



By Nyanko-Anon!!OxrGEvoGaQo

The edge of the **Ultravoid**, a world-eating black hole.

How many times have we gone around and around in this circle now?

Nothing can stop it from **consuming another planet**, except...

Ten thousand? A hundred thousand? A million? I've lost all track at this point

The **Starseed**, a colossal device hypothesized to destroy black holes.

The pain never dims, the blood never stops, and I've forgotten what it's like to breathe...

Its creators, the **Voidrunners**, have embarked on an impossible mission to save their home.

I wish I could forget-but no, the memories are just as sharp, each and every time.

The final member, **Rei**, has reached the event horizon but lost all communication.

Ah, and here comes another one. So the cycle begins anew, to tear me apart once again.

Leaving everything behind, she prepares to pass through the **cusp of reality**...

Around and around we go, spiraling ever downwards-unable to live, unable to die...

She will not return.

But something feels...different, than before. Something I haven't seen.

To call what you enter now a world would be both far too generous and far too reductive. If you wish to be technical, the Ultravoid is a wandering supermassive black hole-perhaps the largest one in existence-which displays odd anomalous properties. It has drifted through the void of space for time immemorial, and has an odd habit of wandering directly through the paths of inhabited planets and devouring them whole. Some species have survived the destruction of their home world. Some have not.

It's been so long since I felt hope. I didn't think I was even capable of it anymore.

Within the confines of the Ultravoid lay the broken fragments of multitudes of worlds, still perfectly preserved...along with some remnants of the people who used to inhabit them. Despite living within the event horizon of a black hole, life continues onwards in its own strange way. Normal plants do not bloom, but mushrooms thrive in the mixed soil of many worlds; normal fish do not swim in acid lakes, but some have adapted and can be purified for food. It is not the easiest life, but-meager as it might seem-it is still life.

Maybe, just maybe...at the very least, it's something new to watch and pass the time..

And yet...something is off about this world. A Veruki widow forgets her husband's death only to discover it and mourn at his grave anew, day after day. An Umbra makes the final journey of his life only to be rejected by the Elders, again and again. A Cyclodorean Captain discovers the death of his crew only to forget it all moments later, again and again. These people are trapped, repeating a terrible and painful point in their lives over and over. And all the while, another planet is caught in the Ultravoid's pull-drawing ever closer to its final destruction as the supermassive black hole draws in yet another victim.

I've stopped hoping that she can fix anything at this point. But maybe...you could?

But there is hope. Rei, the last of the Voidrunners, simply needs to activate the Starseed and the Ultravoid as a whole shall collapse-freeing not just her planet from its pull, but everyone who has been trapped in the Ultravoid as well. The other Voidrunners had gone ahead of her and set everything up in advance, but could not fire it off themselves for some unknown reason. Strange anomalies-Remnants-swarm over the Starseed Conduits and prevent its activation. Rei will fight through them all and save her world...

Our fate is already decided. But yours hasn't been written yet.

Or is it already too late?

There's no guarantee my voice will reach you-just an echo in the void, to the end.

You will enter the Ultravoid just as Rei awakens near the landing site of the Starseed, at the beginning of her own journey. Her home planet is still far away in the sky-there's still time to fix things and save everyone. Right? You will spend ten years-however long a year actually is within the confines of a supermassive black hole-here, or out in the wider universe should you somehow manage to escape the Ultravoid. It's odd...but you get something of a sense of deja-vu sometimes. Perhaps that's nothing. Either way, before you explore the world within a black hole, you'll need this.

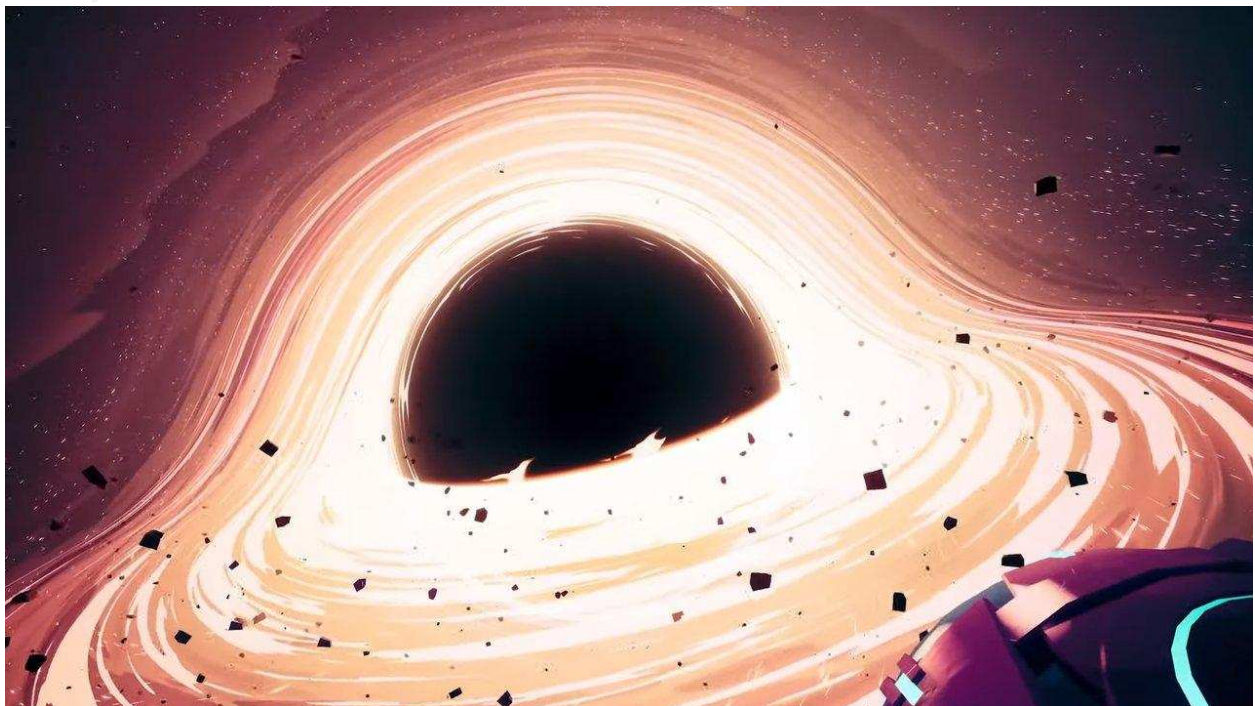
But if you can hear me. If you hold any kindness or sympathy in your heart...

+1000 CP

I've made so many mistakes, and she'll keep making them so long as it exists. So please...

Just remember this: even if some things can't be undone, there's always a chance to move forwards.

Destroy the Starseed!



Locations

It's impossible to truly know just how many worlds the Ultravoid has swallowed throughout its lifetime, or how many worlds even remain in its interior-yet to be crushed and fused into its singularity. There's still so much still unknown about it and its interior; a dedicated team of Voidrunners could study it for lifetimes and still discover new things every day. But in the modern age, there's at least a few stable regions held beyond its event horizon.

Roll a **1d6** to find out where you start, or **choose freely** if you wish.

1. Starseed Landing Zone

-The place the Starseed ended up landing was rather fortuitous-it landed right at what might be defined as a crossroads, very central between regions of the Ultravoid. Smack dab in the center of what might be considered a massive basin or perhaps a crater several kilometers across stands the Starseed, towering far above the rest of the Ultravoid and visible practically wherever you go. There is little solid land in the "landing zone"-just around the bare center itself and the mountainous edges for the most part-but the fluffy green clouds that cover the land like an ocean serve just as well for those with the capability to fly upon them. Gravity is fairly stable, only twisting a little oddly at the northern edge of the basin-just enough to dip one's toes into the oddities of the Ultravoid. It's funny, but Rei would note that the clouds that she skates upon within the Ultravoid are oddly reminiscent of the skies of her homeworld...

2. Broken Capital

-More than a century ago, the peaceful and agrarian Veruki quietly disappeared from the galaxy at large, none quite knowing what became of them. But now you do; to the east of the Landing Zone (insomuch as cardinal directions CAN be applied within a black hole) lies the shattered and ruined remnants of what remains of the Veruki homeworld. Beautiful stone architecture lies shattered and fragmented, trains lying still on broken rails while pottery and occasional personal effects lie scattered. Still, some life survives-a beautiful tree continues to grow in the entrance to the capital, and an odd Veruki woman named Lyris continues to mourn all that has been lost to her. She doesn't seem aware that more than a hundred years have passed since the Veruki's disappearance-still mourning as if it happened mere days ago...

3. Ironroot Basin

-When the Dross attacked the Veruki's homeworld, the Veruki did not go quietly into the night. Though normally quite peaceful they took up the cause of war and fought with all they had-even managing to slay a Dross matriarch with improvised farming tools! That struggle is lost to time now, but here within the Ultravoid there are still signs of their battle. From the corpses of Dross harvesters, the shattered windows and strongholds that became of their normally peaceful land, and the countless names of the fallen Veruki that are etched into the massive Ironroot Tree that stands at the heart of this region that stands west of the Starseed. And deep in its base is the burial mound of Lyris's departed husband, who lost his life in the final offensive against the Dross matriarch... caught in the explosions that Lyris herself ordered to bring the Dross down. She will find herself here again and again, to mourn her mistakes...

4. Eternal Garden

-Death is not the only thing which thrives in the Ultravoid...or perhaps it is? South of the Broken Capital is a land covered in surprisingly intact architecture as well as the bones of beasts so massive that their ribs alone spanned at least a kilometer. Here the Umbra make their home-an oddly fungal species of Ultravoid natives, who exist in harmony with the endless death of the Ultravoid. Mushrooms of strange and incredible nature dot the landscape and are used as technology, forming barriers, rails, and lighting up dark places. Here you might meet Ahrriic, an Umbra who prepares to undergo the final journey of his life. He is not aware that he has traveled this path countless times before...

5. Mirrorsea

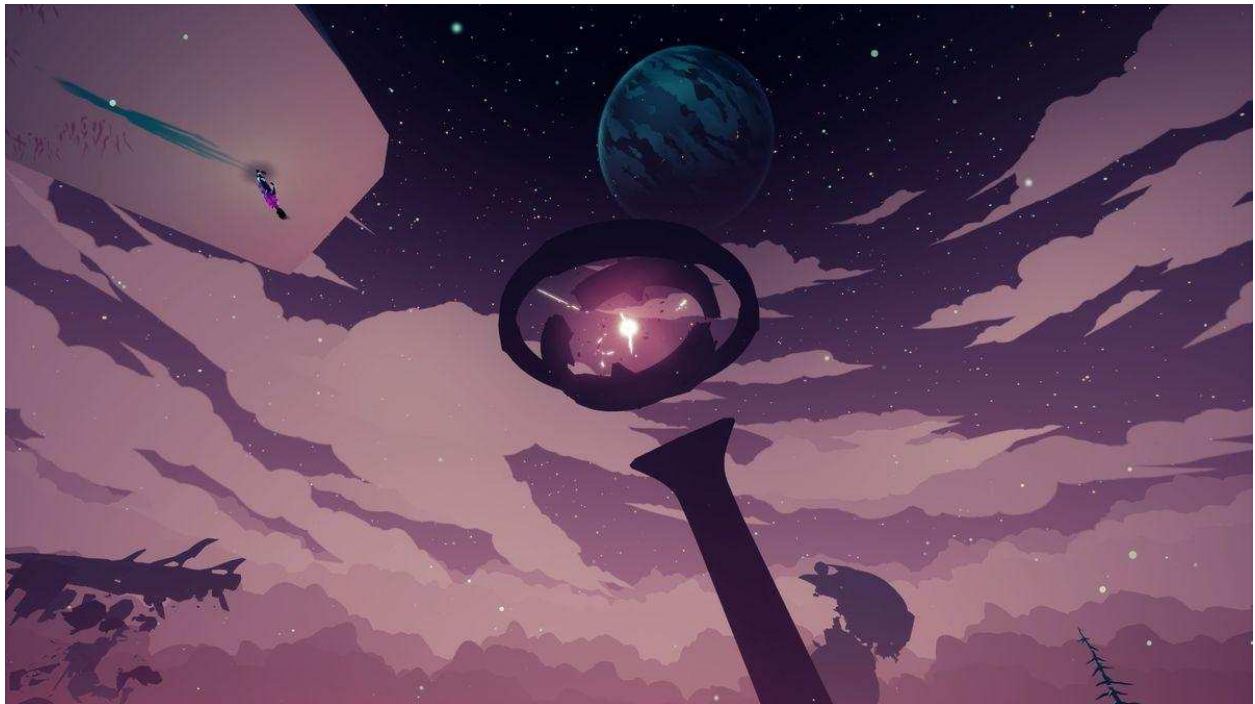
-Hail Imperial Cyclodorea! Or at least, what's left of it. South of the Ironroot Basin lies a land that was once verdant and beautiful, but now flows with nothing but flesh-melting acid and the shattered remnants of highly advanced technologies. Long trails of clouds and dotted lakes and rivers of acid separate what remains of Cyclodorea, while as the center of the region the Cyclodorean Senate building still stands-damaged though it is. While not the paradise that it advertised itself to be-with immense corporate interests and exploitation of both the planet and the workers-the Cyclodorean Captain Ames still holds a steadfast patriotic soul dedicated to truly lofty ideals. If only their beloved First Citizen did not spit upon those ideals and covet the riches of his empire even as the empire was reduced to ash...

6. Luminous Peak

-Formed from the collision of two distinct planets, this region flows with lakes and rivers of lava in a parody of how the Mirrorsea flowed with acid. North of the Landing Crater yet only accessible through the Ironroot Basin, this region is also utterly infested with mushrooms and Umbral architecture-certain smokestack-like buildings towering high into what passes for the sky in this strange land. Though nearly inhospitable to most biotic life, the nutrient-rich soil and immense heat of ever-flowing lava provides a perfect nurturing cradle for the mushrooms that have evolved to thrive within the Ultravoid. Here Ahrric shall complete his journey, only to be rejected by the Elders once again-for he has not yet learned to *live* rather than merely *survive*...

7. ~~The Bloody Veil~~

-For a moment the illusion is stripped away, time unwinding and truth revealed. You stand in an endless ocean of blood, stretching out as far as the eye can see. Far up in the sky are the shattered remains of a planet-impossible to tell what planet it once was now that it's blown into a million pieces. This place doesn't seem to quite correspond to any known location in the Ultravoid, and yet...it feels terribly, horribly familiar. In the very center of this place is the Starseed...but it shouldn't be here, right? All that's here are blood and echoes, outside of time. If you happen to start here then eventually you'll find your way back to the known parts of the Ultravoid...but that shattered planet will still hang in the blood-stained sky...



Origins

It's a wide and strange galaxy out there, full of beings that one can hardly even imagine. Despite that though, there's a few things that remain fairly constant. Two legs, two to four arms, two or three eyes...**gender? Age?** Go ahead and **choose freely**-it hardly matters in a place like this. It's hard to even tell if things age at the same rate inside the Ultravoid as they do outside-at least one Veruki has lived a century long without even noticing the time passing, and it's almost certain that Veruki don't normally live that long.

Now that you've entered the Ultravoid, there's only a few things that really matter for determining who you are. Out in the wider galaxy you might be richer than god, but that money won't do you any good here since there's nowhere to spend it. Or you might be a simple farmer, caught up in events far beyond your own imagining-the Ultravoid consumes both spacefaring and planetbound worlds alike after all. All that's to say...who are you?

All Origins may be treated as Drop-In.

Voidrunner

-You're a Voidrunner-part of a crew of spacefarers who travel into and out of black holes for a living. Whether a genius scientist who's engineered technology that allows such mind-bending feats or a simple lowlife who acts as an extra pair of hands for the other Voidrunners there's one thing for certain. You've plundered the depths of smaller singularities before, but the Ultravoid is like nothing you've ever experienced before-completely destroying ships that would otherwise swan dive in and out of smaller singularities like it's nothing. That's alright though-that's part of why you're here after all.

-Perhaps you're out to save your homeplanet, as Rei is. Perhaps you're here to recover lost and incredible knowledge held within the depths of the Ultravoid. Perhaps you're just here for the thrill. But one thing's for certain: you know what you're doing. You have the skills, the tools, and the sheer grit to take all the Ultravoid has to throw at you and keep moving forward. As long as you keep moving forward one step at a time, do your job, and don't lose your head you'll make it out of this just fine. Big as it is, the Ultravoid's just another black hole, right? Just be careful you don't get tunnel vision.

Remnant

-Your kind is something of an anomaly, truly unseen elsewhere in the entire galaxy. Made of a strange oily black substance covered with white bone plates, your kind are only found within the Ultravoid itself...though its odd. A certain Mycelium Network would note that you are a rather recent development that seemed to just...*show up* one day. If one had the ears to listen to them they would share that you smell of null-of something that is beyond the reach of life and death. And a certain other Voidrunner shares that very same scent...unfortunately, the words and ways of the Elders are cryptic and difficult to understand, and so this will remain largely unknown.

-Most of your kind exist in a state of what might charitably be called perpetual despair and agony. It is simply their nature-for they are formed from the splintered regrets and guilt of something greater. But this is not an issue for you. Should the Starseed somehow be shattered and all Remnants dissolved, you will still remain-untethered to the source of Remnants and free to make your own path. What you will do with that freedom remains to be seen, but one thing is certain. The path you walk is stained black with the darkness that composes you, but that does not make it wrong. Just different.

Native

-It must be something of a cruel joke played by the universe to call you a “native” of the Ultravoid-only one species is truthfully native to it, and they are a species that is born from death and feeds upon it. Nevertheless, that which is caught in the Ultravoid’s grasp is not easily let go. You are no Voidrunner who has the advanced technology needed to dip in and out of black holes; you’re simply a normal sophont, doing what you can to make the best of the terrible situation that you’ve found yourself in. Whatever you were before you entered the Ultravoid-now, you are one of its residents. This is your new home, and your new life.

-It’s not all bad truthfully. Living in the Ultravoid is a harsh and difficult existence, but it’s one without the materialistic and consumerist concerns of a more advanced society. There’s something peaceful and emotionally fulfilling in living in the Ultravoid-a harmony that is difficult to find anywhere else. Where the remains of countless planets and cultures should clash, they are held together in harmony by the Ultravoid’s endless gravity-and once you step beyond your own place you might find truly incredible things that can fill both the heart and the soul. Death endlessly compounded, or an altar to universal harmony-it’s up to you to decide what you make of this place.

Perks

Now we come to the crux of the issue-defining you not through what you were, but what you are now and what you can be. **Perks are discounted for their origin and Discounted 100 CP perks are free**, as always. Regardless of where you came from, it's who you choose to be that matters the most-it's time to find out who that is.

Voidrunner

Voidborn -Free/-200 CP

-There's certain basic skills you're just required to have when you're a Voidrunner-skills that you've gotten down pat. The strange twisting gravity of the interior of a black hole is nothing you can't handle, instantly adapting to shifts and changes in the direction that gravity flows or even random spikes and dips in intensity up to and including the crushing force of a singularity. You've either got boosters built into your Voidsuit or a biological equivalent that lets you fly on anything at least as substantial as a cloud-though in a place like the Ultravoid it's safest if you stick close to the ground and "skate" around instead. You can also push those boosters for a sudden burst of speed and momentum, incredibly useful when making big jumps or just getting around. Nothing more than the bare basics you need to be called a Voidrunner, but it's still pretty impressive for a lot of folk. **This perk is free for Voidrunners, but other Origins may buy it for 200 CP**

Dancing On Clouds -100 CP

-Some Voidrunners get by on basic skating and movement, maybe a jump or two if they're in a hurry. You're not like them though; you *dance* through the skies. With the same booster tech that other Voidrunners use you could move two to three times faster just by clever utilization of momentum, and when you leap you can go flying twice as high and four times as far. You don't just adapt to weird gravity, you *use* it-able to use shifts in gravity to slingshot your way through the sky and far faster than you'd normally move. Jumping from rail to rail? That's child's play; what about using your boosters and a good rail to launch yourself a kilometer away in seconds? Now THAT'S fun. Show the other Voidrunners what they could *really* do if they got creative with their boosters.

Well Versed -100 CP

-You can leave the skating around to the scouts; everyone knows it's the PILOT that's the real heart of any Voidrunner operation. Diving into and out of black holes is rough on any starship, but you've got the skills needed to make it as gentle as possible given the circumstances; you can read stellar charts, adjust for shifting gravity, dodge space debris, and got that killer pilot instinct that lets you know just how hard you can push your craft before she breaks-and just how to break it in the right way that even a crash landing can be survived. You've even got some minor skill at repairing spacecraft-not enough to build your own, but assuming you had the parts you could probably put it back together. Just be careful around things like the Ultravoid-you might have the skill, but no amount of skill can let an average void skipper survive something like that...

Cache A Check -200 CP

-They say that great men see further by standing on the shoulders of giants-that what is accomplished now is made possible by the work that came before. In your case it's quite true-for wherever you go now you'll find that a team of Voidrunners has come and gone, leaving behind Voidrunner Caches marked with their sigil for you. They are hidden in out of the way places that will demand great skill and intelligence to find, but once found will provide you with useful intel and-occasionally-a unique tool or boost to your capabilities. Never very significant individually, but sometimes you just need a little faster recharge on your boosters or a module to double your attack strength to make all the difference. They'll even leave behind advice and encouragement for dealing with whatever issue you face-though oddly, you'll never be able to find them in person.

Un-Erving Treatment -200 CP

-It's a wide and strange universe out there, but you're better off than most to handle whatever it happens to throw at you. You're tough as nails, able to take impacts and pains that would knock lesser sophonts flat with barely a wince, and not too shabby at putting yourself back together after a fight too. And from all your work as a Voidrunner you've even learned a thing or two about putting other sophonts back together. Doesn't matter if it's made of living crystal or mushrooms or what have you-you've got the general skill and adaptability to at least provide first aid for damn near anything you come across. Now you're not going to be able to do the equivalent of brain surgery on something that's made of clouds of stellar gas, but splints, basic sutures, CPR? You can do that-or figure out the closest equivalent. Enough to get them back on their feet in an emergency, but not much further than that. Sometimes that's all you need though.

Slipping Through Time -400 CP

-Something of the nature of Voidtech allows for manipulation of time and space in ways even the brightest minds of the age still don't fully understand...but just because you don't understand it doesn't mean you can't harness it. You've mastered the technique of Timeslip to a degree that is hitherto unseen, making it a part of your very nature rather than something granted to you by the Voidtech you wield as part and parcel to being a Voidrunner. At will you can bring time to a near halt, allowing you to think through and plan out your actions-but that's not all. Reaching out with a grapple or a concerted effort of will on your part to establish an end target-such as an enemy or a noticeable landmark-you can send yourself instantly to another location-time resuming its normal flow only once you arrive. After you Timeslip you need a moment to refresh and regain your breath-maybe about half a second-before you can Timeslip once again. It's a powerful technique, limited by needing a clearly defined endpoint to make full use of. And while it can send you far, its range is not unlimited-only three or four times that of your normal grapple, at first. With time and effort though, you will develop the Timeslip in a way none have ever done before.

It All Ghozam's Together -400 CP

-Even with the best tools, skills, and people on your side, going in without a plan is just begging for everything to fall apart. That's what you're here for though-you make the plans so that when things go to shit there's a clear path of action to follow. As long as you've got a goal in mind, you can generally plot out a path from point A to point B-and where other planners might struggle with adapting to little things like their entire ship exploding and their crew getting scattered to the winds, you've got the flexibility to handle shakeups like that and keep the plan trucking along. This won't help you if the goal you choose is flat out impossible or the resources needed to achieve it just aren't there-but if there's even a small chance, you'll be able to plan out how to make it happen. Of course, the key to any plan is the execution, and this won't help you with pulling off whatever crazy plans you concoct.

Strike A Nerve -600 CP

-What's an average sized biotic lifeform to do when your enemies are larger than skyscrapers, shoot lasers wider than you are tall, are immune to damn near anything you throw at them, and so hot to the touch that simply attacking them at all risks literally *evaporating*? You look for a weak spot, that's what you do. And if you can't find one? Then you MAKE one. Whether through technology, skill, or sheer instinct, you have the capacity to sense specific nerves on opponents who you can't harm normally. Strike these nerves, and for just a brief moment they'll be stunned and become vulnerable even should they normally be invincible-allowing you to put the hurt on even supermassive titans that you'd have no chance of defeating otherwise.

-But you can't strike these nerves all at once-they have to be struck in just the right sequence within a very short time of each other, and that sequence and the placement of these nerves changes each time you use this trick. And both the sequence complexity and number of nerves increase the more powerful the enemy and insurmountable the defenses you face. If you were facing a small and nearly unbreakable wall that otherwise doesn't have any particular focus you might just need to strike two or three different nerves to open up its "eye" and kill it in one blow. If you were to fight a titan larger than a mountain whose strikes can send waves crashing through a lake of acid? Then don't be surprised if you end up needing to dance all around its body like a demented wasp just to open up its core for a BRIEF moment to do some actual damage to it. But that's more than enough to make it bleed. And if it bleeds? You can kill it.

A Tufte Question -600 CP

-One has to ask-what exactly IS Voidtech anyways? It's miraculous and strange in just how versatile this technology is, and yet practically nobody in the galaxy is actually making use of it simply because of how volatile and difficult to understand it is. While you don't have the answer just yet, you're perhaps closer than any other to figuring out exactly what it is you're dealing with. You're a genius scientist and Void-Technician, familiar with the ins and outs of basic Voidtech mechanics and knowing the theories behind how and why it works. How to make protons and antiprotons react in a controlled way to not just unleash a massive burst of energy, but entangle particles that don't necessarily exist. How to use this strange entanglement for scanning, storage, shields, weapons, FTL, and so much more. You've even got theories-well, more like hypotheses-on how you could use this effect to warp spacetime and perhaps even outright create stars wholecloth!

-You're not there yet in your theories, admittedly. There's still so much to discover about Voidtech that you can honestly say you've only begun to scratch the surface, and being too hasty could have consequences on a galactic-or perhaps even universal-scale. But if you have something to work off of that would make things a whole lot easier; in addition to your knowledge of Voidtech, you're quite skilled at reverse engineering other unique artifacts and deriving new and exciting technological applications from them. Reverse engineering a ship's FTL drive might see you figure out how to apply those principles to communication technologies, or decode a quantum entanglement communicator to figure out some form of telekinetics! It's never exactly what the original device did, but you'll always find useful and strange applications to your discoveries. And if you find something on the scale of the Starseed? You could pioneer entire *fields* of science full of unique and incredible applications.

-Incidentally, this genius and skill with deriving unique applications of principles in other technologies comes with a degree in geology. It's rather surprising what you can find digging through the earth-after all, that's how the Starseed was found in the first place.

Remnant

Wrathful, Regretful Remnants -Free And Mandatory/200 CP

- It's difficult to truly know exactly what a Remnant is. According to CYD they are strange beings that are animated by a heavily fortified primary energy core, protected by white bone plates. Black goop makes up their muscles, while throughout their body a nearly-invisible nervous system carries and focuses the energy of their core-allowing for movement and reinforcing their existence in general. They maintain a body temperature of approximately 310 degrees Velkin, which is perfectly safe to the touch for most...but when agitated can swiftly increase their body temperature to beyond 10,000 degrees Velkin-more than hot enough to cause most biotic life forms to *evaporate* on contact. Seemingly native to the Ultravoid and able to endure not just its gravity but its natural hazards as well-from acids to lava-with hardly any notice, Remnants are a truly strange species. A species you now share.

-Another mind, more aware of their truth, called them Remnants of lost hope...perhaps there was something to that. All other Remnants you might meet are locked in certain patterns, certain obligations-holding certain unending pains and sorrows. But unlike them, you are not bound by these things. Whatever you truly are-you are not bound to the regrets of the one who spawned all other Remnants. Should the Starseed be broken you will remain untouched. For good or ill. For now you are small and weak-not sharing in the near invulnerability that your giant brethren hold-but with time to grow and energy to feed that may change. Unlike all other Remnants, your future is yours to decide. **Free and Mandatory for the Remnant background; others may buy this at 200 CP.**

Into The Thresher -100 CP

-Whatever lost hopes you were formed from weighed more heavily than those of the average Remnant. You're larger, tougher, and meaner than the basic Remnant, and boast something of a natural weapon to boot. Perhaps you have a sharp horn, or wicked claws, or even just naturally stronger bone plating than average. You can freely choose how you look and what weapon you boast-so long as it's within about three times the size of the smallest Remnant species and the weapon is a simple biological melee weapon of some description. You're not THAT special, not just yet. Should you happen to not be a Remnant then these change still apply; whatever species you are, you happen to be a rather larger and tougher form of it than most and whatever simple biological melee weapon you can boast-from claws or just a very strong punching arm-hits a good bit harder than average. It's only the first step, but a thousand miles and all that.

Aimless Ouroboros -100 CP

-For some unknown reason Remnants seem to emit a powerful and highly chaotic signal at all times-indecipherable even by a supercomputer with immense calculative ability. So powerful is this effect that, with a powerful enough Remnant emitting a “loud” enough signal, it can even scramble powerful supercomputers like CYD Nodes-though simple operations of personal tools seem unaffected. You are now capable of emitting a similar signal; within a short range of yourself communications equipment will fail, and advanced technology will “lock up” until you cease broadcasting. The stronger you grow, the more powerful your signal grows and the further its reach. That said, this also paints a very bright target right on you as your chaotic signal becomes comically easy to track. If Remnants are attempting to communicate, why would it be so chaotic like this?

Sentry Of Suffering -200 CP

-You really are something else, aren't you? Once more you grow larger, stronger, and more durable than your peers-but the difference here is that instead of a melee weapon, you have some form of *ranged* weapon built in. Maybe you can punch the ground and cause acidic green spikes to flare up in a line in front of you; maybe you can just straight up shoot biological lasers from your mouth. Maybe you have a unique dash attack that lets you move almost instantly in a straight line to ram your enemies. Whatever it is, you hit hard, you hit fast, and you hit much further than one would expect. This stacks with **Into The Thresher**, making you that much tougher than your peers and letting you fully customize how you look as a Remnant-you're a real elite sort now! The same logically applies if you aren't a Remnant; you're stronger, tougher, and have some form of biological ranged weapon as part of whatever species you happen to be.

Withering World -200 CP

-Remnants aren't a natural thing to the Ultravoid, that much is clear. They're like...an infection. Growing and spreading throughout it, twisting and corrupting the Ultravoid in their wake. Wherever they go you can find their black goop, their bone plates, and their influence continuing to twist the world around them. And now, you can spread that influence as well. By splitting off portions of your own energy you can spread Remnants and Dregs-the black goop that Remnants are composed of-wherever you go. Dregs are sticky and warm, making surprisingly good handholds...but you can also create Remnants outright. Nothing stronger than yourself, but the simple ones-the little creatures, the fliers, the chargers, and so on-they come easily. You can even create traps or barriers with your energy, though all such things will have a vulnerable energy core SOMEWHERE nearby that, if destroyed, will destroy the trap or barrier in its entirety. You can recall the things you create if you wish, regaining the energy spent on them-but if they are destroyed by other means you will simply lose that energy. In time your presence will be like an all-consuming plague upon this world, if that is your wish.

Rusting Titan -400 CP

-You're no longer just in a league of your own-you're playing a whole different game than practically any other Remnant now. There are only six like you in the Ultravoid-a Massive Anomaly, large enough to be measured in kilometers rather than meters, tough enough to laugh off anything short of capital ship weaponry, strong enough with whatever natural weapons you have to casually shatter buildings and small mountains in your wake. You may freely customize what your Massive Anomaly form looks like-go wild with it! Every single one of your powers is boosted in this giant form, but made a touch slower as well; a laser that could cut through a single person could vaporize a building, but would take a second or two longer to charge than normal. You're not entirely invincible either-hidden deep within you is an energy core that, if struck, will inflict massive damage on you. It's extremely well defended though-someone would have to basically run all over your body, hitting very specific nerve clusters to paralyze you and expose your energy core for just a second or two in order to get at it. What are the chances of that? If you so wish you can retake your smaller form at will, forsaking the powerboost of your titanic body, but it will take you a good week or two before you can retake your Massive Anomaly form once again.

On Burning Wings -400 CP

-They say that regrets can weigh you down heavier than any physical weight. Yet somehow, somehow, you manage to fly free regardless. Unbound by gravity, untouched by lava, unbothered by acid-you fly freely through essentially any environment. From the coronas of stars to the crushing gravity of the Ultravoid you feel none of it, and even immensely hostile environments that would be utterly unlivable for others are treated the same as empty air that you effortlessly glide through. The only thing that seems to actually inhibit your movement is solid matter, and even that's just a matter of having the raw strength to push through. How exactly you're capable of moving like this-untouched by the weight of the world and free to move however and wherever you please-is a mystery. Yet somehow, somehow, in the depths of darkest despair, you found unmatched freedom.

Endless Wretched Remnants -600 CP

-There's a certain truth that you've been running away from-a truth that the *creator* of all Remnants has been running away from. A truth that they refuse to acknowledge, and that very refusal IS the creation of Remnants. Even if they were to accept that truth though, things are too far gone to simply let the Remnants fade away at this point-so much suffering has built up, so many things left unresolved, so much pain and despair and loss...all of it comes flooding back to the creator, all at once, and turns them into the grandest and most terrible Remnant of all. Sometimes pain doesn't fade away after all-it just compounds, layering over itself over and over and *over* again with each passing day until it grows into a monstrous beast far beyond what it originally was.

-You are not connected to the true origin of Remnants, and yet something of its nature has been infused into you. The truth of what a Remnant is has been etched into you, changing you and empowering you with its nature. Pain, suffering, despair, death-the more you experience these things and the more you surround yourself with them, the stronger and larger you grow. With the weight of a thousand years of suffering you could grow to dwarf even the largest of Massive Anomalies, the very weight of your existence twisting the world around you into a place which embodies your suffering and despair-and while this slows past that point, it never quite stops. And just as pain does not die easily, so too do you not; once per jump or ten years, you may simply refuse to die once killed and rise again by calling upon the agony of your own death. You truly are a wretched thing, aren't you?

A Shining Seed Of Hope -600 CP

-Pain for the sake of pain and suffering that exists simply to suffer loses all meaning after a time, simply becoming a new state of being rather than the true agony it represents. For pain to have meaning, there must be something other than pain-a bright white light to shine amidst the darkness and highlight just how dark the rest of the world is. This is that little candle in the dark, the flickering ember of hope that makes the sharp sting of despair all the sharper. This is a poisoned apple, a trap to keep you scrabbling forwards through the field of knives in hopes that if you just keep moving forward it will end eventually, that if you just push through the pain for a little bit longer then it will have all been worth it. And like all the best traps, it's baited with something that is true and genuine in the little flickering light of hope it shines upon your world. It is the power to turn back time and set things right-though with certain caveats.

-Where once you might have needed a device like the Starseed to wind the flow of time backwards, its very nature has imprinted itself onto you so that you can do this at will...though at great personal cost. In order to turn back time you must sacrifice a truly incredible amount of power and energy, enough to cripple you. This energy will fling you backwards through time, stripping you of all memories you made between the endpoint and the point where you land...and will result in the creation of hostile Remnants who will seek to attack you and weaken you. They ARE you, after a fashion, and defeating them will cause a shade of yourself who has been through each loop to appear for just a brief moment to advise you as well as prepare you for whatever you wished to undo the flow of time for-but the greater the task you set yourself to the stronger the Remnants will be.

-Beyond this, the flow of time is not so easily changed-it will resist and fight you to bring you back onto the path that was previously predetermined. Without memories and only an echo of yourself to guide you, you must fight against the flow of destiny or be doomed to repeat your actions over and over-and each time you reach the endpoint without having managed whatever it is you set out to accomplish you will be presented with a choice: repeat or move on? Should you ever manage to truly set out to do what you accomplish then the Remnants will all fade at once and you will be freed from the loop, but until then you will be forced to confront this choice over and over again and again, until you finally accept that whatever you chose was impossible to change. Or continue to suffer endlessly as you loop through time, desperate to undo whatever wrong you could not put right. The greatest traps are baited with truth, after all.

Native

A Prison Called Home -Free/100 CP

-Calling you a native of the Ultravoid is almost a cruel joke...and yet, in some ways it almost isn't wrong. Just because you can't leave this place doesn't mean you can't find "home" here, after all-and somehow, somehow, you've managed to find your "home" in this impossibly inhospitable prison. You are no tougher, no stronger than before you entered the Ultravoid-and if you were exposed to fire, acid, or crushing gravities elsewhere you'd still die just the same, but for some reason you're able to carve out a survivable little slice of life for yourself here. This is true of any place you are trapped in-you might not be comfortable or happy with it, but so long as you're trapped somewhere you'll always find a way to live a simple and survivable life. The same applies to any place you call "home" in your heart. Odd how that works, isn't it? Coincidentally, should your prison or home be large enough, you will also find odd ways of traversing it even if it is crisscrossed with impossibly dangerous hazards-again, gaining no strength or durability, but finding safe paths regardless. **This is free for Natives, though others may buy it for 100 CP.**

Simple Veruki Verisimilitude -100 CP

-A life lived alone is hardly a life worth living-at least, such is the beliefs of the Veruki. A peaceful and agrarian people, the Veruki are renowned for their kindness, compassion, acceptance of others, and general friendly attitude. At least, until the Dross attacked. Forced into war by the relentless consumption by the Dross, they turned their lessons of kindness and peace to war-and against all odds were able to wage war with great skill, even somehow managing to slay the Dross Matriarch that had landed on their planet. Like them you are deeply learned in the ways of making friends, finding love, and making peace...but when push comes to shove, you can turn these same lessons to the art of making war as well. If you wish, you may also become a Veruki in truth-the strange catlike people would be glad to welcome you as one of their own...assuming any are left in the Ultravoid.

Living With Less -100 CP

-Even in the most absurd and hostile of places, against all odds life simply continues on. In a lake of acid that can dissolve a man to dust in minutes, there are still fish who manage to adapt. In a land of burning lava and death, mushrooms thrive. In the depths of the Ultravoid, a black hole greater than any other, life manages to find a way regardless of the crushing gravities and inhospitality. You have taken this lesson to heart, learning the lessons of life in the harshest of places so that you can continue onwards. It doesn't matter how inhospitable the environment is-so long as you're able to endure it you'll always be able to carve out a little slice of life for yourself. It will never be much-perhaps some fish from an acid lake that you need to dry and purify for an hour before they're safe, and a little water from squeezing mushrooms-but regardless of the absurdity of the environment you will always find just barely enough to survive. This remains true no matter where you go; if you could survive the heart of a star somehow, you'd be able to find just enough to live there as well. Never more than "just barely enough", but that's still enough to live a simple and peaceful life no matter where you go. And perhaps that's what you truly need.

Ames And Means -200 CP

-Hail Cyclodorea! Though you may or may not be a Citizen of the Cyclodorean Empire, your spirit is one that the First Citizen would be proud of, Captain Ames would assure you. Conscientious, humble, thoughtful-and very good at avoiding making extremely stupid mistakes in the pursuit of your goals. In point of fact, whenever you are working towards a given goal, you have what can only be called a “stupid mistake” sense; you are blindingly aware of when you are about to mess up or sabotage yourself and can stop before you do so. You won’t decide to rest in a lake of acid, or climb up an electric cable while turning on the engine to provide light, or operate heavy machinery after several days awake with no rest. This won’t stop you from facing dangers beyond yourself or difficulties in your goals of course-it simply stops you from being your own worst enemy. And sometimes that makes all the difference between victory and defeat. If you wish you may also freely shift your race to that of a Cyclodorean-one of the crab or lobster-like people of the Cyclodorean Empire.

Voice Of The Heart -200 CP

-There’s a little voice in your head, that just barely whispers to you during your quiet and peaceful moments. It’s easy to ignore and so very hard to hear, but what it has to say is something you might be interested in hearing. It’s the voice of your own heart-the voice of who you could be, who you wish to be, who you are without being dressed up in material concerns or petty squabbles. If you listen to this voice you’ll find that it guides you to a more fulfilling life, towards peace, spiritual fullness, and broader horizons. It will never lead you wrong and whatever opportunities it guides you towards will always enrich you both mentally and spiritually, without putting you under undue threat or crisis. It’s so very hard to hear during day to day life, but if you let the world fade away in meditation or simply live an ascetic life then it becomes somewhat easier to hear. Ultimately all it can do is advise you-it will never control or condemn your actions, only ever offering a better, more spiritual path. It’s up to you to listen, and entirely your choice to walk it.

Umbral Enlightenment -400 CP

-So many biotic lifeforms feel terror and dread at the cold touch of death...but not you, for you have come to understand that there is nothing to fear. By reaching out to the roots of mushrooms and fungi you may connect to the Mycelium Network-a vast and seemingly endless network of all things which have lived, died, and returned to the earth. Within this network of rot and fungi lies the spirits of all those beings who have died and been buried, and to you they will offer up their wisdom and the lessons they have learned in both life and in death. They are wise beyond wisdom and knowledgeable in even things which a living organism is utterly incapable of perceiving; even should the flow of time be twisted in ways that you cannot understand, they will still know and be able to inform you. Take care-for their words are often twisted and strange, difficult to decipher without a great deal of time and effort. Beyond this though their first concern is always you-for your growth and development as an organism and as a person is sacred to the Mycelium Network. Should you ever wish to truly end things you may willingly join the Mycelium Network-being cradled in their arms and embracing a true yet utterly blissful death...but only after a life fully lived. They are in no rush to see you join them; a life fully lived adds endlessly more to the Network than a life merely survived or cut short. Optionally comes with a free race change into Umbra-one of the true Ultravoid Natives, a being of sapient fungi.

What Still Remains -400 CP

-Is it cruelty or kindness? You can't rightly tell at this point...but regardless, you managed to outlive your home planet where few other things did, surviving as you entered the Ultravoid when the rest of your planet was torn apart and death rained down endlessly upon your people. Regardless of the disaster's scale, you still live. And should you ever face disasters of such scale again, you will find this phenomena repeated; it matters not how grand or terrible the calamity, unless it is intentionally and directly aimed at you, you will end up surviving it. From the destruction of your city block to the shattering of your entire planet, you will always find that you somehow remain. Added to this is a strange skill in picking up the pieces-never fully repairing what once was, but you will find it possible to recover at least a little bit of what was once destroyed in these calamities and build something new with it. No matter what, something will always remain afterwards-you will be the proof of it.

A Lingering Echo -600 CP

-You are an aberration, something that shouldn't exist and yet does so regardless. Cut off from life and death alike, you exist as a lingering scar in reality itself-something that is even more strange and terrible than the Ultravoid itself in the eyes of those who could perceive it. Well-that's a state that you can access, at least. Should you be killed then you may force yourself to linger on-shattering yourself until you are a bare echo of who you once were. In doing so you become divided between life and death, unable to grasp either side until you willingly choose to become whole once more. Whatever wounds slayed you will bleed eternally so long as you remain in this state between life and death-by default and if no other wounds are present, you will be impaled through the chest and marked with stigmata on your hands. You will be reduced in this state-not even a tenth as strong as you once were-but utterly unkillable to any known force; it would take at minimum strength enough to collapse the entirety of the Ultravoid to bring about your end. But that doesn't mean you can't be hurt-oh no, for so long as you exist between life and death you will suffer the agony of your death endlessly, and fresh pains may be heaped upon you like macabre gifts.

Once you enter this state, there is only one way to exit it: by re-unifying yourself. As you shatter you will spread out Remnants depending on your own strength and suffering; only once every single Remnant is slain may you take on the fullness of your form once again. You have no control over these Remnants and they are hostile to not just you but your goals and desires as well, but they are also your incarnate pain-they are only born because you had not the strength to prevent their birth. In slaying them you will ease your own pain and make some small progress towards your goals, though one must wonder what you desired so desperately that you were willing to shatter yourself in this way. Once all the Remnants are slain the agony of your death shall fade and you may take up your full form and power at will-or you may remain in this state until you choose otherwise. Whatever you sought before killed you...but that doesn't mean you can't pick up the pieces and make something new of yourself. Optionally you may take on the form of a glowing white being of strange smoke and luminescence. Further optionally, your shattered form may be as large and strange as you like so long as it adds no power to you-from a white giant many times larger than normal to a floating torso divided into multiple pieces that each bleed endlessly, you are free to choose the form of your own suffering.

Strength And Absolution -600 CP

-No matter how much you might want to, for most its simply impossible to go back and change what has already happened. The pain and suffering one carries from their mistakes and from the calamities they face will haunt them long afterwards, far into the future. But just because the past can't be changed, doesn't mean you can't change the future. Your heart is one that can help others find ease in the suffering they have endured, helping them move past the trauma and guilt they carry within them to begin moving forward to a brighter and better future. Their loss and suffering need not be burdens they carry eternally, and though it is never easy with time and care you can help them overcome even the most terrible of suffering. But there are some who don't want to move on-some who wish to wallow in the pain they endure, the guilt, the agony of whatever has marked them. Perhaps they believe that they deserve whatever state they are left in; perhaps they actively revel in their own agony. It is so much harder to save those who do not wish to be saved...but you can still find a way. If you can't get through with words, try fists.

You have a remarkable skill in wielding powers meant to harm and inflict pain for the sake of helping and healing others-quite literally. You could turn a weapon meant to strike at weak points in an enemy's nervous system to expose their vulnerable energy core into a tool to numb a being's suffering for just a moment before you use your raw strength to rip out metal shards impaling them. You could turn your capacity to slip through time for a moment to dash and attack into a tool to give you more time to deal with whatever ails those you face. And though it is crude, if necessary you can even just turn your raw physical strength into a force that simply won't kill who you turn it upon-helping them, so long as you strike in the right place and with the intent to heal rather than harm. Your powers do no harm unless you actively will it to, and any ability you hold that could harm others can always be turned to helping and healing instead. Though their uses may be situational, as this does not change the fundamental nature of what exactly they do, you can be assured that any ability or strength you wield can be used for the sake of helping others rather than harming them.

The path of forgiveness and healing is not an easy one-sometimes its fraught with peril and suffering just as bad as the pains one seeks to ease. It is never easy to let go of the traumas that might have shaped and defined you, and it's one thing to say that you can pick up the pieces and make something out of what's left and another thing entirely to actually do so. But it's a road worth walking despite the difficulty. It's a road that will always be open to you, and a road that you can always find a way to guide others down even against the most monstrous of pain and suffering.

Items

It is somewhat of lesser importance, but what you hold can often be just as important as who you are in some cases. Money is largely meaningless within the confines of the Ultravoid-there is simply nowhere to spend it here-but there are still certain things of value.

The same discount rules as with perks apply here.

Voidrunner

Voidsuit -100 CP

-What kind of Voidrunner would you be without your Voidsuit? A rather dead one, you would think. Your trusty Voidsuit is a marvel of Voidtech, constantly projecting a skintight shield around your body that counteracts the crushing gravity of black holes-allowing you to dive in and out of them safely and easily! With this on you could even walk on a black hole's naked singularity without worry-though, while it can deal with gravity fluctuations easily, the shields aren't exactly designed for direct combat. Hard enough hits, toxic enough environments, direct exposure to lava or the like-these things can strain the shields and life support systems, and if all of them pop...well, so do you. Black Holes aren't exactly friendly to most forms of life, after all. Your Voidsuit starts with **3 Shield Module**-meaning it can take up to three major impacts before popping, but with a little effort and a lot of Plasma they can easily be upgraded beyond that. This is just the bare minimum to safely survive Void-insertion in the end. It's up to you to take it any further than this. As a future consideration, any source of potent energy or sufficient resources can be used with the Voidsuit to craft additional Shield Modules, should your current ones break or you wish to upgrade the suit-though never very efficiently.

Multi-Tool -200 CP

-The tools of the trade-everything you really need to be a Voidrunner, packed into a simple four-part bracelet that gently floats around your wrist. It's got integrated comms, energy signature and weak point scanning, hardlight weaponry and tools, universal tech interface-it even has a hardlight grapple! Just about any personal tool you could want or ask for, your Multi-Tool either already does or can become with a little hardlight programming. Personal tools only-it's not exactly powerful enough to run a starship, and the Voidtech holding it together gets a little unstable if you push it too far. For personal usage though it works great. It's hardy too-just like the rest of Voidtech this thing will keep working in the depths of a black hole and will keep working even when things like Remnants put out a chaotic field that shuts down most advanced electronics. The pre-programmed weapon is a downsized Starseed-a giant lance-sized needle, effectively-but you can have that changed to whatever weapon you like or simply import a weapon you already own to make it part of the Multi-Tool. You can probably develop further uses for this thing depending on your knowledge of Voidtech or just integrate foreign technologies into it; it's surprisingly modular and fairly easy to upgrade. Just about the only thing this little doohickey doesn't do is tell time-for some reason the integrated Voidtech doesn't play nice with chronometers of all shapes and sizes. But that's probably not an issue, all things considered.

Conduit Network -400 CP

-As powerful as the Starseed alone is, its power would not have been able to reach the entirety of the Ultravoids at once without a system of conduits to conduct its power. You now have access to this network of conduits; in future jumps they will be spread out throughout whatever world or even worlds you are operating on, though they begin inactive. Simply approaching Secondary Conduits will activate them, allowing you to save data to the Conduit Network, store both physical and energetic resources, and more. Primary Conduits will require you directly interfacing with them to fully activate them, but once done they will allow you to freely teleport between Primary Conduits, draw stored matter and energy from the network for your usage, utilize built in matter-to-energy conversion technology to fabricate pre-programmed Voidtech or other technologies you manually program in, access stored data held within the network, and utilize the utterly immense calculative power of the whole network at will. Activating every single Primary Conduit within the Ultravoids will allow you to fire the Starseed-assuming its active, at least-but in future jumps the Conduit Network will allow you to massively amplify both the power and range of technologies and abilities plugged into the Conduit Network...depending on the number of Primary Conduits activated, of course. In time you may discover further uses for the Conduit Network-there is still so very little truly understood about Voidtech after all.

Starseed Blueprints -600 CP

-The grand artifact that started it all...well, that isn't exactly what you have here. What you hold is instead the blueprints, the designs to *create* that grand artifact from scratch. The resources are very clearly outlined, as well as the step-by-step instructions for manipulating those resources to build the structures that will eventually result in the Starseed, but beyond that nearly nothing is explained in the blueprints. It doesn't tell you *why* you need to build this module or that support strut or even what *this* thing even is or what purpose it serves in the greater device. All it tells you is how to build the Starseed, giving away almost nothing beyond that. But that's okay; given enough time and effort, you can figure it out yourself.

-The true value of the Starseed Blueprints is that there is so much to be learned from the simple processes of creating the Starseed, even if the blueprints themselves won't tell you exactly what's going on. You could study the material sciences that allow for conversion of steel and iron into more complex and robust alloys that are required for the Starseed's support structures; you could learn advanced energy generation techniques from looking at certain energy arrays within the Starseed. You could learn how to make room-temperature superconductors by studying how the wires and transistors in the Starseed function. Each and every bit of technology that goes into the Starseed's construction is something both miraculous and strange, and you could unlock entire fields of science just by studying its smallest parts. It's never exactly clear what sort of things you'll get from studying this, but in the process of building the Starseed you'll always find new and interesting bits of science you can salvage from it. And the end result is, of course, a fully functional Starseed. A device designed to birth stars wholecloth, with the power to collapse black holes and warp spacetime. There's no guarantee you'll be able to build it entirely in a decade-no guarantee you'll achieve such in a century. But you'll still get a whole lot out of trying.

Remnant

Puddles Of Plasma -100 CP

-Even in the depths of the Ultravoid there are certain things of intrinsic value. Whether that value comes from the energy content-for the sake of fuel-or from material usages, some substances are just more useful and therefore more valuable than others. Plasma is one of those “generally broadly useful” substances; rich in both energy, material usage, and even nutritional content...at least for the likes of Remnants, it’s just an all-around useful substance that can be found just floating in the form of pink blobs throughout the Ultravoid. In certain places it even crystallizes into solid masses-though this just takes a few strikes to break up into a more portable form. Useful for crafting Voidsuit shields or other technology, as an energy source, and surprisingly tasty...again, for the likes of Remnants at least. Results may differ amongst more sane and naturally-occurring lifeforms. Unfortunately, while Plasma can do a lot of things-it can’t do any of those things *well*. It’s an inefficient generalist solution for just about any problem-useful for nearly anything, but you have to throw a LOT of it at any given problem. One way or another you’ll always find some Plasma floating about in odd places if you go looking for it, and eating it will help restore your energies-or it can be refined for other uses at your discretion.

Discarded Dregs -200 CP

-For as strange and omnipresent as the Remnants seem to be in the Ultravoid, the truth is that they all share a single unified source. If that source were to ever be destroyed, well...so too would each and every Remnant and Dreg within the Ultravoid. That seems a little unfair; why not diversify a bit? What you have here is a small collection of pulsing red and black-veined eggs; on their own they don’t really do much except look menacing and vaguely slimy. Plant one of these eggs somewhere and feed it a bit of energy though, and it will soon sprout into what can only be called a *fountain* of Dregs-spewing black goop and white bones around it in a slow but endless stream. Eventually it will even begin to form Remnants directly-and though you don’t have any real control over what exactly comes out, you can speed up that process by feeding it further energy or resources. It won’t stop until the core-that weird black egg-is removed or destroyed, and Remnants are both empowered and nourished while standing in the Dregs that the egg produces. It even heals you a little bit-not enough to be combat viable, but it’s definitely noticeable after a few hours. The longer you let it sit the greater its reach, the more powerful the Remnants it spawns, and more. If you let it be for decades at a time it might even spawn a Massive Anomaly! That said-Remnants born from this are still reliant on it. Remove the core and they all fade away like morning mist. Used or destroyed eggs will respawn after a few weeks, allowing you to spread further pools of Dregs and Remnants.

Rejecting Rampart -400 CP

-You know, it won't matter how much time and effort you spend preparing your territory and forces if your enemy just ends up avoiding you entirely. It already takes way too long to build up a proper army of Remnants or cultivate a full Massive Anomaly-what are you supposed to do when your target just zips off to the next area without a second thought? You have a way to stop that from happening; a massive wall of very strange Dregs, which put increasing pressure on sapient minds the longer they stay in their immediate area. It's big enough to block off a passage through a valley, strong enough to tank shots that might even harm a Massive Anomaly, and doesn't have any particular weak points...at first. See, the trick to this wall is that its weak point is tied to the life of something else-whether that's you, a Massive Anomaly, or something else-and by killing that thing a massive red eye will open on the wall that can then be struck to destroy it entirely. Until then it's just about the next best thing to invulnerable. As before you get about a half-dozen of these walls-in the form of glowing red eyes-that you can place down in various spots, inhibiting progress through a region until a given guardian is defeated. As a quick note the wall can't guard its own guardian-the guardian has to be somewhere in FRONT of the wall, where it can potentially be fought and defeated.

Shattered Satellite -600 CP

-Not everything that passes through the Ultravoids's Event Horizon is destroyed on impact. In fact, sometimes certain asteroids or satellites will even hang in the proverbial "sky" of the Ultravoids in an odd parody of a moon. Sometimes these are just islands of land held floating by erratic currents of gravity, sometimes these are the naked cores of what were once planets that endlessly bleed lava. Sometimes its entire planets that managed to survive the transition into the Ultravoids's interior-though that is extremely rare, as larger objects will often shake themselves apart as they tremble within the Ultravoids overwhelming gravitic grasp. Of all these satellites, you have somehow managed to acquire one for your own.

-It's not the size of a full planet-not even the size of a full moon. About a hundred kilometers in diameter-or just a bit over sixty miles-it's certainly rather small for a satellite-but it's utterly bursting full of Plasma, useful minerals, and other resources. Nothing man-made, but if it could possibly be found in nature or from stellar collisions you'll be able to find it on your little planet of treasures. It's even got a small but complex cave system, letting you have an entire nest deep within its interior that is utterly invisible from the surface. Comfy, safe, and chock full of goodies-you could hardly ask for a better place to make a home in.

-A unique little quirk of this satellite is that in future jumps it will retain a little bit of the Ultravoids's nature. Not much, not enough to truly affect the curvature of spacetime...but that's the trick to it, you see. You'll be able to have this little satellite start hanging up comically close to a planet's surface-maybe just a few hundred miles up-and it won't induce any tidal effects or even be particularly noticeable unless you're specifically looking for it. If the planet has a local moon it might even hang out in front of it-seemingly pretending to be the moon. An odd little trick, but it should come in handy.

Native

A Simple Journal -100 CP

-Thoughts have a tendency to race, twist, and get jumbled up if you keep them exclusively in your head. Sometimes you just need to put them down somewhere more solid, more tangible to keep everything in order. That's what you have this journal for; bound with simple leather and papers, it never quite seems to run out of pages no matter how much you write in it. Beyond that single strange quality-shared by a pen bound to it by string, which also never runs out of ink-it's a perfectly ordinary journal. Not even supernaturally durable; you can tear the pages out quite easily, though any damage done to it seems to fade away slowly when you're not looking. Besides that though, it's just a place to organize your thoughts. Perhaps...one more thing. It's odd, but so long as you choose to keep a daily record of events within it, you'll be able to do so-even in places which lack a day/night cycle, or are caught in odd temporal anomalies. It won't help you escape such things, but you'll at least be able to track the passage of time-for whatever that's worth.

Voidshroom Spores -200 CP

-Some might consider the Ultravoid to be a barren, desolate place-a garbage pit of infinite death compounding on itself over and over. But that's simply not true; while many things die within its maw, so too do many things continue to live. In fact, there are certain species who were born entirely within the Ultravoid's Event Horizon. The Umbra are notable as sophonts who are native to the Ultravoid, but a wide variety of other mushrooms and fungi find their origins in this strange environment. Mushrooms which can generate barriers of light, or grand rails that stretch kilometers into the sky, or other, stranger things. You have a collection of these odd "void-shrooms"-that is, mushrooms and fungi which were born and adapted to the Ultravoid's interior, and can expect to receive more of them whenever you run out. From rail-generating mushrooms, fungi that can form barriers, and more; they all universally share a strange innate resistance to the warping of spacetime, but also demand rather extreme conditions to truly thrive. Sitting on the edge of a volcano or being struck by plasma weaponry would spur them to life, though without regular "care" they'll wither back to a dormant state after some time.

Not Quite Spaceworthy -400 CP

-The Voidrunners were not the first to attempt to explore the Ultravoid's interior, and they won't be the last-countless species have done so over the millennia, though few of their ships survived entry. This one is no exception-though its death was somewhat gentler than many of its peers. A ship approximately a kilometer in length and bristling with advanced technology-though nothing that includes proper Voidtech. She'd be a beauty, a true capital ship ready to sail the stars at faster than light speeds...if she wasn't physically ripped in half. Weapons are entirely nonfunctional, the engine's in multiple pieces, and there's barely enough power to run life support systems...but though she's on her deathbed, this capital ship is still capable of giving a little bit more to her crew. All the pieces are still floating around, caught in the Ultravoid's gravity. If you had the knowledge and skill you might even be able to repair it, but frankly that would be a waste of time and manpower; even at her best this ship wouldn't have been able to escape the Ultravoid.

-Instead, this ship provides you with multitudes of easy to use and highly advanced technologies that can make your life inside the Ultravoid a whole lot easier. Shield modules that once protected against both space debris and ship fire can be used to set up shields around a camp; gravitic stabilizers that once let the ship gracefully swim through the stars could hold an island of stability inside the Ultravoid's interior. Even things like the ship's engine and energy coils that once powered her mighty cannons can be repurposed to create a powerful generator that will last you millennia with a bit of elbow grease. She might not be able to let you escape the Ultravoid, but this ship was meant to guard and care for her crew amongst the stars-and even broken in half, she'll still provide for you. In future worlds you may either choose to take the remnants of this capital ship onwards, or gain a new technologically-appropriate wreckage which can be scavenged to jumpstart civilization.

Fragments Of A Thousand Worlds -600 CP

-The Ultravoid is the largest known Black Hole in existence. Through simple logical processes, it's easy to conclude it is also the *oldest* black hole in existence. Just a bit of casual investigation would bare out such a conclusion; the number of worlds that the Ultravoid has swallowed over the eons is beyond counting, the paths it has traveled long forgotten in its all-consuming wake. Yet somehow, deep within its interior, one can still find the remains of all those ancient civilizations that have been lost to the Ultravoid's hunger. From the most simple agrarian species who had not even begun to conceive of spaceflight, to grand stellar civilizations that got caught up in squabbling and politics until it was too late to escape, there are remnants of thousands upon thousands of worlds still held in the Ultravoid. Not just remnants...records.

-Somewhere within the Ultravoid, you will find a room curated by "The Collector"-a long gone Umbra who had set their life's work to collecting every single bit of cultural, historical, technological, and societal information about every single species that has been lost to the Ultravoid. Here you'll find everything from alien storybooks and plays, books of jokes, designs for matter converters, historical documents on why an entire species banned the usage of any footwear besides sandals, and so much more. None of it is particularly organized, so you'll find everything from gardening techniques of alien species to children's lullabies to starship designs mixed in with alien pornography, but if you dig through the collections long enough you'll always find *something* of value. There might even be hints about Voidtech or similarly incredible technological paths somewhere in there-but of course, if a civilization could have avoided being swallowed by the Ultravoid, you won't find their records here.

-In future worlds you will find this endless collection of records updating to contain the paraphernalia and collected records of other lost and fallen empires and species. Only the ones that have truly been lost and gone will be found in these records, but they will always be diverse beyond counting, terribly unorganized, and yet providing viewpoints and perspectives that could synergize in entirely unexpected ways if properly explored. Though they have all fallen, the Ultravoid has ensured that some record remains of each and every one of these worlds-from the most grand to the least. And so long as you hold onto them, they will never be truly "lost".

Companions

There's more to the world than just who you are and what you have though-there are also the connections you hold with others. Even in a place like the Ultravoid it is still possible to find friends and companions along your journey. There are **no discounts in this section**, and it may be important to note that **Companions cannot buy companions or drawbacks** as you may.

Companion Import/Creation -100/200 CP

-For a very modest fee, you may create or import a companion from a previous jump-or, for a slightly increased fee, import or create up to eight at once. Each companion imported or created through this option will have an **Origin** and **600 CP** to spend for themselves, with appropriate discounts and freebies applied per origin.

Canon Companion -Free/100 CP

-The number of people who have lived and died in the Ultravoid is, just as the number of worlds it has consumed, beyond counting...but currently, only about a half-dozen sapients live within its confines. If you wish and can convince one of these *living* beings to come with you, then you may **companion them for free**. Otherwise you may pay **100 CP** to ensure they will come with you once your time in this world ends. Note that this option will not allow you to companion those who are dead...or beyond life and death, as the case may be.

A Pet Remnant -Free/100 CP

-Well this is a strange little fellow. Approximately the size of an average humanoid's palm, this little creature of black goop and white bone skitters around you like an excited little pet. It's not very strong, smart, or even particularly useful, but it doesn't need feeding, it won't die if the Starseed is shattered, and it's nice and cozy to cuddle. Some might think it's a little creepy or slimy, but it's actually rather dry and comfortable to hold. If you wish, you may pay an additional fee for either a dozen of these little guys, or a singular basic Remnant type who acts just as playfully around you; nothing larger than a mid-sized dog, but still a step up from something that could fit in the palm of your hand.

CYD Fork -200 CP

-C.Y.D. stands for "Central Yottabyte Database"; while the AI fork you've come into possession of doesn't necessarily have a database or yottabytes of information on hand, she DOES have the advanced calculative processes to easily work through such quantities of data. Cheerful, friendly, a tad literal-minded and not too educated in metaphors or words of phrase, Cyd is a complex fully sapient AI that will happily help you in whatever endeavors you set out to do-though she will warn you if what you're attempting to do is rather dangerous or poorly thought out. Her actual processing power and datastores will depend on what machine you upload her into, but if uploaded into the Conduit Network she will easily be able to manage all the data and energy in said network and even be capable of utilizing its wormhole technology to pull you out of danger should you be hurt.

An Echo -400 CP/Free if Eternal Spiraling Regrets

-From time to time, whenever you defeat a powerful enough entity or make a large enough step towards your goals, you will seem to be transported to an entirely different dimension. Once there you will face a monochromatic giant-though nothing else is guaranteed about them. Perhaps they are cut apart and bleeding endlessly. Perhaps they are whole and stand above you like a deity of old. Perhaps they are simply you, staring back at you in black and white. This last one would be the closest to the truth...for in a way, they ARE you. Or rather, a version of who you could become.

-The Echo is your "endpoint"-it is you if you fail and die, if you choose to stay behind and end your chain, if you become trapped for eternity. It is the "you" who wouldn't have been able to move onto the next world. No two Echos will be truly the same-some will have willingly chosen to give up the chain and stay in whatever world you have jumped, while others will have faced odds or made mistakes that they couldn't take back. Some will be deeply resentful of you for the fact that you will get to continue. Some will be encouraging and kind, hoping to help you past whatever stopped them. The only consistency between Echoes is the fact that they are *always* you-just, not the version of you who gets to continue onwards.

-Each and every Echo will always share your build in-jump, but cannot interact with the world around you; they exist in a different sort of world, incapable of affecting yours in any way except through interacting with you specifically. It will be hard to reach out to a particular Echo at first, but the more you understand what circumstances caused their formation the easier it will become to call out to them. Eventually, should you fully realize what choices and actions led to their creation, you will be able to speak to them freely-as if manifesting them in your own world, though only as an illusion.

-Echoes can provide you with nothing you do not already possess except for one singular thing: knowledge. Specifically of the future that they walked, and the endpoint it led them to. How useful this is to you depends on your own means and choices, but regardless of how hostile or resentful they will always provide you just enough clues to have some idea of what pushed them down their own road. Though actually...there is one small thing they can provide. They have nothing that you do not have, but they can still give "themselves" to you-that is, empower you with your own power. It would be like reinforcing everything you are, taking everything you could be at the end of a given jump and then doubling it for a state granted by their assistance. This can only last for a short time, and afterwards you will lose contact with that Echo entirely until the next jump.

-Normally this companion costs **400 CP**, but if you take the drawback **Eternally Spiraling Regrets** you may gain them for **free**. Should you take the **Eternal Star Scenario** then you may **conditionally gain this companion for free**, dependent on attaining the **Eternal Activation Ending**.

Your Other Half -400 CP/Free if An Echo, Nothing More

-For one who wanders countless different worlds, it can be quite easy to become detached from the lives and circumstances of any individual world. Even lifetimes of new memories can be easily drowned out by millennia of experiences. But there's always the question of who you might have been, had those memories of a given world been all you were-if you were not the Jumper, but instead just another person, perhaps an exceptional person, living in a given world. Your Other Half exists as the living answer to that question.

-They are you-or a version of who you could have been. They are, in effect, you without the memories of *being* you; they hold nothing but the current jump's build, they have all the background memories of that build, they share your basic personality, and nothing else. They are the "you" that is effectively native to whatever world you enter, unknowing of Jumpchain or the legacy that you truly hold. And in being nothing but a native to this world, they are an echo of who you could have been if you had nothing but what they are.

-They are shaped by their own circumstances just as anyone is, but their personality and ideals will always strongly resemble your own. They will generally like what you like, dislike what you dislike, even likely have similar hopes and dreams-assuming such are possible in whatever world you end up in. How well they get along with you will be a matter of your own personality; would you end up clashing with yourself if you didn't know who you were, or would someone who acts exactly like you be your best friend?

-Your Other Half doesn't have metaknowledge or any abilities that you yourself don't have, but they do possess a perspective and knowledge of whatever world you jump into that would be natural of a native of that world-because that's what they are. They will likely have friends, family, rivals, and a life all their own in that world-and from that perspective they will also likely have their own ambitions and goals that may differ from your own. Each Other Half is unique in their own right, and must be recruited to your cause individually; some might actively choose to stay in whatever world they were born in, while others will happily leave with you.

-Normally this companion costs **400 CP**, but if you take the drawback **An Echo, Nothing More** you may gain them for **free**. Should you take the **Eternal Star Scenario** then you may **conditionally gain this companion for free**, dependent on attaining the **Shattered Star Ending**.

Drawbacks

If you wish to attain more, you must take on additional burdens-some greater than others. There are **no limits** to how many drawbacks you can take beyond your own sense of survival, but it would be wise to take as few as possible.

In Crepuscular Infinity +100 CP

-Clear communication is rather important to knowing exactly what's going on. Too bad that is one thing that seemingly nobody in the Ultravoid cares about; whether they're going off on rambling rants, demanding you say a strange rhyme just to get a few snippets of vague advice, or sending you off on a quest to consult the six elders spread out across *two regions* just to get told some small hint about what's really going on, nobody seems to want to actually say things clearly and you're going to have to go to *great* lengths just to figure out what's going on.

A Long And Winding Road +100 CP

-The Ultravoid is the largest black hole in the entire known universe, and has swallowed more planets than most civilizations have documented. Luckily you aren't going to have to explore its entirety-just a small section that contains six or so interconnected regions, where most of the action happens. Unfortunately those regions are now approximately ten times larger than before, and *far* more chaotically broken up; getting around in this strange place is going to be simultaneously much harder and take a great deal longer.

The Edge of Time +100 CP

-Ten years is hardly enough time to truly explore the interior of a black hole like the Ultravoid; in fact, some could spend entire lifetimes just traveling it and still not explore it in its entirety. Luckily you've got a bit more time; instead of a decade, you'll be spending a century in this place. You can stay longer if you want, as long as you like actually, but you'll **only receive CP once from this drawback.**

Bundle of Nerves +200 CP

-Certain beings-such as the Massive Anomalies-are just too damn strong to actually hurt in a normal way. In order to actually do damage to them you need to aim for their weaknesses first-strike at specific nerves in order to get them to expose their energy core, so you can actually put the hurt on them. Whether you're as strong as those beings or not, you now share that weakness of theirs; lining throughout your body and defenses are a series of nerve endings and a central energy core. As long as nobody strikes those nerves there's no issue, but if someone were to strike one of those nerves then you'll freeze up for a second or two. Long enough for another nerve to light up and become vulnerable, then another, in sequence until your energy core is exposed. If *that* gets struck it's going to do some massive damage to you, regardless of how tough you'd normally be.

Shattering Shields +200 CP

-The sort of forces you face when traversing a black hole are beyond casual description even by complex physics equations. Considering that fact, it should be no surprise that a Voidsuit might not be able to take much additional strain while also holding back the crushing gravity of the Ultravoids. But really...only being able to take five hits, at max? That's a bit much, isn't it? You're suffering under similar restrictions; at absolute maximum, you can take five direct hits before you *die*. Recovering from strong hits takes either a good deal of time or extreme resources, making each hit something you have to be very careful about.

Remnants of Grief +200 CP

-Nobody is quite sure where the Remnants come from, nobody except perhaps the Mycelium Network and they're not too keen on telling. That said, there's something about you in particular that they seem to really hate. Remnants seem to claw their way out of practically every shadowed corner and wherever you're not looking, always trying to rip you apart in far greater numbers and with far greater tenacity than they would anyone else. That's not all-they're much stronger, tougher, and faster than you might otherwise face from them; each Remnant could take thrice as many hits as before, and you'll have to be very skilled to avoid their attacks. Even if you were to destroy the true source of Remnants this threat won't end; they'll just keep pulling themselves out of shadowy places to attack you specifically until you finally leave this place, though less often than before.

Apart From Time +300 CP

-You wake up in the Ultravoids with a distinct pounding behind your eyes and a sense of something missing...it only takes you a moment to realize what exactly that missing thing is. It's your memories. You don't know who you are, or where you are. You don't know how you got here, or what's going on. All you know is that you *must* activate the Starseed-doing that will fix everything, you're absolutely sure of it. You don't know what the Starseed is or why it'll fix everything, but you know it will. *But it won't. Activating the Starseed just brings you back to the beginning; you must learn this before you make that mistake over and over again.* Unfortunately, whether you activate the Starseed or not, your memories will remain missing until your time in this world is finished.

Apart From Space +300 CP

-In physics, the Event Horizon of a black hole defines the absolute boundary between the black hole's interior and the rest of the universe. It is impossible for things to return once one passes through; it's as if the black hole is an entirely separate universe in its own right. Perhaps this, along with the extreme and impossible nature of the Ultravoids, explains why you have been cut off from everything you once were. Your perks, items, even the foreign abilities and items of your companions-none of it has managed to come with you into the Ultravoids. You have only what you acquire in this jump for the duration of your stay here. Take care, for the Ultravoids is a hostile and dangerous place-and the wider universe beyond it has its own share of dangers.

Apart From Life and Death +300 CP

-As you enter the Ultravoid you are struck-a needle, half the size of your own height, pierces right through your heart or the closest equivalent. This doesn't kill you-not because of your durability, but because of the needle's nature-for it's a strange shining counterpart to the Starseed implanted into the Ultravoid itself. This Starseed causes you to bleed, feel endlessly short of breath, and suffer each time you move-but you must act if you want to live. If the Starseed is activated the Starseed stuck in you will shine, and you will feel untold agony as you are ripped apart and pulled back through time. If the Starseed is destroyed, so too will the Starseed implanted in you...and as it disappears, so too will your life end. You can neither activate the Starseed nor allow it to be destroyed. You must maintain this limbo until your time here ends, or suffer the consequences. **This drawback is incompatible with the Eternal Star scenario.**

Eternally Spiraling Regrets +500 CP

-This drawback prevents Rei from having made it into the Ultravoid. Instead...before you enter the Ultravoid, you will lose something deeply precious to you-something that can't be replaced or recovered. Perhaps a loved one who has been with you since the beginning. Perhaps your home world-countless lives that you have watched over and found love for. If you truly have nothing you so deeply value, then it is your very chain at stake. You enter the Ultravoid *knowing* that you have already lost this precious thing...but there is a way to get it back. The Starseed can warp the fabric of spacetime, undo what has been done, recover that which is irrevocably lost. If you wish to recover whatever it is you lost, then you must activate the Starseed. Nothing will stop you in your quest; your determination is absolute, and even evidence to the contrary will almost always be dismissed unless it is absolutely irrefutable.

*-But you will not remember that doing so is a trap. The Starseed will only ever bring you back to the beginning of the jump, wiping all memories made from that point. Worse, it will spawn countless Remnants formed from your OWN self, bearing fragments of your OWN powers and abilities. These Remnants hate you specifically, and will resemble your traumas and suffering-striking at your mental and emotional weak points while wielding your own powers against you. You must defeat your own demons, face your loss, and accept it. Only once you have accepted your loss and destroyed the Starseed-or resolved to never activate it, in the case of **Apart From Life And Death**, though in that case the temptation will remain-will you be free of this cycle...but whatever you lost will not be recovered, not until the absolute end of the jump. **This drawback is incompatible with An Echo, Nothing More.***

An Echo, Nothing More +500 CP

-This drawback prevents Echo from having been born in the Ultravoid. Instead...you are speared through the chest, the Starseed pulsating in front of you. You are a shining white giant, bleeding from your hands, your heart, your torso cut in a half-dozen pieces. You are Echo-and just like Echo, your existence is suffering. Trapped in a liminal space that isn't quite here or there, the only thing you can do is view the Ultravoid through the endless lake of your own blood that exists below you-unable to interact with it at all. Except for one singular exception...Rei. Her and her alone you may interact with-but with specific conditions. You may only speak to her, and only when she has either slain a Massive Anomaly, when the Starseed is fully charged, or when a loop has just begun.

-Rei's homeworld, her family, her friends, everyone she loves and cares for, is at stake. She will stop at absolutely nothing to activate the Starseed, because it's the only hope she has. Even if she should realize that her homeworld is already doomed, the Starseed will still be able to revert time-so she will activate it, hoping for just a bit more time to figure out a solution. And each time she activates it you will be ripped apart by the Starseed anew, trapped in a loop of endless suffering like death until this cycle is finally broken. And unlike in the normal course of events Rei will never lose heart on her own-no matter what she sees out in the Ultravoid, she will fight to her very last to activate the Starseed and save her home. The only exception to this is you.

-You must convince Rei to give up on her quest to activate the Starseed. You have limited opportunities to do so-six Massive Anomalies, and a short window of time while the Starseed is fully charged. You can only convince her with your own words, and false promises or deals that are too good to be true might just make her believe you're some demon from the Ultravoid trying to convince her to give up on her quest. She's stubborn, headstrong, and has absolutely everything on the line. Only once the Starseed is destroyed-or Rei truly and utterly gives up her quest, in the case of **Apart From Life And Death**-will your time in this world truly begin. **This drawback is incompatible with Eternally Spiraling Regrets.**

Scenario - Eternal Star

For the duration of this scenario, you will be under the effects of BOTH **Eternally Spiraling Regrets and An Echo, Nothing More**; this grants you no additional CP. Additionally abilities and items from previous Jumps-for both yourself and your companions-will be locked until the completion of this scenario. Once the scenario is complete all effects enforced by it are nullified.

You awaken within the Ultravoid with the knowledge that something truly precious is lost to you. Perhaps your greatest loved one; perhaps the threat to Rei's home planet is enough on its own. If you truly value nothing so desperately then the very chain itself is threatened by this. One way or another, you are aware that the thing you value the most is gone...but there's a way to get it back. The Starseed is inactive right now, guarded by Massive Anomalies, and you only have what you've attained in this jump...but if you can clear out those anomalies and activate the Starseed, you can turn back time to gain back what you lost. You can feel it in your very soul-this is the only way.

*You awaken within a lake of your own blood, the same as you've done every single time a new loop begins for the past thousands of years. You are intimately aware that you have lost something endlessly precious to you-you cannot forget it-but you've watched yourself fight to regain it over and over and **over** again only to fall right back to where you started. And each time that foolish version of yourself activates the Starseed, it just rips you apart anew-bringing you and them back to the beginning of this endless loop of suffering and agony. You've all but given up on convincing them that their path is wrong, but what else can you do? They're the only one you can interact with in this state, and only for brief moments at that.*

The Ultravoid you wander isn't quite the same as the one depicted in the game, yet still eerily familiar-the biggest change is the fact that there's no Rei around to go hunting for the Remnants and activating the Starseed. If you want to set right what once went wrong, you're gonna have to do it all by yourself. But there will be strange signs and portents. Hints that something isn't quite right with what you see. Certain things will feel oddly familiar, as if you saw them in a dream. Others will echo past memories and moments in your chain, though only as empty echoes and memories without power. For all that though, these signs will only light the fires of hope and determination within you-you CANNOT abandon your goal and leave your precious thing behind, you HAVE to get it back. Even though the signs say it might not be enough, you still have to try. You have to activate the Starseed.

It won't matter if you try to warn them of what fate awaits them at the end of their journey-they will never be capable of truly understanding. Everything they see in the Ultravoid will only inspire them further down the path of self destruction. Every warning and hint you give will be like ash in the wind to them, too determined to realize that nothing they do will ever solve anything like this. You have tried over and over again for thousands of years, countless deaths and beginnings, but there is only ever one way out that you can see-and it's not a way that you can achieve. You can't get back what you lost, and at this point all you want is out of this endless cycle. You must convince them to destroy the Starseed.

The only way you can regain what you lost...

The only way to bring this agony to an end...

You must activate/destroy the Starseed.

Eternal Activation: You refused to destroy the Starseed, and activated it. All the signs pointed to the fact that it wouldn't be enough, that it wouldn't save what you sought to save...but somehow, somehow, you made it work regardless. Perhaps you modified the Starseed before activation somehow, changing its parameters to move even further back in time? Perhaps you used the energy of the Starseed's activation to fuel some strange creation of Voidtech that you made? Maybe you did nothing special at all-but when you went about activating the Starseed you never saw an echo...just an endless lake of blood, and so many Remnants that the entire Ultravoid was drowned in them.

You broke reality with what you did, and broke yourself in turn-but somehow, you came out the other end just fine. Whatever you lost prior to the scenario you managed to regain, and gained something more as well. Something of the nature of your task lingers in your flesh, your mind, your very soul-and this nature takes the form of a new, special perk.

The World-Saving Spiral

-There is a saying that the struggle itself towards greater heights is enough to fill one's heart. One must imagine Sisyphus happy. But to simply struggle endlessly only to watch all of your progress fall back to the beginning once more, over and over...how could you be happy with such a thing? You can't. And you refuse to allow all your struggle to be meaningless, all your pain and effort to simply amount to nothing. You aren't content to simply roll a boulder up a hill for all eternity-you will push that boulder to the top and make sure it STAYS there. Yours is the power to break the curse of Sisyphus, to make your struggles have meaning.

-When you act for the sake of others, for the sake of something that cannot be otherwise changed, your struggles will have meaning. Even if you have no capacity to cure cancer, when you seek out a cure for someone else and put in the time, effort, and study to figure out a way to save them-you will always find *something*. When you find someone is fated to die in a week, you can rail against that fate with all your power-and overturn it. In order for this to have an effect you must *struggle* though, you must *fight* to overturn other's fates. It's not enough to simply have the power to overturn tragedy-you must *work* to put that power to use, or else it will all be meaningless in the end.

-And the more you struggle, the grander the change you can affect. Perhaps a few weeks of struggle would be enough to give a cancer patient a few more weeks of life. But if you were to find a planet was destined to explode, and proceeded to suffer for untold thousands of years to overturn its fate? Even if it seemed impossible, even if it seemed everything you worked towards would amount to nothing...it still held meaning. It still meant something. And that meaning is, itself, enough to overturn fate. Regardless of impossibility, you CAN save the world. Fight until the end, and you WILL push the boulder all the way up the hill.

...But such an outcome could never happen. You have tried over and over and over again, and it simply brings everything back to the start. There's only one way to truly end this.

Shattered Star: *It's been so long since this endless loop of suffering began that you've all but lost count of the number of times you've gone through it, but it has at last ended. You can **breathe** again. Somehow you convinced your other self to destroy the Starseed-perhaps you finally got through to them, or arranged hints to make them realize the impossibility of the task, or impressed upon them just how many times this has gone on. Afterwards you were forced to face them in the form of a monstrous Remnant-stronger than all the other Remnants put together, but still only a Remnant with the powers of one from this world. In defeating them one last time they reunited with you. You are free. You are **whole**. And this unity has brought forth power unknown to you until now.*

The Spiral-Shattering Soul

-Whatever you were before has been infused with the essence of Voidtech itself-or perhaps the nature of the Ultravoid itself has seeped into you. At will you can take on the form of a bright shining being of light and energy, and in this form you can call upon all the unique powers and abilities of Voidtech as easily as flexing a muscle-no technology required, it is simply intrinsic to your being at this point. At base this makes you at least thrice as strong, fast, and durable as you were before, capable of flight through even the gravity of black holes, able to Dash and Timeslip at will, and conjure up hardlight weaponry with nothing but focus and effort. With greater understanding of Voidtech and black hole physics you will likely unlock further abilities in time, with the only limit on your power being the scale of the Ultravoid itself.

-But there is something even more intrinsic to you that you have gained from this experience, something that is perhaps more powerful than even the star-consuming might of the Ultravoid. From your endless suffering in the Starseed's timeloop you have become unmoored by Fate-unable to be touched by destiny and impossible to bind with prophecy. You've been bound by one eternally spiraling loop before, and you won't be bound again; beyond simply being unable to be predicted or controlled by Fate, you will always be able to sense and escape the grasp of timeloops or other temporal anomalies in the future-whether you're the initiator or merely incidental to them, you will be able to remember yourself through them and act without being affected by their tides. You can't extend this immunity to Fate and temporal anomalies to others mind you-but the knowledge and capacity to act untouched by them may be more than enough.

That's what's possible, at least. These are the paths that have been determined by the Starseed... but perhaps you can envision a different path? A path to save whatever it is you lost, to activate the Starseed, AND free your Echo from their eternal torment? Such a thing should be utterly impossible and would likely require means from beyond the Ultravoid to achieve... but how many things are truly impossible for a Jumper anyways? If you can somehow divine a method for both saving Echo and activating the Starseed without turning back time, saving everyone in this scenario even with imperfect information and your powers locked, then you can earn both special perks. It might seem impossible to achieve, but impossible is just a word for that which hasn't been done before.

Ending

Time is a difficult concept to grasp within the interior of a supermassive black hole like the Ultravoid-you may understand that fact better than many, after your experiences here. But one way or another, your time in this place has finally come to a close.

Will you **Return** to your home, after so many long years spent away from it?

Will you **Stay** here in the Ultravoid, perhaps content with the life you have carved out here?

Or will you **Move On** to the next world, always venturing off to the great unknown?

The choice is yours to make.

Notes

Real Black Holes vs Solar Ash's Black Holes

The tl;dr of the following is this: Black Hole Physics is fucked, Solar Ash Black Holes are weird, and you can fly in and out of them just fine with powerful enough tech.

As far as real-world understanding of black holes allows, the vast majority of what is done in Solar Ash is just outright impossible on multiple levels due to the simple fact that *black holes don't act the way they're depicted*. There's a wide variety of reasons for this fact, ranging from simple storytelling conventions to the fact that real-world black hole physics is a very dense and difficult to understand subject, but there are two specific issues that should be addressed for the sake of the conventions of Jumpchain. These issues are the following: spaghettification and the nature of the Event Horizon.

Spaghettification is...as far as Solar Ash cares, *not a thing* for the most part. This is an obvious issue as spaghettification occurs due to multiple reasons. The first is that the increasing gravity of a Black Hole causes increasing pull towards said black hole, stretching anything towards its center and compressing its sides until the bonds between molecules and atoms begin to rip apart and stretch into a single-dimensional line that feeds directly into the Singularity. As an effect of gravity and the local warping of spacetime this is something that can be protected against by the Voidsuit and other perks that allow for unilateral survival in hostile environments, but should be a visible phenomena observed within the Ultravoid regardless. We do not see this in game however; nothing appears to undergo the spaghettification process. This is not actually unusual from a physics perspective; large enough black holes do not exert the tidal forces required to cause spaghettification until you are deep inside of its event horizon. Thus it can safely be assumed that spaghettification *is* occurring deeper within the Ultravoid, but the area that Rei and others inhabit is simply too far away from the Singularity to perceive it.

This brings up the second issue: the Event Horizon. It is well known that the event horizon of a black hole is the point where the gravitic force of a Black Hole becomes so intense that it is impossible for light to escape-but this has a number of very important and very strange implications from a physics perspective that are very difficult to conceptualize. Once you enter a Black Hole's event horizon, the position and relevance of space and time as concepts effectively...swap, essentially. The Singularity is no longer a point in space that you are approaching due to the pull of its gravity, but a point in *time* that you approach as you progress through time. The physics of how and why this works is beyond my personal understanding, but a highly simplified and incorrect but *correct enough* explanation has to do with the way that time can be measured by the speed of light as a bubble expanding infinitely from your position at any given time. You can possibly travel anywhere within this bubble of light, but outside of it are points in spacetime that you are simply incapable of existing within without violating the speed of light.

By entering a black hole, this “light bubble” can no longer exit the black hole-no possible movement in spacetime that is achievable by our current understanding of physics will allow you to cross back from the event horizon and the space beyond it. Further, while within the real universe this light bubble could expand out infinitely to encompass the entirety of the universe (given an infinite amount of time), the Singularity of a black hole puts an absolute limit of how far the light bubble expands-directing all possibilities towards a singular end conclusion that is effectively the point where time *ends* within the confines of a black hole. This ensures that it is no more possible to escape the approach of the singularity than it is to stop moving forward in time-because moving forward in time *at all* is always moving towards the Singularity. FTL travel would not be able to escape a black hole at that point due to the curvature of spacetime no longer having any connection to the outside universe; in order to escape a black hole one must possess some method of transferral that allows for not just violating the speed of light, but movement across the temporal axis of spacetime.

This is not something that is ever seen in Solar Ash, and it is outright stated to be both an incredible and potentially universe-destroying feat to move backwards through time by any measure at all. The Voidrunners have canonically dove into and out of black holes multiple times before with no particular issues, and other FTL-capable civilizations have also explored and returned from the interior of black holes without having any form of temporal manipulation. This is impossible by our real-world understanding of black hole physics. Nevertheless, it is a fact of the setting and can thus be assumed to be possible should you possess powerful enough ships or FTL capabilities within this setting. Future settings are of course up to your discretion and the particular sets of physics they operate under.

The Known Uses of Voidtech

The tl;dr of the following is this: Voidtech is extremely fucky, you’ll be able to use it as depicted in Solar Ash in future settings just fine but it also has a lot of future uses in manipulating space time depending on how you develop it.

The way Voidtech is described in-universe is as a technology which harnesses protons and antiprotons reacting in a controlled way to not just release incredible amounts of energy, but also to entangle non-existent particles. The entire field of Voidtech sciences is still poorly understood and barely explored beyond its simplest applications-shielding, scanning for energy signatures, boosters, matter storage, some form of FTL travel, and hardlight constructs. Even then the vast majority of these technologies are still notably in their infancy-not even several decades have passed since Voidtech was discovered at all, so the limitations and ultimate capabilities of this technology are still largely unknown. That said, there are a few definite conclusions one CAN make about the nature of Voidtech based on what is shown in-game and what has been said by the creator of the Solar Ash setting.

Voidtech utilizes unique matter/antimatter interactions to engage a process which allows it to directly warp the fabric of spacetime in order to bring about various phenomena. This is demonstrated most simply and reliably in two forms: the Voidsuits, which allow various Voidrunners to enter and exit black holes safely and easily, and the Starseed, which is its

own can of worms that I'll be going over in a bit. It must be understood that gravity as a phenomenon is quite literally deformation in the fabric of spacetime; in order to actively resist gravity fluctuations and deal with gravity the way that Voidsuits allow the user to, there is no other real option than to modify how physics actively work around oneself. Given Voidtech's other showings and the fact that the suits are actually rather fragile, this makes a surprising amount of sense; the suits utilize Voidtech to modify one's relationship with gravity, but direct attacks or even environmental hazards are still a notable threat.

Voidtech is also directly integrated into the Central Yottabyte Database-CYD, and is implied to be what allows Rei to teleport between regions. The loading screen between such teleports shows something akin to a diagram of a wormhole, and if we assume this is an accurate representation of the process of teleportation between CYD nodes then this also makes sense-Voidtech being used to modify the structure of spacetime to allow for wormhole travel. This would give it some properties of Negative Mass-which is a very complex and difficult subject of physics that I am, once again, in no way educated enough to actually go into depths about both the nature of nor the actual applications of such. The long and short of things is that Negative Mass is incredibly volatile from a physics perspective when interacting with normal mass, but is also incredibly useful for a WIDE variety of methods of FTL-from the creation of wormholes, Alcubierre Drives, and reactionless spacecraft propulsion. It is up to your discretion to decide whether or not Voidtech can be utilized for these purposes in future jumps, but regardless Voidtech's known uses are similar enough that it is likely to be entirely possible.

The greatest expression of Voidtech both known and shown in the setting is the Starseed itself-a massive artifact of immense energy and potential discovered deep inside the player character's home planet. It was unearthed, studied, and outright replicated by multiple scientists in Rei's homeplanet to develop the entire field of Voidtech, but its full capabilities remain something of a mystery to their civilization. According to the setting's creator the Starseed is, in fact, capable of creating stars wholecloth if activated properly-that is actually its intended purpose. It does not require immense amounts of raw matter to achieve this feat, simply requiring enough energy to start up and activate, which Voidtech seems capable of self-generating regardless. This shows that Voidtech is fully capable of the free creation of matter and energy. It is also capable of collapsing black holes-while theorized to do so by in-universe scientists, the setting's creator has confirmed that it would have been entirely capable of collapsing the Ultravoid from existence if activated properly.

The Starseed's greatest showing, of course, was the initiation of a semi-stable time loop that trapped the protagonist for untold thousands of years. More details on that in [The True Story](#), but safe to say that-while uncontrolled and completely rampant in its current form-it is entirely possible to utilize Voidtech for the manipulation of time as well as space. This is assumed to be how the Timeslip ability functions by allowing the user to briefly modify their relationship with time, and could have manifold other uses. The known capabilities of Voidtech end there however, and we simply do not possess enough knowledge to know why utilizing its power to rewind time resulted in such catastrophic effects. Uses beyond these demonstrated and assumed capabilities will require further development and exploration in your own chain.

The Nature Of The Ultravoid

For being the thing around which the entirety of the plot revolves and the place where the entire game takes place, very little is actually truly known and understood about the Ultravoid. There are a few things that are known about it however.

First: the Ultravoid is massive. This should go without saying, but it bears repeating; the Ultravoid is massive, in fact the largest known Black Hole that exists in the entire setting. By real-world understanding of black hole physics, this implies a few things about it. The first is that the Ultravoid had to have existed practically since the universe first began and may in fact also be the *oldest* black hole in existence. Its sheer size also means that spaghettification is a phenomena you wouldn't actually experience when approaching it until you are very, very deep inside of its Event Horizon-which would explain why things can loosely survive within it.

Second: the Ultravoid is an orphan black hole-a wandering black hole, if you will. It does not orbit any particular star or spatial cluster, does not generally carry an Accretion Disk around with it, and tends to drift through the universe in a path that is extremely difficult to determine. Or it may actually end up just teleporting around freely-there is literally no evidence to say otherwise. Certain records indicate that the Ultravoid is attracted to places of conflict, suffering, and despair-but this may just be justification after the fact as it has consumed perfectly normal planets as well. It is impossible to tell for sure and all known accounts are biased by either trying to escape it or having been destroyed by it.

Third: the Ultravoid is erratic. It's incredibly unpredictable even by the best scientists in the setting, can tear apart ships that have braved lesser black holes by the dozen, has spots of incredibly low gravity and incredibly high gravity within it, and its actual path through the universe is nearly untraceable until you're the next ones on the chopping block. The best you tend to do is to either find places that have "mysteriously disappeared" afterwards or exist *in its direct path*.

Fourth: the Ultravoid is habitable. Against all reason, logic, and odds, life can somehow continue onwards inside the Ultravoid's depths. Its directly noted that most normal plantlife doesn't seem to be capable of surviving within the Ultravoid, but mushrooms thrive in its depths. Likewise its noted that on occasion entire planets can enter the Ultravoid without being ripped apart-whereas other times said planets will explode before they even fully enter the Event Horizon. This can lead to some survivors of various planets living within the Ultravoid for years, decades, even centuries without ill effects.

A final note; time may or may not flow oddly within the Ultravoid. Our only perspective of its interior is during an ongoing timeloop and so it is impossible to be sure whether or not this is the effects of the Black Hole or the Starseed, but it is known that centuries can pass within the Ultravoid without most lifeforms perishing. Whether that's because they're naturally long-lived or not is impossible to say.

The True Story

Everything begins, and ends, with the **Ultravoid**. It is, of course, what the entire plot revolves around...but is not in truth the focal point of the story. Just the cause which sets events in motion.

There was a planet, which was home to a certain people. These people were not like humans, but not unlike humans-some had crystalline forms, some had gaseous bodies, but they still had the same human concerns, same human politics, so on and so forth. They were not an evil race, but not a wholly benevolent one. Just people, in the end, living their lives.

Then the **Ultravoid** was spotted, on a direct course to consume their home planet. These people were a spacefaring race, but not too far into the stars-their homeworld still home to billions of lives and the vast majority of their kind. Some people tried to evacuate. Some people tried to think of a military response. Ruling councils bickered and argued about what should be done while the **Ultravoid** drifted ever closer, the planet's atmosphere being sucked into its pull and the planet itself undergoing tremors as it trembled in the supermassive black hole's gravity. Ultimately no true response could be agreed upon...so a small collection of people decided to do something about it themselves.

These people were the Voidrunners. One a medic and his trusty dog, one a youth, two genius technicians-one a geologist and one a spiritual leader-one a leader, and one a scout-Rei herself. They had long ago discovered the artifact that would allow them to create Voidtech, and it was theorized that the Starseed might just be capable of collapsing the Ultravoid and preventing their planet's destruction. It was a longshot with little odds of success let alone survival, but given that the alternative was extinction they decided to take that gamble and flew their ship directly into the **Ultravoid**.

Voidtech allowed them to survive entering the heart of a black hole, but not without cost; their pilot died upon entry, the Voidrunners were scattered around the interior of the Ultravoid, and no one managed to make it through undamaged. Only Rei did not emerge yet-seemingly having emerged at a far later date than any of the other Voidrunners. Damaged and scattered, the Voidrunners nevertheless pulled themselves together one by one and got about fulfilling the work that would save their world. The Starseed had been implanted successfully, Starseed Conduits placed at key locations throughout the **Ultravoid's** interior, and for just a moment it seemed as if it would all work out. But then bit by bit, things began to go terribly wrong.

The actual order of events is difficult to pin down exactly, since it's only explained in loose dialogue caches that you collect throughout the game long after the events themselves. Loosely however, a few things are certain. First: the state of the Voidrunner's home planet in the sky deteriorated to the point that Tufte-the geologist and one of the geniuses behind the creation of the Starseed-judged that it was no longer possible to save it by simply collapsing the **Ultravoid**. She advocated for them to simply leave-there was nothing more they could do and survival was all that mattered at that point. While the captain agreed and attempted to find a ship that might be able to exit the Ultravoid, Pyat-the spiritual

genius-decided there was a possible alternative-a way to save their home planet even after its destruction. He decided that they had to overload the Starseed, pour absolutely everything they could into its activation. This, he surmised, would turn back time and give them a chance to save their world.

Pyat sabotaged the Starseed, adjusting its energy intake and parameters to pour absolutely everything it could into its activation against the orders of their leader and Tufte. Luckily Tufte had ensured that a manual override was installed in the Starseed, preventing Pyat from firing the Starseed by sabotaging its AI-and as the Voidrunners all perished from the hazards of the **Ultravoid's** environment, there was none left who could fire it at all.

None save Rei, who entered the **Ultravoid** last. She discovers the efforts of the other Voidrunners through their Voidrunner Caches and watches as her homeworld is destroyed, shifting between just fine and destroyed as time dilates on the event horizon of the **Ultravoid**. Ultimately she follows Pyat's plan and activates the recalibrated Starseed-sending time hurtling backwards in hopes that she can change fate and save her home. But even with time rewind it's already far too late, and all her efforts serve to do is trap her and the **Ultravoid** as a whole in an unending timeloop.

The Starseed is not gentle with its activation. Rei is physically, mentally, and spiritually ripped apart by the Starseed-splitting into herself as she entered the **Ultravoid**-lacking all memories of what had occurred and why-and a shining white eternally bleeding giant pierced through by the Starseed who exists outside the cycle of timeloops and suffers eternally for her insolence. The other Voidrunners are caught in the blast and warped-caught in-between life and death as they glitch from one position to another, unable to truly die and unable to live. Those inhabitants of the **Ultravoid** that still lived somehow were also caught in the loop, trapped in moments of agony and memories of despair that they could not escape nor even remember so long as the loop continued.

With all this suffering and destruction came the Remnants-the manifested despair, grief, and madness of Rei, of the Voidrunners, of those trapped within the timeloop. Their true nature is difficult to describe but undeniable; they were born of the Starseed, born of the deaths of the Voidrunners, and exist as beings of suffering who wish only to spread their suffering and prevent events from proceeding forward-desiring to stay back in the past when things were better, yet dragged ever forward through the loops.

Again and again Rei fights her way through the Remnants as she uncovers the fates of her companions. Again and again she fights for hope beyond hope to save her planet. Again and again she watches as it's destroyed by the **Ultravoid's** unstoppable gravitational pull. Again and again she activates the Starseed hoping for just one more chance to make things right. Again and again she is pulled back to the beginning without memories, only to repeat her past mistakes. It's unknown how long this continued, but Echo mentions it had been thousands of years. Given that she has been watching you through every single loop and experiencing death at the conclusion of each one, it's reasonable to trust her.

The game and the story ends in one of two ways. The first way is the way it has always ended; Rei refuses to accept the destruction of her homeworld, the failure of her mission, and the deaths of her friends. She activates the Starseed once more, shattering herself into Remnants that once more take up the places they had been in the past and bringing her all the way back to the beginning of the loop even as Echo endures the pain of death once more yet is never allowed to die. She will continue to be trapped, continue to make the same mistakes, continue to fight for a cause that had already been lost, and continue the endless loops.

Or, Rei decides to make a different decision. Against the odds, she decides to do the one thing she never did before...and lets go. She destroys the Starseed, shattering the loop once and for all-and mutates into the final, largest, and most powerful Remnant as the suffering of thousands of years and the destruction of her homeworld weighs upon her all at once. Echo, who was once Rei, takes up her weapon once again and puts the Rei Remnant to rest-achieving self actualization as she comes to terms with her suffering and existence and at last becomes whole once more.

The **Ultravoid** is freed from the timeloop that Rei initiated, and Rei is complete once more. She is still trapped within it and her homeworld is gone, but there are a few who still live within the **Ultravoid**. For however long she will, Rei decides to live in peace-in the end that's all she truly can do.

That is the story of Solar Ash. In the end it is simply a story of accepting that which cannot be changed and learning to live regardless rather than rail against the immutable.

Changelog

- Version 1.0
 - Jump complete!
- Version 0.6
 - Fluffed the ending real quick
 - Fluffed companions
 - Fluffed drawbacks
- Version 0.5
 - Very tiny fix to perk section intro
 - Added "Real Black Holes vs Solar Ash's Black Holes" note
 - Added "The Known Uses Of Voidtech" note
 - One sentence added to "The True Story" to keep spacing managed
 - Added "The Nature Of The Ultravoid" note
 - Fluffed Voidrunner Items
 - Renamed and fully fluffed the "Eternal Star" scenario
 - Added Your Other Half companion option
 - Fluffed Remnant Items
 - Fluffed Native Items
- Version 0.4
 - Fluffed the intro and added Echo-text
 - Fluffed locations, adjusted things slightly
 - Adjusted The Bloody Veil a little
 - Reformatted the Location section and added a picture
 - Fluffed Origins
 - Adjusted Voidborn to be free for Voidrunners and 200 CP for others
 - Fluffed Voidrunner perks
 - Made Wrathful Regretful Remnants 200 CP for other origins
 - Fluffed Remnant perks
 - Slightly adjusted Endless Wretched Remnants
 - Modified "Strength in Absolution" to "Strength And Absolution"
 - Fluffed Native perks