



Planeslord Initiation Jump

Version 1.0

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The Hyperionite Consensus has a peculiar sense of responsibility and ethics. This super-civilization, the strongest, though not the largest, singular civilization in the omniverse has a very particular philosophy that prohibits intervention throughout the omniverse with very rare exceptions.

This adventure begins with your benefactor getting a letter that makes them laugh, addressed to them and written by the norms of the Consensus whose technologies and advanced magics have led them to believe that you would be a superlative planes lord; a traveling adventurer given a quirky package of minor superpowers and a chance to learn more advanced, more phenomenally powerful superpowers as well as authority over a specific place; in this case Nexus Station 69. This does not bind you or imply you will behave in any particular way, sometimes the Consensus is moved to empower strangers for reasons inscrutable to anyone but them. That said, your nature as a jumper mixing with the powers of those who call the Nexus Station home promises to make this an interesting, if nothing else, time.

You now have 1000 Nexus Points. Use them wisely.

Welcome to the Troyverse! This is a strange, unendingly lively place. In this multiverse (while the adventure has background involvement by an omniversal faction, the adventure itself is set in Troy's main multiverse) you can find all sorts of adventures, gods, people, and artifacts. In this particular jump you will be free to explore the multiverse as you please for a decade (or longer with drawbacks), and can go on any sort of adventure you wish to go on. Have a link to the [source material](#). Please note that this will include lore from various CYOAs in the Troyverse so consider this a **spoiler warning**. Also, as an additional note: this jump and the source material in question are **NSFW (Not Safe For Work)**.

As an additional aside, these CYOAs are written by one person who writes them one way but they are flexible and if you want to do stuff like swap the genders of characters to suit your preferences, that's super cool. Feel free to do that.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender freely so long as you are an adult, as this is a NSFW jump. These origins simply signify an initial, marked ease you have with members of the faction and perhaps hints at your skill set and method of overcoming foes and achieving your objectives.

Errants (Free):

The Errants are a guild of warriors who possess a variety of martial skills. Warriors here wield swords, lances, axes, hammers, maces, guns, bows, fists, and their bodies in direct, no-holds-barred combat. These warriors are fierce, unapologetic, and by aligning with them you signal an interest in martial abilities, direct combative skill, and strength.

The Host (Free):

Members of the Host are diverse in appearance and skills with their unifying traits being that they have wings and that they are well and truly supernatural in some way. Many members of this faction are divine, demonic, or even both somehow, and by aligning with them you're signaling an interest in the supernatural, religion, holy and unholy things, and also wings.

Silken Sheath (Free):

This faction is an organization composed of dancers, courtesans, and entertainers. These individuals specialize in things like dex weapons and danger senses, and many take as much pride in their non-combat skills as they do in their ability to take lives. By aligning with them those who learn of you may believe you are fascinated more in pleasures of the flesh than you are in mercenary work, but also that you value dexterity, non-combat interests, and entertainment.

The Thaumics (Free):

This guild is a guild of scholars, mages, and practitioners of the arcane. This is a stunningly diverse guild, undoubtedly the most diverse of the four that call Nexus Station 69 home. Several of the members of this guild only take on missions where they serve as indirect advisors to a variety of individuals, and the missions taken on by the women in this faction regularly last the longest of the missions taken on by the women on the station. By aligning with this faction you signify interest in the arcane, in long-term goals, and in massive, structural change.

Starting Location:

1. Nexus Station 69

When this jump begins you find yourself in an intimate, luxurious bedroom. You only have a second to glance around before you hear a gasp from a direction you haven't looked in, and you see a blonde woman with luminous white eyes and a pair of beautiful feathered wings jutting from her back.

She proceeds to stammeringly introduce herself as Aspian Glodair, a member of both the "Errants" and the "Host" as well as your "sworn concubine and companion". She then asks if you would like to have sex.

Regardless of your response to her question, sometime later she has calmed down and is better able to explain what has happened. She tells you that your benefactor has agreed to let you be the planeslord of Nexus Station 69 and that among other benefits you have received a basic "package" of abilities and traits for free (which will be detailed down below).

Perks:

General Perks:

Planeslord Package (Free): This is a perk that grants you the physiology of a Planeslord.

You're an immortal humanoid, and when you first gain this perk you can select the specifics of your form yourself. Your physique is peak human and you have porn biology, and porn physics, letting you do things like have sex for hours and have massive, unwieldy genitalia if that's what you want.

One very important power that a Planeslord has is a weak version of what an out of context being might recognize as planeswalking. As a Planeslord you can hop between dimensions and universes at will, and even take a few people with you. You cannot control the EXACT place you'll appear in, but you can travel safely and you'll never appear incredibly far from your ideal destination. You also have minor **Plot Armor** which works to protect you from fates worse than death and to make your life both more adventurous and more convenient. You can dial it up or down at will, enhancing its effects or weakening them, though sufficiently strong beings can overcome this, especially if they are stronger than you.

In future jumps this becomes an **Alt-Form** you can equip at will.

Additionally you have a stipend, for this jump only (at least without the right perk), of 50 **osmotic orgasms**. Osmotic orgasms allow you to copy some of the abilities of the women aboard Nexus Station 69 when you have sex with them and orgasm, and barring the right perk you get 50 that are only usable on the passengers of Nexus Station 69. If you pay the bond price of someone aboard Nexus Station 69, then they become a follower who can follow you into future jumps for free (but do not get budgets and perks, unless you import them as companions per the stipulations of whatever jump you are visiting).

Troyverse Physiology (100 NP): You gain an ability to learn languages spoken by others through physical touch. More intense kinds of physical touch can grant you greater knowledge of languages, but we're applying a very loose definition to the phrase "more intense". If you are giving someone a massage that is considered "more intense", as is engaging in an unarmed brawl, and, of course, dancing and other fun activities can also be considered "more intense". The other person doesn't sense anything supernatural when this occurs. You can also have hybrid children with others that inherit the best possible traits from both parents (this effect tapers off and loses potency when it comes to traits like Omega Sparks and Ascensions, not guaranteeing such effects but somewhat boosting the odds children inherit those things when they are inheritable).

Survival Skills (200 NP): It's a big omniverse jumper, with all sorts of eldritch landscapes and bizarre dimensions just waiting to be explored. By taking this perk you have a whole host of survival skills and can survive in any dimension that is not actively trying to kill you outright. You know how to get water on even the most barren desert world, how to find food in seemingly lifeless places, and you can even teach these skills to other people.

Diplomatic Lord (200 NP): Something about you calms people and helps even those who rigorously disagree come together in peace and engage in diplomacy as well as lower stakes peaceful cooperation. You can navigate the politics of the four factions of Nexus Station 69 with ease. You're also quite good at figuring out logistics, and can figure out how to live onboard Nexus Station 69 much friendlier even within single faction spaces.

Osmotic Observer (400 NP): Ah, I see you really like the osmotic orgasms don't you? Honestly, understandable. By taking this perk you have decided that you'd really like to keep having osmotic orgasms in future jumps and by investing so much here you've gained a recurring stipend of 50 osmotic orgasms that replenishes at the start of every jump, or every ten years (whichever comes first). When you orgasm inside of someone or otherwise have an orgasm because of someone, time will slow to a near crawl and you'll get to select one of their powers, skills, or knowledge sets. If you select something of theirs you'll get a copy of it, though if they are good enough or powerful enough at something then you'll get a tiered version of their skill or power and can spend more osmotic orgasms to equal them. You can also choose to

preserve an osmotic orgasm if you wish, and if you do (forgoing copying one of their things) then you retain the orgasm and can use it when you have an encounter with someone else.

Additionally, you can spend osmotic orgasms to turn people friendly to you into bond mates by paying someone's bond price. This makes them **Followers** of yours you can import for free, or companions (if you pay to have them imported in future jumps). Someone's bond price is determined by their overall power and the abilities and knowledge they can offer you. Peak humans and lower end superhumans (beings on par with Spiderman) with fewer abilities generally cost between 2-6 (with those who cost more typically costing more due to an abundance of powers they happen to have) osmotic orgasms, while ultrahumans (those on par with Superman) and superhumans with more mystical powers tend to cost between 5-8 orgasms. Beings that cost 9-10, or more than 10 orgasms, are incredibly rare and are invariably fiercely powerful to merit such a heavy investment of orgasms.

This also grants you an additional 50 osmotic orgasms you can use in this jump but those are separate from the ones you have as part of your stipend.

The Errants Perks:

Strength Build (100 NP): The errants are warriors, and while not all of them have maxed strength scores some of them certainly do. It seems that you have taken after them and as a result of that you no longer have an upper ceiling on how strong you can become. Provided you do enough training, using heavy enough weights, your strength can eventually become enough to move mountains, though this doesn't give you any boosts to your strength by itself. Your muscles also affect your looks only as much as you'd want them too, so you can be strong enough to lift mountains while having a tennis player's build, if you want.

Martial Training (200 NP): You are well-trained and incredibly disciplined. Your true area of speciality may well be on the field of battle, and you are a skilled soldier. You learn combat styles and skills breathtakingly fast, (to the tune of this serving as a 10x training multiplier when it comes to styles of combat regardless of the specifics of the weapons in use) and you have the iron discipline needed to never give into despair on the field of battle.

Ace Pilot & Repairman (400 NP): An underrated facet of being the planeslord of a mobile space station is actually dealing with the space station. You have an uncommon understanding of machinery used to travel, be it boats, cars, planes, space stations, or other odder sorts of machinery and are a skilled pilot. Beyond that you are also a talented engineer and repairman, capable of both designing and maintaining all sorts of handy tech. The things Ultra Nemesis and Asurah would do to you if they could...

Best Defense Is A Good Offense (600 NP): You have an uncommon talent; you can convert your muscular power into real protection. The stronger you are the more durable you become, able to tank heavier and heavier hits. This stacks incredibly well with something like **Psionic Armoring**, but is a powerful defense all its own. As you grow stronger you become more clever at using your strength in the bedroom in ways that are creative and non-painful to your lovers. Also as you grow stronger you become more attractive broadly, giving you yet another reason to invest in your strength.

The Host Perks:

Host Aesthetics (100 NP): You have functional wings now! These allow you to fly, though not at speeds comparable to the **Flight** power (meaning with this and nothing else your max speed is your walking speed). Still, your maneuverability is flawless, and you can hide your wings at will. Additionally you can choose for your wings to give you an aura of some sort, with a minor effect of your choosing. This can be something like you can project an aura of lust, a subtle field which improves healing and regeneration, an aura that improves your charisma, or something to that effect.

Supernatural Sage (200 NP): You are a master at utilizing your own supernatural abilities in ways that are both creative and surprising. This is especially true when you use any supernatural skills you possess offensively, allowing you to be a terrifying foe particularly when your foes aren't aware of your identity and/or history. You have a 10x training/learning booster when it comes to honing your supernatural talents, allowing you to master your supernatural abilities more efficiently.

Student Of The Supernatural (400 NP): You are a skilled student and teacher when it comes to supernatural things. This allows you to both learn and teach about things related to the supernatural, even beyond yourself at greatly enhanced rates. You also have an updating, though broad, knowledge base regarding supernatural factions and histories throughout this and any future settings you visit. This is focused more on a surface level understanding of supernatural history, but it allows you to instantly be on par with average citizens of supernatural spaces and communities in future jumps, which can be incredibly handy if you're jumping to places you don't know much about.

Supernatural Idol (600 NP): The more supernatural you are, the more attractive you are. More overt, physical supernatural traits such as wings or an obviously inhuman physiology produce a bigger bonus to your attractiveness than more hidden things like powerful psionic abilities, but subtle things still give you boosts to your overall sexiness. Additionally auric powers are enhanced by this perk, gaining boosts in their potency equal to your overall supernaturalness, and supernatural beings are more easily awed by you.

Silken Sheath Perks:

Charm & Grace (100 NP): The dex x charisma build. With this you become much more well-spoken and graceful, able to emulate the skills that make the Silken Sheaths so well-loved, as well as so dangerous. You are a skilled dancer, and an effective diplomat, though with this by itself you'll primarily be a poor imitation of a real Silken Sheath.

Roguish Arts (200 NP): You are a skilled rogue, capable of doing all sorts of goofy roguish feats. You can easily do things like steal the clothes off of someone distracted by another person, and can even steal wallets of people as you're distracting them. You have also begun to leverage your dancing skills into something resembling parkour and have a powerful 10X learning boost to skills that relate to maneuverability and dexterity. You'll be dance-dodging your way out of enemy attacks in no time!

A Lover's Kiss (400 NP): Like many of the Silken Sheaths you're utterly fantastic in bed. You are fantastic at getting someone in bed, as well as having your way with them when you get them beneath you, or on top of you, or beside you, or any other way you'd like to take them (for you to be taken). People you lay with will remember the encounter for a long time.

Black Widow (600 NP): Ah yes, the Last Dance approach. The more intimate you are with someone the more influenced by you they become, and the more vulnerable to you they become. You can of course toggle this on or off at will, but when it's on those you sleep with become dramatically more vulnerable to your influence or your attacks, or to your whispers. This also scales with how impressive you were in bed, and this dramatically enhances how effective something like **A Lover's Kiss** can be, allowing you to potentially steal the heart of someone you sleep with even once.

Thaumics Perks:

Big Brain (100 NP): You are a naturally wise individual, which has many benefits to the particular way you practice witchcraft. You have higher stores of arcane energy and your stores naturally regenerate much faster than the stores of others with comparable sizes of energy for magic.

Master of Magic (200 NP): You're sure to get the respect of the other members of the Thaumics with this perk. You are already, naturally, aware of many different incantations and other types of spells, but from now on you learn any and all magic 10 times faster, and your magic hits a bit harder, as well as is tougher to block or counterspell. This makes it much trickier for enemy spellcasters to try and deal with you.

Creative (400 NP): You are incredibly gifted in one key area; creating magical rituals and spells. You understand, on an intuitive and instinctive level, how components for spells mix and match and can use this knowledge to easily, reliably create magical spells, as well as sketch out how different methods of witchcraft mix and thus devise rituals for all sorts of magical feats. Magical sages and self-taught spellcasters will absolutely adore you.

Sexy Spellcaster (600 NP): You have found a way to tie together your sorcerous skills and your attractiveness. This means that the more adept you are at spellcasting the sexier you are. Additionally you get better in bed as you get more skilled with magic. This has a much greater effect on magical beings, with more magical beings feeling its effects more keenly, but even fully mundane people are not immune to this effect. You are also quite skilled at incorporating magic into the bedroom in a variety of ways. Finally, the more attracted someone is to you the more they'll be affected by your magic.

Powers:

In this section you can spend NP or you can spend osmotic orgasms. Prices in both currencies will be provided. Unless otherwise stated, prices are 1 orgasm per rank and 50 NP per rank. That said, for the sake of convenience, assume that 1 orgasm equals 50 NP.

As planeslord you have a stipend of 50 Osmotic orgasms you can use in this section & in the companions section of this jump document. If you are interested in companion-ing or gaining the women of Nexus Station 69 as followers, keep track of whom you slept with to acquire any powers purchased here.

Osmotic orgasms spent to acquire powers count towards paying the bond price with whomever you sleep with to acquire said powers. I.E.: if you sleep with Tresmaya of No Distinction for one rank of Psionic Armoring, you'll have still paid her bond price (which is one orgasm) and can get her as a follower, if you want. Finally some women here only have a few ranks in a power. If you sleep with them you can only acquire up to the rank of the power they have, unless you've already slept with someone to acquire ranks in said power and just need to spend orgasms to reach the desired rank. I.E.: If you sleep with the Paladins of Shrigoth to get two ranks of Melee Expertise but want to get the final rank you can sleep with Falzen Indomitrix (despite the fact that she does not have the third rank in Melee Expertise), or Black Errant (who does have the third rank in Melee Expertise).

The primary purpose of the osmotic orgasms the Hyperionite Consensus provided you with was to power you up. The orgasms can be spent to acquire the following powers, which by purchasing here you will be grabbing with fiat-backing (so they work in future settings and in other alt-forms, unless you are suffering from a power lockout drawback or something to that effect). Additionally, for powers with extra ranks you must spend orgasms repeatedly to get the higher ranks (though unless specified otherwise, every rank in a power only costs one orgasm each). If you spend orgasms to get a higher rank of a power then you get all of the lower stuff as well.

Melee Expertise (1/2/3 Osmotic orgasms or 50/100/150 NP): This is not *quite* a power, but is more along the lines of a set of skills. This is, basically, a shortcut that grants you tiers of skill with melee weapons. The first tier grants you the equivalent of several years of experience with melee weapons, making you a skilled melee combatant immediately. The second tier grants you mastery of melee weapons, drawing you closer to the edge of melee mastery. The third tier grants you superhuman skill in melee weapons, letting you do things like cutting raindrops in half and defeating entire armies by yourself with blunted blades.

Ranged Expertise (1/2/3 Osmotic orgasms or 50/100/150 NP): In a manner very similar to **Melee Expertise** this is more a skillset and a shortcut, granting you tiers of experience with ranged weapons. The first tier grants you several years of experience, making you a skilled

ranged fighter, but one within the bounds of humanity. The second tier grants you much more experience and skill, making you much nearer the edge of what is possible for even a peak human. The third tier makes your skills mythic, allowing you to easily do feats like hitting bullets in midair, or quick drawing fast enough to take out whole groups of people before they clock you that you have a gun.

Psionic Armoring (1/2/3/8 Osmotic orgasms or 50/100/150/400 NP): This is how many errants defend themselves, in lieu of wearing actual armor. This power lets you connect a few pieces of scrap or skimpy pieces of fabric with a psionic force field which provides 360 degree protection and gives you enough durability to tank bullets harmlessly. If you invest 2 orgasms into this the force field it becomes strong enough to effortlessly resist artillery, if you invest 3 orgasms into it you can effortlessly tank nukes, and if you invest eight orgasms into it then your force field can withstand getting hit by planet-shattering super lasers without a scratch.

Danger Sense (1-6 Osmotic orgasms or 50-300 NP): This power is how members of the **Silken Sheaths** avoid danger even without psionic shielding. For 1 orgasm this gives you peak human reflexes when you react to danger, for 2 orgasms this gives you split second foreshadowing of imminent danger, for 3 orgasms this sense evolves and you learn the exact source of the danger before you are attacked. For 4 orgasms this sense applies to those around you, for 5 orgasms this gives you advanced warning several seconds before the danger appears, and finally for 6 orgasms your reflexes, speed, and agility rise to incredible superhuman levels when reacting to this sense.

Blank (1-4 Orgasms or 50-200 NP): This allows you to obscure yourself from your enemies and from those who look for you. For 1 orgasm you can turn invisible at will, for 2 orgasms you become completely undetectable to physical senses at will, for 3 orgasms you do not show up when you are being spied upon by diviners though they can tell that something is wrong, and for 4 orgasms you do not even show up as a blank spot in their senses, rendering you completely undetectable to them.

Enhanced Cognition (1-5 Orgasms, or 50-250 NP): These powers represent direct boosts to your brain. For 1 orgasm you have perfect memory (along with all of the secondary powers needed to make that viable for an immortal), for 2 orgasms you have rapid calculation, multiple trains of thought, and rapid processing. For 3 orgasms your learning speed is tremendously enhanced (20x learning multiplier), for 4 orgasms your creativity is boosted, and for 5 orgasms your willpower is also boosted.

Phylactery (Costs 3 Orgasms/150 NP): This dark power allows you to designate someone, or something, as a phylactery. If you have a phylactery assigned, and it is not destroyed or dead, if you should die you'll respawn at the phylactery completely unharmed. This also lets you craft phylacteries for others, should they be willing, but phylacteries are not immortality and if someone dies of old age a phylactery (at least one created through this perk) won't resurrect them.

Shapeshifting (1/2/3/6 Orgasms or 50/100/150/300 NP): This power lets you take on forms of your choosing. For 1 orgasm you can take on any form that is humanly possible, for 2 orgasms you can add inhuman traits to your form but nothing truly superhuman, for 3 orgasms you can shapeshift others with a touch, and for 6 orgasms you can give yourself superhuman traits but nothing as great as the stuff available to be exchanged for osmotic orgasms.

Flight (1/2/3 orgasms or 50/100/150 NP): With this you can fly (wings are optional, and if you select them you can hide or reveal them as you please), and if you spend 1 orgasm you can fly at speeds equal to your running speed. For 2 orgasms you can fly up to super sonic speeds, and for 3 orgasms you can fly without tiring yourself out even if you are flying at your maximum speeds.

Super Strength (1/2/3 Orgasms or 50/100/150 NP): Each tier of this elevates your strength to the level described in the tier. For 1 orgasm you can effortlessly toss tanks around, for 2 orgasms you can shatter mountains with singular blows, and for 3 orgasms you have become ultrahuman, able to generate enough force to push planets around.

Ship Link (1/2/3/4/9 Orgasms or 50/100/150/200/450 NP): Nexus Station 69 has a healthy number of living space ships within its space ports. This power connects you with one of them, allowing you to commune with the ship and control it telepathically. The ship is the size of a small freighter (and is large enough as well as has enough provisions to carry you and your harem/followers), is fast enough to traverse a galaxy in a few hours, and has weapons and shielding appropriate to its size (though enough ranks here upgrade that!). Additionally seeing as the ship is alive, you don't need to pilot it yourself. The first rank connects you with a ship, and gives the ship the power to take on the form of a beautiful or handsome person of your aesthetic preference, which the ship can transform into when you are not on it, and it can manifest said avatar inside the ship. **If you invest a second orgasm** in this power the interior of the ship is massively expanded and the accommodations become luxurious. **For a third orgasm** the ship's speed is massively enhanced, allowing it to move across multiple galaxies in hours and galactic superclusters in days as well as the ship becoming dreadnought sized with appropriate weapons and shields. **For a fourth orgasm** the ship comes with robotic drones and with a gun that can destroy an enemy battleship in a single shot. **By investing nine orgasms** in this power the ship comes with a super laser that can destroy planets.

Phasing (1-2 Orgasms, 50/100 NP): This power is simple but highly practical. With this power you can make yourself and your equipment intangible at will, allowing you to phase through solid objects. For a second orgasm you can make other people and objects beyond what is on your person intangible at will as well.

Utility Magic (1 Orgasm/50 NP): This is simple, quality of life, magic. This allows you to do things like cook, clean, and utilize minor telekinesis.

Healing (1/2/3/6 Orgasms 50/100/150/300 NP): This always handy power allows you to heal, though how much you can heal in any given person with one use of this power depends on your

orgasmic investment in it. **For 1 orgasm** you can heal one person's minor wounds, such as setting bones properly, stop weak poisons, and small cuts. **For 2 orgasms** you can heal a small group of people's more serious wounds such as healing broken bones entirely, curing minor diseases and decently dangerous poisons. **For 3 orgasms** you can heal a small city's worth of people at once, and do things like regrow limbs, heal any wounds, and even resurrect a small number of people at once. **For 6 orgasms** you can spread your healing across a chunk of a galaxy and heal entire quintillions of people at once.

Telepathy (1/2/3/4/9 Orgasms, 50-200/450 NP): This is the power of telepathy, the ability to read and communicate mind-to-mind, as well as control the minds of others. For one orgasm you can read the surface thoughts of and communicate mind-to-mind with people in your line of sight. For two orgasms you can read the deepest thoughts, memories and feelings of others, and you can reshape and remove some memories and can do so at a range of a planet. For three orgasms you can give commands people are bound to follow but they must be direct commands with a definite end, and can affect multiple dozens of people at once. For four orgasms you can affect up to a hundred people at once and can use your powers across a solar system. For 9 orgasms you can enthrall people indefinitely and have a galactic range capable of affecting thousands at once.

Teleportation (1/2/3/8 Orgasms, 50-150/400 NP): This gives you the ability to teleport, with how much and how far you can teleport at once depending on your rank. The first rank of this power lets you teleport yourself and a few others across a city at once. The second rank lets you teleport across a continent and bring dozens with you. The third rank lets you teleport across a planet and bring hundreds with you. The final rank lets you teleport across a galaxy and bring a planet with you.

Thermal Manipulation (1/2/3/8 Orgasms, 50-150/400 NP): This power lets you manipulate thermal energy, which can both ignite and freeze things depending on your intent. The first rank of this power lets you be comfortable in any temperature, and lets you freeze or immolate objects with a touch. The second rank lets you freeze or burn objects from a distance and control fire and ice from a small distance (about the distance of a small fight involving multiple people). The third rank expands your range, letting you operate on a scale of multiple city blocks. The final rank lets you cover an entire planet in fire, ice, or otherwise manipulate thermal energy on such a scale.

Stormcaller (1/3/8 Orgasms, 50/150/400 NP): Lightning and electricity manipulation. The first rank of this power lets you charge up electronics with a touch and shoot lightning strong enough to destroy a tank in one shot. The second rank lets you summon thunder storms up to 100 miles in length and hurl chain lightning that can destroy armies or annihilate skyscrapers. The final rank lets you cover planets in thunderstorms, and your chain-lightning can destroy entire fleets of spaceships.

Mark (1/2/3/5 Orgasms, 50/100/150/250 NP): This is a powerful tool for bounty-hunting or bodyguarding and lets you keep track of and connect with those you can touch, even across

cosmic distances (including both people and objects). The first rank lets you sense when your marked individual is in danger. The second rank lets you project your awareness into the things you mark, letting you use your senses from them. The third rank lets you communicate with the people and objects you mark. The final rank lets you imbue the object or people you mark with peak functionality (a human gains a peak physique, a sword gains optimally sharp and gains a state of peak maintenance, etc.).

Summoning (1/2/3/4/9 Orgasms, 50/100/150/450 NP): This power involves marking objects and gaining the consent of people, letting you summon both across vast distances in an instant and refers to how much you can keep summoned at a time. The first rank lets you summon one person or thing at a time. The second rank lets you summon a few dozen at once. The third rank lets you summon a few hundred at a time. The fourth rank lets you summon a few thousand at once. The final rank lets you summon a few billion people or things at once.

Undead Creation (1-7 Orgasms, 50-350 NP): A somewhat macabre power that lets you spend a few hours and some material, mainly corpses, to create undead minions of various degrees of strength. These minions are always loyal to you. The first rank here lets you create simple undead like skeletons or zombies. Each rank after this, before the final rank lets you pick an area to specialize in, strength, toughness, intelligence, and speed, and greatly improve it in your undead creations. The final rank, which costs an additional orgasm, lets you create complex undead such as vampires and liches.

Golem Creation (1-4 Orgasms, 50-200 NP): Golems are constructs made from assorted supplies, given life through advanced technological, alchemical, and mystical processes. This power lets you create golems, immortal and fully loyal robot-like companions. For 1 orgasm you can design basic golems, creatures that are obviously constructs and are less than bright. For 2 orgasms you can create larger, stronger golems, ones more akin to titans than regular lifeforms, and you can make them faster as well, allowing them to equal a human's average speed. For 3 orgasms your golems can be durable enough to tank artillery and can be as intelligent as humans. If you invest a full four orgasms in this power you can decide the shape and size of your golems freely (including letting them look fully human/humanoid), can have beyond human levels of intelligence, and can sexually reproduce.

Familiar Creation (1-5 Orgasms/50-250 NP): This power lets you use material components of various sorts to create creature companions that are devoted to you (though how fanatically so depends on the rank you have in this power) and have various abilities depending on the rank you have in this power. For one orgasm you can create basic familiars, which are up to a grizzly bear in size and are loyal to you but won't die for you, as well as can reproduce with each other. If you invest two orgasms you can create familiars with human level intelligence, appearances, and the ability to speak. For three orgasms your familiars have unshakable loyalty to you and can be as big and as tough as the average modern earthly home. For four orgasms your familiars can fly and can be given one other extraordinary ability, such as fire breath. For a hefty five orgasms you can create dragon familiars which have all of the previous powers as well as can take on a dragon form, can fly at near sonic speeds, have claws that can shred titanium, a

hide that can withstand artillery barrages, up to genius intelligence, and an elemental breath weapon of your choice (which heals and charges them when used against them).

Items:

General Items:

Nexus Station 69's Quartermaster (100 NP): Shortly after your adventure begins Aspian introduces you to a rather... milf-like robot deep in Nexus Station 69. This robot introduces itself as the Quartermaster of the space station and explains that it can immediately get pregnant with and birth incredibly handy items if you use osmotic orgasms on it, but also that it can produce those same items with years of regular sex. By purchasing the Quartermaster as an item it will accompany you into future jumps and be available for item-creating sex. It's also super DTF if milf-y robots are something you're into. Beyond its uses as an item creator, it is also a logistical mastermind and can easily help make sure you and your forces are as kitted out as you need to be.

The quartermaster has six items it can produce in exchange for osmotic orgasms. Each of these items can also be acquired for 50 NP.

Wealth (50 NP/1 Osmotic Orgasm): The equivalent of a billion dollars, which can be converted into any other currency with a thought.

Big Fucking Gun (50 NP/1 Osmotic Orgasm): A big, and powerful gun. It is still light enough to be held in one hand, and has unlimited ammo, deals incredibly high damage, has an incredibly long range, and can fire endlessly while maintaining precise aim. If you acquire it through continuous sex, the gun loses its lightweight nature and can overheat.

Big Fucking Sword (50 NP/1 Osmotic Orgasm): This is a large, lightweight melee weapon that doesn't actually have to be a sword. It is indestructible, can cut through anything not designed by ascendants or other such beings, and can be thrown with precise aim, after which it'll return to your hand by itself. If you acquire it through regular sex the sword loses its returning nature, and can be defended against by supernaturally tough materials.

Communications Link (50 NP/1 Osmotic Orgasm): This is a nanoscopic implant that connects you and all of your bonded companions, allowing you to speak telepathically to each other so long as you're in the same multiverse. This version CANNOT be blocked by sufficiently powerful means or technology. Though if you gestate this normally, without osmotic orgasms, then the one you get can be blocked, and only lets you talk to people in the same universe.

Power Armor (50 NP/1 Osmotic Orgasm): This is a suit of advanced, powerful, protective power armor. It increases your strength, and is outfitted with all sorts of gadgets such as grappling devices, magnet boots, and jump jets. It is also quite stylish. If you have Psionic Armoring then this is slimmed down, while retaining all of its effectiveness (and in fact being subtly boosted as well).

Teleport Beacon Supply (50 NP/1 Osmotic Orgasm): This is a set of twenty nifty QOL devices that, when activated, go into stealth mode and serve as teleportation devices. You can

instantly teleport to where any active beacon is located, so long as you're in the same multiverse as them (though if you get one of these through regular means then you can only teleport to it if you're in the same universe as it). This special version is indestructible and undetectable to anything weaker than an ascendant.

Mercenary Board (200 NP): The four guilds are, in essence, mercenary groups. They also provide other services, with the Silken Sheaths being well known and popular courtesans and performers and the Thaumics being a veritable mage's guild, but at the heart of things Nexus Station 69 is where people tend to go when they need force and/or muscle, or, at best, specialized services that may well include force and/or muscle. Missions get posted on a network of screens and are accepted by available members of the four guilds, and with this you get access to a board that follows you for the rest of your chain. People can post quests on this board, and if you accept and fulfill them then you'll get handsomely rewarded. Followers and companions of yours also get connected to this board, allowing them to accept contracts from it and do them for you.

Trade Deals & Other Agreements (400 NP): There are many factions abroad Nexus Station 69. Not all of them are like the battle-hardened warriors of the Errants or the skilled skirmishers of the Silken Sheaths. Some of the factions are into peaceful conduct, or the production of fantastic artwork, or any of a thousand other different, non-violent acts. Early on in this jump these organizations will come to you and be ready to bargain and barter, hoping to strike up different accords. By taking this item these organizations will have struck deals with you in such a way that the miscellaneous and small facets of life that the four guilds cannot or do not address can get handled by your new allies. This can include stuff like construction bases for the guilds on different worlds, handling the logistical acquisition of food and other resources needed for mercenaries, and even stuff like the acquisition of luxuries for your private chambers and offices. In future jumps this item handles all the smaller, day-to-day inconveniences that can hassle leaders and presidents, handling things like ensuring you have drivers, chefs, and other valuable personal staff helping to streamline your life, as well as handling similar things for organizations you lead. In proper Troyverse fashion, the majority of the staff who work for you will be people of your preferred gender(s) who are DTF.

Nexus Station 69 (600 NP): Whoa, you like Nexus Station 69 so much you want to keep it? That's exciting! This purchase represents you acquiring the full legal rights to Nexus Station 69, and ensures that a copy of it will follow you for the rest of your chain. This will fit in your warehouse, if you don't want to import it, but if you do import it it'll appear in the setting in ways that make as much sense as possible, though in many settings this'll lean towards the edge of suspension of disbelief. In a mundane world this could be an orbiting space station, or it could be an island paradise that has elements of sci-fi futurism. It will also have plenty of technology and magic to facilitate teleportation, at least between the station and major cities in the setting regardless of the setting you import it into. In fantasy worlds this'll be a magical floating station that flies through the world. It will also retain changes across jumps. For acquiring it this way, it will come with four generic mercenary groups that are loyal to you, that have basic versions of

the skill sets of the Errants, The Host, the Silken Steaths, and the Thaumics. If you want to acquire the actual guilds themselves... There's scenarios for that.

As far as the ship's actual power level and technological capabilities go, it is capable of faster than light travel with ease, capable of hopping between dimensions and universes with a decent expenditure of energy and is armed with enough firepower to defend itself from most non-capital or battleships with ease. Part of its defenses, invariably, lies in the fact that the central passengers and inhabitants of the ship are superpowered beings, including a goddess and various cosmic entities from distant corners of the multiverse.

Errant Items:

Steel (100 NP): This is a collection of weapons of all sorts. Everything here is of high quality, and these weapons can easily be further enhanced, if you have the skills or resources to further improve them.

Fashion (200 NP): This is a set of artistically crafted bits and pieces of clothes, perfectly designed to go with the Psionic Armoring power. If you have that, or any other sort of force field power, then these clothes (which will always be as conservative or skimpy as you wish them to be) will augment your force field, greatly strengthening it and making it take much less out of you to maintain.

Mekmade Original (400 NP): You can commission something to be handmade by Asurah Mekmade, a cybernetics expert and Errant herself. This can be something like a set of cybernetic limbs, a set of power armor, or an excellent weapon of original and exacting design. Asurah will happily make it for you, but if you wanted to make her overjoyed you could certainly find a way to pay her back...

Black Errant's Favor (600 NP): This is... Whoa. The Black Errant is a legend among her fellow guild members, a cow-girl of impossible strength, ferocity, and loyalty, and it seems that she has become quite fond of you. This bottle will always be filled with her milk, which is a powerful aphrodisiac and is incredibly delicious as well. Drinking it before a workout, and yes sex counts, causes it to enhance the effectiveness of the workout by a dramatic amount, and it also increases your hardiness.

Host Items:

Fatebearer (100 NP): This blade, initially wielded by Godfraia Fatebearer, is a powerful artifact. It can cut through destiny, and can be used to bestow immortality upon someone or to tear plot armor asunder, making it a weapon well suited to giving the powerless a chance to seize destiny and make a name for themselves.

One Wand (200 NP): Ah, a Host after Irisse's own heart. This is a wand, a simple but potent mystical instrument that greatly helps spellcasters by empowering spells, lowering the energy and material components of magic, and by making spells easier to cast. Yours is quite powerful, and can be greatly helpful in a pinch because it passively weakens active efforts to stymie supernatural powers. It's powerless against passive effects, such as the ether of Etherscape, but it can carve through antimagic and counterspells.

Vial Of Mixing (400 NP): This odd item is a vial of the mixed essences of various angels, demons, and other supernatural creatures. If you take it you get one per jump, and whoever drinks it gains increased resistance to both holy and demonic powers, and has their destructive and healing abilities improved a noticeable deal. It seems like multiple members of The Host came together to make this...

Curious Schematics (600 NP): This item is... odd. This is a set of designs for a strange set of artificial wings, ones oddly similar to Zamoe's. For some reason, if you make these and equip them, you'll find that you are granted near-immunity to all sorts of effects meant to passively dampen and weaken your abilities, including (remarkably) the strange "Ether" of Etherscape. Annoyingly, you can only craft one set of these wings per jump, or at least you can only craft one set that overpowers passive effects weakening powers. Still, this is invaluable and thankfully the first set of wings you craft will only ever work for you, but sets in future jumps can work for anyone you permit them to work for.

Silken Sheath Items:

Glitter (100 NP): This is a collection of jewelry that is supernaturally enhanced so that it draws notice to the best parts of your appearance. You can wear this and nothing else and no one would comment or be disturbed by your near nudity. This also subtly enhances the strength of any danger-sense powers you have, including the one from this jump.

Portable Stage (200 NP): This small cube has two forms. One of its forms is the small cube form it defaults too, representing its eponymous portability. Alternatively, you can toss the cube somewhere and it'll morph into a large, ornate stage. When performances occur on this stage, all of the performers will find their charisma, grace, and dexterity enhanced,

Contracts (400 NP): Several of the Silken Sheaths moonlight as idols, or have done idol work in the past. If you're a skilled performer and musician then they may well want to go into non-violent entertainment work with you, and if so this is perfect. These contracts represent connections to musicians and entertainers in dozens of well-connected worlds across as many universes. In future jumps this set of contracts updates, allowing you to efficiently go into music and entertainment.

Musical Collection (600 NP): This is a vast collection of arcane songs. Each song has a powerful, yet unique, effect from serving as an audio aphrodisiac to being able to tame or even summon different wild beasts. This collection expands every jump and is a handy thing to own that will impress all sorts of mystically or musically inclined individuals.

Thaumics Items:

Grimoire (100 NP): This valuable tome contains countless spells from across assorted arcane disciplines. It is a handy learning aid and its owner, you if you're buying it here, is passively affected by a subtle spell that boosts and bolsters their learning speed with regards to magic.

Sigilic Library (200 NP): Ah, a student of the sigilic school of thought. Clever. Sigils are mighty things, runes that can be etched on even living bodies, granting those who endure the difficult part of getting them done with vast powers. This is a respectable library of runes kept in a multidimensional case from which you can study and even use them, etching on yourself or others so that you all can use potent runic magic to emulate a range of powers.

Divine Moisture (400 NP): Ah this. This is a little gift from Qas the Unending, a vial of her deific liquids. It sounds odd, but it is a real and useful relic that can be expended to control the weather on any planet. Qas is a goddess of light, darkness, and the sky, and she can easily control weather so by using this vial one can control the weather in an area the size of a small country with ease. When used this vial will be replenished the next day. It seems like Qas is quite fond of you, little jumper...

Darkrites (600 NP): This is a scroll containing information on the same unholy rites the Darkrite Witchsisters performed to emulate the fierce powers of The Errants and The Host, prior to being forced to defend themselves against their sisters and slaying their old coven nearly to the last (aside from the Thaumic known as the Lastrite Witchsister). By performing these rites you can gain immense physical and supernatural strength.

Companions & Followers

Import (50 NP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 NP to spend themselves on perks, and items. Companions cannot take drawbacks. You decide which of you is the “Planeslord”, prior to appearing in-jump.

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

Bond Mates & Bond Price (Varies): The women of the four guilds are available to become **Bond Mates** of yours, if you pay their respective **Bond Prices**. The way this works is simple, each of the women in the guilds has a price in Osmotic Orgasms that is determined by a combination of factors but primarily by how powerful they are and the sort of powers they can offer you. If you pay the price they’ll desire to come with you, and will ask to be your followers. You can accept their offers and they’ll be able to follow you into future jumps for free, but if you want to make them companions you’ll still need to pay to import them as per the rules of whatever settings you visit next.

It is very important to know that paying bond price & paying for powers are NOT mutually exclusive. As an example of this, say you wish to purchase the first rank of Danger Sense (and have an Osmotic Orgasm left), and choose to sleep with Kinky Ribbon to get it. If you do, you’ll have paid Kinky’s Bond Price & have purchased the first rank of the Danger Sense power at the same time, all while having only expended one orgasm. Congratulations, if you want to have the purple sweetheart accompany you on your chain, now you can! You certainly CAN choose to sleep with someone for their powers and not have them accompany you, if you wish, but if you want to gain both followers & powers, this is right up your alley. For the sake of expediency, there will be a list of potential followers & their prices in Osmotic Orgasms shortly after this. If you wish to take entire guilds as followers, there are scenarios for that (unsurprisingly). And yes, if you wish to pay for things with the usual currency you certainly can. The lion’s share of prices are between 2-5 osmotic orgasms.

1 Osmotic Orgasm/50 NP: Tresmaya of No Distinction, Kinky Ribbon

2 Osmotic Orgasms/100 NP: Brilene Bimbo of Battle, Laewin Winterheat, Diamondsight Randra, Iron Seductress, Raequel Deathwake, Maestra Drinani, Janquerne Who Lays Waste, Paladins of Shrigoth, Godfraia Fatebearer, Hannieke Of Glorious Aspect, Vengephim, The Implacable, Satin, Selkena Silverhue, Charm, Fertile Curves, Last Dance, Plush Thrust, Lapis Lazuli, Gem in Gems, Crimson Skirt, Secret, Moonrise, Solsticians, Steelcast

3 Osmotic Orgasms/150 NP: Horned Huntress, Merial Battleseer, Penzex Champion Of Yxem, Dakka Handsy, Hornsy Bigfoot, Kav Khis, Knezikke Demonhost, Bield, Vilasdeb Smite, Soft Lead, Shalarem The Relentless, Sisters of Judgment, Irisse of Two Wands, Windithana, Iyin Rumark, Myfis, Urniel, Glitter & Glamour, Goldflower, Ice Flare, Velvet Cloak, Indigo Lush, Wanderlust & Wonderlust, Many Veils, Woodlove, Seedbearers, Ausumer, Sigilica, Jiquae Who Shoulders War, Semma & Sykka

4 Osmotic Orgasms/200 NP: Red Lady Sindet, Ultra Nemesis, Promentia The Silent, Triad, Zamoe tel'Glem, Sub Rosa, Silk Pharoah, Queen of Flame, Qas the Unending, Far Delia, Tharia & Tholia, Jenque Who Rules Ruin

5 Osmotic Orgasms/250 NP: Falzen Indomitrix, Black Errant, Erinifi the Rune Sphinx, Qiyis, Darkrite Witchsisters, Last Rite Witchsister

6 Osmotic Orgasms/300 NP: Zebeb Powerfuck, Ignovis

7 Osmotic Orgasms/350 NP: Dukynzie, Bilifesa Grand Thaumic

8 Osmotic Orgasms/400 NP: Asurah Mekmade

10 Osmotic Orgasms/500 NP: Dypheni and Eulyrisse Nebula, Ancient of Days

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa. If you do this, you can still select **Bond Mates** who'll appear with you in the setting you go to, even if you completely remove Troyverse elements from the jump you end up going too, but they'll be the only **Bond Mates** you can bring with you.

Scenarios:

Failure in this scenario only results in a failed scenario, unless the scenario description says otherwise. If the scenario has any associated drawbacks you can take on associated drawbacks, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

Lord Of Nexus 69:

This scenario is a long one. It lasts from the beginning of the jump to the end of the jump and is a subtle scenario. Over the course of the jump you will be tasked with the management of the station, at least if you want to be. If you accept the responsibility people gradually place on you, using you as a neutral arbiter of their conflicts, and asking you to help manage the day to day operations of the station, you will slowly come to be seen as a true lord in your own right. If by the end of your stay here, over 50% of the ship's long term inhabitants see you as a lord, then you complete the scenario.

Reward:

For completing this scenario you get true lordship of the Nexus Station 69, and Aspian can follow you on your journey as a true companion for free. If you purchased Nexus Station 69 with NP you can get those points back to spend on something else.

Inerrant Strength:

There are many well-known members of the Errants, a guild known for its muscle. One especially famous individual is the Black Errant, a mysterious and incredibly strong minotaur who has never lost a one-on-one battle. Missions she goes on are intense, consequential and sometimes quite long lasting. One day partway through your jump she goes on a mission and when she doesn't return no one thinks anything odd is occurring, at first.

Days turn to weeks, which eventually turn to months. Sometime after a few months have passed you get a communication from an ally and friend of Black Errant's informing you that the warrior has not been returning the friend's messages. This IS unusual, as the friend (the last member of an ultrahuman race virtually wiped out by a Savage Sanguinarch, a monstrous type of ascendant known for their raw power and bloodthirst) is one of the few warriors who has earned B.E.'s respect and trust, and the two are like sisters. You decide to look for the warrior and head to the planet where she was last reached.

When you arrive at the planet it is... a wasteland. Which is especially concerning, given that the planet was NOT a wasteland a few weeks ago, which any cursory examination will reveal. You and your party, including B.E.'s ally, search the planet and eventually find an entrance to the planet's subterranean realm. And as you explore this place, you begin to hear incredibly loud sounds that, if followed, will lead you to a gigantic coliseum where combatants are engaged in vicious battle.

When you enter the coliseum a booming voice resounds from all around you, greeting you eagerly. The voice explains that it belongs to a merciless monster, the same sanguinarch who terrorized and exterminated the people of Black Errant's ally. The creature has wandered the multiverse, looking for powerful combatants to fight and feed on. And Black Errant is one such individual.

Your mission is clear: you must work through the coliseum and then fight the Sanguinarch responsible for all of this. And that... is not a thrilling prospect.

Should you face enough foes, you will be allowed to team up with Black Errant, who is grateful for the work you did in finding her. The two of you are eventually set to face off against the Sanguinarch, who, amused by your tenacity, decides to be a sporting figure and not fight you at full force to give you a chance, stating that if either of you can land a sufficiently powerful blow he'll let you go. Still, a Savage Sanguinarch is the most brutal and unyielding of their kind.

A fierce battle ensues, and at one point you sustain a near-fatal blow. This infuriates Black Errant, who has come to respect your strength and see you as a worthy ally and friend. Distracted by the prospect of drinking your blood, and by the memories flowing into him, the Sanguinarch rears up and is about to attack again, when Black Errant deals him a blow hard enough to damage his armor, which causes him to pause and then begin to laugh. He concedes the match, and keeps his promise, letting the individuals in the coliseum go free. All of you are able to leave, and you return home.

Alternatively you might well be strong enough to deal with a savage sanguinarch. If you defeat the sanguinarch in battle out right, then he is as good as his word, and you are free to go. That said, your companions may have questions about how you can fight a fierce monster like your foe and come out on top, especially if you haven't revealed your nature as a jumper.

Reward:

For saving the Black Errant you have earned the respect and loyalty of the Errants, as well as the respect and possible affection of Jismel, who finally formally introduces herself to you when all of you return to Nexus Station 69. With this any Errants you wish can follow you along your chain as followers, though this doesn't give you their powers by itself.

Fatebeared:

Individuals on Nexus Station 69 going on missions is normal. Them asking for help, even ones like Godfraia Fatebearer, is not as normal.

Even as your sworn companion and concubine, Godfraia is sometimes made aware of a mission that draws her notice. These missions are vast, sweeping things invariably tied to destiny, prophecy, and fate. She always comes back, though, and when she returns from one mission early in your stay in this setting she initially seems normal. It takes a few days for you to slowly become aware of minor inconsistencies in her personality. If you share this insight with your friends and companions they may suggest that something went awry on the mission. If you ask her outright she will confide in you what happened: her mission shook her faith in her beliefs regarding fate and destiny and the two of you converse about positions regarding fate and destiny. If you manage to comfort her, she is restored to her old self, and she tells her fellow Hosts about how you made her feel better.

Other hosts will approach you with their hangups, and ask you for your advice and insights. This scenario is accomplished when you have helped each of the Hosts.

Reward:

This scenario ends with the various members of The Host having become loyal to you through genuine emotional attachment and closeness. The Host, all bearers of unusual powers and oftentimes powerful magic, swear their loyalty to you, having come to see you as something that matters more than being powerful: being kind. They can follow you as followers freely now, and will happily join you on your chain.

A Grand Concert:

This time you get approached by a significant political figure of a prominent faction, perhaps the Infinity Command, the Sorothustrans, Etherscape, or even someone in the Veiled Solar System, with an unusual request. An important festival is months away, and you are a prominent ally and friend to one of the best guilds of performers and concubines in the multiverse: the Silken Sheaths. They ask you to put on a show stopping concert with your friends, allies, and lovers at the end of the festivities.

If you succeed at putting on the concert, and it's a hit, then you succeed at this scenario. Nonetheless, be prepared for shenanigans that make preparations for the concert chaotic. This can include accidents, and of course intentional sabotage from enemies of the person requesting the concert.

Reward:

The Sheaths do not value things like martial or mystical power. They delight in dance, music, the arts, and by showing your skills at organizing opportunities for them to do what they love, they have come to respect you. They'll join you as followers, if you'll let them. You also gain a reputation as a director and organizer of show-stopping musical numbers, which will follow you into future jumps.

The Journey Of A Lifetime:

During your journey in this jump you come to befriend two mighty beings: Dypheni & Eulyrisse Nebula. These are two members of the Thaumic Guild, both of whom are mighty cosmic beings and who struggle to control their powers. They confide in you that they wish to learn how to better control their fierce abilities, and how to be... normal.

There are multiple ways of resolving this. If you have perks that can give someone alt-forms, you can use this to give them a mortal-like alt-form, which would do it. You can also simply comfort them and allow them to come to terms with their mighty powers and to embrace the differences between themselves and lesser (in terms of power) beings. If you don't want to take either of these routes, or can't, you can also confide in the other Thaumics, who share a variety of pathways that might allow the Nebula sisters to gain new forms and to gain the master needed to better control their powers.

What ultimately matters here is that the sisters get a chance to find happiness. If you complete that, you bring joy to them and to the other Thaumics.

Reward:

For helping the most powerful members of the Thaumics, or at least the ones with the largest scale, you have brought joy to the sisters and the other members of the diverse guild view you with respect. If you'll let them come with you, they'll happily accompany you on your journey. They are eager to explore the omniverse, and are delighted to have a dependable friend at their side.

Drawbacks:

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

Stereotypes (100 NP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Bad Impressions (100 NP): This can be overcome but you have a long and storied history of making bad first impressions on people. This can be quite detrimental when you are the lord of a space station that is a hub of business, and when you can draw power from sex.

Remote Reaches (200 NP): The corner of the omniverse Nexus Station 69 is located in an unspeakably vast distance from other places in the multiverse and for some reason teleportation infrastructure and some devices have the hardest time with you. Enjoying spending your decade just going to places, almost always after something cool happens.

Bad Business (200 NP): As the lord of Nexus Station 69, doing business is an important part of your work, at least if you want to be a true lord and earn the respect of your fellow passengers. And now, with this, all sorts of folks are determined to rip you and the other passengers off. People will do everything in their power, at least half of the time, to avoid paying you or your guild-friends for the work you do.

Anti-Magic Age (200 NP/400 NP): Somehow the anti-magic your foes has tends not to work on your allies but on you... Well, on you anti-magic seems to go berserk. It's very inconvenient to you and your allies. If you can catch your enemy off-guard then you can protect yourself from your enemy's ability to counter their magic. If you take the second tier of this then protective methods meant to counter general supernatural abilities are unusually effective against you. They may not counter your stuff completely, but they'll effectively reduce the strength of your powers by entire tiers, when possible, and by as much as half when your powers aren't divided up into tiers. Unless the opponent is stronger than you, in which case your powers are effectively canceled.

Dramatic Bastard (400 NP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind

of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for a Planeslord with a lot of magic can be a powerfully negative fate.

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

Fractious Politics (400 NP): The politics of Nexus Station 69 seem unusually cutthroat. No one is out to murder each other, but bickering and infighting makes life much harder here, and multi-faction individuals like Aspian are especially isolated and targeted by the different guilds, despite still being considered members of multiple guilds, unless their actions sufficiently irritate the members of one of the guilds they are in. This also makes maintaining relationships with individuals across guild-lines much harder.

Age Of Myth (600 NP(Exciting tier) or 800 NP(Epic Tier)): At the start of your time in this jump you immediately know of strange rumors, from word of an eldritch being stalking the world of Mars in the Veiled Solar System, to rumors of activity in an otherwise desolate pocket of the multiverse that has been empty for as long as anyone has recorded. This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken. If you take the first, merely exciting tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding. If you take the epic tier this full awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Anael, Joy, Glory, and even, potentially, the Archdeity himself. This does not guarantee you will interact with these figures, but it's entirely possible that you could encounter them.

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

Powers That Be (600 NP): Your actions quickly draw attention to yourself. In the Troyverse this is a double edged sword, and this means that powerful figures (including ones that are hidden from view, on purpose) notice you. Prominent factions come to both fear and respect you, and you can expect to be drawn into catastrophic schemes and shenanigans, including from other powerful newcomers. This is especially dangerous if mythic beings are active in the multiverse...

Ending:

Return Home:

Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here. Will you be a benevolent planeslord, or the sort of adventurer who changes the world? I suppose your people will find out soon enough.

Stay Here:

Take another 500 NP and add any final bits to your build you wish, in exchange for making the Troyverse your new home. This is an infinite omniverse, so while you probably won't reach the heights of power some jumpers attain before or after sparking, you, as a powerful Planeslord there's still much you can do.

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, show the true omniverse the power of a planeslord.

Notes & Mini-Changelog:

- This is based on the [Planeslord Initiation](#), a **NSFW** Troyverse CYOA that is about exploring the multiverse in a cosmic spaceship and going on pretty freeform adventures.
- This jump has been created by copying and editing the Google Doc for the A Mage Of Sorothustra jump document.
- Some creative decisions have been made regarding pricing of the powers, so it's possible that it won't be a one to one match with what's on the CYOA.
- Version 0.3 of this document was first shared on October 4th, 2024, though it was technically publicly viewable earlier than that via the jump author's jump drive.
- Version 0.5 of this document was achieved with the completion of all four of the perk trees.
- Version 0.8 of this document was achieved when all items were completed. All that remains at the time of this message being created is for the drawbacks, powers, companions, and scenarios to be written out.
- Version 1.0 of this document was published on October 6th, 2024. Updates are possible and if any happen they will be noted beneath this note.