

YOUR NAME IS... well, it doesn't really matter what your name is right now, for it probably won't be staying that way for long. For you are a JUMPER, currently in the process of completing your chain, or meeting your timely demise somewhere along the way. You have decided to visit the SBURB jump, and who boy, are you excited! This jump seems like it's a little difficult, but the rewards can be immense. Before you begin, though, you understand that there are a few selections you need to make, to add to your abilities, and pick out some gear. You also understand that, for the selection of special rewards, you have been rewarded with 1000CP for this JUMP. So, what will you choose?

RACE:

Humans(Free): HUMANS appear to be slightly different than you remember. They seem to lose their eyes as they grow older(although not necessarily the sight) starting later into adulthood, around 25-30. It is perfectly normal to be able to lift a fridge upon reaching these stages, and for many you will even be able to punch through walls or punch down buildings. This strength will begin to develop in the teenage years. Outside of this, though, you are relatively normal. If you have glasses, expect your eyes(decorative or not) to fly off with them.

Trolls(Free): TROLLS are a race of aliens unique to this multiverse. They are a species who begins in larval form, and cocoons later into a humanoid form with grey skin that slowly turns black as you grow and horns. Your strengths and abilities will greatly depend on your blood color. You may roll a d12 for free to access any of the blood colors below, or you may purchase whichever one you like. Once you roll, you may not choose to instead purchase one of the castes.

1. **Burgundy Blood(Free):** You are the lowest of the low on the hemospectrum scale. Basically anyone can kill you, for any reason. Survival will be difficult, especially if you live in a highly populated area.
2. **Bronze Blood(50CP):** 2nd lowest on the hemospectrum, you are still likely to be absolutely slaughtered for looking at somebody funny. However, since one of the main bronze jobs is to help take care of livestock, however, it would make sense for you to live outside the city.
3. **Gold Blood(300CP):** 3rd lowest on the scale. While a teal blood probably could kill you without too many consequences, if any, they might not want to try. Psionics are common in goldbloods like you, and tends to be pretty powerful.
4. **Lime Blood(-100CP):** Uh oh, unlucky break! Or you picked this for the extra points. Anyway, a sweep or so ago, limebloods were ordered to extinction by whoever is the current Empress. It would probably best if you hid your blood color, especially if any of your friends are highbloods.
5. **Olive Blood(100CP):** The start of the "mid tier" blood colors. Unless a clown or fish is having a bad day, or maybe needs some pretty green paints, you're probably fine. Known for being hunters and assassins.

6. **Jade Blood(300CP):** Jade bloods are in a bit of a unique position. Since they're required to continue the species, because they take care of the mother grub, people really don't want to kill them unless they mess up.
7. **Teal Blood(100CP):** Ugh. Lawyers. Teal bloods' jobs in troll society are to deal with anything and everything to do with the law, with the position of judge being an exception. You'd blend in best in the city, probably in a library.
8. **Cerulean Blood(400CP):** The first of the highbloods. Known for being sneaky, they're the type who are often involved in the espionage of alternian politics, stealing and lying to get themselves more. Usually live in relatively nice houses, and can be dangerous opponents to make.
9. **Indigo Blood(400CP):** Nearly at the top of the land dwellers, this particular blood color is known for being especially strong.
10. **Purple Blood(500CP):** Top of the top, before royalty. Most people fear and respect you, or at least fear you. Your class is one of the ones that grows the biggest, and also one of the meanest. Known for wielding clubs and not giving a shit(as well as being incredibly strong, generally bloodthirsty, and pretty fast), even some sea dwellers could be afraid of you.
11. **Violet Blood(500CP):** You are one of two sea dwelling blood castes. You have absolutely no problem surviving in water, and are pretty gosh danged close to royalty. Those landwelling lowbloods should bow down to you or get culled, and you would likely serve the current heiress.
12. **Fuschia Blood(600CP):** You are royalty. People bow down before you, and you have an army of drones at your behest to do your bidding, whether that be washing your windows or burning down an entire low blood neighborhood in order to make a good selfie background. If you were male before starting this jump, this option includes a mandatory free switch to female genetics. This option should have little to no trouble finding others to play the game with you, as you can order anyone who refuses to be killed.

Cherub(200CP): CHERUBS are a solitary race, living alone on deserted planets with no other beings for light years. You, as a cherub, will only represent one half of the personality sharing the physical cherub body. The other half will likely be trying to obliterate you, while you may try to obliterate them. One of you will be inherently good, while the other will be inherently evil. While you are asleep, they will be awake. However, if you want a successful session, you may have to learn to get along with your coplayer, because no one else in the near vicinity is going to play with you(unless you've brought some allies with you, of course).

STARTING PLACE:

Earth(Free to humans): A relatively peaceful planet, here the technology is about the level you'd expect of the time. People are relatively nice, and as long as you're careful, you won't run much risk of death before the game. **Cost: 100CP**

Alternia(Free to trolls): A rough planet, full of murder. While their technology is advanced past earth, it's a lot more dangerous, especially to aliens and mutants. Greater risk, greater reward.

Cost: 50CP

Nowhere(Free to cherubs): You appear to be on an asteroid in the middle of nowhere. You're not sure how you got here, but there seems to be a good internet connection as well as a good supply of food. **Cost: 100CP**

HISTORY:

Drop In(Free): You pop up randomly on your planet. Your knowledge of the place is limited, but that's how it is.

Pampered(100CP): You were born with a silver spoon in your mouth. You've basically gotten everything you've ever wanted. Now you want to play a recent game that came out, and you decide to pull some strings to get it. You may get everything you want, but can you truly say that anyone is your friend?(Free to Cerulean+Trolls)

City Life(100CP): You've lived the city life, the life of hard knocks. You've basically raised yourself, scavenging and trying to survive. It's taught you a lot, but it hasn't really taught you social skills.(Free to Gold-Trolls)

Outcast(100CP): Your entire life, you've lived basically alone. You've learned to survive off of the wilderness, with whatever supplies you can find around you. Being alone... It's nice.(Free to Cherubs & Lime Bloods)

Sburban Friendship(200 CP): You've spent your life peacefully. You've made a few good friends along the way, and you enjoy talking to them. You may not be rich, or famous, but you're pretty sure you know how the world works.(Free to humans & Jade Bloods, 50CP to Burgundy Bloods)

SKILLS:

50CP	Commune with the dead	You gain the ability to speak to the dead.(Free to Burgundy Bloods).
100CP	Telekinesis	You can move objects with your mind. The ability starts off weak, but it can grow with practice.(50CP to Burgundy Bloods)
200CP	Animal Control	You can keep at least 1 animal of any size under control with your mind.(Free to Bronze Bloods).

400CP	Psionics	You can lift anything with your mind(well, almost anything), and also shoot lasers out of your eyes. Pretty sweet. You can also use it to put insects to sleep/communicate with insects, if you're powerful enough.(100CP to Gold Bloods).
50CP	Natural Leader	People tend to listen to you. A lot of people. You have to natural ability to get people to listen to you, which can either be good or bad, depending on who you are.(Free to Lime Bloods and Fuschia Bloods, as well as Blood Players)
100CP	Assassins 4 Lyfe	You have many of the skills an assassin would need. You can make disguises, quickly change out of anything, are stealthy, and you seem to have to knack for finding ways to get the job done, no matter how hard. (Free to Olive Bloods and 50CP to Cerulean Bloods)
50CP	Sunlight Immunity	Sunlight, especially Alternian sunlight, can be especially harsh. This nifty ability will prevent to need to worry about forgetting your sunscreen now and forevermore.(Free to Jade Bloods)
200CP	Rainbow Drinker	Upon death, assuming you have someone around to kiss you, you can be kissed to be revived as a rainbow drinker. This is only accurate if you are not already a rainbow drinker. You can drink blood and have it be good and actual sustenance in this form, tasting like something you attribute positively to the color it is. You gain fangs, or longer fangs if you already had them. You heal of any serious injuries upon revival, although open wounds may still bleed slightly and hurt. You also have an ethereal bioluminescent glow, which you can turn on and off.(50CP to Jade Bloods)
150CP	Scent/Taste Sight	You gain the ability to "see" your surroundings using your nose and tongue, tasting and smelling the air(maybe more) to understand your surroundings instead of your eyes. This works better when your eyes are closed(or if you're blind),and can be used to find invisible creatures or things near you. Can also be used to read.
100CP	Vision Eightfold	You have eight pupils, with 7 in one eye and one in the other. When activated, you can see through one

		layer of any object.(Free to Cerulean Bloods)
50CP	Lucky 8r8k	You are relatively lucky. Things just seem to go right for you most of the time. Not all of the time, but most of the time.(Free to Cerulean Bloods)
500CP	Body Control	You can control the bodies of those around you. The further away they are, the harder this is to use, and this also gets harder to use the more people you attempt to use this on. While controlling them, you can use any of their mental or physical abilities. If the person has enough psychic resistance to match to your abilities, the control will not work, and the one who was attempted to be controlled will instead just fall asleep. This ability starts off relatively weak, only being able to control about 1 person who is relatively weak willed. However, the more you use it, the better it will get.(100CP to Cerulean Bloods)
200CP	STRONG	You are very STRONG. So strong, that it would be very easy for you to accidentally break a glass bottle by holding it. Or be able to jump very high. Or even bust through metal with your bare hands.(Free for Indigo Bloods, 100CP for Purple Bloods).
50CP	Telepathy	You can communicate mentally with others. Unless they also have telepathy, though, they cannot communicate back.(Free to Purple Bloods).
150CP	Super Speed	You can move really, really fast. It can be kinda creepy, actually. Like, you're suddenly just there. Weird.(50CP to Purple Bloods)
100CP	Mental Influence	You can exert mental influence over those of a similar mindset to you. They will do tasks for you, and won't remember afterwards that you were controlling them in any way, shape, or form, outside of being a little confused.(Free to Purple Bloods)
100CP	Underwater Breathing	You have absolutely no problems breathing underwater, or existing underwater in anyway.(Free for sea-dwelling trolls)
100CP	Psychic Resistance	You can resist psychic capabilities. The stronger you are, the stronger this ability gets.(Free to Cerulean+ Bloods and Humans)
200CP	EXTREME Psychic	You can really resist psychic abilities. Like, wow. It's

	Resistance	really hard for anyone to get to you through your mind. Seriously, it would be harder for you to resist any more than this.(Free to Fuschia Bloods)
50CP	Peaceful	You get along well with others. People find it hard to dislike you.(Free to Humans)
100CP	Pitiable	You appear so weak and innocent that even the most bloodthirsty of killers find it hard to kill you. This isn't fullproof, of course, but it can be good enough to provide a distraction for yourself to run away, or maybe make a new friend!(Free to humans)
100CP	Intimidating	You are scary. VERY scary. People might run just looking at you, especially if you are holding an equally intimidating weapon.(Free to Fuschia Bloods, Purple Bloods, and Cherubs)
200CP	In tune with yourself	You know yourself, and what your capabilities are. You are especially in tune with your aspect, and can use some of the bigger and stronger abilities of your aspect without having to go god tier.(Free to Outcasts)
100CP	EctoBiologist	You have an innate understanding of how ectobiology machines work, and how to make even their minor and insignificant functions work. This is useful for anyone who needs to do works involving genetics.
50CP	Already awake	You are already awake on your dreaming moon. Dersite agents will find a much harder time of taking you down, and you hear either skaia or the elder gods whispering in your ears, guiding you to your goal.
100CP	Double Dreamer	You have a dream self on both moons. If one of them dies, you have another chance.(Free for gold bloods)
50CP	No player limit	While not strictly a rule, it is generally assumed that the maximum number of players of a Sburb game is 12. This erases any inclination of that limit. Be warned: More players means a more diverse set of powers, but it also means more powerful monsters due to more prototypes.
50CP	Not Batman	Your parental figure of this jump is guaranteed to survive. If you were planning to prototype them, this won't really matter. Still, might save you some grief.(Unavailable to drop-ins)

400CP	Weirdly Compatible	Usually, only the NPC Carapacians are capable of accessing the full power of the Queen's rings, being able to use them to transform and access the red miles. However, something in you just seems to work out right, and you can use this ring to transform just like a carapacian would. Let's not forget THE MILES either.
200CP	Boon, baby!	Allows you to keep earning boonbucks in your god tier phase. You get the kiddie sashes too, don't get me wrong. You just also get the boonbucks. Also, when you fight something, you now have a chance of getting some booncoins or boondollars, maybe even boonbucks depending on how strong they are. Who knows, if you kill someone who is basically a god, they may even drop a booncase! Probably not, though. (Free to City-Life & Thieves/Rogues)
500CP	Good dog, best friend	You begin with a dog. But not just any dog. This dog just so happens to be a First Guardian dog, who is basically immortal, almost omniscient, and if he's in the domain of the Green Sun, he can teleport. The best part is, the dog loves you, and will protect you as though you are its child. It's noteworthy that this pupper more closely fits the definition of pet than companion.

DREAMING MOON:

Flip a coin(Heads for Prospit, Tails Derse), or pay 50CP to pick your moon. Cannot pay after you flip

Derse: You are a Derse dreamer. Derse is the school of hard knocks, with a stabby nature, far from Skaia's light. This moon is home to the frog hating dersites, and also to the Dersite Agents. While the common dersites technically worship you as heroes, they may be keeping quiet about it, because chances are, those Dersite agents are out to kill you. If you wake up before they get to you, good luck. Derse dreamers tend to be active, as well as problem solvers who do things their own way, although this is not a requirement. From the moon of Derse, you can hear the whispers of the eldritch elder gods who live in the Furthest Reach, guiding you towards their mysterious goals.

Prospit: You are a Prospit dreamer. Prospit is a peaceful place, home to the prospitian carapacians. It is calm, unless under attack by a Dersite Agent. People here are nice and polite, and tend to worship the frog. They also worship you as a hero who will bring forth the vast croak. From the moon, you are close to Skaia's light, and can bask in it. If you happen to glance

into the clouds, you can see bits and bobs of the future, guiding you towards your goal of completing the game, as well as other personal goals you may have.

GOD TIER:

Special forms capable of being reached only by dying either on the player's quest bed or quest crypt. Normally, dying would immediately teleport you home, and end the chain. However, if you die on your quest bed/crypt, or reach the quest bed/crypt one hour after death (normally by being carried there by an ally). Achieve conditional immortality (assumed to stop aging, cannot die except by being killed, death only sticks if it is just or heroic), flight, and hyper enhanced attunement to aspect. Also get a comfortable outfit often referred to as "god tier pajamas", whose appearance is based on your classpect.

Aspect: What piece of the universe influence you, or you influence. Roll a d12 or buy your preferred choice. Once you've rolled, you may not purchase a separate one. May only have 1

1. Time(50CP)
2. Space(50CP)
3. Light(100CP)
4. Void(100CP)
5. Heart(100CP)
6. Mind(100CP)
7. Breath(100CP)
8. Blood(100CP)
9. Hope(100CP)
10. Rage(100CP)
11. Life(150CP)
12. Doom(150CP)

Class: How you influence you aspect, and how it influences you. Come in pairs of active and passive Roll d10 or buy your preferred choice. Once you've rolled, you may not purchase a different one. May only have one

Active Classes: Works to the benefit of user, uses aspect, uses through aspect

Passive classes: Works to the benefit of others, allows aspect, allows aspect to be used

1. Maid/Prince(100CP)(Maid is female, Prince is Male)
Active, Maid=Creation(Create aspect, create through aspect)
Prince=Destruction(Destroy aspect, Destroy using aspect)
2. Sylph/Bard(100CP)(Sylph is female, Bard is Male)
Passive, Sylph=Creation (Allow aspect to create, allow aspect to be created)
Bard=Destruction(Allow aspect to destroy, allow aspect to be destroyed)
3. Page(50CP) Active, Serve, (Provide, Give, Become)
4. Knight(50CP) Passive, Serve, (Protect, Weaponize)

5. Witch(50CP) Active, Change, (Manipulate, Expand/Extend/Augment)
6. Heir(50CP) Passive, Change, (Ownership, Immune/Defense/Protect/one of them)
7. Mage(50CP) Active, Know (Constantly aware of affects aspect will have on people around them)
8. Seer(50CP) Passive, Know, (Coordinate, Inform/Teach)
9. Thief(50CP) Active, Steal, (Take, Exploit)
10. Rogue(50CP) Passive, Steal, (Absorb, Allow to be stolen)

Master Classes

Lord(300CP)(Males Only)(Cherubs get Free) Most Active, Control (Use Aspect, use through aspect)

Muse(300CP)(Females Only)(Cherubs get Free) Most Passive, Control (Allow aspect to be used through you, be aspect)

(Note: Many of these classes do not have a canonical descriptions, and as such, these interpretations are based off of optimisticDuelist's interpretation of the classes)

OTHER:

Age: If Drop In, start at 10 years old(or trollian equivalent). All others, roll d4 and add 8. This is your age(in years).

Sburb Release: Sburb will release in 3 years if you dropped in, or in 1 year if you had a different origin.

Gender: Your previous gender can be flipped for 50CP(Assuming you aren't a fuschia blood, in which case you are required to be female).

GEAR:

Free Stuff: Sylladex of your choice, 10 Captchalogue cards, Empty Strife Specibus, Laptop with internet access if you don't already have one, copy of Sburb when it is released.

Weapons:

Shitty(-100CP)(Pick a maximum of 1): ½ Sword, Broken Bow, Ceramic Santa, Pillow, etc.

Free(Pick 1, Others will be 50 CP): Fists, Hammer, Sword, Pistol, Club, Dagger, Needle, Dart, Bow, Etc.

Uncommon(100CP): Sickle, Chainsaw, Shuriken, Lance, Claws, Cane-Sword, Sniper Rifle, Trident, Fork, Wand, Crowbar, etc

Rare(150CP): Lipstick Chainsaw, Assault Rifle, Dice, Lollipop, etc.

(Note: The first weapon you pick up, with intent of wielding as weapon, will be allocated to your strife specibus)

Specific Weapons:

Zilly Weapons(300CP each): Very powerful weapons from a lost Cherub homeland(150CP each to Cherubs)

1. *Warhammer of Zillyhoo(Hammer)*
2. *Battlespork of Zillywut(Fork)*
3. *Flintlocks of Zillyhau(Pistol)*
4. *Cutlass of Zillywair(Sword)*
5. *Blunderbuss of Zillywigh(Pistol)*
6. *Thistles of Zillywich(Wand)*

Caledfwlch(200CP)(Sword): A legendary sword that actually kinda sucks. However, it is said to be the only sword that can get around certain types of supposedly “unconditional” immortality.

Juju Destroyer(600CP)(Crowbar): An object that can destroy a juju. Jujus are very hard to destroy, and can be very powerful.(300CP to Cherubs)

Jujupop(500CP)(Lollipop): A powerful tool which can provide a temporary power up(at the cost of sanity). Power levels have been comparable to a positive version of Grimdark, maybe even more. Upon using the Juju, players gain the ability to fly, and also to transform other players into “Trickster Mode”. All of their clothes gain a bright color scheme, which itself is based around a bright, sweet object(examples have been ice cream, cotton candy, soda, and a pumpkin). Your symbol changes, and a clip of said sweet object appears in your new brightly colored hair. Players lose all inhibitions in this mode, and feel as if all of their problems have been solved. They grow creepily cheery, fast, and seem obsessed with both changing others into trickster mode as well as getting into relationships. Upon awakening from trickster mode, players can experience something akin to a terrible hangover. They’ll be exhausted, have a headache, be shaken, and likely awaken somewhere strange. Will compel you to use whenever it is out of the sylladex, the effect being greater the closer you are.(During this mode, you seem to be able to use any weapons. Therefore, while you would need to be Lollipopkind to wield this as a weapon before turning Trickster, after you should be fine to use it, if you so desire).

Other:

Sylladex upgrades:

Note: You do not have to buy these in order. You only have to pay a total of 150CP to get the biggest upgrade. However, the Omniversal Upgrade is separate, and does not include the size upgrades. You can buy the Universal upgrade separately, without buying the other upgrades.

1. (50CP) Your Sylladex can now carry things around the size of a car. Useful, if your vehicle is broken and you need to carry it.(City Life gets free)
2. (100CP) Your Sylladex can now carry things about the size of the average house. Very useful.
3. (150CP) Your Sylladex can now carry things about the size of a mansion. Wow. Um. A bit excessive, don’t you think?

4. Omniversal Upgrade(100CP) Your sylladex can now carry anything from any universe, and should continue to work in any universe too. Just make sure you give it some time to adjust, ok? Don't want it glitching out on you, and suddenly your chainsaw gets turned into a toothbrush.

5 Captchalogue cards(50CP)

Teleporter to Derse(150CP)

Teleporter to Prospit(150CP)

4th Wall(300CP): Breaking this appears to do... Something. It seems like a portal? You aren't sure where it's supposed to go, but it's dark in there.

Cherub Portal(400CP): It's a portal. It appears to go from Earth to Alternia. However, maybe if you looked at it for awhile, you could build a new one, and ... take it somewhere else?(Note: Cannot purchase if the "In the middle of nowhere" start is chosen")

50 Boonbucks(10CP): One of the larger sources of money in the World of Sburb.(Pampered background gets 500 boonbucks free)

Sendicator(150CP): You can send an object anywhere, assuming you have the coordinates for it. This one's pretty small, though. Only about big enough to fit a microwave in it. If you have a big enough sylladex, though, you should be able to send anything through it! Alternatively, you can spend 50CP to make it bigger. You'll need the first upgrade of sylladex to carry the bigger one around, though.

Appearifier(200CP): You can appearify anything while you're here, assuming you have the coordinates and it's about the size of a person or smaller. Also assuming that you have enough power, and that the object in question isn't absolutely necessary to someone else. If it is, it just won't appear, unless it's organic. If it's organic, you'll end up with a pile of genetic sludge.

Apple(10CP): Seems pretty basic, but might be useful.

Genetics Machine(150CP): Allows you to mix genetic sludge together and create living creatures. All genetic clones and mixtures will start off as children. It's really complicated, and pretty big.

Laptop(50CP): It's a good idea to have at least 3 computers on you at all times. Maybe getting one more couldn't hurt?

Gristwidget 12000(100CP): Uses a combination of a captchalogued item(as well as the card it's in) and some of your hard earned boonbucks to change that item into Grist.

Warehouse:

Sburb Starter Kit(100CP): Don't feel like upgrading your Sylladex to drag your equipment back to your interdimensional warehouse? That's okay! This upgrade equips your warehouse with a Cruxtruder, Punch Designex, Totem Lathe, and Alchemiter! Now you have some extra ones, and you don't have to rob the you of this life's house. If you want any other upgrades, you'll have to make them yourself. You should be able to do that from your warehouse now though. (Note: Purchasing this Cruxtruder and opening it for the first time will not give you another sprite)

FLAWS:

These are things that will make your life harder while you're here, but it will give you the chance to get more abilities that could be very useful. You can pick up a maximum of four and one of the flawed sessions, if you feel like it.

No Cheating(Mandatory): When the meteors start to rain down, you may not prevent any of them by shooting/smashing/cutting/teleporting/portalling/etc for the purposes of getting more time before the world ends to prepare. The meteor may be delayed, for a maximum of one minute of time. Attempting to prevent meteor will cause jump-chan to hit you in the face(or equivalent) with a brick. The attempt will also fail. (This flaw does not count against the flaw limit, because)

I'm not a homosexual(-50CP): Everybody you meet in this world will automatically assume you are the opposite sexuality of what you are. Even once you correct them, they will probably still continue to assume this, in the back of their heads.

Yaldabaoth(-50CP): Your denizen is Yaldabaoth, the strongest of all of them. Of course, this will not be a problem if you do not plan to fight your denizen. In any case, be aware.

Buckets(-50CP): At completely random intervals, but at least once a day, a bucket will appears midair and fall near/onto you. It won't hurt you, not seriously. But it's just... there. It happens. It will keep happening.

What kinda name is that? It sounds fake(-50CP): Your name defies the conventional naming themes of your species(i.e, non 4-letter name for humans, non 6-letter name for trolls). You tend to stand out a bit more because of it, which can be a bad thing.(Not available to Cherubs)

Would you like to talk about Homestuck?(-50CP): Whether you know a lot about it or not, for the duration of this jump, you are filled with the urge to inform others about Homestuck. You can get it out of your head from time to time, but certain things will cause the interest to flare up again. These include, but are not limited to: Seeing a bucket, seeing someone fall down stairs, hearing the word quadrants in any context. Maybe even just seeing a troll with one of the typical zodiac symbols.

Pestered(-50CP): There's a small, pure white cat-like creature running and teleporting around. He messes with you in some minor ways, but outside of that, he doesn't seem to be too much of a problem.

Glitched Up(-100CP): In your session, there appear to be these occasional... glitches? They usually aren't a problem, if you don't get near them. Sometimes, though, they mess with you communications with friends, or block off certain paths. You could probably get rid of them if you had a good enough Breath player, though.

Who's this douchebag?(-100CP): A strange man with orange skin has been noted in the universe. He seems to be just about everywhere, but he isn't really doing any harm. He's just... Kinda annoying? Like, he occasionally shows up and asks you for a favor, or challenges you to a strife. You can ignore him, of course, but that just seems to make him show up more. You have no idea who he is, why he's here, or what his motivation is. Oh well.

Better Off Dead(-100CP): Your dream self is dead before you can even wake up on your moon. You can still go god tier on your crypt, or maybe even prototype your dream self. However, you don't have that extra kiss life if you need it.

Giant Consorts(-100CP): Oh god. This wasn't supposed to happen. How did this happen? These things are huge, and they're EVERYWHERE in your land. Your coplayers' consorts are giant too. It's really hard to communicate with these things, seeing how big they are. Also the chance of them stepping on you sucks. Seriously, these things are like skyscraper sized. Hope you can figure out your quest without too much help.(Unavailable in Dead Sessions)

Delayed Release Date(-100CP): The release date of Sburb has been delayed by one year. The meteors will still only start around its release, but the Reckoning of Sburb time is now one year closer, leaving you less time to prepare(Unavailable in Flawed Sessions).

Mutant Blood(-150CP)(Trolls Only): Your blood is of a non-standard hematological attribute. You are murder-on-knowledge of. Hope you get to know some good friends. It should be noted that you will still be able to get the discounts of your original blood caste.

Cursed(-150CP): You open up your laptop, and... it appears someone has sent you a message. You click on it to respond, and a programs runs on your laptop. In a few moment, it explodes. Ow. You're alive, but that hurt. Also, you have a sinking feeling. A feeling that you are suddenly very, very unlucky, and that anyone and everyone you meet and have met will be too.

I warned you about the stairs, bro(-150CP): You and stairs have a bit of an issue with each other. Meaning that you have a tendency to fall down them. This will never kill you outright, but everything else is fair game. As long as you are careful, though, you should be fine. (You will not be fine)

Haunted(-200CP): You've done something to anger a powerful burgundy-blood. You start seeing visions of ghosts out of the corner of your eye, and after a while, they start to stick around. You think... you hear them scream? The greater the pain you've caused to innocent others in the past, the more prominent this haunting will be, maybe even to the point of pain. If you (or someone else) finds and kills the burgundy, though, they should stop. You hope.

Pissed off Highblood(-300CP)(Alternia Starters Only): You did something. Maybe it was something minor, like bumping into the wrong person on the street. Maybe you killed the wrong

person. But no matter what you did, someone very high on the hemospectrum is pissed at you, and trying to hunt you down. Of course, this should only be a problem until you enter you game. Up until then, though, they will likely send try to send assassins after you, may try to send deadly programs to your computer. Be careful who you talk to and what you open.

Overtyped(-400CP): Either you or one of your teammates prototypes something very powerful into their kernelsprites. There is nothing you can do to prevent this, at least not without dooming yourself into an offshoot timeline. Every enemy you encounter will now be significantly tougher, and the king is going to be very, very hard to beat.(Cannot be picked with either Void or Dead Session)

Early Reckoning(-450CP): Your session's Reckoning has started early. VERY early. A couple days after you enter the game. You've barely had a chance to get any advance gear, and probably haven't even started, let alone finished your personal quest yet. Here's hoping you and your team are good at working together.(Unavailable in Void and Dead Sessions)

Flawed Sessions:

1. **Null(-350CP):** Through no fault of your own, your session is unwinnable. You must initiate the Scratch. Usually, this would just erase your universe with you in it. However, if you have a good Space or Light player, you might just be able to find your way through the Furthest ring or a 4th Wall to safety in the new Universe you created in the Scratch. Who knows, maybe you'll even find some new friends in their own session there. Good luck.
2. **Void(-200CP):** Uh oh. Looks like all of you forgot to prototype your sprites before you entered your session. That's not good. For you, the battlefield never evolved past stage 1. However, there is hope. You have evidence that some players from a Null session are on their way with their version of the battlefield to save you. You just have to survive until then, which will be difficult, as all of your monsters are very powerful, your personal quests are long and confusing, and your consorts are dead. Oh, also, your supply of Grist seems very limited. You'll just have to wait until they get here and try to get stronger, you guess. Maybe salvage some of the items around here for Grist, since the enemies only seem to drop this really strange kind.
3. **Dead(-550CP):** All of your co-players are dead, or you tried to enter a session yourself using multiple computers. As punishment, Skaia is making your session 100 times harder, with very different win conditions. Your sprite, rather than being prototype-able, turns itself into a black hole, which takes you into your session. Upon entering your session, Skaia has gone dark. If you choose to meet your denizen, and making The Choice, you must complete the near impossible tasks of destroying 15 planets in order(with the exception of the 8th, which must go last). Completing this session is very hard, but if you win, and face your Denizen, you may obtain great reward.
4. **He's already here(-650CP):** An immortal god has taken notice of your universe, and your session. Not only are you in a Null session, but now you have to deal with Him.

There is no way to prevent his arrival, for he is already here. And he will not have mercy. To him, you are mere toys to be played with, something to entertain him when he already has everything he could have wanted. Your session is going to be very, very hard. Good luck.

EPILOGUE:

You are the JUMPER. Hopefully, at this point, you have properly decided your origin, as well as determined some aspect of how you interact with the world. However, your decisions are your own. Sburb is a game designed to fold around the player, and give them as many options as possible. This world has a few opportunities that you would be hard-pressed to find elsewhere. Good luck, JUMPER. You already know what the penalty for failure is.