Asylum +100

You're part of Asylum, the monster hunting organisation soon to be at the centre of this world's tale. You don't know any magic but you're a pretty experienced soldier and leader, for what it counts. You get on well with your commander and the new Mage kid they brought on, even if the increasing numbers of Hell Hazards lately have you worried. This origin gives 100 extra CP.

Mage- 100

A little while ago, you came upon a strange man in a black mask. He grabbed you and forced something into your body, which caused a terrible agony to rise up from deep within you. This was a Fragment, binding with your very being. It's an incredible amount of power and you've only just started to figure out how to use it, though you get the feeling that perhaps your Fragment was special and that perhaps that man in the mask wasn't quite who you expected. You gain 200CP to spend in the Fragment section only.

God- 100+

You weren't born on this world at all. You're just one of the old Gods that escape to this last remaining world. You've got power, a pretty crazy amount, and people don't do too well when they see your true form. What kind of god you are is up to you, whether you want to be some deep sea monster or an eldritch thing from beyond the stars. The level of power you have available will be chosen from the Fragment section. You will use the Custom option there and instead of buying a Fragment, you will receive the full power of that option immediately, given it is now your natural power. The cost of that tier is added onto the base 100CP price of this origin.

Your age, unless you are a God, is 15+1d8 years old. Gods have an indeterminable age and thus roll the previous roll solely to determine physical age. Your gender is the same as it was previously. Either of these may be changed for 50CP.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Magician

Mad Scholar- 100

The first step to becoming a magician is to know what you're dealing with. Be it magic or monsters or the occult in general, you've become a learned master at dealing with most of it. While you do not know any specific spells with this, you do have a deep and broad knowledge on magical things, artefacts, monsters, locations and gods. You can identify the species and even weaknesses of all but the rarest monsters you might encounter, know the details of many types of magic you might find, the dangers of certain locations or the way to properly worship certain gods. While the extent of this lore is great, without a way to cast spells or enhance your power, you would likely be relegated to be just an advisor. This knowledge will update in future worlds to match the local varieties of monsters and so on.

Shaggy Shoggoth- 200

A particularly nasty kind of beast attached itself to your body in a time when you were greatly injured. This creature was a Shoggoth, an amorphous mass of stuff you probably don't want to think too hard on. Intending to take over your body, you somehow managed to expel its mind and retain the body, gaining some incredible powers out of it. You're able to regenerate from almost any injury so long as a piece of your physical body remains in existence. You are also able to shape shift, changing your shape and features as you please, even to the point of taking on inhuman shapes, growing larger or smaller by a significant degree or turning your body into a weapon.

God Hunter- 400

Those monsters that think they rule this world will learn to fear something now that you're here. They'll learn to fear you well. You find that your attacks have far greater effectiveness against any kind of divine being and against divine beings that are also dark or evil, your attacks are even more powerful than that. Whilst an ordinary human might not be able to face an Outer God with just this, they'll certainly find harming the lesser beings to be within their reach and a real magician can do a whole lot more. Against a divine being, you'll always be able to kill it too, no matter their normal abilities that might let them avoid such things.

Wizard To Be- 600

Too long have you had to beg for power from others or rely on magical objects to support you. Now you've gained the ability to take bits and pieces of those powers for yourself. Whenever you are receiving supernatural power from a contract with a being or magical item, you are able to slowly make that power become your own, taking longer the more powerful an item is. A basic grimoire of spells might take just a few days or weeks whilst the Necronomicon itself could take many years of continued use. Whilst you can only draw this way from a few artefacts at a time, perhaps three or four, you will find that once you have managed to entirely take all that power for yourself, it will take on a new form personalised to you, often with either greater power or new effects attached to it.

Asylum

Dr Cpt- 100

These days, a leader has to be more than just a military commander, especially when you're running so short on staff. You're an excellent commander in combat, amazing at keeping up morale out of combat and just as good a doctor as you are a leader, with experience with a vast array of injuries and sicknesses. You know how to lead your men and how to keep them healthy in mind and body. Now you just need to keep them properly armed and there's nothing you can't achieve. Probably.

The Mysterious Colour- 200

The Evil Gods and other unnatural beings that come to this world produce a 'Colour' with their presence. Normally undetectable to humans, not without some serious mind screwing, you're particularly good at sensing this Colour and can even see it far more than normal. All supernatural beings now produce a certain Colour to you, something you can detect the location of for anyone within several kilometres of yourself. If you're physically looking at them, you'll also be able to tell why someone is supernatural and what sort of supernatural being that they are. This will continue to apply even in other worlds or if you do not know all the different sorts of supernatural beings around.

Eternal Cage- 400

Difficult as it can be to defeat the abominations that you must fight, it can be even harder to make sure they stay down. Too many will just come back from the dead and even those sealed away can often escape. But not if you put them behind bars. So long as you managed to soundly defeat someone before imprisoning or sealing them away, they'll never be able to escape on their own or even with help, barring truly monumental efforts from very powerful outside parties. Those without allies however, will never be able to escape unless you allow them to get out.

The Science of Mysticism- 600

The wonders of human ingenuity will never cease, even in a supposedly cruel world like this. You've gained the knowledge to convert magical spells into data format and upload them into technological devices, allowing those devices to cast those spells by drawing on the power the device runs on. As they have been turned into code, you are able to also alter the way the spells work to a great extent by interacting with and altering that code. Whilst you do not have unlimited freedom with these changes, it's impossible to make the spell many times as powerful as before or take away the drawbacks entirely or turn it into an entirely different spell, you can alter many of its' mechanics and rules to better suit your purposes. Make a shield spell automatically activate in certain conditions or change an elemental spell from controlling fire into one controlling another of the basic elements such as wind or water.

Mage

Ninja/Samurai- 100

Be it in some secret mountain sect or an old family dojo, you learnt the secrets of a supernatural fighting style that allowed you to battle monsters even with the strength of a normal human. You may choose either Ninjutsu training, which will grant you both stealth and infiltrations skills as well as the basics of a classic ninja's mythological abilities, or Samurai training, which will enhance your body and grant you both significant combat skills as well as numerous sword techniques that are effectively magical. Both specialisations may be taken to greater heights with time and practice, though at the moment you would rank as a sort of journeyman practitioner. You may buy this again for 100CP to gain the second option you did not pick at first.

Stranger In Time- 200

Despite all the messes you're about to find yourself getting into, you'll never get too caught up in the fucking up of both time and space. You seem curiously immune to such things, unable to be directly affected by abilities that manipulate space and/or time. Whilst some evil god could certainly rewind the time of the entire universe to send you back, you'd retain both your mind and body as they were before that rewind. Supernatural powers that do not work by warping space and time specifically will still affect you as normal, even if they are altering or warping specific aspects of space or time. You are able to drop this protection if you would find it more beneficial for a time.

Curse No More- 400

Even the deadliest of relics won't cause you any fear now. You've become immune to the dangers of any and all supernatural items, at least when you are wielding or using them. Be it a grimoire that drives its user mad as a side effect or a blade that sucks your blood from your body when you use it, you'll be able to use these artefacts with no fear of harm or diminishment. Artefacts that require a certain level of harm to activate or grow stronger can be allowed to do so if you wish but you are able to cut short that harm at any time you wish, though this will also prevent you from progressing further with the benefits. You'd be able to use a Fragment till the brink of corruption for instance and stop yourself there but you would not grow stronger with that Fragment until you unfroze that growth.

Great God Transformation- 600

Great power can be attained by crafting a contract with a powerful being or through the use of a magical item but only what power that being deigns to give you or that item releases can be taken this way. But with time, you are able to change that. Whenever you are in a magical contract or bond to receive power or are drawing on the power within a magical item, you can draw out more and more of the full power that you should have access to, even if it is not willingly given or has been sealed away. Thus a god who granted you a portion of their power would feel the rest of their might slowly drain into you and a magical item that gave you a measure of the magic contained within would slowly unlock and grant you the rest, even if you do not fulfil the normal requirements to do so. Best of all, this drain prevents these contracts from being broken save by any originally agreed methods and prevents artefacts from stopping their transfer of power to you.

God

Lovingly Crafted- 100

Isn't it only fitting that you be incomprehensible to the minds of mortal men? While it is not impossible for some seer to peer into your future, it looks like no one can understand your thoughts or emotions or even who and what you are as a person. Attempts to peer into your mind will only cause the invader to recoil with agony, tries to read your facial expression or figure out what move you might make leave the readers puzzled. Anything short of peering into your future or past will reveal nothing to the spy who wants to find out more.

Wriggling Wrath- 200

As a god of this world, and many others besides, it'd be quite strange for you to be without believers or followers. You're able to summon these faithful adherents, beings that seem like monsters to the eyes of normal humans, to serve you. The greater your power, the more you can summon and maintain at once and the stronger each will be. The creatures you can summon will either fit you as a God and your own general themes or be drawn from the ranks of Lovecraftian creatures that already exist, though all will be very disturbing to the eyes of humans.

Fragmentation- 400

The knowledge and process of creating Fragments has come into your possession. You're now able to turn individual or small, themed groups of your own powers or abilities into magical objects that allow other people to use those powers, bonding to the items, though you cannot make more than one Fragment for any given power. Though you can take these objects back at any time, those other than the bonded partner will find it very difficult to take out or even use the newly made Fragment. If you wish, you may make the Fragment slowly corrupt the user as they use more and more of its power, to the point that they eventually become either a beast or a mental and cosmetic copy of yourself, though they only possess the power you gave in the Fragment. Finally, you are able to moderate how much of the power you put into a Fragment that is able to be used, though you must still put the entire power in.

Transition- 600

Similar to the Crawling Chaos himself, you have become a being of many forms. Or at least, you will be in due time. You'll find yourself unlocking new forms just by the passage of time from now on, often coming with increased power over previous forms or new abilities. These forms usually take anywhere from a few months to a short few years to manifest but periods of extended conflict can greatly shorten these periods, as well as direct the transformations to be more suited to your current problems and foes that you continue to have such trouble with. You may freely access any of these forms with but a thought, going from your strongest to your base or anything in between in just a moment.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Lil' Cuties- 50

Special little familiars, these are. Taking the form of particularly adorable little girls, each familiar has a habit of chanting some familiar phrases such as "la la". Despite their appearance, they're about as smart as an adult human and quite happy to take on any task you give them. Completely loyal and rather adoring of you, they're not very strong but will do their very best at any task you set them. They do not take any companion slots and cannot be imported but will reappear in just an hour at your side if killed. You can freely design their physical appearance and personality quirks, so long as they are small and young human girls with no special powers or traits. Every additional purchase doubles the number of familiar girls you have.

Magician

Baby's First Grimoire- 100

Core to any Magician's arsenal, you've obtained a magical Grimoire of your own. Sadly it seems to have no innate soul, at least nothing intelligent, but it does contain a good variety of magical spells that run from offence to defence to healing and even some for sensing or finding things. Holding it will allow you to channel and cast with magical energy from within the book and it holds some fair power, even beyond whatever you might personally be able to add to it. Still, don't expect to be fighting any giant robots with just this thing. Not without a lot of creativity.

Kitted Out- 300

A gorgeously crafted outfit ready and waiting for you. Half suit of armour, half flamboyant and fashionable outfit, it's layered with enough magic to be better called a battle suit. Its incredible hardy against both physical and magical damage, to the point that explosions that vaporise multiple city blocks won't even scratch it, and it'll transfer that protections to the rest of your body and even use a small part of your own energy to boost it to keep pace with you. The suit will allow you to fly as fast as you normally move and quite agilely too, as well as significantly boost your physical strength and speed. It looks damn good but it's by no means subtle, what with the armour and the throbbing magical power within it.

Necronomicon- 600

One of the three great artefacts, the D in this case. This is the greatest Grimoire to ever exist, the legendary Necronomicon. Filled with almost all the supernatural knowledge in this world, the book alone would grant vast knowledge and power to any true owner. But the spirit within it, a girl named Al Azif, is the one who truly brings out the power. A brilliant and immensely powerful soul to the book, she has accepted you as her true master and seeks to assist you as best she can. She can be quite childish at times but unlike normal, she has all of her pages within her book form and is thus at her full power. Whilst in terms of raw magical might she herself may not too special for now, though the amount of knowledge she has makes a massive difference, the book also holds another secret. A Deus Machina, known as Demonbane, is sealed within the book. Unlike the book already within this world, this version of Demonbane is as it originally was and is thus much weaker. However, it will grow in time, particularly with Al Azif there to assist you in learning its use.

Asylum

D Phone- 100

A techno-magical marvel, handed out to all Asylum agents and probably a fair few other similar organisations. This phone, beyond being a state of the art model with a battery that could keep the phone running for weeks of active use in a single charge, holds a number of digitised spells. A shield spell that automatically activates when an attack nears the holder and is impressively strong, a short ranged lightning spell, a fairly weak telekinesis ability and a small range of sensory magics. Using these spells will very quickly drain even the huge battery of this phone but luckily it only takes an hour to charge up at most, even when completely empty.

Safe Asylum- 300

Did Asylum expand or did you start a secret organisation of your very own? You now have a pocket dimension, about as big as the average school campus in Japan, that is only accessible from your warehouse and an in world location of your choice. Within is a large facility, again about the size of a High School but significantly better secured. Lab facilities, armouries, trained but human guards and educated staff members. It's even got a small occult research laboratory within it, though it lacks anything like a Grimoire. It's almost impossible for anything short of a full powered Evil God to get into this pocket dimension and even then, only the strongest could do it without difficulty.

Clockwerk Phantom- 600

A terrible thing indeed. Towering above you is a machine of nigh infinite power and you can feel just that radiating out from it. Formerly a possession of Nyarlathotep, this mecha was once used in a great war against a being known only as 'D'. It fought against that being outside of reality, its blows threatening to destroy all of existence. Yet still it was defeated. Now it rests here, ready for its new master- you. Clockwerk Phantom is a powerful mecha capable of standing against some of the strongest beings in the multiverse, or at least what it used to be. Capable of powerful magic that can warp reality on a massive level, it was considered to be a worthy steed even to one of the Outer Gods, something that should indicate exactly how powerful it is. On the other hand, the machine is awfully complex and it may take you quite some time to learn how to operate it properly, as well as how to use many of its' functions to the fullest. And without the same raw power as its' original owner, yours will be a little lacking in sheer magnitude, if still the sort of thing that can make entire universes tremble in fear.

Mage

Hunting Horror- 100

A special set of magic equipment, though it might be hard to tell given it's a tricked out motorcycle instead of a tome or wand. Hunting Horror here is able to go at around half the speed of sound with ease and can travel over any surface, even upside down or across water without complaint. It'll never break, even when used to ram a flaming dragon or as a bludgeon against a powerful magician. Hell, it won't even need fuel, running purely on the love of driving. Or magic. Probably magic. You may import a vehicle into this option if you wish.

Tick Tock Man- 300

A special black ball that turns into a stark black clock face when placed on an object or person. When placed on something, it will begin a countdown that accurately measures how long until something happens or how close something is to something else. There is no limit on what this is able to measure. You could find out how long until something is destined to die, how close someone is to turning into a monster due to black magic or even how long until you find true love. The only problem is that, as it is just a clock face, it can be difficult to interpret the time until an event happens, though you will at least always be able to get a general sense of near, far or whenever the time between is. It can be also used as a link to transfer energy between two willing sources as well, by touching the planted clock face to another surface or object. The clock face can store a very large amount of energy and on instruction or a set condition by you, can detonate with all that energy at once. You'll find the black ball in your pocket or hand a few hours later.

Silver Key- 600

At your words, a silver sword appears to your hands. This is the Silver Key, the Y of the Three. A peerless blade, unmatched by all. There is no defence against the sword, as its' swings will cleave through any shield or spell that tries to stop it without resistance. The blade leaves wounds that cannot be healed or closed and yet all of this is just a precursor to its' true powers. As the Silver Key, it can bring an end to any manipulation of time or space just by slicing through the area being controlled. The blade instantly shatters any such power and by brandishing the key in the air, one can prevent those powers from even being activated. No matter how strong, those that seek to warp space and time will find themselves powerless against the Silver Key.

God

Faceless Killer- 100

It's a mask in more than one way. What you have here is some kind of face accessory, from a full mask with no face to a simple medical eye patch, it covers some part of your features and so long as you have it active, it'll also be impossible to sense your power. Even the most advanced technology or magic won't be able to locate or identify any supernatural energy or trait of yours and you'll be able to see through the mask as if it wasn't there at all.

Lookout Room- 300

A private pocket of your own, one that exists just outside of any other reality. This small personal dimension cannot store anything, things you do not actively interact with in here will just be expelled back out to where they were before entering after a little while. Instead this seemingly endless place allows you to monitor the state of the entire multiverse that you find yourself in. Through little glass boxes, you will be able to look into any existing universe in your current setting, from the whole thing at once down to stuff happening on planets on a personal level. It can't bypass magical protections against scrying but it does allow you to enter into any of the universes it can see into and come back to this one. You're able to bookmark certain places to make sure you don't lose track.

Shining Trapezohedron- 600

The last of the three artefacts, the N. The Shining Trapezohedron is a powerful artefact. Taking the form of a small crystal most of the time, it contains a nigh infinite amount of energy from the numerous powerful Gods imprisoned within it. The user and master of the gem, yourself, is able to draw out the energy and power of those sealed within and wield it as their own. The gem itself can also unleash immense blasts of power and heat by drawing on the power or, provided the target is either weak enough or has been defeated already, seal even more people into the weapon for eternity. It's also possible to have the Trapezohedron shift into a weapon form, a double ended blade that can slice through space itself and leave unhealing wounds. In time, it's likely that you will discover even more ways to utilise the powers and energy of the gem.

Fragments

In this world there are thirteen Fragments. Pieces of Evil Gods that were thrown into the world by a devil who sought to cause chaos for a mysterious plan. Each one can grant incredible power to the wielder who bonds with the artefact in question but it comes at a price. The more one uses the power and the more power that is drawn on, the more one is corrupted and becomes closer to becoming that monster that they draw on. Or at least a shadow of them.

The below section will detail several of the thirteen Fragments for you to choose from to buy. Your Fragment will be a copy of the one that already exists in this world and given your purchases here, will not have that corruption inherent to them. You will be able to use the power freely. However, it will take time and practice with the Fragment to unlock more power from it, longer than just giving in to the corruption would. Eventually you will be able to unlock the full power of the God who the Fragment originates from but that may take a years of use for a normal person, though constant combat and stretching the limits could get this to a single year.

Mage origin takers gain 200CP to be spent in this section alone.

Custom- Variable

The below powers are organised into three tiers, based on both the innate use of the power given and the full power of the entity the Fragment is connected to that you will one day gain full access to. If none of the below options interest you, you may design a new power based on an existing Lovecraft God or Monster. This may be in the 200 tier that covers Great Old Ones or various lower level monsters, the 400 tier that covers particularly powerful old ones or the lesser of the beings above them or the 600 tier that covers the Outer Gods and the beings on that level of power. What they give as fragments will match the options offer below in power level but is otherwise up to you. You may not take any of the Elder Gods of Demonbane's setting or the Demon Sultan Azathoth as a custom Fragment.

Unclean Green- 200

The artefact is a piece of coral that sinks into your body. With the Unclean Green, you call upon the power of Cthulhu, lord of the deep. This allows you to transform your body into an aquatic monster covered in scales and tentacles. Much stronger, tougher and faster than any human and able to summon and control water and various creatures of the deep alongside yourself. You can also learn to take on the traits of various sea-faring animals, such as regeneration or camouflage.

Unnameable Yellow- 200

A strange little recorder instrument is the artefact of Hastur, embedded into you. With the Unnameable Yellow, you take on a yellow cloaked form. In this form you move with the speed and agility of wind, as well as gaining a pair of magical pistols. These pistols have a wide variety of types of shot, from normal bullets to magical explosions to all kinds of elemental effects or stranger magics. You also gain greatly heightened sensory abilities when drawing on this power, to the point that any one of your five senses would allow you to operate and even fight as normal.

Ferocious Blue- 400

A lotus flower that is eternally blooming. The Ferocious Blue calls on the collective Hounds of Tindalos. You take on the form of a werewolf like this, greatly increasing your physical abilities and also allowing you to share the hounds' ability to travel through time and space to manifest at any

location or time, so long as there is an angle or corner to teleport out of. You may summon your hounds with you, in greater and greater numbers as you grow more powerful, with seemingly no limit to their number so long as you are willing to keep spending the time to call them. Your nature as a Hound also allows you to avoid any dangers normally associated with time travel, such as paradoxes or attracting the attention of time-based predators.

Fallen White- 400

A reverse scale from a gigantic beast of ancient times. The Fallen White lets you take on the form of the mythical Dragon, greatest of its' race. Your dragon form is immense, standing well over ten storeys high, and brilliantly white. You have all the supernatural strength and powers you might expect a dragon to have, including powers of the mind such as hypnosis. Your body regenerates from all but the worst of damage, even blowing your head off won't slow you down for more than a few seconds. You are incredibly fast too, able to move at over 40,000 kilometres per hour. Lastly, you have the ability to change your shape to adjust to the situation, letting you focus your power into forms that emphasise your speed or strength and so on.

Faceless Black- 600

A black mask that symbolises the Crawling Chaos himself. The Faceless Black is the personal Fragment of Nyarlathotep himself. With it place on your head, you gain access to the thousand forms of Nyarlathotep. At first, you will only be able to turn into a few weaker transformations, though these will still be enough to battle other Fragment users equally. In time, you will unlock more and more powerful transformations, covering new abilities and magics and greater amounts of power too. Perhaps a power suit that allows you to summon a near limitless number of swords or a floating form that is covered in many long and supremely sharp tentacles or the form of a giant robot capable of threatening all of reality at once.

Infinite Colour- 600

A golden eye implanted in place of one of your existing eyes. The Fragment of the Key and the Gate, Yog-Sothoth. One of the greatest of the Outer Gods confers one of the greatest prizes, granting you an incredible degree of control over the time and space of the universe you are currently in. You can warp time to extend a moment for infinity, create endless spaces between spaces, travel through time or just tear people limb from limb by warping and fragmenting the space that they find themselves in. It is impossible to keep you detained anywhere you do not wish to be, save for the use of the Silver Key.

Companions

Import- 50CP per

Even the Gods have their own entourages. For every 50CP you spend on this option, you will be able to create a new companion or import an old companion into this jump. They gain 600CP to spend in this jump and either a free origin or they may pay CP to gain a priced origin. They gain all expected freebies and discounts from their chosen options.

Canon- 50CP per

It looks like you're destined for a special encounter in your future. Each purchase of this option allows you to choose an existing canon character within this world, at the current time, to eventually meet and get the chance to convince to become one of your companions. You'll be guaranteed to meet them several times in both favourable conditions and without necessarily starting on hostile fronts either but you must actually convince them to come with you.

Drawbacks

You may take up to 1000CP in drawbacks from the following list.

Bring Down God- +100

In your childhood, you managed to live through a Hell Hazard. Your family, your friends, everyone you cared for? Not so lucky. The knowledge of the truth of this world drove you mad and not in the usual rage. You have a deep, binding rage against the gods and all those associated with them. The Evil Gods of this world get it the worst, with you finding yourself driven to uncontrollable murderous frenzies against them. So it's good that they are at least Evil. Gods without an evil nature will still be intensely disliked by you but you won't be forced to try to kill them.

Classic Ditz- +100

You're not in sheltered high school anymore. It's time to start making choices for yourself and when you've still got the mind of an overly trusting and naïve kid, that's gonna be pretty hard. You're the sort of person that takes all but the most unbelievable things at face value and almost never doubts the intentions of anyone that hasn't already betrayed you once, even if they're obviously skeevy about it. Not the most aware of your surroundings either, so try your best to not trip or fall everywhere you go.

Yog So-Thot- +100

Fighting is serious business, this you know. The problem is that you just can't take it seriously, even knowing the dangers inherent to fighting. You've got a desperate need to screw with people, have fun and mess about even in the most dangerous of situations. You won't take actions that would directly lead to your own death but things like egging on other combatants to join or throwing back an enemy's lost weapon for a fight are quite possible. Even outside of battle, you love to mess with people and aside from those that find you funny to be with because of it, you probably won't make too many friends.

Hazardous Location- +200

It's almost like you're a magnet for all kinds of gribbly beasties. Hell Hazards constantly occur around you, ranging from minor incursions of monsters, cults springing up around you or lesser Evil Gods entering into the world. They often, but not always, take an interest or focus on you and that focus is almost never for the better. It'd be best to keep the fact that you're often the cause of these things under wraps too, given how many organisations would have your head if they knew.

The New God- +200

Your true nature has unfortunately been revealed to the many anti-monster institutions in this world, at least in part. They've all come to have the firm belief that you are a particularly evil god from outside of reality, something that needs to be put down or else fear the destruction of the world. You'll have dozens of groups hunting for you and even some notable individuals like Crow will come after your head now and then. It's a good thing that the actual gods don't seem to care about your presence then.

Mystery of the Sphinx- +200

Or it seemed so, until now. Taking this has brought you to the attention of Sphinx, the current form and name that Nyarlathotep has taken on. Considering you a vital part of his plans to finally destroy everything, he's gonna try and drag you into all the battles to unfold in this story, one way or

another. The more you try to resist, the more power he'll put into making you a part of this story. Whether you oppose him or fight for him, he cares not, so long as you are fighting against the Horrors or Asylum.

Edging It- +300

A special kind of Fragment has taken root in your soul, one without the special protections provided to you with the normal purchases of such things. Rather than give you any benefits, all this dark piece of an evil god has done is make it so that the more of your own power you use and the longer you use it, the closer you come to being eroded into nothing but a mindless monster and failing your chain here. Taking a break from using any abilities or powers will let the corruption you've taken slowly recede but even a few battles is enough to bring you to the brink.

Stolen Soul- +300

A dirty trickster came and stole away an important part of you. A piece of your soul or your very being perhaps. The act of stealing it also took away a great deal of your powers from both here and outside of this world. While you are not entirely powerless, you are reduced to at most the level of the weaker Fragments in this world and unable to regain this stolen growth, though you can improve in other ways. You'll get back what was taken from you once you leave this world.

Kuro Crow- +300

It looks like you're not the original you. Or maybe another version of you has come to visit instead. It doesn't seem to matter to this new version of you and you probably won't have the time to care either. A version of you, with all of your many powers, items and friends, has appeared. Yet they've appeared with almost the entire opposite moral outlook on life that you do. If you're a hero, they're the villain. See yourself as a villain and they'd be a shining paladin of goodness. They seem to believe that they've gotta put you down permanently, whether they're good or bad and even if they're neutral, they've decided to kill you. Maybe you could talk them down if you could survive a few fights against them but they're pretty pig headed. I wonder where they got that from.

Scenario

Deus Ex Machina

Endjump Scenario

In your dreams, you see a throne. A throne of every colour, material and make at once. A throne that resides over an infinite expanse of all things. A throne that sits empty, yet you know it belongs to you. But a king can't take a throne without proving himself worthy first, not this throne. A challenge has arisen for you to prove your right to sit on the infinite throne.

You have become the inheritor of Twilight Gold, a very special Fragment. This Fragment was drawn from the Nuclear Chaos. The Daemon Sultan known as Azathoth, who lies shattered after he was slain by an impossible beast of justice. The sign of this Fragment is not a mask or an object of any kind but all of existence around you. Sadly, the power of this Fragment and the God it belonged to, to treat all of creation as nothing more than your own dream, is blocked to you until you prove yourself worthy.

The task you must accomplish to inherit the throne and the power is simple. You must protect this last remaining universe from the being that destroyed Azathoth and eradicated the rest of this infinite multiverse.

Demonbane the Vortex Blaster, mightiest and most mad incarnation of the legendary machine god. Possessing the power to kill the Idiot God Azathoth in a single blow and all the varied abilities of its' earlier incarnations, it would not be out of mind to name it the most powerful being in existence. Not only must you kill it for good, you must also prevent your battle from destroying the last remnant of existence that you appeared on at first.

Even as we speak, the Vortex Blaster is tearing its' way through to the universe. You will have just hours to prepare before it enters this world and it will destroy the universe just from its' sheer presence only a few seconds after that. To have any chance, you will need to take the fight to the machine god and destroy it outside of this reality.

Succeeding in triumphing over the beast and your rewards will be many. The first is core to the nature of this scenario. A Spark, as described in your original agreement in this thing known as Jump Chain. The infinite throne of reality will also become yours, expanding to cover every world beyond this one that exists and even those worlds that do not exist yet or would not ever exist, granting you authority and control over almost all things that do not manage to equal your sheer power. The power that you should inherit as the heir to the Daemon Sultan will also awaken fully within you, though at this point you may have little need of it. Lastly, the broken carcass of the Vortex Blaster will re-activate and repair itself but instead of continuing its' rampage, will bow to your will and serve as a faithful steed.

Hail to the new king.

Ending

And your time here, however long it was, is up. Long as you've not chosen to take on a kingly task, you've got a choice to make.

Do you want to *Go Home* to your original world?

Do you want to *Stay Here* and face the threat that is yet to come?

Do you want to *Continue On* to a new world?

Notes

All the thanks in the world to my darling honey bee, biggest reason for all this to be a thing.

Don't try to go to another universe in this jump. You'll find something very unpleasant waiting for you in any other place.

If you wish to take the Endgame scenario at a later date and not during this time, you may save it for any other jump. You will not be able to gain any benefit from the Twilight Gold being within you by any way or means no matter what until you return and defeat the scenario. When you are ready to address the endjump scenario, you will be transported back to this world at the proper time as it is sans any changes you may have made in your first time here. You will then proceed into the endjump scenario as normal.