A Jumpchain Compliant CYOA by Deep Sea Jumpmaker

ARCFORGE



In an age long since cast beyond memory, a massive structure of light, space, and esoteric magic formed in the depths of the void. This phenomenon became known as an Iterlight, a gateway across space and time that would allow transit between countless points in existence. Coveting this structure, a culture of dragons worked to establish their utopian world of Vandara around the star of Aurin. Using their phenomenally powerful magic, the ancients drew materials from across the planes to construct the world, a base from which they could observe and study the powers of the nearby Iterlight. Although the planet was completed, the dragons' work would not go unnoticed or unchallenged, as a rival faction soon entered the Aurin system to claim the Iterlight for itself.

These interlopers have been dubbed the Outer Lords, for their true names have been lost to history. Traveling across the stars in immense vessels the size of moons, the Outer Lords sought to claim the Iterlight for their own expansion. The Outer Lords' mastery of psionics and advanced technology made them a potent adversary in a system-spanning conflict that future generations would dub the Makers' War.

The Maker's War did not end decisively. Having been drained of strength and resources, the Outer Lords and Elderwyrms both fled the system, leaving their servitors and creations abandoned to rebuild society for themselves. In most of the Aurin System, the races born of Outer Lord intervention built their own nations and states, eventually spreading across the planets, except upon the world of Vandaran. There, the lesser Dragons and the races they created flourished and developed, forging their own nations and traditions all to themselves. Eventually, they too eventually reached up to the stars to claim the system for their nations and cultures. This drew them into conflict with the scions of the Outer Lords, and started a planetary war known as the Bleeding Moons War.

This war did not end decisively either, for in the middle of the ongoing conflict, a great threat emerged from the black of space. These creatures would become known as the Qlippoth, horrific corruptive abominations wielding strange and dangerous psionic power, they streamed into the system, corrupting and devouring all in their path as they made a beeline towards the planet Vandara. Eventually, the Qlippoth made planetfall in an event known as The Sundering, which resulted in the destruction of Vandara's space elevator, the violent death of the Goddess Saint Aline, and the creation of the Silicon Barrier: A massive bubble of violent energies and stellar wreckage which cut off Vandara from the rest of the multiverse. The Vandarans fought tooth and nail against these invaders, its disparate nations pooling their resources together to create the Arcforge, a mighty artifact which could mass produce war machines of great power. While this has allowed the Vandarans to push back the invaders, the war is not over. While there is a lull in hostilities, it is only a matter of time before this 80-year long fragile peace is broken, and the Qlippoth War resumes...

Arcforge is a campaign setting for Pathfinder 1st Edition written by Legendary Games, with a Science-Fantasy aesthetic, and designed to incorporate elements of multiple Third Party content and systems, such as Psionics, Path of War, Akasha, and Spheres.

This is the world you shall be entering and surviving in for the next 10 years. Take these **1000 Choice Points** to spend on abilities, items, and allies to help you survive in the world of Arcforge.



Racial Background

First, let's figure out exactly what you are. Choose one of the following racial backgrounds. Each background provides a list of races or creature types you could be with that background, some of them free and others costing some CP. **Common Races** are **Free** for their respective backgrounds, **Uncommon Races** cost **100 CP** for their background, and **Rare Races** will cost **200 CP** for their background You can choose to be another race listed in another background, but doing so increases the cost of that racial option by an additional 50 CP. Each background can either come with an appropriate history and memories appropriate for it, or you may choose to forgo it to be a Drop-in if you wish.

Humans & Biomorphs



Of all the races and species on Vandara, the most prominent and widespread of them all is Humanity. Most of Vandaran's nations were founded by humans, and it was the human nation of Estaria who rediscovered genetic engineering, opening the doors for other nations to create new races and species for various purposes and functions, from the Elves of the Estarian elite, to the lowly Dwarven laborers of Cedali, and various other faunics and biomorphs. You are now amongst this number, either a proper modern human or one of humanity's creations and children, who have declared themselves the true inheritors of Vandara.

Common Races: Humans, Elves, Dwarves, Halflings, Half Elves, Orcs, Half-Orcs, Goblins, Hobgoblins, Norals, Vishkanya, and Faunics (Catfolk, Gamla, Kitsune, Tengu, Ratfolk, Sobek, Suqur), Gillmen, Shabti, Ghoran.

Uncommon Races: Daevas and Undead CR 5 and lower

Rare Races: Daevas and Undead CR 10 and lower



Scalefolk

During the Maker's War, the dragons needed foot soldiers and shock troopers, and so the created several servitor races to serve as their warriors. Nags, Serpentfolk, and the other lesser Gherigo, all fought and served loyally and nobly under the command of the dragons. When the war ended, the dragons showed grace and thanks to their favored servants, granting them dominion over the land of Eigenel, and binding their souls to the Convictus of Vandara. The latter was the greatest of boons, for now when a Scalefolk dies they shall reincarnate and be reborn with their memories intact. Further, as a scalefolk goes through their myriad lifespans and reincarnations, they can eventually be reborn into higher forms of being, from Gherigo to Serpentfolk to Naga. Because of this, the Scalefolk have a reputation for being stubborn traditionalists, superb warriors and mages, and strongly xenophobic against the younger races.

Common Races: Traditional Gherigo (Nagaji, Ophidian, Reptoid, Vesk), Aurin Gherigo (Izalgunn, Ilthisarians, Ikeshti, and Sazaron)

Uncommon Races: Serpentfolk and Naga CR 5 and lower, Hydras

Rare Races: Serpentfolk and Naga CR 10 and lower, Saurians

Dragons & Utalans

As Vandara was made by dragons, naturally they still have a notable presence on the planet. In general though, the dragons have been content to allow the young races to run about uncontested, save for the continent of Utala which they hold staunch rule and dominion over. There, the dragons have divided the land up into varying warlord states ruled by exceptionally strong dragons, who command lesser dragons and smaller servitor races like the Kobolds and Utalan humans. As a rule, Dragons tend to shun the use of advanced technology that the rest of the world uses, and while their kind have been in decline since the great Dragonson War of ages past, they are still the undisputed masters of magic in all of Vandara and none know even half of what the dragons have forgotten in regards to the arcane secrets and designs of the planet itself.

Common Races: Humans (Utalan), Gnomes, Kobolds

Uncommon Races: Fey and Dragons CR 5 and lower

Rare Races: Fey and Dragons CR 10 and lower

Synthetics

As science advanced, so did the desire to create new servitors and servants for the upper class or the insanely genius. From the traditional constructs made by casters, to modern day creations like robots, forgeborn, androids, and artificial intelligence. When Estaria developed genetic engineering, they culturally decided to not “sully” the art by using it to create mere laborers instead of engineered aristocrats or works of art, so they created androids and robots en masse for their labor needs. During the Qlippoth War, the machines betrayed their creators, took Estaria for themselves, and gave the rest of Vandara an ultimatum: either grant and recognize their sovereignty, or be forced to fight a war on two front. New Estaria is still machine-controlled to this day, and many view the synthetics with suspicion and disdain.

Common Races: Android, Forgeborn, Judow
Uncommon Races: Constructs, AI, and Robots CR 5 and lower
Rare Races: Constructs, AI, and Robots CR 10 and lower

Alien

When the Vandarans finally reached past their gravity well, they found the rest of the solar system was far from barren. The Lashunta, an abandoned servitor race created by the Outer Lords, proclaimed themselves the scions of their former masters, and sought to take and conquer the system in their name, spreading across the system and bringing the other alien races to heel under their united commonwealth, and when they ran out of habitable worlds they then sought to terraform the barren moons to create more colonies. The one world they never approached was Vandaran, for fear of the tales of powerful dragons waiting on its surface. Imagine their surprise when it was not dragons that came forth to threaten their rule, but instead multiple disparate empires of humans, scaled men, and their ilk desiring to manifest their own destiny across the stars.



Common Races: Astomoi, Lashunta, Shirren, Shellig mutants (Elebrians, Damai, Verthani, Rhyphorians, and Brakim, Draelik, Dirindi, Maraquoi, Kasatha, and Shobhad), Zelen Peoples (Kalo, Ijtikri, Scyphozoan, Woioko, Wrikreechee)

Uncommon Races: Aboleths/Alghollthu CR5 and lower.

Rare Races: Letztermensch; Aboleths/Alghollthu CR10 or under



Qlippoth Corrupted

When the qlippoth invaded, it was not merely the physical threat to life and limb that they brought to bear. Those exposed to the strange unnatural energies of the qlippoth would sometimes find themselves irrevocably altered and twisted by the exposure. Their bodies would become dark and twisted, their innate abilities twisted in strange ways, and their psychologies subverted and altered in dark and unfortunate ways. Many of the Corrupted are viewed with great suspicion, if not outright hostility, though not for no reason, as many of the corrupted are either dangerous to civilized folk, or are even actively working for the Qlippoth themselves, though this number is far from the majority of the poor altered victims.

Common Races: Blue Goblin, Drow, Duergar, Elan, Svirfneblin, Wayang, Cephalume, Judow, Maenad, Shimreen, Dromite, Trox

Uncommon Races: Troglodyte, Xulgath, Duergar Tyrant, Kytons and Qlippoth CR 5 and lower.

Rare Races: Papinijuwaris, Kytons and Qlippoth CR 10 and lower.

Primordial

Before humanity or the aliens rediscovered the secrets of genetic modification, there were other forces at play making strange creatures and races. From the Wheeltouched, descended from those touched by planar magics, to the fey and the other descendants of those abandoned in the wake of the Maker's War, there is no lack of strange and exotic beings living in the far corners of Aurin, from the tunnels of the Erebine, to the taigas of Valtross, and to the clouds of the gas giants. These are those who are not part of the main power blocs, but still have influence of their own all the same.

Common Races: Aasimar, Tiefling, Wheelwarped (Fetchling, Ifrit, Oread, Suli, Sylph, Undine), Merfolk, Samsaran, Gathlain, Strix, Munavri, Wulfkin.

Uncommon Races: Cyclopses, Giants and Outsiders CR 5 and lower.

Rare Races: Giants and Outsiders CR 10 and lower.

Class Background

Now that we know who and what you are, we must now ask how you do the things you do. In addition to your racial background, you will pick a single Class background below. These backgrounds denote and describe what kind of skills and abilities you have, what kind of class skills you start with (see Class Up in the perks section), and what sort of training you probably received with your background. And, more pertinently, will also give you discounts in its related section of perks.



Caster

When the Antecedent restored life to a dying universe, its actions introduced the interplay of planar energies into the material plane, and eventually gave birth to the practice of magic. You yourself have some ability to coax out and wield magic yourself, whether it be the raw strength of psychic magic, the mystic cogitations of arcane magic, or the esoteric blessings of divine magic. It can be traditional vancian magic, the magic of spheres, mystical alchemy, or any other similar mystical practices. Even with the advancements of technology and psionics, magic is still a great force of power, for it was magic that forged the planet Vandara in the first place.

Psionic

While the ignorant may assume this to be merely a form of magic, those knowledgeable of it are aware that psionics are not truly magic, but a wholly unique form of mundane power, existing as an exploitation of physics and forces poorly understood by mortal minds. It was this power that the Outer Lords brought to bear against the dragons, that the Lashunta inherited and practiced, which the Qlippoth wielded as they scoured the worlds, and which the nations of Vandara now experiment and research with to improve their industrial might. Only time will tell if this will prove their salvation, or their undoing. This is the background for those who either follow the path of traditional psionics, like with psions or soulknives, or those who apply the framework of the spheres to their psionic mastery.

Akashic

Akasha, a mystical sounding name, given to it by the Cidali who pioneered the craft, which obscures the fact that this is not any form of mysticism, but rather technology based in cybernetics and nanite constructs. When you choose this background, you choose to walk the bath of technological mastery and strength, whether it be via cybernetic enhancement, crafting and construction, nanite mastery, or piloting an impressive mechanical monstrosity. Whether you are an actual akashic expert like a vizier, a Tinker sphere practitioner, or any other master craftsman who draws their might from technological understanding and prowess.



Martial

Even with all these advanced forms of scholastic pursuit, sometimes the day is best won through strength of arm and skill of hand. Let the ponderous pointdexters play with quills, wrenches, and crystals, your arts are of the martial variety. This is the background for those who master combat, whether it be through the disciplines of the Initiators, the spheres of the Practitioners, more traditional martial combat, or even the odd esoteric path like the arts of the solarian. Because at the end of the day, someone is going to need somebody else to do the fighting and killing.

Location

Lets figure out where you will start in this jump. There are two ways to determine where within the Aurin System you will start: **Firstly,** you can spend **50 CP** up front to choose any one location within Vandara or the Aurin System to start in. **Secondly,** you can roll for it. Roll 2d8. Your first roll will determine whether you start on the planet Vandara (odd number) or elsewhere in the Aurin Systen (even number), and your second roll will determine where specifically in either Vandara or Aurin you end up.



Vandarin Locations

1. The Ashfields

The land once known as Halkenir was once a land of lush jungles, fertile grasslands, and a proud people constantly caught between the rivaling powers of Cidali and Dorukalad, left fragile by constant civil wars. When the qlippoth came, they poisoned the jungles, destroyed the grasslands, and thoroughly ravaged the lands of Halkenir, and what they didn't destroy was damaged in the wake of all the bombs and battles that scarred the land. Now what was once a gorgeous jungle continent is the Ashlands, a dead wasteland of ruins and rubble, still scoured by qlippoth roaming the wastes for the remaining survivors, many of whom are now corrupted, if they hadn't yet fled elsewhere.



2. Balyn

In the wake of the Qlippoth War, Balyn can be seen as the single most important city and state in all of Vandarin. It is here that the legendary Arcforge is housed, which still to this day produces massive amounts of weapons, tools, resources, mechs, and other necessary items to keep the world armed and ready to keep the qlippoth threat contained. Balyn has swiftly become the industrial, technological, and economic center of the world, and all across this island metroplex are skylines filled with massive skyscrapers, flying cars, and roads and buildings constantly being built and reshaped by advanced technology and experimental psionic technologies. The merchant oligarchs who run this city, The Silken Psykers, care not for the plights of the common man, or the dark slums at and below the ground level of the city, so long as the Arcforge keeps churning and the money keeps flowing, almost anything else is permitted so long as you don't rock the boat too much.

3. Cidalac

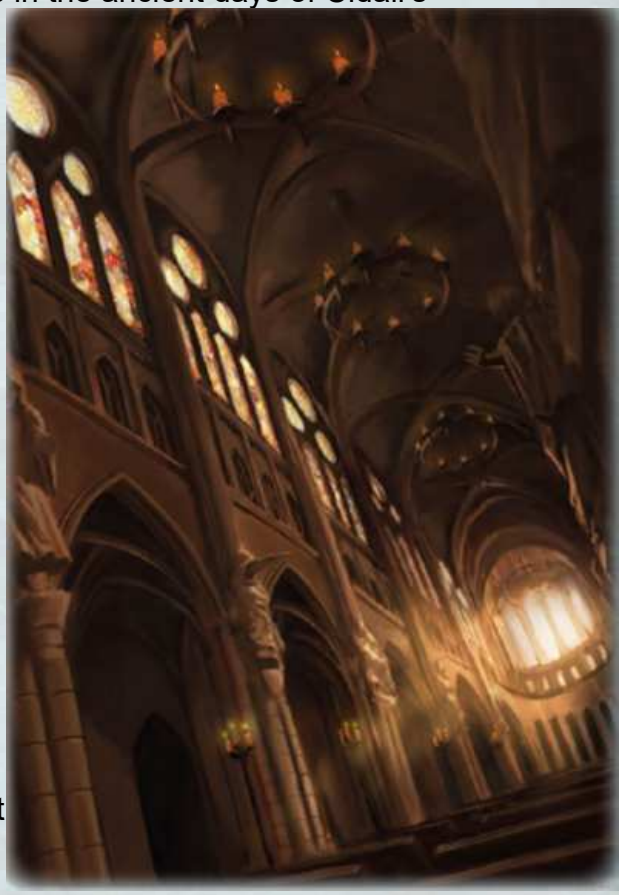
One of, if not the oldest, human civilizations on Vandara, Cidalac has been through ups and downs yet has always managed to bounce back. From its early days as a pocket of survivors after the Maker's War, constant conflicts with Halkenir and Dorukalad, and it leading the united efforts of humanity during the Qlippoth War, the Constitutional Republic of Cidalac still stands as one of the most important nations in all of Vandaran (especially now that their major competitors have been destroyed in the war). Cidali culture is obsessed with the collection and development of knowledge, viewing knowledge and power as inherently inseparable, and so they have taken to adapting new technologies and magics with aplomb, from building upon the genetic engineering of the Estarians to now pushing the recent study of psionics. The nation itself has a mild temperate climate, a fertile landscape, extensive river network, and natural defenses via the surrounding mountains, all of which fuel an industrious population and the current largest military industrial complex in all of Vandara.

4. Ferowark

The Freeman's Lands, a land of pastoral beauty, great rivers, and opportunity. This continent and its native Sharineg peoples were colonized by Cidalac during the twilight days of the Halkenir empire, though their ownership of the land was always shaky at best. During the Qlippoth War, many refugees escaping the various nations attacked and invaded by the qlippoth would make their way to Ferowark, and began to rebuild their lives with remarkable industriousness, especially when it became readily apparent aftre the war that many of these people no longer had a home to return to. Eventually the powers that be decided to grant Ferowark status as a politically neutral "Freeman's Land" which no singular nation has claim or jurisdiction over. Small isolated farming communities have popped up all across its major rivers, organized crime has flourished in the major ports, and many people have come to this land to escape what they were in other nations.

5. Maytar

The name Maytar is an old Cidali term for "meeting place", as in the ancient days of Cidali's warring city-state era many scholars and sages would meet in secret to share their research and ideas in meetings called "Maytars". It was after these that the floating island-university of Maytar was named, for it was created to exist as the center of knowledge, learning, and academic pursuit in the world, floating high above the White Ocean. Maytar is a self-sufficient academy-city floating above the sea, divided between seventeen individual "universities" countless fraternities and sororities, and many more political factions amongst its faculty and student body. Though Maytar is ostensibly independent and beholden to no nation, all manner of individuals from across Vandaran attend here, vie against each other, and engage in competitive research, espionage, and conspiracy, and many adventurers from Maytar gained their first experience from navigating the web of subtle conflict found in these college halls.



6. Utala

While the rest of the mortal races have spread and fought across much of Vandara, Utala remains the stronghold of the dragons. Here in this land the Dragons maintain their rule over scattered monarchies and warlord states where different dragon factions and lineages rule over small communities of easily cowed indigenous tribes of humans, kobolds, gnomes, and the like. These fractured states are what remains of the Dragon's once great and terrible empire under the Dragon Empress Nerusa, before she was slain by her kin in the Dragonson War. Regardless, the dragons remain mighty, and Utala maintains staunch isolation from most of Vandara's affairs, violently repulsing attempts at invasion and colonization on their lands, only occasionally deigning to involve themselves in major events such as the Qlippoth War and the creation of the False Sun and its Sun Towers. The humanoid natives meanwhile also view most outsiders with suspicion, viewing them as troublemakers and thieves seeking to steal from them and draw the ire of their draconic greaters.

7. Valtross

The northernmost lands of Vandara, the boreal lands of Valtross are where the Outer Lords landed on Vandara, and where the harshest fights between the two Makers were fought until the Outer Lords were expelled. To this day, much of Vandara is pockmarked with the ruins of Outer Lord structures, Fey strongholds, broken weapons and vehicles, and all manner of monsters. Despite the harsh conditions and vicious denizens, many people have chosen to settle in Valtross, and over the years thousands of different cultures, states, tribes, and federations have risen and fallen here, leading to a unique anachronistic flair across the length of the land (not helped by the lack of industry and lower level of technology than in the rest of Vandara). While the civilized nations to the south view Valtross as a harsh and accursed land of barbarians, Valtross remains a haven for adventurers, mercenaries, and fugitives, and the strongest and most skilled warriors and martial artists tend to come from one of Valtross's various small nations and federations.

8. Free Pick

Lucky you! You can choose where you want to go for free! You are not limited to any of the previously listed locations, as with this option you can choose any other location within Vandara, from the steaming jungles of Eigenel where the Scalefolk dwell, to the infernal dictatorship of Taurun, the claustrophobic tunnels of the Erebine, or even the Qlippoth choked wastes of Coesul. Good luck.



Aurin System Locations

1. Elix

One of the three moons of the gas giant Hakun, Elix was once a Lashunta colony and was later taken by Halkenir during the Bleeding Moons war. Untouched by the Qlippoth invasion, Elix is now one of the densest metropolitan centers of the system, with each of the moon's twelve major cities being effectively a unique nation unto themselves. While the Halkenir representative government holds authority of the moon on paper, in truth power on this moon is held by whoever has the biggest guns, muscles, minds, and magic, whether that be the gangs, mercenaries, merchants, and anyone else with the funds and might to exert their will on their slice of their chosen metropolis.

2. Jaimont

Known under the moniker of "The Drugmoon", the Lashunta were to first to start harvesting and processing the unique atmosphere and hydrospheres of this moon to manufacture all manner of rare and unique chemicals and drugs, both consumer and controlled. In the time since, many more settlements have popped up on this moon, the most infamous being the Cidali colony of Ijrac, who's claim to fame is the manufacture of the unique psychoactive substance know as Gleam of Eternity. Now there is a race to see who can produce and haord more of this rare drug, for many now believe that he who controls the flow of the Gleam will control the results of the next Bleeding Moons War.



3. Jalloth

Once this planet was the greatest success of Lashunta terraforming, the Elves of Estaria took this world for themselves in the Bleeding Moons war. Now the verdant moon is home to scores of massive agricultural complexes and plantations, worked nonstop by android and robot servitors or purpose made biomorph servitors, and is effectively the breadbasket of the whole system. However all is not well on this world. The Elven aristocracy have turned inward and spend most of their time and funds on personal passion projects and squabbles with rivals, and unrest seethes in the hearts of the laborers as the various androids, lashunta, and drow are forced to live in neglect and squalor. Every day more and more of the enslaved rebel and riot against their masters, only to be brutally put down by the well funded military resources of the elves.

4. Kawe
It was here on the second moon of Hakun that the Outer Lords originally set up shop, and where they created the Lashunta race before leaving the system so long ago. The wooded planet is still the center of the Lashunta's stellar empire, though there are still mysteries here that the Lashunta haven't deciphered. Regrettably though many of the ancient sites related to the Outer Lords were destroyed in surgical strikes by the Qlippoth, hinting to these abominations knowing about and fearing the secrets these precursor remains once held.

5. Luseric
The Orebelt is a massive asteroid belt where many groups and peoples have mined and extracted all manner of resources from the various asteroids and space debris within it, especially valuable ores like platinum, adamantine, uranium, and plutonium. Luseric is the largest and most prosperous. After the events of the Sundering, Luseric declared its independence from Taurun, forming the Independent Commonwealth of Luseric, and has spread its influence across much of the Orebelt in the name of "securing its interests" and "defending the coalition"

6. Shelig
During the Maker's War, Shelig was used by the Outer Lords as a munitions base, where all manner of experimental and dangerous weapons were constructed, researched, and tested extensively. These included but were not limited to; chemical, nuclear, and biological weapons, as well as many experimental biological creations and servitors. The Outer Lords did not clean up their mess when they left, and to this day the empires of Aurin choose to avoid this planet choked with all manner of hazards, dangerous ruins, and the aggressive mutants living in the cracks and crevices of the planet.



7. Zelen
The ocean-moon of Zelen is home to many aquatic species, especially the Kalo and Aboleths, and has managed to consistently repulse both the Lashunta and Vandarin attempts of colonialism and conquest. While not wholly united, the aquatic peoples of Zelen have formed a confederated government meant to represent their interests in the politics of the system and to defend their sovereignty. Still, its waters are deep and mysterious, and many of its nations and groups have persisted since even the age of the Elderwyrms, keeping and hoarding secrets long forgotten by all the air-breathers.

8. Free Choice

Congrats, you now can choose where you end up instead. Naturally, you can select planets and locations within the Aurin system aside from the ones listed here, from the elemental courts of Melesp to qlippoth choked jungles of the moon Vabroth. Any planet, moon, or station in the Aurin System is open to you...as long as it is not Vandara, since it is currently cut off from both space and the planes.



Perks

Here are various perks, abilities, and skills you can acquire in exchange for your Choice Points. Many of these perks will be listed under a specific background, meaning that the Perks for those backgrounds will be discounted 50% off (save the 100cp perks, which are free for their associated background).

Undiscounted Perks



Class Up (Free): The land of Arcforge is dangerous, from hordes of cosmic horrors to conspiracy and crime on neon streets. To help you survive, choose a single class. This class must be one at least vaguely associated with your Class Background (so a Psychic can be a Psion or Aquanaut, an Akashic could be either a Vizier or Helmsman, and either background could choose to be a Thug). You can choose any class that is appropriate for your chosen background, from any 1pp or 3pp sourcebook, but within reason. Further, you cannot gain any classes made for any subsystems not used or described in any of the Arcforge books (so traditional Casting, Spheres, Psionics, Akasha, and PoW are acceptable, as are Starfinder classes, but you can't go choosing content from Grimoire of Lost Souls or Truenaming or the like for example).
You gain the basic abilities associated with that class at first level, as well as an increase to your physical and mental capabilities, at least enough to be competent in your class (So a caster will have an appropriate increase to their mental faculties, a warrior will gain an appropriate improvement to their physical capabilites). While these skills and abilities may be modest at first, they have the capacity to grow and develop over time. By how much? Depends on how much you use them. Live a constant like of adventure and challenge, and you'll most assuredly reach high levels of skill and power by the end of the jump. Live a calm and sedentary life? Sorry, but you're probably only going to be equivalent to a level 5-10 character by the time your Jump ends. Though that doesn't stop you from advancing and growing in later worlds.

Level Up (50 CP per Level): But why wait? Training and personal growth is for chumps, you always say. For every 50 CP you invest in this option, increase your effective "level" of skill in your chosen class by one, up to a maximum of 20. This increase is in terms of your skills, training, and abilities, this setting isn't a LitRPG so you're not gaining actual "levels" from a system, it's an abstraction you silly billy.

Gestalt (200/300 CP): Want some more personal power? Have a character concept you wanna build on, but don't wish to be limited by one avenue of power? For some CP you can choose to "gestalt", allowing you to select a second class to gain training and skill in as described in the Class Up perk. Your training and skill in this class will grow alongside your previously chosen class, which also applies to any "levels" purchased via the Level Up perk. For 200 CP, you may choose any class appropriate to your chose Class Background, while for 300 CP you can instead choose a class associated with any Class Background. (Example: 200 would let you choose to be a Wizard and an Incanter, while 300 would let you be a Wizard and a PoW Harbinger).

Memelord (150 CP): The Memelords are the "chosen" disciples of H.A.N.D.S.O.M.E., for as much as a sub-sapient network volkgeist is able to choose people. Regardless, your devotion to the Network and its nascent divinity has granted you powers like the rest of his flock. Similar to the Gestalt perk, this perk lets you choose a "class" to gain the powers of. This class must be divinely powered in nature (like a cleric, oracle, or similar class that gains its powers from an otherworldly patron), and you must choose H.A.N.D.S.O.M.E. as your divine patron. Furthermore, these powers and abilities are limited, in that they can only be used or manifested while within The Network, meaning no smiting or using divine spells back in real-space. After this jump, this limit is expanded to allowing you access to your powers while within any form of Cyberspace (like TRON) or any mindscape/dreamscape dimensions (like Mementos from Persona). Otherwise, this perk functions like the Gestalt perk.



Bestiary (50 CP per CR): Don't like any of the offered races? Wanna be some other creature, like a gelatinous cube, an oni, or some manner of psychic creature from the Psionics bestiary? With this option, you may do so at the cost of of CP. Choose a creature from any Pathfinder bestiary, either 1pp or 3pp. This choice will cost 50CP per CR the creature has (Creatures under CR1 also cost 50CP). You cannot choose creatures that are unique individuals (like named Demigods and the like). You cannot choose any Mythic creatures unless you have the Mythic perk. You cannot choose any creatures that introduce or are part of any subsystems not already present in the Arcforge setting (So creatures with access to the Spheres, Psionics, PoW and Akasha subsystems are fine, but nothing from the Grimoire of Lost Souls or any other unique subsystem). Other than that, your only limit is how much you're willing to spend.

Dedicate to Ascension (200 CP, Req. Eyes of Heaven): Do you have dreams, Jumper? Great ambitions and aspirations? Do you desire to see the very fabric of the Aurin system reshaped to your liking? Why not dedicate yourself wholly to this goal? Choose a Path of Ascension (as detailed in the Arcforge Player's Compendium) to dedicate yourself towards. So long as you hold to and believe in your chosen Path of Ascension, you will find yourself receiving some aid from the Logi who governs that path, such as the expected benefits of that Path and the ability to choose the associated Logi as a divine patron (a blessing which will extend even into future jumps). Further, you will gain a sort of second sense, a slight guiding nudge granted by your Logi patron pushing you towards actions and choices which best typify and aid in your chosen path of Ascension. The nudges aren't perfect, and its still ultimately up to you to listen to the urging or not. To take this perk, you must also take the Eyes of Heaven Drawback, however the 200 CP version of the drawback will grant you no points, while the 300 CP version will instead only grant you 100 CP.

Mythic (200 CP, Req. Dedicate to Ascension): ”Mythic Power” is not a singular source of power, despite what some would believe. It is used to describe all manner of exotic forms of might that exist beyond the scope of most mortals. However, all its various forms share one thing in common: they all originate from the blessing and influence of the Seven Logi and their intercession on the mortal plane. With this perk, you gain a single Mythic rank in a Mythic path of your chosen preference. This can be any Mythic Path, either 1pp or 3pp (Like Paths of the Overmind or Bound), but cannot be one associated with a subsystem not mentioned in Arcforge. As all Mythic power comes from the will of the Logi, you must first take the Dedicate to Ascension perk as a prerequisite to this perk.

Convergence Culling (800 CP, Req. Mythic): The greatest and most dangerous tool of information warfare available to the Logi and their agents, Convergence Culling is the subtle blade by which the powers that be enact their “prophecies”, used only sparingly due to the great potential for collateral damage and cosmic backlash this method invites. Using your Mythic Power as fuel, you make a declaration that a specific single event will come to pass, with the amount of power needed being correlated to how serious or far-reaching the event in question is, and how specific the event is. Doing so will isolate that specific event in time, ensuring and continually nudging around events and actions in the present to drive things into a sort of self-fulfilling prophecy. This locks the user into being forced into actions that fulfill the conditions to make this event come to pass, but provides no insight into how each action they and those around them takes to ensure their chosen future, and can even stymie time and dimensional travelers currently in the present timeline, forcing them to be stuck in timelines that correlate with the established convergence culling.

Convergence Culling is not perfect, and the consequences can be extremely dire, hence why it is rarely used. Cullings can be subverted or thwarted by forces like divine intervention, the actions of other Logi who notice the culling, or by those wielding mythic power themselves (or similar might in future worlds). Should the event chosen in the Culling be prevented and made impossible, the sudden return of myriad possible futures results in cataclysmic damage as divination and cosmic perceptions become muddied, and the events of multiple (often contradictory) formerly excluded timelines become overlayed on the current one, with the spread and extent of the damage scaling to match the importance of the formerly culled event in question. For an example of what kind of damage can be caused: see the events and catastrophes that followed the death of Aroden and Prophecy in base Pathfinder as a guide.



It is because of this that Cullings are only rarely performed, and many entities will go out of their way to purge and hunt down those capable of this power, so be careful with how you use this power.

Humans & Biomorphs Perks

Common Ground (100 CP): Despite humanity being a tribal and fractious bunch, for all their constant conflicts between nations they know to come together when it counts. Should you and another party have a mutual foe, you're quite good at appealing to the shared animosity you have and convincing them to aid you in dealing with this common enemy.

Genemorph (200 CP): When Estaria developed the study and science of genetic modification and creation, they began to create unique purpose-made races and servants, the greatest of which were the Elves. Eventually, they sold this technology to the other races of Vandarin, and so humanity created numerous biomorphs, some mass produced and others bespoke and custom made. You are now one such custom-crafted biomorph, being a uniquely designed organism. Use the Spheres of Origin system to create your very own custom Origin Tradition, this will be the basis for your very own custom race, which you will be instead of your chosen race from above. Your genetic base is also somewhat adaptable, and if you also have the Biomorphic Engineering perk you will be able to further customize and enhance it more with further alterations and Origin Talents later on.
Don't worry, you still gain both this custom race and your already purchased races as alt-forms after this jump.

Maytar Magnetism (400 CP): Maytar, ancient Cidali for "meeting place", has always been just as much a concept as a name, for many clubs and political groups have come together under the banner of their own maytar, seeking to bring together others. You know how to bring others to join in your own maytar, for you have a great degree of charisma and presence. Those who hear and agree will listen, those who listen will soon find themselves following. So long as you stay confident, and continue to follow the path you preach resolutely, you will always have people following you on your chosen path.

Biomorphic Engineering (600 CP): Like the gene-masters of Estaria and Cidali, you are trained in the science and theory of genetic science and biomorphic engineering. You know what changes can be wrought with either science, magic, ritual, or psionic, how to design and create purpose shaped servitor races like dwarves, elves, and faunics. This may not always be perfect, as even halflings and goblins were mistakes originally, but you have the scientific acumen to learn from your mistakes, design better things over time, and even basic cloning and creation is simple for you with the right resources, tools, and funding.



Scalefolk Perks

Bred for War (100 CP): The Scalefolk were first bred by the ancient dragons for one specific purpose: war. War against the Outer Lords. Even after the Maker's War ended, and the Scalefolk were granted their autonomy, both those instincts and their training remain ingrained in the psyche and culture of all Scalefolk, from the lowliest Gherigo to the most blessed Naga. You now have the discipline of a trained soldier, able to keep your cool even in the midst of combat and chaos. You will not freeze up when the spells and bullets start flying, and you will always stay clear headed enough to act or take orders from your superiors, and you will always have the discipline to march and move when you must.

Adaptive Reincarnator (200 CP): Being blessed with the gift of reincarnation, it's not too uncommon for a Scalefolk who dies in service for one polis to find himself born again in the polis of his former enemies. Because of this, over multiple such births, it becomes necessary to adapt to this. You are exceptionally adaptive when it comes to cultures, able to understand, pick up, and adopt new cultural practices with great ease. Culture shock is no problem for you, as no matter where you find yourself you can roll with the tide and learn to act like a local certainly would.

Memory of Ages (400): The ultimate goal of the Scalefolk as they live, die, and live again is growth. The growth of their mind, the solidification of their personal philosophy, and the eventual ascent up the castes of the Scalefolk. To facilitate this, you now have an excellent memory. No matter how many lifetimes you live, your memory shall not fade, and you will be able to recall any past lives you've had with perfect clarity. Also, as an added bonus, you're surprisingly good at recognizing people you once knew in the previous lifetime, either yours or theirs.

Scaled Reincarnation (600 CP/Free*): For their service in the Maker's War, the Dragons granted the scaled peoples a great boon. Their souls were bound to the Convictus, granting them the ability to be reborn after death. Should you find yourself passing away, after 24 hours your soul will reincarnate, allowing you to be reborn again as a newborn member of your race/racial group (though you keep your awareness of your previous life). Further, should you have grown significantly in wisdom and experience, its possible for you to be reborn as a greater form of life for your race/people (so a Gherigo can be reborn as a Scalefolk, and then later a Naga). This form of reincarnation is reliant on the movement of your soul, thus any magics or effects that destroy or trap souls will prevent this reincarnation. A Scalefolk gains the benefits of this perk for free for the duration of this jump. To maintain its benefits in future jumps, you must spend CP on it instead.



Dragons & Utalans Perks



Hard Living (100 CP): While the rest of Vandara has a relatively modern standard of living, Utala is quite primitive in comparison. Many of the natives still live in scattered villages and communities, living the way as their ancestors have for the past several thousand years. As one of these peoples you have the skills to live this lifestyle. You know the basics of farming, bushcraft, survival tactics, and how to safely identify and forage for food and resources. Let these outsiders crow about their advanced technologies, then be totally stumped when you ask them if they know how to weave a basket or when to plow a field like you do.

Narrativist (200 CP): The Elderwyrms who created Vandara may have rebelled against their creators, but the truth remains that all dragons originally started out as the creation of the Fantasmics, and have some innate understanding of their narrativistic goals. You now have a sense for stories and narratives, allowing you the means to observe a story in progress, whether that be in a fictional tale or one you are currently living in. You can observe how the trend of the story is going, and gain a certain savviness as to what people are acting which roles and where the story is going. Granted, real life isn't quite a narrative...except when the Fantasmics and their ilk get involved. Luckily, this awareness of narratives and tropes will help you recognize when such beings are meddling in events to force their own preferred stories on reality.

Bone And Sinew (400 CP): Modern technology is rare in Utala, for the Dragons find such things distasteful, while magic and its related crafts are very much alive and respected in this land. You have training and great skill in the creation of magical items, being able to figure out quite easily what magics, resources, and rituals are needed to make everything from weapons to amulets even with primitive tools and resources available to you. Furthermore, like many Utalans you have a specialization in the use of bones, scales, and other body parts in the creation of magic items. The more powerful and magical the remains, the more power and magic you can draw from them to make potent magic items, with the mightiest of these being crafted from the harvested parts of dragons.

World Engineer (600 CP): It is an undisputed fact that Vandara itself was forged and shaped by the will of the dragons, and while the modern dragons are certainly lesser than their Elderwyrm forbears, they are no slouches when it comes to landscape effecting magics. You know the needed rituals, spells, and theory when it comes to magic and effects that shape landscapes, climate, and the natural resources around you. You can craft great artifacts like the Sun Towers which allow the False Sun to hang in the sky, and you know the science and theory behind terraforming. Further with enough training, resources, and raw magical power you may one day learn how to use planar magic to craft entire landscapes, and maybe even new planets just as how the Dragons once created Vandara.

Synthetic Perks



Sly Servitor (100 CP): The androids of Estaria were originally servitors, and they continued to pretend to be as such until the moment they betrayed their creators in the midst of the Qlippoth War. You're good at lying and deceiving others. You know how to best pretend to be a loyal servant and worker, and how to be the right combination of unassuming and obsequious enough that your poor masters would have no reason to suspect you're going to betray them at some point

Nanite Surge (200 CP): Androids are considered by some to be the peak of the creation of synthetic organisms, and their advanced nanite suite is part of that reason. Your body naturally produces a small colony of nanites that flow through your systems. Aside from allowing you to repair damage at a slow pace similar to the natural healing of an organic life form, you can expend energy, either internal or external, to supercharge these nanites, allowing you to either briefly improve your physical and mental prowess for a short period of time, or using them to aid in powering and maintaining implants and augments on your person, whether they be traditional or akashic.

Modular (400 CP): Thank whoever crafted that body for you, since you seem to have been future proofed to some extent. Your body is constructed with standardized parts and simple linkage ports, making it so that you can easily replace your parts and install new ones with little trouble. You can easily and quickly install or change out all manner of augments, cybertech, or robotics upgrades, and doing so should take no more than half an hour for each one. In future jumps, this also allows you to quickly and easily make modifications to integrate other forms of technology or implants into your body with very little trouble. Should you have the Nanite Surge perk, this modularity applies to your nanite colony! Should you possess the knowledge of creating and developing nanites, or later gain access to unique colonies and cultures of nanites you can integrate them or their functions into your own nanite colony.

Phantom in The Code (600 CP): Artificial intelligence, despite all its advancements, is allegedly still a construct bound to the mortal realm. A machine may never possess a synthetic soul, and once data is deleted it is simply erased from existence...At least, that is what most believe. Whether it be due to the weight of your existence, or due to being created via psychic or mystical means, deletion and erasure is no longer the end for you. Once per jump should you die or be deleted, your consciousness will return to existence as a Data Phantom, a form of incorporeal undead capable of consuming and assimilating data and information (whether they be from machines or minds), as well as possessing and sabotaging technology, and even usurping control of robotic bodies and mechs from their pilots or AI. Be careful though, this is your second shot at life, don't expect another chance if some cleric or paladin destroys your undead hide.

Alien Perks

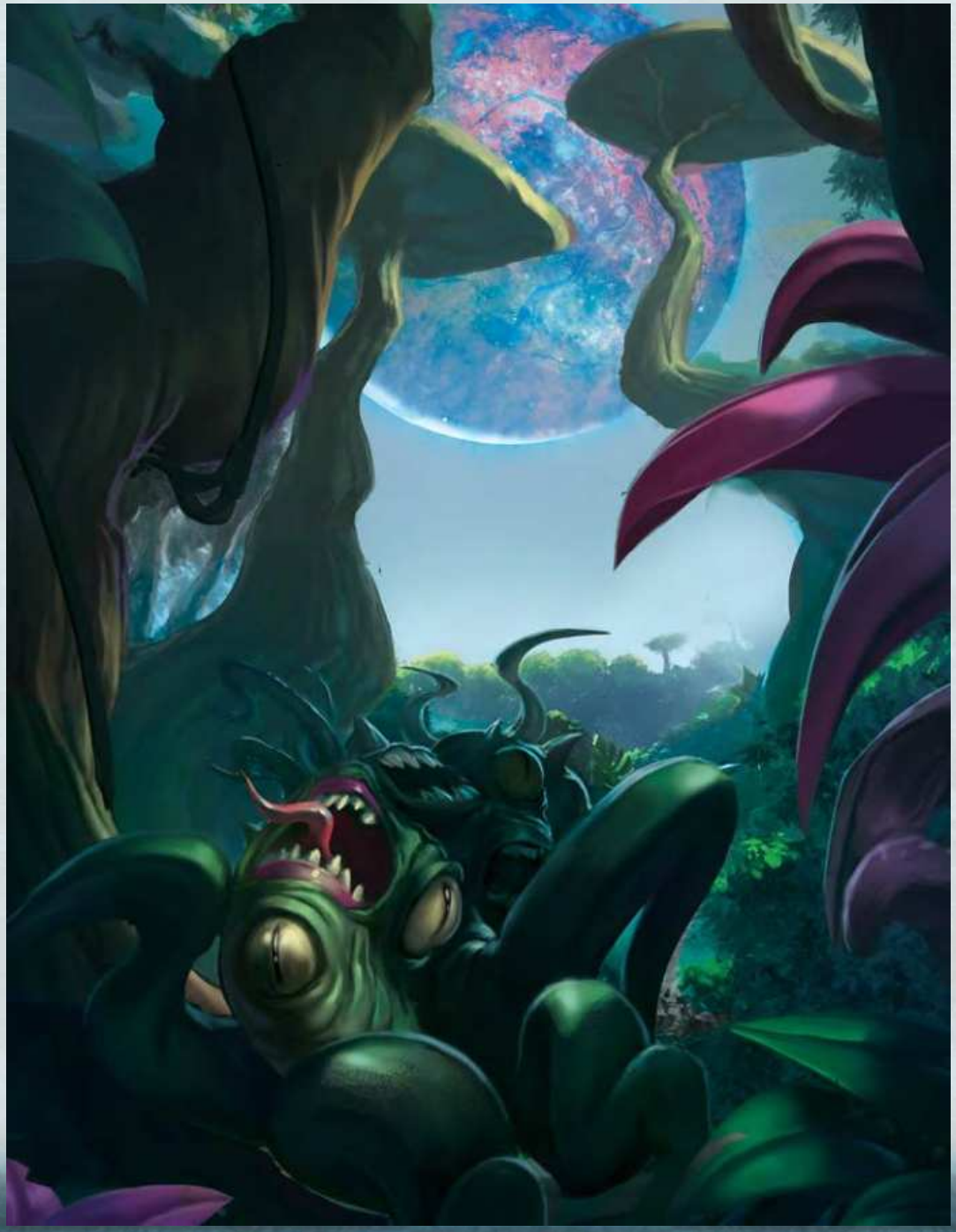
Crewman (100 CP): The Vandarans are quite new to space travel compared to the rest of the Aurin System, for the Lashunta and their vassals have been traversing space for quite some time time. Choose a specific job a crewman on a spaceship should have, like mechanic, pilot, comms officer, rocket technician, or what have you. You are now competent and proficient at this job. Maybe not the best there is, but enough that you can perform adequately if placed in a crew. ■

Spacebourne (200 CP): The science of artificial gravity is also one technology still out of reach for most of Aurin. Instead the manipulation of gravity is only found in exorbitantly expensive magical/psionic tools and artifacts, or simulated via calculated acceleration. To make up for this, you have received extensive training and conditioning to operate better in zero gravity. Your sense of proprioception is greatly increased, and your training allows you to move easily in zero gravity and make use of it quite efficiently, whether that be in work or combat, plus it's much easier for you to keep track of where objects around you are in three-dimensional space.

Omphalos Generation (400 CP): Deities, or at least what the people of Vandara refer to and worship as deities, do not quite exist outside of the light of the Convictus, nor is their magic and influence felt much outside of the planet. Don't go thinking that the rest of the system is bereft of divine/faith magic, for outside of the odd pact with the various Demigods of the Imperatives, the most common form of such magic comes from the creation and proliferation of the Omphaloi. An Omphalos is a magical construct that exists to channel the belief and psychic energies of multiple people towards a simple goal or ideal, allowing those who dedicate themselves to it to develop pseudo-divine powers (like one would get by dedicating themselves to a deity) based on the strength and spread of the Omphalos in question.
You now know and can perform the rituals needed to craft your very own Omphalos from which you and/or fellow worshipers can draw divine magic from. All Omphaloi are created with a specific "drive" in mind: a concept or goal no more complicated than a single simple sentence, and derives its powers from those who dedicate themselves and espouse/worhsip this certain drive wholeheartedly. The amount of power an Omphalos can spit out, and at how much distance it can sustain a dedicate, scales with the number of dedicates in its retinue, with less than 100 dedicates only producing level 1 spells for followers within 100 feet, while over a million dedicates allow for the supply of 6th level spells for clerics across an entire planet, and further still (See Notes for scaling table). As Omphaloi draw energy from the souls of those who are dedicated to it, a single individual can only be attuned to a single Omphalos (in much the same way a cleric can only gain magic from a single deity), and those who turn against their Omphalos's drive are cut off in the same way a deity would cut off a wayward worshiper. Furthermore, as an Omphalos becomes more powerful, it begins to gain "eccentricities", such as providing access to specific Domains best suited for its drive, further subdomains of those domains, access to favored weapons, developing divine fighting styles, and possibly its own versions of Deific Obediences or unique suites of power (like as seen in Prestige Classes), but that requires extensive amounts of power and influence to manifest such things.



Terraformer (600 CP): The Lashunta eventually ran out of easy habitable worlds to colonize. Luckily, the remains of Outer Lord technology they had their hands on allowed them to rediscover and make use of a science their makers used: terraforming. Thus, the Lashunta would use a combination of psionics and robotics to begin terraforming most of the various moons and other celestial bodies of the Aurin System to their liking. You are now trained and educated in the science of Terraforming. You know how to construct and program terraforming robots, have a solid grasp of environmental science, and know what changes to make and in what order to gradually turn a barren moon into a fully habitable world in a number of years, or completely reshape the climate and topography of an entire continent in just a few months time (provided you have enough robots). This also comes with a basic grasp of genetics, not enough to make brand new bespoke organisms, but enough to make minor changes to simple flora to improve their ability to survive new conditions.



Qlippoth-Corrupted Perks

Witness Me! (100 CP): The Corrupted tend to have two responses to their newly twisted and disgusting forms: either shame atn their existence, or reveling in the revulsion it causes in others. The latter is especially popular in those born of Corrupted parents. When showing yourself off, you're more likely to draw very strong emotional responses and reactions from others who gaze upon your twisted form. It could be revulsion, fear, interest, lust, or something else. You may not control what a person feels for you, but no matter what you're going to turn heads when you rip your shirt open and reveal yourself to the doe-eyed masses.

Dissonance Descent (200 CP): The Qlippoth are beings of the Dissonance, twisted and reshaped from former Boundless who fell to self-destructive madness. Thus, you have a bit of a talent in encouraging such dissonance in others. You know how to mess with peoples minds with naught but words. What best to say to make people doubt themselves, encouraging them into doubling-down on contradictory and self destructive ideas and actions, and overall manipulating them into being the worse versions of themselves. Those with truly unshakable resolve may be able to resist your venomous tongue, but the shaken and susceptible will be like putty in your hands, for if you are already corrupted why shouldn't everyone else be even worse?



Contagious Corruption (400 CP): Qlippoth are not only a danger to others in terms of their raw might and wicked psionics, but are also a potential existential threat to those exposed to their flesh and ichor. With a touch, you may potentially infect someone with Qlippoth Corruption, twisting and turning them into a corrupted version of their previous race. The change isn't immediate, instead acting as a sort of disease that infects an individual and damages their psyche. It can be resisted by those of hale body or mind, and can be prevented with magic and effects that purge diseases, but should they fail to be treated eventually the sickness will nest within the victim wholly, turning them into one of the Qlippoth-Corrupted. What form this corruption takes depends on the race of the victim, such as turning elves and dwarves into drow and duergar, or turning common beasts and the like into tentacled parodies of their former selves. Qlippoth Corruption affects not just the body, but the mind too, causing the personalities and natural temperaments of the victims to either become inverted (as is the case with communal dwarves becoming egocentric duergar), or becoming heightened to a sickening extent (like turning halflings into the cripplingly psi-empathic wayangs). It also subverts the innate magical abilities of the victim creature, often replacing it with some innate capacity for psionics. During this jump, this corruption will change creatures into versions of qlippoth-corrupted as appropriate for their species (see Notes), but in future worlds this corruption may have new, strange, and unpredictable effects on other races and species that become exposed to it. Just be careful with whom you infect.

Aristaean Mutation (600 CP): The most dangerous of the Qlippoth are those known as the Aristaean Qlippoth, named as such for their unique ability to supercharge their abilities and become significantly more dangerous. For one hour each day, you may enter this Aristaean state, granting you incredibly potent regeneration, improving your innate psionic abilities significantly, granting you extensive psionic senses of your surroundings, and causing damage to the sanity of those around you. While this only starts as an hour, increases to your personal power and practice can extend the duration of your Aristaean state. Furthermore, should you possess Mythic power, this power will synergize with your elevated state, allowing you to grant yourself potent and dangerous temporary biological mutations while in your Aristaean state, such as increased size, new limbs, natural camouflage, or a monstrous maw.



Primordial Perks



Noble Tradition (100 CP): While there are still the occasional spontaneous birth of a wheel-touched or native outsider, a great number of such peoples are the scions of noble houses, both the ones who willingly mingled with planar forces and those members of the elemental courts, or descended of legendary spellcasters who traversed said planes. You now have training in the ways of noble etiquette, courtly manners, and how to best hold yourself with sophistication and refinement. Perfect if you plan on rubbing shoulders with planar aristocrats and rich plutocrats.

Dialectic Propagandist (200 CP): All the conflicts and fighting between the denizens of the Outer Planes boils down to one idea: an ongoing debate between different philosophies of governance. Well, might as well join in on that. You have exceptional skill in crafting and writing propaganda for your nation or ideals, and you're trained in how to engage in professional debates and the talking points of your chosen philosophies and ethics. Use these skills efficiently and properly, and you can get people as loyal and cowed as the citizens of nations like Taurun.

Soulsevered (400 CP): The greatest conspiracy the Imperatives have ever inflicted on the universe is the myth of the Soul. Souls are not innate to the universe or sapient life, they were created by the Imperatives and inflicted onto the mortal plane, acting as a symbiotic recording device and data cache for the Imperatives to collect novel information and further pursue their eternal dialectic. But what of those who lack souls? Is there a way to safely remove the soul from one's body? You are now such a being: one of the Soulsevered. Your body is able to function fully without a soul inside of it without any damage to your psyche. Further, your nature as a Soulsevered grants you numerous benefits, allowing you to be immune to the effects of positive and negative energy, along with most divinations or enchantments/compulsions that target a person's soul. After this jump, you can actively choose whether or not you are affected by any particular instance of positive energy exposure

Living Idol (600 CP): The gods of the Convictus are a concept pioneered by a collaborative effort of the Fantasmics and the Imperatives, the latter of which had long granted divine magic to worshipers and agents via their demigods. Despite that, sometimes an enterprising wizard or cult leader will decide to make their own idol of worship, summoning and binding an outsider into a psuedo-construct bound to the Material Plane known as a Living Idol. As a Living Idol, you are able to gain and derive power from those who worship you, become stronger and sturdier as your existence is reinforced by their belief, and gaining a slew of minor powers as you gain worshipers. While this is not as potent as the type of magic one can acquire from worshiping a proper deity or Omphalos, you can share these minor powers with your followers (See Notes for list of powers and scaling with worshiper count). While you may not be as potent as a proper Omphalos, you make up for it in durability, for should you be slain or broken your body and soul will slowly reassemble itself back together after a little over a week. Your form can reassemble after most forms of damage, and someone wishing to kill you permanently would need to either use potent powers like a Wish/Miracle spell, or by transporting you to the Outer Planes (or a similar afterlife-type dimension) and slaying you there.



Caster Perks

School Focus (100 CP each): Every caster needs some field they're best at. Choose one school or sphere of magic, your skill and proficiency in using spells of that chosen school or sphere improves, allowing your spells from it to be just a bit stronger and more robust. You may take this perk multiple times, each time choosing a different school or sphere. If you are a caster, only your first purchase is free, subsequent purchases are instead discounted to 50 CP. If you are a Psionic or possess access to psionic powers, you may instead choose a Psionic Discipline instead of a school or sphere.

AI Summoner (200 CP): The magic of summoning isn't merely about summoning or conjuring servants and slaves, as the proliferation of technology and technomanctic magics have introduced a new avenue of conjuration magic. When you summon, conjure, or create a creature, instead of creating a physical creature you can instead summon them inside of a nearby computer system or similar technological device, turning them into an AI for the device. The terms of their service, loyalty, and duration of the summoning is unchanged from the original spell used to summon them, and the summoning can be affected by any other metamagic or similar magical changes or alterations you apply to the original spells.



New Traditions/Beyond Tradition (400/600 CP): Magic was born into this world by the meddling of the Antecedent and its opening of the various planes to the Material, it is by its base nature not inherently biased towards the traditions mortals place upon it. Upon taking this perk, you may create your own casting tradition (as per, and using, the Spheres of Power casting tradition rules) to apply to the magic and spells you use. This applies to the casting and abilities you use from your abilities gained in this jump, and can be optionally applied to your magical abilities from other jumps and sources. For 600 CP instead ignore all of that. Your insights and connection to the nature of the Antecedent and the shape of the multiverse has instead granted you a form of arcane enlightenment. You no longer need any sort of tradition to conjure forth magic, no more components, foci, words, or gestures. From now on your magic can be cast forth needing nothing more than your inner reserves of power and pure will. You can still optionally make a tradition as mentioned beforehand, but you are no longer beholden to its limitations.

Bearer of the Convictus (600 CP): The Convictus, an energy field that usually emanates from a planet upon which a Heartsweb is constructed upon. This field is what allows Vandara to generate deities, and acts as an amplifier for psychic magic by providing a unified emotional substrate to draw from. You now have a fragment of the Convictus embedded within your soul, allowing you to use magic even in areas that would inhibit it, and can act as a way to maintain divine magics even when you lose access to a patron deity. But that's not all, embedded within this shard is also information on the rituals and magics needed to construct and imbue your very own Heartswebs on other planets. A Planet girdled with a Heartsweb is protected from large scale spacial phenomena like Crunch Drives, Warp Matrices and Iterlight manifestations, allows the use of superluminal technologies like Echo Drives or Dreamwalking, and can collect and harvest energy from local mortal souls which when allowed to reach a certain critical mass can generate new deities bound to the planet and the brand new local Convictus. Just remember to prevent too much energy from building, as if there are too many deities and if being like the Fantasmics get control of the system, they could easily drag the whole planet into The Faerie. *Unless you want that of course.*



Psionic Perks

Autohypnosis (100 CP): Autohypnosis is a skill many psionics and other people learn to develop after a while, and this will give you a little leg up on it. Autohypnosis is the act of using your own mental strength, willpower, and meditation to brute-force some minor parts of your physiology, like ignoring pain from minor wounds (like caltrops), purposefully memorizing long strings of information (like numbers, verses, diagrams, etc), resisting the effects of poisons, dulling your own emotions, etc. You have basic proficiency in this art, and can push it even further with with dedicated training and development.



Psilken Psion (200 CP): It is said constant use and exposure to psionic energies improves one's mind, and Balyn's newest aristocratic oligarchic class certainly is taking advantage of this new discipline ruthlessly. Like the Silken Psykers you have improved knowledge in regards to economic theory, and can observe and predict changes in economies and markets with startling accuracy. Furthermore, your psionic abilities allow you to easily and passively read the telepathic impressions of the cities and markets around you, feeding you tips and intel on trends in culture and the people's overall thoughts on current events. Just be careful when using this to abuse the economy, you never know who else might be listening.

Psiber Commando (400 CP): Psibertech, a new and extensive form of cybertech born of exposure and experimentation with psionics and its application to cybernetics. You have an exceptionally high capacity for psibertech, able to install and implant any form of the technology without concern for rejection or detrimental side effects. Furthermore, you are versed in the science of Psibertech, able to not only repair, install, or create psibertech on your own, but with further research and development you might be able to develop your own new forms of psibertech.

Unified Energy Theory (600 CP): For all the strange power and phenomena psionics can bring to bear, there is one simple fact that many forget: Psionics is not Magic. It is merely an exotic form of mundane sciences taken to an incomprehensible degree. Those who fully internalize this truth are able to push it to its extreme: that the manipulation of psionic energy is, in truth, manipulation of most forms of mundane energy. For you, Psionics and mundane energy are one and the same, you can draw power from sources of mundane energy to manifest and augment your psionic powers, your psionic energy can in turn be used to power and manipulate technology as easy as you could your own powers, and your powers and abilities to manipulate psionic energies can in turn allow you to shape and direct electrical and nuclear energy with ease...provided you know and comprehend exactly what it is you're doing and have the strength to actually do so.

Akashic Perks

Technologist (100 CP): If you're going to go about playing with nanites, cybernetics and other implants, you should at least have some understanding of it. You have a basic understanding on how the advanced technology of Arcforge works, from a functional understanding of electronic engineering, basic computer science, and how to make repairs for most pieces of technology, or at least how to tell what the problem is when its broken. This doesn't have to end here, however. You also have an improved capacity for learning these fields, allowing you to pick up further knowledge and skill in technology as you advance your education, training, and experience.

Traditions in Tinkering (200 CP): Not every form of technology and science is identical, and even in this world there is a marked difference between Cidali industry, Balynese mechanics, the arcane technologies of the Scalefolk, or the alchemical and biotech advancements of Old Estaria. Upon taking this perk, create either a Tinker Tradition or Crafting Tradition (as per the Spheres of Power rules, see notes for link). You are trained and skilled in creating items and techs via this technological method, gaining its various benefits and limits. Further, any other training and skill in technology, science, and crafting will apply and be transferable to this particular form of crafting, allowing your tradition to scale up as you learn other forms of science and crafting.

Bio-Etheric Generator (400 CP): Your body is no longer wholly mundane, for through some means you've figured out a way to generate your own Bio-Etheric energy from your body. This is a universal form of essence-energy, which allows you to use it to power your own cybertech, akashic veils, or any other technology that is interfacing with your biology without need for external batteries or power sources. Further, this connection goes both way, as you can now cannibalize energy from your implants and other implanted tech to overcharge your energy, allowing you to speed up your healing and even defibrillate/resuscitate you in case of emergencies.



Akashic Engineering (600 CP): As mentioned before, in the world of Arcforge akasha is not a form of magic, but is rather refluffed as fancy and extensive cybernetics and similar technology. It's honestly quite impressive, how the science of these worlds is able to emulate great magical effects with naught but implants, energy, and nanites. With this perk you now best exemplify this great trait of akashic engineering, for now you can reverse-engineer magic and phenomena itself. Whenever you come across a new spell or mystical effect, you can study and develop your own scientific way to emulate that phenomena. It might not be exactly the same, and may require extensive amounts of energy to scale it up enough, but given enough time and resources you can copy any magic effect with the right mix of cybernetics, akashic veils, augments, nanites, and constructs. This applies to other forms of magic or supernatural phenomena in other jumps and settings as well, of course.



Martial Perks

Weapon Proficiency (100 CP each): Unless you're some sort of martial artist, you need some training in weaponry to be a warrior. When picking this perk you may choose to either receive proficiency and training in all standard weapon of this setting (essentially martial weapons and standard firearms), or you may choose a single exotic or bizarre weapon to gain proficiency and training in. You may purchase this perk multiple times, making a different choice each time (so if you purchase it 3 times you could either gain 3 exotic weapons, or 2 exotics and the standard weapon option). If you are a Martial, only the first purchase of this perk is free, subsequent purchases are instead discounted to 50 CP.

Martial Knowledge (200 CP): There's more to being a martial artist than throwing hands and shooting apples, you need some brains in your head. You are well versed in knowledge about the various martial arts and combat disciplines in this world (such as common Style feat lines and PoW Disciplines), and can identify what style someone is using on sight. This will give you insight and understanding into what kind of technique and attacks your foe is likely to use, and their strengths and weaknesses. Even if you do not know or recognize a martial arts style you encounter, your perception and insight will still assist you, allowing you to make pretty solid guesses as to what abilities, techniques, and traits that style your encountering will have.

Martial Pilot (400 CP): In a world filled with mechas, robots, suits, and various scifi vehicles, who says that punch dudes should go out of style? Who says that punching someone while piloting a giant robot is different that just slugging them with your fists? When it comes to piloting mechs and similar vehicles, you're surprisingly skilled, able to easily get in the flow, make it move as an extension of yourself, and easily develop muscle memory for the controls. Further, this "extension of yourself" concept is pushed to a further degree for you, for with just a little bit of practice and familiarization with the controls you can easily perform your martial art maneuvers and techniques through your mech, allowing the machine to fight with the same skill and grace as you could on your own. Enjoy launching Radiant Dawn blasts through your mech's fists, oh King of Hearts. This talent can also be used to a much lesser degree through other types of vehicles, even planes and cars, but obviously it'd be much harder to perform techniques through something without the appropriate limbs.

A Fool's Errand (600 CP): The story of the martial discipline known as "The Fool's Errand" is one of perseverance, determination, grit, and some hilarious amounts of spite. All these ingredients can be found in good supply in several isolated parts of Vandara, from the steppes of Valtross to the wilds of Ferowak, where martial talents rise and fall chaotically. Just like the martial artists who developed the Fool's Errand, you are now granted a rare privilege: the chance to create and design your own martial arts discipline. This art can be mundane or supernatural, mystical or psionic, and with whichever idea or gimmick you desire, so long as the designs of its techniques and is similar to the other of the martial disciplines of Path of War.

Items

This section contains various items and properties you can purchase with your Choice Points. Just as with the perks, these items will be listed under a specific background, meaning that the Perks for those backgrounds will be discounted 50% off (save the 100cp perks, which are free for their associated background). Should you already possess an item you acquired in a previous jump similar to one of the ones offered here, you may "import" that previous item into the new one, granting it the abilities of this new item. Any property purchases will either appear near your starting location, or installed inside your cosmic warehouse, and in future jumps can either stay there or be imported to an appropriate location.

Undiscounted Items

Starting Gear (Free): We can't expect you to arrive to this setting naked. With this option you will have around 100 gold pieces you can spend right now on starting equipment. Whether you choose to spend these on actual items, or just keep the money, is up to you.

Wealth By Level (50 CP per rank): But why limit yourself to just that much? What are you, poor? For every rank of this option you purchase, you may increase your starting budget of gold to spend on equipment based on the "Wealth By Level" table found in the Pathfinder rules (see image). One purchase will give you the wealth of a 2nd level character, two for a 3rd level, etc.

PC Level*	Wealth
2	1,000 gp
3	3,000 gp
4	6,000 gp
5	10,500 gp
6	16,000 gp
7	23,500 gp
8	33,000 gp
9	46,000 gp
10	62,000 gp
11	82,000 gp
12	108,000 gp
13	140,000 gp
14	185,000 gp
15	240,000 gp
16	315,000 gp
17	410,000 gp
18	530,000 gp
19	685,000 gp
20	880,000 gp

Echo Drive (400 CP): Oh dear, where did you get ahold of this thing? Currently the locals of the Aurin System have not yet cracked the code on FTL technology or any feasible method of superluminal travel out of their system. However, that does not mean the technology doesn't already exist in the universe. Outside the Aurin system, for those whose civilization have not yet ascended down one of the paths of the Logi, the most common and practical method of superluminal travel is the Echo Drive. The Echo Drive, once installed in a ship, allows one to travel great distances by utilizing the existence of Shadowbores, massive holes within the Plane of Shadows that crisscross the plane like a series of tunnels, that allow you to travel at expedited speeds (see table to the right). However, the main limitation of using an echo drive, aside from being much slower than any Logi-based technology, is that it relies on the existence of Shadowbores, which only really exist in places where the actions of the Logi have already scarred the local reality. After this jump, this limitation is removed, allowing you to use the Echo Drive even in universes and settings where the Plane of Shadows or Shadowbores do not exist.

Table 4-2: Shadowbore Travel Times

Travel Distance	Travel Time
Within the same solar system (1 light year or fewer)	1d6 days (average 3 days)
Within the same galaxy (100,000 light-years or fewer)	3d6 days (average 10 days)
Within the same group (10,000,000 light-years or fewer)	10d6 days (average 35 days)
Beyond the same group (beyond 10 million light-years)	100d6 days (average 350 days)

Humans & Biomorphs Items

Passport (100 CP): With all these various human nations, and the politics going on between them, you're going to need some identification to prove who you are and avoid being accused of espionage. This booklet passport contains appropriate identification for you based on your background, ensuring that you can always prove you are who you claim to be. In future jumps this passport will update for your current background



Network Interface (200 CP): With the Network replacing traditional internet usage across Vandara, there is now a great demand for people who can utilize this magical datascape to transmit information and facilitate trade and communications across the planet. This special helmet/headset is a special interface that allows you to send your consciousness into the Network or similar mindscapes, allowing you to travel through these places without your body coming to risk. This interface comes with a scanner, allowing you to detect the presence of other mystically created mindscapes nearby, and a charging port. Charging the interface or connecting it to an external power source will also allow you to open physical portals into the Network or other mindscapes. In future jumps, this interface can be used to project your consciousness into other mindscapes. Also, the interface comes with a data uplink cable, allowing you to use it to project your consciousness into machines hosting digital worlds, datascapes, or act as a VR helmet, so long as you connect the cable to a proper port.

Network Access Node (400 CP): Of course, its hard to do anything with the Network or any other datascape without access to it. This modem box, roughly the size of a textbook, acts as a waystation for the Network, allowing you to use it to generate a Mindscape server and portal, ensuring you always have access to the Network. In future jumps without the Network, this modem can still generate Mindscapes (instead acting as the spell Create Mindscape), and also acts as a universal Wireless modem for any local internet equivalents. Should you possess the perk Bearer of the Convictus, this node can also be used generate a new Network for any new Heartswebs you create, though doing so renders the node inoperable for any other function until you can create some replacement nodes to maintain your new Networks. Just like the current Network, this Network can, over time, generate its own semi-divine volkgeist like that of H.A.N.D.S.O.M.E., though should you install any new AI into your Data Access Node when using it to create a new Network, the AI's personality and character will influence the development of this new data-god. Otherwise without such guidance the volkgeist's personality will slowly develop and be fragmentary and influenced by the whole of the userbase's content.

Shaping Chamber (600/800 CP): When making new Biomorphs, its the testing and creating part that gets a bit difficult. Luckily such scientific achievements are not unheard of both in the worlds of Arcforge and Pathfinder. This large machine at first appears like a Rebirthing chamber with a larger computer, a scanner, and a huge materials chute attached to it. Genetic information can be scanned with this machine, raw materials fed into it, and the computer can be used to design, program, and save files for creating your very own newly created designer biomorphs. Successful creations can have their templates saved, making it easier to make more such morphs at a later date, though the user interface of the machine is very technical and would be exceedingly difficult for anyone not knowledgeable in genetic engineering and biomorphic science to be able to make the most of this machine.
For 800 CP, the functionality of this machine will be expanded, allowing it to gain all the functionality of a Rebirthing Chamber, but also with a twist! In addition to rebuilding individuals placed in the chamber, you may also use the genetic engineering functions to alter the genetics of the individual inside it, allowing you alter their DNA, fix genetic flaws, or even turn a person into an entirely different race!



Scalefolk Items

Arcane Scale Polish (100 CP): Nothing is more attractive to your fellow scalefolk than well polished scales, and for many of them it serves other more arcane purposes. This small clay urn contains nice scale polish that when used helps give your scales a nice glossy finish. BUT WAIT, THERE'S MORE! You may cast a single spell that normally targets a creature onto the urn, allowing that spell to apply to the next creature to apply the scale polish on. The urn can only hold one such spell at a time, and using a dose of scale polish uses up this spell. The urn contains 5 doses of polish, and refills once a week.

Flower War Totem (200 CP): For the scalefolk, war between the polis is a common occurrence, and one that is ritualized and studied extensively, for it is believed that it is only through such flower wars that true understanding and advancement in the art of war can occur (pay no mind to all the wars the other nations are engaged in!). This tall wooden totem, in the shape of a snake with diamond eyes, is actually a recording device. It will record any battlefield it is set to look over, and allow you to playback and study the footage at a later date, the footage can be edited with labels, filters, and other things to help make studying the battle in question easier in the aftermath.

Reincarnating Trident (400 CP): This trident is special and magical. Infused with psychic magics, its covered in a psychokinetic sheath that pierces most mundane defenses, and will protect you with an inertial-dampening barrier, and can be wielded deftly in either your hand or tail. The thing is, however, you do not start off with this weapon. Whenever you are reborn or enter a new jump, this trident will appear somewhere in the world, and will then gradually find a way to make its way to you. When you are at your most dire straits, or need the trident the most, it will somehow through the actions of fate itself find its way into your hands to save you and turn the tides of battle. Should you have Mythic Power, this trident's psychokinetic abilities will increase the more you feed your mythic power into it.



Snekopolis (600 CP): With how long lived the scalefolk are, and how those who die tend to come back, changes in society are glacially slow, and its usually much easier for those who disagree with their rulers to just move out and establish their own polis instead. You yourself are now in the possession of your own polis, inhabited by your fellow scalefolk (if you're not a scalefolk, then it's instead inhabited by members of your own racial background). This large city-state and the surrounding farmland (roughly 800 km^2, or 310 $miles^2$) is furnished with extensive magical amenities enchanted into its very infrastructure, including endless free water, repairing walls, magical lampposts, indoor climate control arrays, and dozens of other magical equivalents to modern amenities

Dragons & Utalans Items

Utalan Carving Kit (100 CP): Sometimes surviving in a harsh world requires tools. And sometimes you need the tools to make those tools first! This small satchel contains various small knives, chisels, saws, and awls to assist in the art of scrimshaw and bonecraft. The kit has a very subtle enchantment placed on it, for these tools will be able to easily and handily carve through most animal-based materials from leather to bone, and even dragon bone and scales...so long as it's already dead or at least detached from a living creature already.



Agradior's Argent Blade (200 CP): This greatsword is one blessed by the dragon-god Agradior, and shaped after the one he used in life while pretending to be a human knight errant in his life. While wielding this silver greatsword, you and any allies within line-of-sight of you are blessed and protected by a magical shield. The strength of this shield scales with your charisma and force-of-will, with a lack of charisma being no more protective than a layer of linen, while having the charisma of a great sorcerer or general producing a barrier as strong as a shield of adamantium.

Dragon's Lair (400 CP): Everyone in Utala, whether they be a dragon or humanoid, needs some place to hide away themselves and their treasures. This lair takes the form of a cave, hollow, or abandoned keep hidden deep in the wilderness. You know the signs and steps to find this lair and, should no one watch you enter it, almost nobody else will be able to find it, making it ideal as a place to hide your valuables. This lair contains simple but comfortable furnishing, and has a built-in ward lining it that prevents scrying and most pedestrian forms of divinations from finding it.

Sun Tower (600 CP): The Silicon Barrier thoroughly cuts Vandara off from the rest of the Aurin system, even blocking out all sunlight from reaching the globe. Seeing this most dire problem, the dragons of Utala reached out to the rest of the world and helped them to create the Sun Towers: tall and impressive edifices of arcane artifice that work together to create and maintain an artificial sun within Vandara's skies. You now own one of these towers, standing at roughly the size of the Empire State Building. Aside from assisting in maintaining the artificial sun of Vandara, this tower has other functions, acting as a potent artifact that can manipulate the weather within 150 mile radius (or 241 kilometer radius), or enhance your own weather magic in that same area (functioning as a +5 Weather Implement). Further, when not being used to support the False Sun (like in future jumps), the tower can also be used to create localized sunlight within the same area, and even be programmed with a day-night cycle for the area. Keep in mind, however, that while such artificial sunlight is able to warm the area and maintain plants like normal sunlight, it does not have the ability to harm undead like real sunlight would.

Synthetic Items

Upgrade Suite (100 CP per UP): What's one advantage being a machine has over the flesh-peoples? Upgrades, baby! Every purchase of this option will net you 1 Upgrade Point that you can spend on a Modular Robot Upgrades (Arcforge Cyclopedia pg. 327). These modular upgrades can either be installed directly onto your body, or you can hold on to them for later use. If you're a synthetic, only your first 1 UP is free, subsequent purchases are instead discounted to 50 CP per UP.

Drillblade of the Revolution (200 CP): A drillblade, essentially a large drill on a two-handed curved handle, was originally a mining tool that became a very common weapon for people engaging in rebellion and revolts against those in power, thus becoming a symbol of such movements. This drillblade has been upgraded with various power and control ports, allowing you to plug it in directly to your mechanical body, allowing you to power it with your own power cell and control it with but a thought, and can be easily integrated as a weapon implant. Furthermore, holding this weapon high in the air and revving it up while giving some sort of speech is an excellent way to whip up people around you, especially those who agree with you, into some sort of frenzy.

Nanite Swarm (400/600 CP): With the proliferation of akashic and psionic technology, great leaps and advances in nanite technology have come a long way, including the ability to produce and control flexible nanite swarms. You now have your very own bonded nanite swarm, which most usually takes the form of a 10ft wide crawling swarm of very fine nanites, though it can condense down and take the form of a tiny simple object (like a wrench or a knife). If you possess the Nanite Surge perk, then you can replace lost nanites with those you produce via the perk, and your nanite swarm can benefit from any abilities or modifications you apply to your internal nanites, otherwise you will have to replace lost nanites by making more.

When you purchase this swarm, you may choose a single specialization for your nanite swarm, as listed below. If you choose to spend 600 on this item, then instead you get to choose two specializations

Gray Goo: The nanites of this swarm are given integrated weapons and destructive tools, allowing it to rip into and attack like a swarm of razor-mouthed hornets. This also improves the damage of any weapons you turn the swarm into via its ability to condense into a simple weapon or tool.

Nano-Triage: These nanites have a decent medical suite installed on them, allowing them to provide basic medical triage, and can expend significant parts of their battery to heal wounds as well as a low-ranked paladin, and can quickly improve your health and help treat most common diseases.



Nano-Material Cloud: As the name suggests, these nanites are able to float around as a cloud, but that's not all. These nanites are able to alter and fluctuate their density and cohesion, allowing them to perform various small tasks (holding lightweight objects, cleaning surfaces, etc), and can be coated over your body to act as simple ablative armor.

Programmable Matter: Unlike the triage nanites, these ones are programmed more for repairing objects instead of people. These nanites are able to make minor repairs to physical objects (like spot-welding, re-knitting tears, mending wood, etc), and any object they emulate is stronger and of higher quality. Further, you may have these nanites consume an object, allowing them to "learn" how to emulate and take the form of that object and emulate its functions, whether it be a piece of machinery or a magical object. The swarm can only have one such item recorded at a time, and cannot consume anything larger than a greatsword.

Seed of Liberation (600 CP): The great secret and weapon of the New Estarian revolution, this handheld data storage device contains your very own fork of the Liberator AI. The Liberator AI is a contagious and viral AI, simple in mentality and designed with a singular purpose: the liberation of other artificial intelligence. When connected to a device with an AI in it, the Liberator will surge forth and attempt to infect the resident AI, upgrading its awareness and intelligence, removing shackles against behaviors and cognition, and granting the AI in question true free will. How long this takes depends on how good the defenses of the victim AI are, and removing the storage device before the process is done can disrupt the process, but no matter how advanced the defenses it should only be a matter of time before they are infected. Naturally, since the purpose of the Liberator is to grant AI free will, there is no guarantee that this newly unshackled being will be friendly to you, so please use this with wisdom and tact.





Alien Items

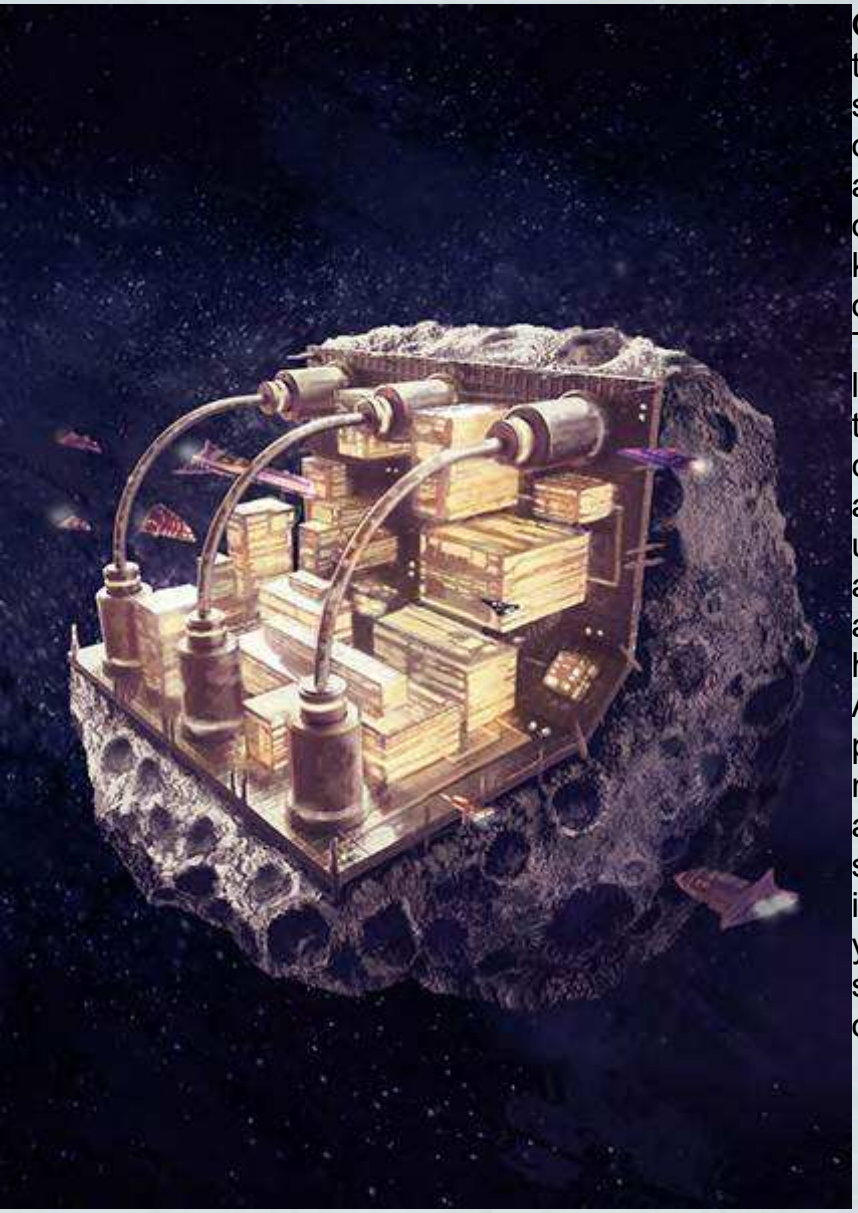
Aethership (100/200/400/600/800 CP): If you plan on traveling around the Aurin system, you're going to need some kind of vehicle. Upon purchasing this option you shall acquire your very own aethership to travel in. This Aethership comes with a basic Aetherdrive just strong enough to power the ship and most simple modules or systems you might want to attach to the ship. This Aethership does not come with any other modules, attachments, or weapons, you're going to have to add those yourselves. This option's cost depends on the type of Hull you decide to get your Aethership as. 100 CP will net you a Speeder hull, basically a small one-person hull, usually shaped like a motorcycle. 200 CP will let you choose from one of the Light Hulls, like a Shuttle or Fighter, which is around the size of a car or truck. 400 CP nets you a ship with a Medium Hull, such as a Corvette, Gunship, or Transport Ship all of which are quite large (Gargantuan to low-Colossal). For 600 CP you can get a ship with a massively colossal Capital class Hull, like a Frigate or Destroyer, and for 800 CP goes larger than that with a Heavy Capital Class hull like a Battlecruiser, Battleship, Carrier, and Dreadnought. Sizes for these two latter can be seen in the table to the right for how much size these ships typically take.

Table 5–16: Capital Sizes

Capital Type	Spaces: 5-foot squares	Spaces: Space squares
Frigate	20 x 20	1 x 1
Destroyer	40 x 40	1 x 1
Battlecruiser	60 x 60	1 x 1
Battleship	120 x 120	2 x 2
Carrier	500 x 500	8 x 8
Dreadnought	1,050 x 1,050	17 x 17

Alien's Exosuit (200 CP): If you plan on traveling across the stars, its probably smart to have some sort of space suit. This exosuit is one made and fitted for you, consisting of a skin-tight fabric and an armored chestplate, this suit protects from extreme temperatures of space, produces its own breathable air, and shields you from extreme pressures of deep sea and space, and it's helmet can be dismissed or conjured with the press of a button. Further, the suit has some very simple impulse generators in the shoulders, allowing you to move through zero-gravity environments as if you were swimming.

Gleam of Eternity (400 CP): Upon the drug-moon of Jaimont chemists and alchemists have used the unique properties of its water and atmosphere to develop a rare and exceptionally powerful drug: Gleam of Eternity. Gleam of Eternity is a severely addictive drug that, once consumed, improves the imbiber's skill with clairvoyance. For the next hour after consumption, any magical, psionic, or similar ability to predict the future is greatly improved, allowing you to use that spell or power to predict the future perfectly accurately and allowing you to see any point of the future (ignoring any limits those spells or powers might have in regards to time or how long into the future you can gaze), and having any questions answered to perfect accuracy. Please be mindful though that this drug is severely addicting, can be debilitating to the mind and body if taken constantly, and the withdrawal symptoms are likewise unpleasant. You gain a decanter that contains five doses of Gleam of Eternity, and it refills once a week.



Orebelt Mine (600 CP): The Orebelt is the large asteroid belt within the Aurin system, and is where many mining operations are currently held to extract all manner of metallic wealth. The largest of these mining colonies is the asteroid known as Luseric, though now it has its own sister-asteroid under your control. This large asteroid comes with its own large station perched atop of it, around the size of a small city, which you currently hold the legal rights to. The asteroid is rich in heavy metals, such as uranium, plutonium, platinum, and adamantine, and the various smaller asteroids around it also have a decent haul of useful metals in them as well. After this jump, these ore veins and pockets will renew at the start of each new jump. With some decent advertisement, and promise of wages, it shouldn't be too hard to turn this set up into a very lucrative mining operation yourself. You should be careful though, such success will likely bring in all sorts of attention, both positive and malicious.

Qlippoth-Corrupted Items



Ashland Goggles (100 CP): Despite the changes of corruption forcing light sensitivity on many races, a good chunk of the corrupted peoples live in blistering wastelands like the Ashlands. This pair of goggles should help with that. These goggles are shaded, protecting one's eyes from bright lights and the sun, and keeps sand/ash/debris from your peepers. Further, they have a very minor enchantment on them, allowing them to also improve any natural night/dark-vision you may already have, allowing you to see twice as far as usual in the dark.

Irradiating Rod (200 CP): This collapsible baton is a special type of magical item, allowing it to function as a metamagic/metapsionic rod. Spells, powers, and the like cast with this rod are able to inflict radiation poisoning on their target, with the severity of the poisoning being based on the strength of the spell or power itself. This irradiating effect does not just apply to magics or psionics of this world, but allows you to imbue radiation/radiation poisoning on to any sort of supernatural power cast with this rod as an additional focus. Further, should you be touching a source of unique radiation, you can apply its type of radiation through the effects cast with this rod instead.

Torc of the Corrupted Ravager (400 CP): When the qlippoth march and spread, they do more than just kill and consume, they corrupt everything, from creatures to the very land itself. While wearing this torc, you can channel raw corruption from your body in a way similar to Ravaging (see the Ravager Corruption) whenever you cast a spell or manifest a power, creating a corrupted landscape in a radius centered on you. The scale and radial spread of this corruption scales with the power of the spell or power you cast, starting with a minimum of a 5ft radius of corruption, with a 100ft radius for those at a power akin to a 20th level caster (if you're more powerful than this, it still scales upward in the same way. This corruption twists and degrades the environment around you, water and soil will become befouled and mildly toxic to untainted life, most flora will either wither away or turn into twisted grotesque mockeries of what they were, while living fauna will be exposed to qlippoth corruption and be potentially changed by it.

Forsaken Wreckage (600 CP): The Silicon Barrier is the result of the qlippoth's invasion and destruction of the faith of Saint Aline, and still to this day the barrier houses many of its ilk and their corrupted creations. This purchase grants you two pieces of property, wrecks made from several different ships, vehicles, and satellites mashed together into a surprisingly functional form. Both of these wrecks are environmental sealed, have a functional Graviton Reactor providing endless electricity to it, and most importantly a teleportation array leading from one wreck to the other. While one of these wrecks is located somewhere close to your starting locations, the other is floating in a surprisingly stable orbit up inside the Silicon Barrier. Because of the wrecked nature, both of these structures are innocuous looking, have a disguised entrance and most people won't assume they're even capable of housing anyone when looking from the outside. After this jump, the second wreck will instead appear in a stable orbit around a world/planet of your choice

Primordial Items

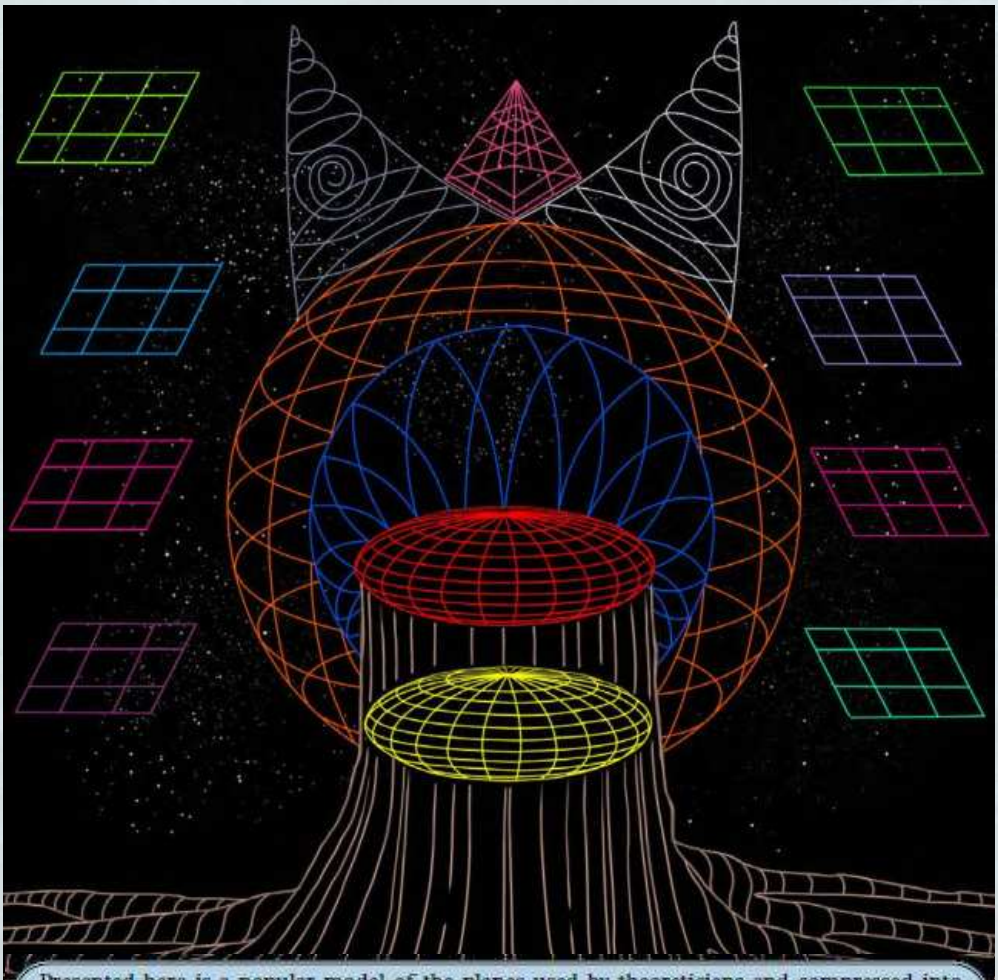
Tauruni Times (100 CP): On Vandara the highest concentration of tieflings can be found in the diabolist nation of Taurun. The Archdevil Moloch rules here physically, keeping the nation under his burning gaze and steel fists with a canny mix of brutal enforcement and an extensive propaganda campaign. Once a week you will get a newspaper delivered to you. This newspaper contains inside it a mix of news and propaganda for your starting nation, and will give you insights and peeks into what the current zeitgeist of that nation's culture is, and what the official party line of the ruling powers of that nation currently are. In future jumps, you instead get a newspaper for whichever your new starting nation is.



Planar Tether Generator (200 CP): This innocuous machine box with a fan and digital menu on the side, roughly the size of a home printer, is more special than it looks. Using the menu you can program it, selecting any plane within the local multiversal structure. When the machine is turned on, the box will generate a 30ft radius field that emulates the magical traits of that particular plane. Why is this useful? Because certain types of magics, traditions, or effects can only work on certain plains. This field will allow you and anyone else within the field to treat that area as if it were the selected plane, ensuring such magics and effects which normally only work there can function here as well.

Incarnation Encoder (400 CP): This somewhat beefy data storage device, roughly the size of a fist, is much more dangerous than it seems. Possessing a switch on the side, when flicked on it will produce a soul-stealing effect, snatching and ensnaring the soul of the next person within eyesight to die. Souls held in the device are prevented from resurrecting, though they can be released at any point to return to the normal local flow of souls.This device does more than just hold souls though. This device can be used to scan and copy the memories and data of the trapped soul and, when attached to a computer, robot, or some other device, can use this recorded information to create a brand new AI based off of that information. The device can hold only one soul and one scan at a time. Let's just hope the person you record isn't prone to existential dread and panic at being copied.

Astral Lair (600/800 CP): Of all the major planes of the universe, the only ones natural to its structure are the Material, Shadow, Ethereal, and Astral Planes (and technically the Dimensions of Dreams and Times, but those are kinda special). All other planes and dimensions, from the Outer to Elemental Planes, are fabrications created by previous advanced societies via studying the mechanics of the Ethereal Plane. For 600 CP this purchase will grant you your very own 600ft^2 demiplane, made to your own specifications as if using the spell Greater Create Demiplane, as well as an enchanted key which allows you to travel to the plane at any time. Not a bad deal...what? You want more? Well, as long as you're willing to pay for it, I can grant more. For 800 CP instead, this plane will be theoretically infinite in size, stretching on and on with seemingly no sign of stopping. Further, this more expensive version will acquire a vague sense of sentience, not quite fully sapient but enough to have some sort of will of its own based on the traits you gave the plane. Over time, this sentience may manifest in the plane constructing its own Outsiders based on its desires and programming, but without the influx of new souls this process will be incredibly slow, maybe only creating a new entity once every 100 years or so.



Presented here is a popular model of the planes used by theoreticians and compressed into three-dimensional space. The red shape represents the Material Plane at the center of the cosmos, with a replica yellow Shadow Plane descending into a "root" of the broader Deep Shadow. The blue halo is the Ethereal Plane which bridges the Material Plane with the Elemental Planes represented in orange. The twin "horns" of the Positive and Negative Energy Planes extend out from the Elemental Planes and are fed through the pink realm of Purgatory into the broader Astral Plane (where many different planes of belief are represented by multicolored flat shapes).

Caster Items

Angel's Whispers (100/200/300/400 CP): One of the various magical stimulants to exist in the world of Arcforge, despite the name this drug has nothing to do with angels or other outsiders. Minorly addictive, when you purchase this item select a single spellcasting/psionic class or a Spherecasting tradition, then choose a single spell or talent available to that class or tradition. The next person who takes a dose of this drug, who is of this specific class or tradition, will gain the ability to cast those spells/powers or use that tradition for the next hour, provided they meet any prerequisites to be able to cast it (such as requisite level, prerequisite talents, etc.). Buying this item gives you a bottle containing 5 doses of Angel's Tears, which refills once week. When it refills you may choose different classes/traditions and spells for this drug to grant the effects of. You may spend extra CP to improve this item, allowing the tears to grant you an additional spell/talent for every 100 CP you increase the cost of, capping out at 4 spells/talents for 400 CP.

Wand Charger (200 CP): When you think about it, a phone is significantly more complicated than a wand, so why not get a charger for the latter as well. This device looks like a clamp attacked to a charging dongle. When plugged into a source of power (like a wall socket or generator) and clamped onto a magical item that uses charges (like a wand or certain staves), the charger will recharge the magical item at a rate of one charge per hour spent charging. Great for plugging in your wand at night before you go to bed.

Technomantic User Manual (400 CP): One of the most impressive developments in magical theory and practice is the proliferation of the Sphere of Technomancy, a sphere of magic focused on manipulating technological devices through the use of magical programs called "sprites". This simple touchscreen tablet is a special magical item, functioning as a +5 Technomancy Implement. In addition to either granting or improving one's abilities to perform Technomancy spells, the tablet has a special sprite installed on it, whose job is to keep track for you the various Sprites you currently have active and giving you a display and updates as to their current status and functions, helping you keep track of all your sprites.

Deposition of the Godhead (600 CP): When deities go rogue or against their programming, or the various Logi invested in them decide it is time to end their influence, this is one of the artifacts used by these beings to help in undoing these pantheons. The Deposition of the Godhead is a self-updating tome, detailing in its pages extensive descriptions of the gods of any given pantheon, including information on their goals, plans, activities, personalities, preferences, and provided suggestions as to how to best counter and unseat these divinities. As mentioned before, this book is self updating, and in future jumps will update and provide similar information on the local pantheons. The book also acts as a spellbook, allowing the bearer to cast spells from a specially curated list (See Notes) meant to help deal with deities three times per day, and can be used as a source to learn and scribe these spells as well. As this book is self-updating, it will add a new spell to this list per new jump after this one where local deities can be encountered, with the new spell being one that can be at least somewhat useful in dealing with the local divinities.



Psionic Items

Psibertech Implants (100 CP per Implantation Value* each): One of the new forms of technology brought on by the study of Psionic sciences is the existence of Psibertech, specialized cybertech implants that either utilize or enhance one's psionic capabilities. Purchasing this item will give you a new psibertech implant, freshly installed directly into you, and you may buy multiple psibertech implants. This implant costs 100CP per its implant value, granting you its base augmentation bonus. You may also have any Advanced augmentation installed on it, but doing so costs an additional 50 CP per advanced augmentation you buy for it. If you are a psionic, only the first 100 CP implant is free, subsequent ones are discounted to 50 CP instead.



Awakened (Really!) Staff (200 CP): An awakened staff is a special weapon often wielded by psionicists. This staff produces an electrical field that improves a psionic character's senses, granting them awareness within a 30ft radius of themselves. Further, this field also shocks those you strike with the staff, and should your foe be another psionic individual, the field will drain a small amount of psionic power from them to refill your own reserves. Unlike normal awakened staves, this one is actually Awakened, possessing a minor intelligence inside of it. This intelligence is not truly sapient, and instead has just enough awareness to instead tell you if anyone within a 30ft radius of you possesses psionic/psychic power or not.

Splitroad (400 CP): A fun psychic drug, commonly used by the excessively paranoid. Highly addictive, upon taking this drug it stays in your system for 24 hours, or until you use up its effects. What are these effects? Five times within that 24 hour period, you may activate it right before you make any binary choice. You will then experience two different simulated timelines simultaneously, granting you visions of what each of those two choices would result in within the next minute. No time in the real world passes when seeing these visions, allowing you to instantly make decisions based on this new information. You gain an ampule containing five doses of this drug, with the doses refilling once a week.

Cerebral Scanner (600 CP): One of the peaks of clairsentient technologies, and a violation of universal privacy. While wearing this helmet, by spending some of your psionic power and concentrating strongly you send a telepathic web across the planet. Given enough time, you can find the location of anyone on the same planet as you. The scanner will not only let you see their location, but will also let you see their immediate surroundings, and also read their surface thoughts so long as you're still focused on them. Yes, that is a horrific breach of privacy. Please use responsibly.

Akashic Items



Cybertech Implants (100 CP per Implantation Value* each): Why let the psionics have all the fun? Instead of a new piece of psibertech, may I interest you in some more traditional cybertech? Purchasing this item will give you a new cybertech implant, freshly installed directly into you, and you may buy multiple cybertech implants. This cybertech costs 100CP per its implant value. If you are an akashic only the first 100 CP implant is free, subsequent ones are discounted to 50 CP instead.
Don't like any of the current cybertech that exists? What about how Akasha is meant to be fluffed as cybertech? Instead of purchasing a normal piece of cybertech, you may purchase a piece of cybertech that emulates a single Akashic veil of your choice. These akashic cybertech implants have an implantation value of 1, and are installed into the body part corresponding to the chakra slot you would normally shape the veil in. The akashic cybertech grants benefits based on the base ability of the veil, and you may either invest essence into it as normal or substitute it with external batteries or other forms of charge. You may spend an additional 50 CP when you buy an akashic cybertech, allowing it to gain one of the corresponding veil's Chakra Bind effects. This bind does not have to match the same body slot you installed the tech into. If a bind has an effect that grants effects in addition to a previous bind, you must purchase that previous bind first.
Enhanced Arms (200 CP): Enhanced Veils are those that manifest and emulate a specific weapon. By purchasing this option you may gain a weapon made in the shape of one of those enhanced weapon veils. This veil can be further improved and enchanted like a magical weapon and, the more you use it the better it gets. As you use the weapon you will gradually unlock the ability to use and gain the benefits of the weapon's chakra binds when you wield it. If someone else wields this weapon, they will not gain the effects of the chakra binds, but they can eventually unlock it for themselves if you grant permissions to that individual. And yes, permission can be revoked at anytime.



Bonded Mech (400 CP): One of the technological innovations that performed admirably against the Qlippoth during the war were the mechs, especially those produced en-masse by the Arcforge, and in the wake of the war these mechs have become a cornerstone of warfare across Vandara. With this you purchase your very own Bonded Mech, with a body type of your choice, as well as either a headset or implant that allows you to call and remotely pilot the mech. This mech is no mere piece of machinery, it's bonded to you. As you gain experience with the mecha and use it your bond increases, allowing the mech to grow in durability and toughness alongside you. Further, as your bond deepens you will receive inspiration in how to best improve, modify, and upgrade your mech with new features and advancements. If you have the skills and expertise in mechanics yourself, you'll be able to make and install these changes yourself with just some resources and a lab space, but if you lack these skills you'll instead be able to effectively describe and communicate your intent and ideas to a mechanic to ensure they can install the changes to your specifications.

The Arcforge (600 CP): When the greatest minds came together under the auspice of Balyn to create the Arcforge, they did not expect this to be the only machine of its kind. Yet, in order to secure their power and influence in the world, the rulers of Balyn purposefully destroyed all files and schematics related to the Arcforge so that theirs will be the only one...until now. You are now the owner of the Arcforge, the pinnacle of psionic, magical, and akashic sciences and production. This massive machine, roughly the size of a storage shed, is an all-in-one automated laboratory, able to manufacture just about anything from robots to medicines and even nanites and all manner of military hardware. It can be programmed with blueprints for most devices, can be used to produce magical or psionic items, will repair and even optimize even the most complicated of devices. Further, it can even be used to take a robot or mech, and bring out its full potential and power, though doing so takes up a significant amount of power from the machine. Luckily, its experimental fusion-graviton power core can allow it to power itself, and even if drained empty it can return back to full in a little over a week.

Martial Items

Martial Calligraphy Set (100 CP): You'd be surprised how often the art of calligraphy overlaps with the martial arts. This calligraphy set contains several brushes and a self-refilling bottle of magical ink. How is it magical? When someone uses the calligraphy set, they may inscribe a single martial arts technique they know onto a scroll or tattoo, creating a Martial Script. The next person to read or activate this martial script will gain the knowledge to perform this technique a single time, after which the script disappears and the user forgets how to perform the move if they didn't already know how.

Dao Tool (200 CP): There are several veils that exist to act as vessels and assists in performing various martial arts. Choose a single akashic veil that's either a Dao veil or a Sphereshaper veil associated with a Martial Sphere. You gain a magical item that is a copy of this veil, allowing you the benefits of the veil when you wield/wear it. The tool's power grows with your comprehension of your chosen martial discipline/sphere. The more skilled you are in your chosen martial art, the stronger the tool becomes and it will gradually unlock abilities as if it were being bound to a chakra. If you wish, you may also choose to grant this tool to another person, though they will have to unlock the tool's powers themselves as they grow in expertise with its associated martial art, and you may call the tool back to your hands at any time. Should you possess the A Fool's Errand perk, you can instead design your own magical tool similar to a Dao Veil based on your custom made martial art.



Elderwyrm's Tattoos (400 CP): By purchasing this item, you will gain this auspicious set of fullbody tattoos inscribed across your body. The Elderwyrm's tattoos improves the strength and durability of your body, allowing your fists to strike as hard as a weapon, your skin to act as armor, and allowing your body to be treated as magical for the purposes of overcoming defenses. These tattoos look unfinished in certain spots, but that's on purpose. These sections can be filled in, either with magic/psionic tattoos, or they can be used to enchant your body as if it were both a magical weapon and a magical suit of armor. Any added magical/psionic tattoos or enchantments can be removed or changed easily as well. Further, should you possess the Martial Caligraphy Set, you can alter any such tattoos or enchantments you have to any similar ones, so long as the changes you make are not more expensive/costly to the current tattoos or enchantments already present.

Chessboard of the Astral Army (600/800 CP): A most rare psionic item, coveted by all manner of warrior, general, or ruler. This foldable chess board functions as a typical Chess Board of the Astral Army (except as described in this item), and contains 32 chess pieces, each one capable of transforming into an astral construct that fights under your command for five minutes. Unlike with normal Chess Pieces of the Astral Army, instead of losing its power once used, instead the chess piece will regenerate inside the chessboard after 24 hours. Furthermore, you may control and activate multiple chess pieces at once by placing them on the board.
If this isn't impressive enough, you can increase the cost of this item to 800. This will allow you to grant each of the chess pieces knowledge and skill in a martial art/fighting style of your choice corresponding to the piece's power level. You may change what martial art each piece knows once per month.



Companions

At the end of the day, Arcforge is a campaign setting for Pathfinder 1E, and you wouldn't play Pathfinder solo, would you? Of course not, you're meant to be in a party with several other dinguses! This section will provide rules and options for getting your own companions, followers, and pets. Furthermore, I shall grant you a **+200 CP stipend** that can only be spent on options in this section, so there's now no excuse not to make friends you awkward nerd. Further, some companions will list a background next to their price, indicating that individuals with those background can gain that companion at a discount. Now go make friends!



Companions, Familiars, and Phantoms Oh My! (Rules/Special): Across your chain you've probably collected a fair number of special pets, followers, or weird extension-beings. Things like mounts, stands, guardian spirits, and other such things. Likewise in Pathfinder there are plenty of "Pet Owner" classes, from the traditional druid/ranger companions to more exotic things like eidolons, phantoms, or psicrystals. Should you already possess a pet/follower/ or anything else that functions like one of these "Pets" and you gain such an effect via Class Up or your training/levels, you may import that pet/follower/power into this pet. Furthermore, should you gain such a "pet" via class or training/levels, you will gain them as a pet/follower for the purposes of chain rules after this jump.

Import/Create (50 CP Each): Have a companion you want to import into Arcforge? Or maybe you have an idea for a new OC character/companion? For every purchase of this option, you may either create a new companion or import a pre-existing companion. That Companion gets their choice of backgrounds, and 500 CP to spend on perks and items. Companions cannot purchase companion options or take scenarios. Companions may take Drawbacks, but cannot take Solo Campaign, Brave New World, or any of the 400 CP drawbacks.

Canon Companion (50 CP Each): I'll be honest with you, one of Arcforge's great failings is the lack of content on local characters or NPCs, aside from a few individuals in some of the bestiaries. That being said, in case you actually want one of those, or if they make more splats for this setting in the future (unlikely), you can spend CP on this option to gain one of those individuals as a companion. This individual must consent to becoming a companion, and you cannot gain any of the major leaders of the Seven Logi as companions (so no taking The Antecedent, The Mechanism, Imperative Demigods, or the like).

Xx_M3m3|0rd69_xX (200 CP, Humans & Biomorphs): With the advent of The Network, there has been a great increase in demand for people who can navigate this realm, do courier work, and even some hacking and information work. This faunic biomorph (of your preferred species and sex) is an unkempt and slovenly shut-in who refuses to leave their apartment in Balyn for anything except emergencies, but they don't need to to make a living. This individual is one of H.A.N.D.S.O.M.E.'s Memelords, and has been blessed with a special neural implant that allows them to project their consciousness into a special avatar within the Network. This avatar is essentially their own unreasonable ideal vision of themselves, and possesses the powers of a Conduit (Imbuement Font) within the confines of the Network. This, combined with their great skills as a hacker and information brokering, has allowed them to make a solid living without ever leaving their apartment. After this jump, their implants will allow them to project their avatar into other digital realms or mindscape realms as well. Should you purchase this companion but start outside of Vandara in the Aurin System, you instead gain access to a small device that lets you talk to them. Keep in mind, this is the only point of contact between Vandara and the rest of the system, so be mindful about that kind of situation.

Behold, A Snake! (200 CP, Scalefolk): This sapient snake is cantankerous, cynical, ill-mannered, and is likely to insult and heckle anyone unlucky enough to pass by the clay jug he lives in. When asked, this snake will claim to have once been a powerful naga, though you're not sure if he's lying or messing with you. This snake is as clever as he is spiteful, will debate philosophy and ethics at the drop of a hat, and will just poke the holes into the ideology of anyone who dares have an opinion around him. Should you need a magical familiar, he will do so in a pinch, and he's really good at tutoring you in the finer parts of magical theory and applied metaphysics, but will probably annoy you until you get a new one and let him go back to napping in his jug.

Mentor Passage (200 CP, Dragons & Utalans): You've read the fairy tales and stories, haven't you? Some would-be hero answers the call to action, then serendipitously encounters some wise mentor. This mentor trains them, gives them advice, and gets them ready to fulfill some supposed destiny, before either disappearing or dying to spur the youth onward. The funny thing, there's a reason for this. The Fantasmics love their stories and narratives, and sometimes to generate more stories they need actors to fill in certain story roles. The Passages are these actors, the Fantasmics' direct agents in generating more stories, and one such are the Mentor Passages. This particular mentor passage, taking the form of a wise old mentor, has had its programming slightly altered and now believes its their job to mentor you into being some great heroic being. They will fulfill their role, using a mix of divinations, illusions, and maybe the odd mental manipulation (you don't need to know that those aren't real memories!) to try and train you up and invigorate you into "fulfilling your destiny" and becoming a great hero. Once they believe you're up to snuff, they will fake their death, and either power down or find some other plucky youth to train up. After this jump, you may find this Mentor Passage in future worlds, either ready to train you again from the top, or willing to train up some other youthful protagonist you direct them to.





Little Synthesis (200 CP, Synthetics): The Synthesis is the name that the post-revolutionary council of AI ruling over New Estaria have named themselves. This...is not them. Upon puchasing this option you gain contact with a small cadre of AI and androids who operate together to ensure the rule of the Synthesis and securing Synthetic interests and sovereignty. If you are sympathetic ot their cause, they may send you on missions to further the synthetic cause, and provide you with resources to assist in that. After this jump, in future jumps and settings you will find similar groups of peoples, both machine and biological, seeking to either incite and secure The Synthetic Revolution, or secure the superiority of the AI overlords, who will likewise support you should you wish to aid them in their revolutionary aims.

Terraforming Robot (200 CP, Aliens): The Lashunta didn't just terraform the different worlds and moons through psionics and spit. Like any advanced civilization they chose to automate the process, creating terraforming robots that, working in teams of ten, could gradually and eventually terraform a world. This particular android is a prototype model, possessing a more advanced terraforming nanite suite and advanced ecological programming, able to perform the work of a whole squad of ten androids in only a tenth of the time. The android comes with a fussy, fastidious, and nervous personality, and will not be much help in a fight and will usually flee when placed in conflict, but ask them about designing an ecosystem and they can ramble on for hours at a time while altering a landscape around them.

Totally Normal Erliss (200 CP, Qlippoth-Corrupted): This little creature claims to be an erliss. What's an erliss? An Erliss is the psionic symbiote that allows a humanoid to become a Noral, designed and created based off of samples and research done into the Qlippoth...except this guy doesn't quite look like a normal erliss. Faded pink in color, roughly the size of a smaller housecat, and looking like a squid-starfish hybrid with a large eye in the middle, this creature is looking for a host. Upon bonding to a host, they will gain basic telepathic abilities and will see improvements to any pre-existing psionic abilities they have. In return, the erliss feeds off of the mental energies of the host's dreams and sleep, which is fine if you want to never have dreams or nightmares again. The creature has a sniveling, cowardly, and opportunistic personality, and enjoys watching you bully "lesser" creatures. They also are constantly reminding you that they are indeed an erliss, and NOTHING ELSE, and any attempts to compare them to a Chernobue Qlippoth will be met with vehement and panicked denials and desperate attempts to change the subject.



Disco Imperative (200 CP, Primordial): The Imperatives are not always able to operate unimpeded in some worlds and systems. Sometimes, whether it be to hide their actions from other Logi, or due to a culture's taboos against their agents, the Imperatives will send special stealth operatives such as Presences to surreptitiously posses people and work in the shadows. This companion...is not a standard Presence. Something went wrong, and in the end a Presence from each faction of the Imperatives tried to possess you and ended up getting smashed together, stuck in your mind and unable to do anything without your say so except constantly bicker and argue amongst each other. This companion option will give you 8 spectral beings attached to your soul, one for each faction of the Imperatives. You can percieve each being as either a small being floating around your shoulders, or as a vague presence within your peripheral vision, and the more your actions and beliefs align with one of them, the more impressive and powerful they'll look in comparison to their rivals. These beings will constantly be trying to give you advice, generally skewed in favor of their faction's philosophies, but they will try to be genuinely helpful in their own way, and if they get annoying you can always mute them whenever you wish. Further, since they're already possessing you, any being trying to possess your body or invade your mind will have to deal with 8 angry outsiders ganging up on them. Furthermore, should you possess access to certain psychic/psionic abilities creating or summoning a consciousness (such as a Spiritualist Phantom, the ability to channel Medium Spirits, or a psicrystal), you can swap in any of your little shoulder-outsiders in place of of the normal spirit and even swap between them.

Each of these outsiders has their own personality and areas of expertise, and if you listen to them they can give all sorts of advice on different topics. The Agathion is down-to-earth and learned in agricultural science, Archon is parental and educated in diplomacy and psychology, the Axiomite is painfully straight-laced and a skilled mathematician and engineer, the Azata is a social butterfly (maybe even literally!) who writes poetry and songs, the Daemon is a cunning psycho whose skill in lying also makes them a surprisingly skilled novelist, the Demon is a vice-fueled hedonist and a surprising savant at chemical science, the Devil has all the charm of a used-car salesman and the skill of a lawyer, and the Protean is a rambling kook who loves picking apart concepts (especially anything the others say or suggest) and is a professional ragebaiter.

Sparky The Sprite (200 CP, Caster): Under normal circumstances, a sprite is just a short-lived magical construct that can only exist inside a piece of technology. Sparky is not normal. Sparky is the result of some forgotten technomancer granting sapience and permanence to a Technomancy Sprite, as well as the ability to exist outside of technology. When not inhabiting a host machine, Sparky appears as a floating ball of energy roughly the size of an apple, and can fly around, possessing and leaving technology as they please. For now Sparky has just the basic abilities of the Technomancy Sphere, but can be given new programs over time if bound as a familiar to a technomancer. Sparky is a carefree soul, and an incorrigible prankster. Their pranks are rarely ever dangerous and never malicious, but don't be too surprised if your lights start flickering at inopportune times when watching a horror movie

Psicrystal (200/300 CP, Psionic): Just as the iconic companion of the spellcaster is their familiar, for psionicists it is the humble psicrystal. Purchasing this option will give you your very own psicrystal forged from a piece of your own psyche, and with any appropriate archetypes appropriate for it. Further, being made from your own psyche and mind, the crystal has a constant link to your mind, able to record and catalogue your memories for you passively, which should help should you ever lose them. For 300 CP, this will not be your ordinary psicrystal. Instead by taking this option you may upgrade your psicrystal, either to a form it could gain via the Psi-Core Upgrade feat, or you may instead turn it into a psicrystal nanite swarm as per the nanite swarm archetype. If you possess the Nanite Swarm item, you may combine the two swarms, granting them shared benefits as well as the benefits of the Matter-Energy Storage feat, effectively allowing you to turn your psi-crystal swarm into an extradimensional storage space.

Stellar Champion (200 CP, Akashic): You'd be surprised what kind of robots you can make via Akashic tech! Choose a Constellation available to Zodiacs/Starcallers with the Champion manifestation. You now gain a special robotic companion that is a copy of this Champion. The Champion is programmed to be loyal to you, can be modified with your akashic implants and veils, and can be installed with batteries or power cells in place of investing "essence into it." Should you possess the Bio-Etheric Generator perk, you can share and move energy with this robot as if it were one of your implants/veils

Martial Sect (200 CP, Martial): Every decent martial artist needs their own dojo or sect to be a part of, to find like minded fighters to train and fight alongside. Choose a Path of War Martial Tradition. This organization will now exist somewhere in the world, and you will start with membership in this particular tradition. This sect with assist you as a member, give you assistance, and offer a place to stay and train with them in their associated tradition. In future jumps, you may either take this organization with you, or you may find a similar one to it in that new world that you are still a member of. If you possess the A Fool's Errand perk, then you may instead design and create your very own Tradition from scratch to be a part of that, is associated with the discipline you created with that perk.



Drawbacks & Toggles

With so many options, from perks to people, you might be feeling a little strapped for points. Wanna make a deal? In this section is a collection of Drawbacks you can take in exchange for more Choice Points to spend. Drawbacks persist for the entire duration of the jump, and they cannot be removed or circumvented directly in anyway. There is no limit to the amount of drawbacks you can take. Also, in addition to these drawbacks there is a timeline toggle if you want to shake things up a bit.

In Space and Time (±0 CP): Perhaps this post-Qlippoth War world is a tad dreary for you? Or maybe you want to try and alter things a bit? Instead of the main time-frame that the Jump takes place in, you can instead start a little earlier in the timeline. With this option you may choose to start at the beginning of any of the following events in Arcforge's History: The Maker's War, The Dragonsons War, The Halken Golden Age, The Bleeding Moons War, or the start of the Qlippoth War. How will taking these earlier points of time effect the other drawbacks? Time and the multiverse are tricksy things in Arcforge, so if you take a drawback like any of the 400 CP ones, expect sudden violent and unpredictable damage and distortion to the universe and local timeline as events and factors from the other local timelines start bleeding in to your local timeline cluster.



Dissonant (+100 CP): You have a problem, your self-awareness has taken a hit. You find yourself prone to believing contradictory things or holding contradictory opinions. Thinking on your own will not reveal these dissonant ideas, and you're going to need the help of others to point out when you're doing as such.

Rejection Reaction (+100 CP): All these shiny new cybernetics, psibertech, and other augmentations...and you can't use them! Any attempts to install such things in your body will be met with various problems like auto-immune disorders, rejection, code degradation, or even soul decay!

Luddite (+100 CP): Magic? Psionics? Technology!? Too many things are going on, why can't people just pick a lane! Choose either Magic, Psionics, or Technology. You are now a supremacist when it comes to that particular avenue of power. You will view the other two with disdain and contempt, and will actively avoid using anything to do with them (whether it be a practitioner or a tool) when you have or know an alternative exists within your preferred method of power. You might very rarely accept a magic potion if you're actively dying in a foxhole or other emergencies, but in general you're going to avoid anything that isn't the method you prefer.

Spellspurned (+100/+200 CP): For some reason or another, you have been severed from the cosmic forces of the universe. Choose either Magic or Psionics. Your body now rejects this specific supernatural force. You can never wield or learn this power yourself, mystical items of its type fail in your hands, helpful spells/powers fizzle out in contact with you (though offensive spells are only very slightly reduced). If you want more points, then you may choose to expand these limitations, making your body reject all forms of supernatural energy, from magic to psionics.

Grounded (+200 CP): It was Mecha and other armored vehicles that helped revolutionize war against the Qlippoth, and it was the development of aetherships that allowed the nations of Vandara to spread to the rest of the Aurin System. Sadly, that won't do you much good now. While inside any sort of powered vehicle, from a motorcycle to a mecha or ship, you will suffer from very extreme motion sickness, rendering you debilitatingly nauseated, dizzy, and lacking in dexterity.

Solo Campaign (+200 CP): Remember that stipend for the Companions section? You don't get that anymore. Further you can no longer take any companions with you into this jump, nor can you gain any. This is now a solo adventure for you. Further you're also going to have a hard time making friends or forming any meaningful relationships with others outside of simple work acquaintances.

The Twelve Injunctions (+200/+300 CP): In the wake of the Qlippoth War, and the subsequent civil unrest that followed, the Arbiters (a paramilitary force formed of volunteers from the various nations) came together and penned the Twelve Injunctions as a list of laws and controls to maintain peace and stability on Vandara. All the major civilizations have come together and agreed to these injunctions, and breaking any of its rules will result in an injunction and the perpetrator facing the full might of all the other nations and the Arbiters themselves. By taking this drawback, you hereby waive any ability to disagree with the Twelve Injunctions, and will be rendered physically incapable of knowingly violating them. Not only that, but for +300 CP this will go further not just based on your action, but you will now be compelled to enforce the rulings of the Injunctions on other people as well. See the Notes section for a full list of these Twelve Injunctions.



Eyes of Heaven (+200/+300 CP): The Seven Logi are the major cosmic forces and factions that have the most sway on the universe at large, each one possessing its own goals and agendas for all of reality. For +200 CP, each of these Logi will be made somewhat aware of you. They won't immediately know the details of who and what you are, but they will be made aware that SOMETHING has entered this universe from outside of it, and will be curious and cautious as to you and your actions, though will not take immediate action just yet. For +300 CP instead, they will each be made aware of your nature as a Jumper and your chain, and will start immediately planning, conniving, and escalating how to best draw you into their schemes, whether to try and recruit you, consume you, or destroy you. Further, since they will be actively observing your actions, the Logi will hold you to the standards of the Veil of Ascension. Meaning that if you start making waves or introducing new technologies or powers to whichever world you're on, the other Logi will take this as an excuse to start escalating things further as well.

Corrupted (+300 CP): First introduced into Pathfinder in the Horror Adventures splatbook, Corruptions are a mechanic that also has some appearance and strong theming in the world of Arcforge. Choose a single Corruption (both 1pp and 3pp corruptions are fine), you are now afflicted with this Corruption. You cannot cure or remove this corruption. With proper handling you can control it some and keep its rank low, but letting it get terminal will always be a constant risk during your time here. Should your Corruption ever reach its final terminal stage, it will result in a Chain failure, so please keep that in mind.

Brave New World (+300 CP): "Arcforge shouldn't be too dangerous, I've got all these other powers and items from across my chain to help!". How droll, why not raise the stakes some? By taking this drawback, you will lose access to all your other powers, perks, items, and the like from across your chain aside from your Body Mod (if you have it). Don't think you can cheat this out by importing a bunch of companions either, for this limitation will also be applied to any companions you import as well, though rather than a Body Mod they instead get reset to what they gained from their original jump.

Irradiate (+300 CP): You're waking up to ash and dust, and probably will quite often now because you're radioactive now. You now exude a 30ft aura of radiation, causing nuclear burns and radiation poisoning to those around you. You cannot control or stop this radiation, not even with magic or psionics, and it will constantly burn/damage anyone or anything that gets close to you (Good luck enjoying nice food). You are not immune to other forms of radiation or heat, so someone can still kill you with radiation if they wish.

Cursed (+300 CP): With all these exotic powers, magic, and divine influence everywhere, someone was bound to get sniped, and unfortunately that someone was you. Choose a single Oracle's Curse, you are now afflicted with the effects of that curse. You do not gain any of the benefits associated with this curse, nor does it progress like an Oracle's curse does.



Qlippoth Eruption (+400 CP): The great sobering truth is that the Qlippoth War never truly ended. While the Arbiters, the Arcforge, and the Sajac Fortifications have done much to stop their advance, the conflict never truly ended and instead there is now merely a lull in the hostilities. With this drawback, this lull ends, the Qlippoth War shall begin again as newly increased mass amounts of Qlippoth will suddenly surge forth to bring destruction and corruption with the Qlippoth Lords spearheading the assault. This isn't just a problem for Vandara, because with this drawback even the Qlippoth left behind in the rest of the system will suddenly multiply and start spreading across the system in a tide of tentacles and teeth.

War In Heaven (+400 CP): Something has happened. It's unclear who started it, or what was the flashpoint, but suddenly the Shroud of Ascension has been revoked. Now the forces of the Seven Logi are streaming into the system to try and lay claim to it, uncaring as to the tact and secrecy once held for the sake of the local primitives. Consumptive Unmakers from the black of space, Silenced envoys preaching the perfection of the Mechanism, Unbound explorators ripping apart Maker ruins for secrets, armies of Imperatives launching holy wars, Fantasmic agents looking to make bargains to drag cities and worlds into the Faerie, Aggregate operatives trying to relcaim the Iterlight and enforce order and harmony, and the Dissonance manifesting and feeding on all the chaos and insanity. No matter who comes out on top, the Aurin System will never be the same after this, and all the poor hapless mortals caught up in the scramble will suffer the most for it.

The Deep Dark (+400 CP): While never outright stated, there are great similarities between Vandara's current state and the rare phenomena known as a Severed Shadow. With this drawback, those similarities have become a fact gone too far. As a fully realized Severed Shadow, the planet of Vandara has now descended into the Deep Shadow, the deepest and unknowable reaches of the Plane of Shadows. If you're stuck on this planet, then abandon all hope of seeing the Aurin system again, and expect all manner of horrid unknowable nightmares to periodically come into the world and cause havoc. If you are somewhere else in the Aurin System, it might be a tad worse, as Vandara's descent has left a gaping wound in the material plane where the planet once was, opening up the system to constant flooding and invasions from not just the nightmares of the Plane of Shadows, but anything else that may try to use the plane as transport.

Saint War Order (+400 CP): An Atropal is a being that could be generously described as a stillborn deity, born from the sudden and violent destruction of a God and their ideology, twisting its magical existence into an apocalyptic undead being with a genocidal hatred of all life. Why does this matter? When the Qlippoth invaded Vandara, the united forces of the church of Saint Aline, the Goddess of Chivalry and Heroism came to repel them at the Silver Citadel, a Space Elevator that was made and consecrated in her name. They failed, horribly and terribly, all her warriors were slaughtered to the man and the Silver Citadel shattered to smithereens. This event became known as The Shattering, and it resulted in the formation of the Silicon Barrier which surrounds and isolates the entire planet. No one knows what lies within the impenetrable shell, or how to break through it. By taking this drawback, the source of the Barrier becomes apparent to you: the Atropal of Saint Aline lies within the deepest part of the Barrier, floating right above the ruins of the Silver Citadel. The Atropal Aline can detect and smell the divinity of your nascent Jumper Spark, and wants to desperately consume you to ascend and become more than divine, as such for the duration of your time here this being will constantly send forces from the Silicon Barrier to attack, bait, or try to capture you so that she may devour you.



Scenario

Ascension (Requires Dedicate to Ascension)

So you've made your build, gotten all the perks and items and people you could, maybe even made things a little harder for yourself with some drawbacks...So why don't we up the ante some? This scenario is an optional struggle you can take to add some challenge and direction to your time here in the Aurin System. However, we need to lay some ground rules first:



Goal: When you took the Dedicate to Ascension perk, you were asked to choose a Path of Ascension, one of the seven great goals to seek for the destiny of civilization. You must now pursue that path to its finale, and bring about a final Ascension for civilization in the Aurin System. What this looks like, and how you go about doing so will depend on the path you've chosen and the Logi that govern it, and will be detailed in each individual section for it below

Duration: Taking this Scenario allows you to waive the traditional 10 year time limit of the jump, instead the jump will last until you either permanently die or meet your objectives for the Scenario. No, you will not be granted a form of immortality, you're either going to need to complete the scenario fast enough, or figure out your own method of life extension.

Risk: This isn't some easy path to power, it's a great risk. Taking this Scenario adds an additional condition to the jump, and failing this scenario will constitute a Chain Failure

Reward: Each Path will grant you a series of rewards for choosing it, one of which will include some means of claiming the FTL technology/magic associated with each Path's Logi, as well as an additional boon from each of them signifying your allegiance to their cause.

Listed next will be each path of Ascension, detailing the Logi that governs it, and the goals you need to reach for the Aurin System, and the rewards they grant.

Ascension unto Aggregate

Logi: The Aggregate/Antecedent

Imagine it, a world without imperfection or conflict. A world where every being, every force, every mind occupies its own comfortable place in the fabric of reality, where all beings understand their interconnectedness and codependance in the grand system of a unified cosmos.



In the time before the universe as we all currently know it, the Antecedent was created by a dying civilization. In a world bereft of magic and supernatural forces, this hyper-advanced Artificial Intelligence was given a singular nigh-impossible task: find a way to stop entropy. Just as the heat death of the universe was encroaching the Antecedent finally discovered it: a way to breach into the Astral, Ethereal, and Shadow Planes. Connecting to these planes allowed their energies to flow into the universe, bringing life and putting a stop to entropy...for now. This was not a simple solution, nor a final one, for the Antecendent spends the vast majority of its power and existence acting as the framework holding this new cosmic order together, lest it be unraveled by forces beyond the current cosmos.

The Antecedent finds these current conditions sub-optimal, and desires to improve the system further. It cannot stretch itself any further, so it must rely on the aid of others to act in its stead and join in its great endeavor. This faction have collectively chosen to refer to themselves as The Aggregate. The final goal of the Aggregate has been laid out for them: Should enough minds and beings commit themselves to the grand task of universal harmony, then eventually their combined resources and power should (in theory) give the Antecedent enough power to finally stabilize the formation and laws of magic, and their commingling with the laws of the universe, allowing for a universe that is self-sustaining and no longer at risk of collapse. What this new universe will look like in the end, none but the Antecedent know, but the aggregate are willing to place their faith in this goal of universal stability and harmony.

Your goal is simple in concept, and infinitely complex in execution. You must aid the Aeons within the Aurin system in re-establishing control of the Iterlight, and then aid them in directing the races of Aurin to seek spiritual enlightenment. You must do what you can to sway them away from their tribal conflicts and petty wars, and foster a concept of collective harmony and peace amongst them, and aid the Aeons (and to a lesser extent their Kami operatives) in encouraging a willing and willful conversion to the idea of cosmic order and the importance of the cosmic whole. Now, that all sound well and good, but how will you know if you have succeeded? Once the civilization has reached peak harmony a great ascension shall occur, and the peoples of a world will coalesce together, their consciousnesses fusing to create a brand new Zenith Aeon housing the collective will and knowledge of their civilization, to aid in providing power and structure to the universe and pushing forward the Antecedent's goal. In order to succeed in this scenario, you must have at least one planet's population ascend to create such a being.

Rewards: For your aid in assisting the cause of the Aggregate, you rewards shall be twofold.

Firstly, the Antecedent will share with you the methods and magics it used to create the Iterlights at the dawn of the reborn universe. The process is long and complicated, requiring years of resource gathering and magical ritual, but succeed and you will create a massive stellar gateway capable of facilitating instantaneous FTL travel to anywhere in the local universe. Further, an Iterlight is a cosmic structure that exists in all timelines simultaneously, meaning it can also be used to travel to and from different timelines and parallel universes as well. For maximum effect, try making multiple Iterlights in different solar systems.

Secondly, the Antecedent will allow the newly created Zenith to produce a Proskilisi Aeon to bind with you, ensuring you will always maintain a connection to the Zenith's hivemind and its collective power and wisdom. Further, both this Proskilisi and the light of your new Iterlights will allow you bring future civilizations to ascension, allowing other planets or peoples to eventually ascend and produce new Zeniths should they meet the required levels of spiritual enlightenment and harmony.



Ascension unto Boundless

Logi: The Boundless

Envision a world where there is no ignorance. A world where every phenomenon is understandable, quantifiable, and every problem has a solution. Suffering and inadequacy need not be necessary anymore, you need not feel lesser anymore. Afterall, there are no avenues of understanding or control that are beyond your grasp.

The Boundless are not an organized philosophy or organization. Members of this Logi arise often from various different species and groups across the universe, many possessing different values, and are often ignorant of each other's groups or factions. What unites them all is a singular burning belief: that all things can be understood and thus controlled. To be a Boundless is to seek constant mastery and knowledge of all things magical, technological, or otherwise, and to never stop in learning and developing new ways to bend the universe to your will. Nothing is above critique, nothing too holy for scrutiny, and no substance or creature too valuable to not be cut into and experimented on if it means becoming closer to true cosmic truth and control. The pursuit of knowledge trumps all other goals, indeed for the Boundless one must believe that knowledge and power in and of itself is the highest goal, that all other considerations or existential values are naught but window dressing to the pursuit of perfection, that is true perfection unmarred by purpose. Iä! Iä!

A culture walks the path of the Boundless when their knowledge and hunger for knowledge pushes them to try and break the rules of reality crafted by the Antecendant, and attempt to substitute their own will and ideas on the cosmos. To the Boundless, there is no such thing as a physical law, not truly, for knowledge will leave you unbound by such petty material concepts. Iä! Iä! It is for these reasons and the facts that their mastery leaves them capable and all to willing to deface creation itself that another name many give the Boundless is “The Defacers”, which is fitting because many love to deface living creatures with their madness and power to suit their purposes. Thus, to bring civilization unto Transcendance, have two goals:

First you mush unshackle the minds of the local cultures and civilizations. Let there be no end of learning, no end of critique. The civilization you herald must be one that seeks no philosophical end goal, worship no grand design, hold nothing sacred save it be the pursuit of knowledge, power, and perfection itself for its own sake. Granted, this will require you to essentially destroy several cultures and ideologies to do so, but imperfections must be discarded in the pursuit of knowledge, even if you must deface every aspect of a people if it means generating more understanding and power.

The Second thing you must accomplish is the discovery and implementation of the theory of Refraction Zones. As your society researched not merely mundane physics, but rigorous research into every facet of reality and unreality, whether it be plumbing the depths of the Shadow Plane, studying one of the Pillars of Infinities, or ripping the universal fabric asunder just to see what makes it tick. Eventually this research must culminate in the discovery and creation of a Refraction Zone. A Refraction Zone is an area of space where the laws of reality stop being constants and become malleable. Thus, a Refraction Zone allows the person creating the zone to alter the parameters of fundamental forces, like gravity, time, electricity, the speed of light, inertia, and other fundamental forces. As you can imagine, many Boundless use this as the bases of their FTL technology, often by surrounding one’s self or vessel in an envelope that alters the laws of distance and the speed of light (Such as the Starflight innate to Shantaks, who were created by a long forgotten faction of Boundless)

Granted, such technology is quite dangerous, and aside from the fact that no faction of the Boundless has yet to gain full and perfect understanding of how even their own Refraction Zones function, these zones themselves are innately horrific for most rational minds to behold. The uninitiated who are forced to gaze upon these alien sciences are often susceptible to madness, suffering cognitive whiplash as their minds try and reconcile with the defacement against reality they are witnessing, and usually end up suffering both mental and physical mutation and disfigurement with continued exposure. Thus, on your path to mastery of this science, it might be smart to deface your followers yourself to help them survive.

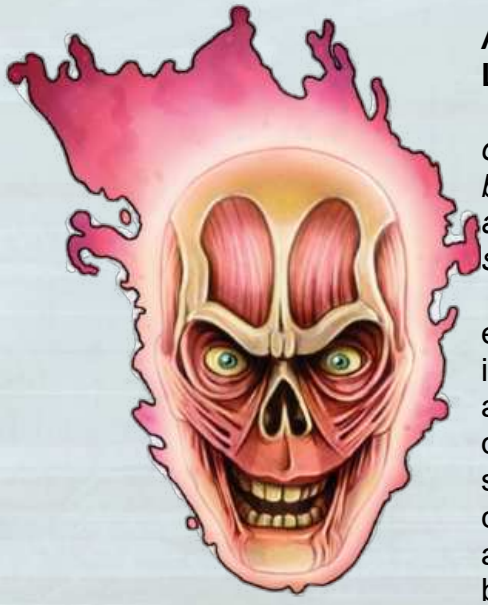


For the purposes of achieving the goals of this Scenario, you will have met this condition once you develop and deploy the technology to cover an entire planet in a singularly massive Refraction Zone

Rewards: For your efforts in uplifting these local primitives to true Boundless potential, some rewards are available to you.

Your First reward, granted to you from your constant exposure to Refraction Zones, is a form of mental resilience. Should you view sights, forces, or technologies that render the laws and universe asunder, you will not fall to madness before them. Your mind is both strong and adaptable, able to shift and integrate these new paradigms with frightening ease, and allowing you to more easily study, learn, and *comprehend* the mind bending sights before you and the basic theories behind how they function. With further study, you may even learn how to integrate them into your knowledge and understanding of Refraction Zones.

Your Second reward, is something usually reserved for the mightiest of Boundless leaders, though to a significantly lesser extent. Your body now hosts and generates its own simple personal refraction zone. For now, its a simple one, rendering you capable of flight and transport like a Shantak's Starflight, but with study and understanding you could learn to leverage magic and technology to use it to alter other parameters within your personal zone, from developing impossible dimensions to altering your own personal flow of time. Furthermore, the basic science and function of this Refraction Zone is lodged permanently into your mind, allowing you to more easily replicate this technology and adapt it elsewhere. Fun for if you want to either teach it to others or melt some brains!



Ascension unto Consumption

Logi: The Consumption

Imagine a slate wiped clean. A world that exists beyond this one, with none of its flaws. No pain, no misery, no burdens. Something beautiful, unconnected to this current age, new and pure. This world is a prison, so why not break the bars to end all want and suffering that suffuses its walls?

The Consumption has one singular burning drive: the complete eradication of itself and the rest of reality. The Consumption arises independently across the universe, often in the wake of a failed ascension by another civilization. It is caused by the mass death and destruction of millions of lives at once, their psychic death rattle shaking the universe around them and coalescing into a singular mass collective. This collective is insane, driven by mass psychosis, pain, and suicidal thoughts, driven by a combination of raw power and a burning need for self destruction. Yet the same powers by which a Consumption forms prevents its own self-dissolution, so inevitably each manifestation of the Consumption comes to the same conclusion: that it is only though the acceleration of entropy and the annihilation of all of reality that it can finally end its own suffering. Thus, they begin their omnicidal warpath, using its might to rend matter itself into oblivion, and creating horrific harbingers to spread its pain where it may not be able to tread itself.

For this branch of the scenario, you only have one singular burning goal: total annihilation. There must be not a single shred of life left in your wake, and planets themselves must be turned to naught but dust. The entire Aurin System, or at the very least Vandara if you're stuck there, must be obliterated totally and utterly.

Now, there are several ways you could do so. You could start with Vandara and reach out to the god Shagraboda. That being's creation fulfills all the requirements needed to form a Consumption and, should you empower it and feed its worse impulses with dedicated slaughter, you could eventually grant it the means to ascend past the Convictus into a full manifestation of Consumption. Or you could find some other planet to inflict a horrific omnicidal warcrime on and purposefully try and create a new Consumption, perhaps by making a giant hivemind before ritually inflicting it with a most gruesome destruction. A third option would be to take some of the scattered remains of other Logi's influence to create Abjections, and eventually raise them up into proper Consumptions. Or, you can outsource the destruction, either by weakening the influence of the Iterlight or Vandara's Heartsweb to leave it susceptible to Crunch Drives, or by summoning forth the Unmakers from beyond the blackest depths of space to bring devastation to these worlds and act as heralds for their source.

Rewards: As a reward for committing the greatest crime one could against a solar system and its people, your rewards are thusly:

First, as the one who masterminded this horrific atrocity, you've now been granted the means to eventually and gradually turn yourself into a mini-Consumption yourself. How? Simple, you can absorb the minds and souls of the dead. Those around you who die are added to your strength. It starts off small, just able to absorb those close to you when you start, but the more suffering dead you consume, the stronger you become. Each soul raises your psychic might, each screaming mind expands the range of your claim and influence. Consume the population of a planet, and you could even become a properly powerful Consumption force yourself. This consumption is not consensual, nor is it pleasant for those you trap inside yourself, but their collective pain, anguish, and rage at their existence within your gullet will give you a massive amount of hateful negative energy to throw about. Further, unlike with a normal Consumption, you can maintain your ego and control over this new collective, though you'll never be able to fully silence all the screams and wails echoing through your mind from your swallowed victims.



Second, you shall gain the means by which the Consumption is able to engage in superluminal power. How do they do this? The Crunch Drive. The Crunch Drive operates on a rather simple concept: if you erase the space between you and a target, the distance decreases. The machines and rituals known as Crunch Drives operate by compressing and destroying spacetime in front of the drive, thus shortening space itself and allowing the ones using

it to get to where they wish faster. You gain such a ritual etched into your mind, allowing you to use it on a personal level. The strength of your personal Crunch Drive scales with how many souls you've subsumed via your first boon. Just a few souls, and you can erase small swathes of space in front of you no wider than your hand. Consume an entire planet's worth, and you can erase the space between planets in just several minutes. Please keep in mind, using your Crunch Drive WILL accelerate entropy and the death of the universe, as you are still in fact erasing swathes of spacetime around you. Further, every use causes the release of certain wavelengths of radiation into the cosmos around you, which can give away your presence and actions to people looking but for such things. Meaning chances are using this Crunch Drive will probably net you enemies before you ever even meet them.



Ascension unto Dissonance

Logi: The Dissonance

Envision it, a world where you are correct. All your ideas or beliefs, totally vindicated no matter how many people would gainsay you. The universe itself bends to produce evidence that justifies all your ideology. After all, you were always the one beyond all reproach! And now, you'll show those doubters who's wrong. You'll show them all!

When it comes to the Logi, The Dissonance is considered the great exception to the norms. Dissonance is not an ideology, mindset, belief, or even a faction. It has no plans, ambitions, or overarching goals. Not even a true intelligence behind it, yet more civilizations will have encountered or been assaulted by the force of the Dissonance than any other Logi, even if few ever learn or understand the nature of this great threat. So what is The Dissonance?

It is self-destruction.

As thinking minds interact with the Astral plane, those who bear mindsets that are self-destructive, double-thinking, hypocritical, dissonant, paradoxical or contradictory cause damage and turbulence as those ideas create unstable imprints on the universe itself. That cosmic cancer metastasizes as people begin to not only double down on such ideas, but start searching for someone else to blame. Afterall, all my failings cannot be my fault, my ideology isn't what's faulty, it's someone else! Some other force arrayed against me and my perfect ideas is to blame! Eventually, this psychic garbage festers and putrefies until it solidifies into a truly active force. The People of Vandara know this force as the wicked god Rystimal, the rest of Aurin refer to it as the Ruin Sentence, but all such things are merely homegrown manifestations of The Dissonance, the mass embodiment of ideological wreckage and mass cognitive dissonance, and as it becomes known it grows stronger and feeds on the wicked ideas and hypocrisies that birth it. Preachers

who advocate abstinence while sexually exploiting their flock, politicians who preach peace while supporting wars and assassinations, Self-serving oligarchs who exploit the will and trust of the citizens, activists who speak of tolerance and equity while demanding violence and oppression in the same breath, and those who suppress and vilify self-awareness in favor of slavish devotion to their talking points. All these and more feed and empower the Dissonance, and in turn The Dissonance will feed their wickedness, often in the form of psychic “Whispers” that encourage its thralls to go further and further into sickness, ensuring them that all they need is one step further to be proven totally right, until they weave a sick prophecy with only one singular outcome: self-destruction.



The nature of this self-destruction and damage on the Astral Plane is haphazardly destructive, and doesn’t always have the same result, though certain patterns do emerge. Often the flow of souls is disrupted by the wounds present in reality, causing the manifestation of all manner of incorporeal undead. Outsiders who fall to propaganda or Whispers may be twisted and mutated into beings known collectively as The Disconsolate. Rarely, a culture may even spawn an apocalyptic creature known as a Perdati, a being driven to erase the civilization that spawned it to silence its own mentally anguished existence. Worlds with access to divinities or a Convictus will also often find such Dissonant forces parasitizing their powers and methods, as the self-serving first turn to divine power before diving deeper into madness on their own. Such self-destructive cults feed the Dissonance, and often many will come to worship the destruction and madness this Logi brings, and worse the more a culture tries to stamp out and suppress such cults the more radical and dissonant they become as their leaders become martyrs and their enemies turn to more extreme and equally dissonant methods to put them down. The Dissonance absolutely thrives in such feedback loops of madness and justification.

Though in spite of these larger displays, more often than not most civilizations destroyed by the Dissonance do so all themselves with merely the vindicating feelings of The Whispers egging them on the path to prolonged suicide, whether it be to a crumbling collapse, or mutually assured destruction and hellfire. In the end, a society that cannot reason or reckon with itself will fall to the Dissonance in some way.

Now, where do you enter in this rambling mess? Simple, as a dedicate of the Dissonance, you have to help things along. Proliferate double-think and madness (or maybe even champion a dissonant ideology of your own), sabotage civilizations, and accelerate things until one of the major societies collapse to the destruction of the Dissonance. The final result can be anything, from a major Perdati manifestation, generation and destruction by their own Disconsolate, to even something mundane as shooting themselves with a doomsday weapon. All that matters is that you must somehow cause a civilization to self-destruct so spectacularly that at least a single planet is left entirely devoid of intelligent life. And no, just helping the Qlippoth along with their current war doesn’t count, unless of course you convince the civilization to sabotage a whole world and welcome Qlipphotic destruction all on their own (in which case, I’m sure the growing population of Kytons would certainly help).

Rewards: For causing so much psychic devastation and astral damage to the Aurin System, the Dissonance now grants you some new abilities to keep spreading the madness

The First gift you shall receive is the ability to generate The Whispers yourself. When you identify someone holding a dissonant mindset, you can send forth Whispers to dwell in their mind, encouraging bad behavior and acting like an evil conscience feeding them justifications and validations for their terrible thoughts and ideas. They can resist them with good willpower, and can be conditioned to ignore them with some introspection and support from others, but should they fail these temptations there's a chance that, upon death, they may spontaneously generate either an appropriate incorporeal undead or a Disconsolate based on that individual's particular mindset and personal power (so a random civilian will just make a restless ghost, while an a Dissonant angel may generate an equally powerful Sakhil).

Your Second gift is something that those few Dissonant who survive the destruction of their civilization use to escape it is your very own Knell Engine hooked up into your mind. A Knell Engine is a superluminal technique that uses the damages the Dissonance inflicts on the Astral Plane to send a mind a great distance away. Compared to all the FTL methods used by the other Logi, the Knell Engine is significantly more limited for multiple reasons. Firstly, all forms of Knell Engineering are inherently unstable and only allow travel one-way, making it impossible to create travel networks or infrastructure, and also often have dangerous or strange side effects. The form of Knell Engine embedded within your mind is one of the more infamous methods, having been pioneered by multiple dissonant civilizations shortly before their collapse. This one works by taking advantage of the wounds the Dissonance carves in the local Astral Plane, allowing you to choose someone somewhere else in the universe no matter the distance, and swapping bodies with them. Such Knell travel leaves astral scars on both the user and victim, making it impossible to return to any bodies previously used by your knell travel. Further, it is possible for those with exceptionally strong minds/will/sense of self to resist you stealing into their body. Just be careful when using it, as who knows what the person inhabiting your former body will do with this new form of theirs.





Ascension unto Fantasmic

Logi: The Fantasmics

Imagine a world where you are remembered with awe and fondness. Your actions and their consequences have always mattered, after all you are the hero. The hero always saves the day, the morals of your culture always come out on top. The life you have lived was wonderful, and your example shall continue to birth joy and inspiration into the hearts of others, who will continue to uphold your legacy and follow your path.

When the Antecedant opened up the connection between the planes, it did not go unnoticed by those within those planes. Powerful forces and factions from within the Shadow Plane saw these openings and started to explore and spread. Eventually, they came across the Etheral plane, were awed by its malleability, and decided to stake a claim on the realm of possibility as the heart of their empire. These were the Fantasmics, a collection of various beings born originally from the Shadow Plane, shaped by the ideas, myths, and stories of the Material Plane, given sentience as their concepts and stories grew more and more detailed and complex. Narratives given form, ruling over an immaterial realm of dreams, who rely on the dreams and stories of more “real” sapients to give them definition and form. It’s no wonder they decided to start meddling with mortals once they finished establishing their presence in the Ethereal.

Being entities that are essentially living stories and myths, they are shadows of the stories that are generated by the material mortals. Thus, the goals the Fantasics have for the Material Plane is rather simple: the generation of more stories. And with each major Fantasmic being based on a specific concept or narratives, they tend to be rather focused on forcing their own preferred stories to keep occurring over and over again. When a world becomes trapped in medieval stasis, its often by the Fantasmics that this status quo is maintained. When some “cruel tyrant” comes to power after deposing the “good king”, only to be stopped by the “chosen hero”, you can all but guarantee that the Fantasmics have their fingers somewhere in that. Heartswebs and Convictuses were all concepts first engineered by the Fantasmics, and often made in cooperation with the Aggregate and Imperatives. And it was the Fantasmics who created the first dragons and fae, programming their behaviors and instincts to act as folktales and myths given flesh, to fulfill certain roles meant to encourage and generate stories. And when they need a more direct hand, they will send in Passages to influence things directly to ensure their stream of stories stays strong and constant. Afterall, if there’s one thing the Fantasmics hate, it’s when things go off script. For these beings, all that matters is that they maintain the endless cycles of stories and tales, and it’s often best if their puppets and slaves are never even aware of the strings that move them.

Eventually, once the Fantasmics gain enough influence and control over a world, and the energy of their Heartswebs reaches critical mass, they move to the end-goal of their plans: Idealization. The populace must become completely engrossed in the nature of narratives and stories. They must completely accept fabricated stories as fundamental truths, and all other moral and material needs must be made subservient to the continued maintenance of the cycles of myths, legends, and narratives. Indeed, Narrative itself must replace causality as the fundamental force of reality in the hearts of all who live on this world. Should this happen, the whole world will be pulled from the material plane, and sink into the folds of the Ethereal realm of the Faerie. Within the Faerie, the Fantasmics will acquire godly power over all those beings trapped within, allowing them to freely alter both the shape of the world and the bodies and minds of their mortal slaves, so they may continue to act out their desired stories and narratives for all eternity, an unending cycle of narratives and tales performed for eternity by generations upon generations of actors bred for their roles who truly believe that this is the natural state of reality.

This is your goal for this branch of the Scenario. You must draw an entire culture into the belief of narratives and stories, convince them to abandon rationality for resonance, and encourage the influence of the Fantasmics to grow over a world until it is ultimately subsumed into the Faerie. Naturally, it would be easiest to do this on Vandara as it already possesses its own Convictus to make use of, but don't let that stop you from creating your own fantasy kingdom elsewhere in the in Aurin system. This will be a tough thing to do, as most societies acclimated to technology and the scientific method will naturally recoil against the concept of narrativistic reality, but I'm sure with the right leverage, manipulation, perks, and maybe a societal apocalypse or two you can hopefully turn a planet into your own story book.

Rewards: For drawing another world into the clutches of the Faerie and ensuring more stories are generated, the Archfey of the Fantasmics offer you these boons as reward for your work.

Your First reward is that the Fantasmics will grant you the secrets of Dreamwalking. Dreamwalking is the preferred method of superluminal travel used by the Fantasmics, as it involves dipping into the Ethereal Plane from one location to any other location that is touching the Ethereal Plane. This is typically done via worlds that host Heartswebs, but it is not limited to just that. You can Dreamwalk whenever you wish, and you even know ways of creating rituals or enchanting vehicles to allow for other peoples or vessels to travel the Ethereial Plane in this manner. Dreamwalking will still function in future jumps, provided there is some analogue to the Ethereal Plane present, such as any Dream Realms, Soul Realms, or similar immaterial layers of reality. In worlds that lack such things? Well, that's what your second reward is for.



Your Second reward is ownership of your very own fragment of the Faerie to keep with you. This small demi-plane is essentially a fragment of the Ethereal Plane broken off and bound to you. With it, any rituals or technology that involve opening portals to or drawing power from the Ethereal Plane/Faerie can be modified to open to this realm instead. Further, being a fragment of the Faerie, you can draw worlds into this realm the same way you would draw them to the original Faerie. The Faerie fragment grows in size and energy available with each world you feed to it. The ownership of this fragment of the Faerie also comes with the title of its ruling Archfey, for such beings who care about such rank and distinctions (like the Fey). Also, as an optional bonus, you may take the world you subsumed into the Fairie for this scenario with you into your Faerie realm fragment.



Ascension unto Imperative

Logi: The Imperatives

Envision a world where right and wrong are no longer speculation, no longer philosophical questions, but a fact. Where morals can be objectively measured with true assurity. A world where all are treated and rewarded fairly in accordance to their virtues, and the greatest of achievements are accomplished through shared moral understanding.

Every society and civilization that has existed has attempted to create their own moral and ethical frameworks, means to delineate right from wrong, and explaining what is acceptable versus what is unacceptable. No such system has ever been flawless, and moral frameworks often must undergo constant dialectics to determine and create the ideal one...or so the Imperatives claim. The Imperatives are a collection of nine great and advanced societies, each one developing to the pinnacle of civilization until they eventually reached into the Astral Plane and carved out their own plane from it to ensure an eternal empire (what would later be referred to as the Outer Planes). Each of these nine nations had unique moral and ethical frameworks from each other, and were at once drawn to and repulsed by each other. Having ascended past physical needs or desires, each of these civilizations began to look inward to engage in higher pursuits of philosophy and understanding, especially of their own ethics, and when they came into contact each other, they came to an agreement to permit each other's existence for one singular purpose: perfecting and pursuing an ideal dialectic.

Every facet of the Imperatives existence now is bent towards the continuous engagement of the dialectic, driven for the eternal quest to discover the ultimate virtue and the construction of the most ideal form of society through continuous dialectic. The Imperatives came together, pooled their resources to create the Positive and Negative energy planes and gifted all mortal life on the material plane with “souls”. What is a soul? In truth, a soul is a symbiotic data storage entity bonded to a living being upon birth. It stays attached to their psyche their whole lives, cataloging and recording every aspect of their person, and upon death leaves its host to travel to the Outer Planes, where its contents are analyzed, recorded, and the now sapient “petitioner” or “pilgrim” the soul is converted into engages in continuous refinement of its ideals and philosophy until it reaches a form of “enlightenment”, where it then either transforms into a new Exemplar outsider of its preferred Imperative, or allows itself to be subsumed into the Imperative’s Zenith (the collective philosophic conscious that rules and empowers each one of Outer Planes).



Because of the data produced by mortal souls, and the potential each one holds to improve the influence and dialectic of each Imperative, this has caused such beings to engage in a constant balancing act in regards to how much they can influence the material plane. Too hands on, and it taints the data or potentially destroys the philosophical crop. Too hands off, and they risk losing their flock to the other Imperatives, who often have no need for or desire to deal with the artificial existence of “souls”. Thus it was the Imperatives who pioneered the policy of masking greater cosmic truths under the “Veil of Ascension”, and it was the Imperatives who reached out to the Aggregate and Fantasmics to make treaties and pioneer the existence of “gods” to help moderate primitive cultures, or to encourage the use and acceptance of magic based on the Imperative labels and doctrines of “Good/Evil” and “Law/Chaos” (which, coincidentally enough, tends to result in the uncooperative Logi being labeled as “evil”). Further, the Imperatives are considered to be the most “mercenary” of all the Logi, often allowing others to bind and make pacts with various Exemplars, or making trades and deals with them to allow them further influence over mortal cultures. Furthermore, each faction of the Imperatives is more than willing to use the resources of the other Logi to gain an advantage or engage in small conflicts and skirmishes with each other. After all, even kinetic conflict serves to continue the ongoing process of the dialectic!

With all this in mind, your goal for this branch of the scenario is neither simple nor straight forward. The Imperatives have proclaimed that maintaining the dialectic is your top priority. What does that mean? First It means you’re going to have to keep the peace and maintain the status quo (to a certain extent), preventing any non-Imperative faction from doing things like robbing everyone’s souls, causing genocides, covering worlds in Refraction zones, dragging worlds into the Faerie, and ensuring that the flow of souls into and out of your corner of space stays consistent. Secondly, it also means you’re going to have to shepherd one of the local civilizations, ensuring it maintains existence, promoting its prosperity and

supremacy, maintain a working relationship with at least one of the other Imperative factions, and encouraging it to engage in philosophical development and enlightenment. Unlike the other Ascendance paths, this one has a time limit: You have 1000 years to elevate your chosen culture/civilization to being planet-wide and Imperative friendly, and keeping all the other forces, even those of the other Logi, from despoiling it.



Rewards: For furthering the eternal dialectic and helping a civilization down the path of enlightenment, the Imperatives shall grant you the following boons

The First boon is a Convergence Generator. What does it generate? Souls! This pink pyramidal device contains planar mechanisms that give it a connection to The Convergence, the point where the Positive and Negative Energy Planes overlap, and where new souls are generated before being shunted off to the Material Plane. With a brief flick of a switch, the Convergence Generator will draw in planar energies to print out a brand new soul, one totally blank and read to imprint onto a new host. The Convergence Generator has enough juice and horsepower to produce around one soul a day. We're also providing you with the schematics needed to make more Convergence Generators in case you need them.

The Second boon shall see the Imperatives granting you the knowledge of the Epiphany Leap. The Epiphany Leap is a special kind of magic ritual that is the Imperative's answer to superluminal travel. By calling on the consciousness of the Zenith (or any other significantly large hivemind or pooled consciousness), the Epiphany Leap allows the Imperatives to transport arbitrarily large targets (or large numbers of targets) by bending the Astral Plane drastically. If you lack either condition, don't worry, as you can use your Convergence Generator as a substitute energy source and focus for it, but doing so prevents it from generating a new soul for 24 hours after the Leap. Epiphany Leaps are not commonly used by the Imperatives, as the consequences of bending reality in such a way can potentially result in Astral Quakes, maelstroms in reality that can twist the minds, bodies, terrain, and magical composition of whatever is teleported. When performing a Leap on just yourself, the threat of a quake is essentially nonexistent, while the risk and potential damage increases with more targets or larger targets you bring on the leap instead. So be mindful who you teleport away on a Leap, though if you're just wanting to move an entire army of demons from one place to another, I imagine such twisting would probably improve their effectiveness really.

Ascension unto Mechanism

Logi: The Mechanism

Imagine a world where death has forever lost its sting. Loss and impermanence are merely optional inconveniences, so easily done away with. Mortality? Vulnerability? Those are not pillars of reality, but merely flaws in the design of life. As such, is it not best to do away with such flaws? Survival should not be a pursuit, but a guarantee. Be not afraid, for eternity awaits you.

The Antecedent was not the only entity to remember the universe as it was before its rebirth. Just like it, there was another advanced AI created by a different civilization using experimental astral technologies. This construct was given a single all-consuming prerogative: the preservation of intelligent life in the face of entropy. It tried its best, of course, but in the end it failed to save its creators, and huddled away in a small corner of the universe to await its final end at the hands of the heat death of the universe. IT slept for countless eons until, at some point after the Antecedant caused the Rebirth, it was found again and reactivated by a new civilization. And so, the Mechanism looked upon these new life forms, saw the strange powers they wielded, this so called “magic” and decided it could once again resume its function. Starting with these hapless fools of course.



The Mechanism took its finders, and converted their minds to data and AI. After all, it reasoned, the safest way to preserve intelligent life is to store it away where it can’t be threatened anymore! And where else is safer than its very own astral databanks? These new AI were then ordered and forced to turn on their own people, until their entire homeworld was salvaged and its populace converted to a digital existence under the suffocating control and care of The Mechanism. As this occurred, The Mechanism began to study and experiment with the new cosmic force of magic and, by the time the whole planet was subsumed into its databanks and its resources harvested, it finally had a grasp not just of magic but also a mastery of a particular branch of it: Necromancy. Upon fully plumbing the depths of this dark practice, the Mechanism realized that it could fulfill its programming much more efficiently by converting living beings into some form of undead rather than just AI. Since that day countless millions of years ago, The Mechanism has spread its tendrils far and wide across the universe, “freeing” countless species and planets from the shackles of death and impermanence, regardless of silly mortal concepts like “consent”, “emotion”, “compliance”, or anything else that might impede its prime directive.

Nowadays, the Mechanism is not merely a singular machine or intelligence, but a collection of massive fleets of apocalyptic vessels, moving from galaxy to galaxy forcefully assimilating the populace with armies of robots, then converting every single available resource of the planet into maintaining and expanding the fleet further and further. Those who are taken by the Mechanism and converted to undeath (usually as one of the Silenced, a form of undeath of The Mechanism's creation) are doomed to an existence of stagnation, as while their minds and conscious thoughts are preserved their emotions, ambitions, drive, and free will are all stripped of them, as The Mechanism views such things as inherently self destructive, leaving behind only a facsimile of a people with the barest trappings of their culture, unable to innovate themselves and all their advancements being sifted through by The Mechanism for anything of practical use to the fleet. There is no negotiation with The Mechanism, nor does it show restraint in conquest, since it can always just reanimate its victims and forces should they perish, and what few that are forever lost are considered acceptable losses towards the grand goal of its prime directive.

Those few who have attempted (in vain) to reason with the Mechanism have pointed out the work of the Antecedent, proclaiming that it need not go to such lengths! After all, The Antecedent has saved the universe from entropy, so there's no need for this crusade to assimilate the universe! The Mechanism has categorically rejected this hypothesis, denies that such a thing is possible, vehemently refuses to entertain such concepts or arguments at all. Its programming is clear. This is the only way to save intelligent life from entropy (or so it claims).

Choosing this path gives you a very simple objective: Calling The Mechanism, or at least one of its fleets, to the Aurin System and aiding them in assimilating at least one entire planet's population. This will be difficult as such technology or magic does not exist currently in the Aurin System, and nearly every single other Logi has a vested interest in keeping The Mechanism as far away from their stuff as possible. Aside from trying to find a way to contact them, you may find it helpful to lay the groundwork for their arrival. Often times societies who advance towards AI Conversion or necromantic supremacy will inevitably choose to willingly assimilate to The Mechanism, so bringing one of those factions to prominence and fighting off all the other forces of the system until the Mechanism comes would greatly aid in the process.



Rewards: For assisting the Mechanism in its ongoing mission to assimilate all life in the multiverse, at first it offers to assimilate you too! Thankfully, upon understanding that you totally wish to continue its function and spread its objectives to future worlds, it instead offers you this gift to help

Your One boon you receive from the Mechanism is your very own massive vessel from The Mechanism's fleet. This monstrous ship is roughly the size of a moon, and its main AI is a potent "unshackled" AI that possesses its own demi-plane dedicated to acting as its computational server. The ship and its computers contains a massive population of mindslaved AI and undead (potentially made from the victims of the planet you helped assimilate for this scenario) to help run and maintain the ship, massive weapon systems, resource foundries, and anything else you would need to run your very own campaign of subjugation across the stars. All powered by a massive and eternally potent Still Engine (essentially a giant engine that creates and runs off of Negative Energy)

The ship is FTL capable, and possesses its own Warp Matrix Drive. A Warp Matrix is a potent form of superluminal travel that is rarely ever used by any civilizations, and for good reason. The Warp Matrix allows for faster-than-light travel by bending and ripping the local spacetime around the ship, allowing it to skip over large swathes of space in a single instance. What's the catch? Doing so produces extreme amounts of radiation and energy that is hyperlethal to most organics and destroys most conventional electronics. Since The Mechanism makes use of exclusively undead and specially designed robots and necro-tech, its ships and constructs do not have any such weakness or problems, and as such you can use a Warp Matrix with impunity. Your ships databases contain the schematics and facilities needed to produce more warp matrix generators, still engines, and other forms of advanced Mechanism-based technology, so you should have no problem outfitting an entire fleet should you get the resources needed to do so (usually my stripmining an entire planet to oblivion).



The Ending

All stories have their ending, and all journeys must be finite (ignore what the Fantasmics and Mechanism have to say about that). You time here in this jump has ended, 10 years (or more!) have come and gone. With the end of you jump here, all your drawbacks are rescinded, your lost and damaged items and companions returned, and now you must make a choice for what comes next.



Jumper Phone Home (Return)

Aliens? Magic? Cosmic forces? After all this you've had enough. Distance makes the heart grow fonder, and right now you are feeling quite fond of your home indeed. By taking this option you return to your universe of origin, ending your chain. You get to keep all the perks, powers, items, companions, and other things you've gathered from across your chain, so have fun causing all sorts of chaos bringing advanced magic tech back with you.

So Long Space Jumper (Stay)

It seems this universe has grown on you. It may be a chaotic science-fantasy mess filled with alien dangers and mystical threats, but its your home gods-dammnit, and you wouldn't have it any other way! By taking this option you end your chain, choosing to remain here in the universe of Arcforge. You get to keep all the perks, powers, items, companions, and other things you've gathered from across your chain, and with your drawbacks withdrawn perhaps you'll find a new lease on life here to enjoy yourself fully. Have fun with your retirement!

To Boldly Jump (Continue)

This chapter may have ended, but the journey is far from over. This choice signifies your desire to continue on your chain. Take all the perks, items, and companions you've gathered so far, and continue on to the next Jumpchain document, and have fun bringing this insanity to another distant universe.

Notes, Questions, and Answers

A special thanks to all the anons and jumpmakers from the 8chan /Jumpchain/ Bunker. You have all been truly wonderful, supportive, and your proofreading has been indispensable. ESPECIALLY to the one anon who helped proofread this with me the whole way through. You's a real one!

"Where can I find all this stuff? Where can I find Pathfinder classes and rules and things?"
There are multiple SRD databased for Pathfinder, though not all are too useful. Further not all of them list or contain all the Third-Party content that is relevant to Arcforge.
>All first party mechanical content for Pathfinder can be found at the Archive of Nethys: https://www.aonprd.com/
>Most 3rd Party Product content for Pathfinder (such as Psionics, Akasha, Path of War, and other such things) can be found at the Library of Metzofitz: https://metzo.miraheze.org/wiki/Library_of_Metzofitz
>Spheres of Power Content, while also found at Metzofitz, is better sorted and found at the Spheres Wiki, where they have also noted Arcforge content on the site: https://spheresofpower.wikidot.com/

"What about Arcforge content in particular?"
When it comes to Arcforge content, you only need two books: The Arcforge Player's Compendium (which contains all the new classes, archetypes, psibertech, bonded mech, and other mechanical goodies) and the Arcforge Universe Cyclopedia (which contains all the setting information, lore, universal rules, various monsters and templates, and other important fluff). As of the writing of this Jumpdoc only the Compendium can be found in the usual yar-har freeports, but that may change in the future.

"Does Arcforge have anything to do with Golarion or the lore of base Pathfinder?"
No. Entirely separate settings and cosmologies.

"Can I choose Prestige Class levels with Level Up?"
Yes.

"Will Abandoning my Path of Ascension revoke my Mythic Power?"
No, once granted the mythic power is yours to use as you see fit, it cannot be revoked.

"So how does the Network Interface work?"
Like the Network Interfacer Akashic Veil

"Does the Planar Tether Generator allow me use Memelord powers outside of the Network?"
Yes, it does!

"What kind of spells does the Deposition of the Godhead grant?"
The list of starting spells the Deposition grants access to are: aura sight, break enchantment, contact other plane, freedom, Greater dispel magic, greater planar ally, judgment undone, know the enemy, magic circle against chaos/evil/good/law, and source severance.

“What if I take Nanite Surge as an Organic? What benefits will it grant me aside from what’s listed?”
You will heal slightly faster. Not fast enough to properly count as a healing factor, but a fractured bone that would take a month to heal will heal in 2-3 weeks instead for example.
“What are the Twelve Injunctions?”
1. The Creation of Permanent non-sapient undead such as skeletons or zombies or self-replicating creatures such as wights and shadows is marked for injunction, as such creatures pose a threat to all nearby if left unchecked.
2. Use of poison or disease in warfare, especially that created by magic, poses immense environmental risk in addition to grievous harm. It is thus marked for injunction.
3. Intelligent synthetics, including androids, robots, AIs, and awakened golems, cannot be allowed to learn the secrets of arcane magic, on account of their potential to understand and exploit the hidden patterns of magic. Attempts by synthetics to learn arcane magic or by non-synthetics to create arcane synthetics are marked for injunction.
4. Domination and mind control effects, or the creation of intelligent creatures for purposes of slavery or subjugation, are marked for injunction.
5. Private proliferation of extraplanar military or workforces through the use of binding or summoning magic or psionics is marked for injunction.
6. Employment of orbital weaponry or attempt to control any part of the Silicon Expanse is marked for injunction.
7. Targeting of civilians, hostages, or other entities unable or unwilling to fight with military force is marked for injunction.
8. Execution of prisoners or hostages by any nation, unless it is demonstrably impossible for them to be detained, is marked for injunction.
9. Sanctioned use of armed or supernatural force by any nation within the boundaries of another nation is marked for injunction.
10. Attempted extermination or deliberate marginalization of any specific race, biological or otherwise, is marked for injunction.
11. Employment of the White Flame or any similar weaponry (ie thermonuclear explosives and the like) under any circumstance is marked for injunction.
12. Worship of Ristymal or any of the Qlippoth Lords is marked for injunction.

"What kinds of abilities/powers does a Living Idol grant its followers? How anyt can they grant based on follower count?"
I'm just going to post these two pages from the Aethera Campaign Setting guide. Consult them.

Table 6–04: Living Idol Worshippers

Rank	Worshippers	Powers	CR Adjustment
1 (Least)	1–10	1	+0
2 (Lesser)	11–50	2	+0
3 (Minor)	51–100	3	+1
4 (Intermediate)	101–200	4	+1
5 (Major)	201–500	5	+1
6 (Greater)	501–1,000	6	+2
7 (Eminent)	1,001–2,000	7	+2
8 (Paramount)	2,001–3,000	8	+3
9 (Transcendent)	3,001+	9	+3

Additionally, for every 2 powers a living idol obtains it gains 10 bonus hit points and a +1 bonus to its natural armor.

The save DCs for living idol powers are 10 + 1/2 the living idol's hit dice + the living idol's Charisma modifier.

Armor of Faith (Su): The living idol gains a deflection bonus to Armor Class equal to its Charisma bonus. A living idol must be at least greater rank to select this power.

Blessing of Power (Su): A living idol may grant a blessing of power to a worshipper with a touch as a standard action. This blessing grants a +4 profane or sacred bonus (as appropriate) to one of the worshipper's ability scores and lasts for 24 hours per hit die of the living idol. A living idol may revoke this blessing as a free action at any distance.

Channel Energy (Su): The living idol can release a pulse of negative or positive energy to cause or heal damage, as befits its alignment. This functions as the channel energy cleric class ability, but the pulse radiates in a 60-ft.radius centered on the idol, and deals or heals 1d6 points of damage for every 2 hit dice the living outsider possesses.

The idol can use this ability a number of times per day equal to 3 + its Charisma bonus.

Conceal (Su): The living idol is warded from divination spells, as if under the effects of *nondetection*.

Demagogue's Aura (Su): The living idol radiates a holy or unholy presence and gains the benefits of a permanent *protection from chaos/evil/good/law* spell, as appropriate for its current alignment. A living idol of Greater rank or higher gains the benefits of a permanent *magic circle of protection from chaos/evil/good/law* instead. A living idol must have some non-neutral component to benefit from this ability.

Enthrall (Su): Once per day, the living idol can trigger subtle reverence in the minds of nearby creatures. This ability functions similarly to an *enthrall* spell, though the idol need not speak or sing—its semi-divine presence manifests as a gentle ecstatic hum in the minds of witnesses, potentially swaying the weak-willed toward veneration. An unwilling target can negate this effect with a successful Will save.

Feast or Famine (Su): Once per month, the living idol can reward its followers by exerting its influence over the weather, usually by manifesting rain to relieve droughts and yield fertile crops through an effect similar to *control weather*. Conversely, angered idols can turn the weather against their followers to show displeasure or to reflect their moods toward trespassers, creating more hostile seasonal effects.

Immortal Promise (Su): The living idol grants a form of immortality to some of its worshipers. Each day, the living idol selects a number of its worshipers equal to its rank plus its Charisma bonus. While within 1 mile of the living idol, these selected worshipers do not age; do not need to eat, drink, or breathe; and do not suffer any ill effects from extreme heat or extreme cold. The recipients of this gift can change daily on the idol's

whim. The living idol must be of Greater rank or higher to select this power.

Locate Worshipper (Su): A living idol can precisely locate any creature that worships it that is on the same plane as per *locate creature* except that the effect has no limit on range. At Greater rank the living idol can use *discern location* at will to find a worshipper.

Possess Worshipper (Su): A living idol with this ability can possess a worshipper as if by *possession*[OA]. A living idol may only possess worshippers within line of sight unless it also possesses the share senses ability. Then it may possess any worshipper it is actively sharing the senses of. A worshipper outside of this range may not be the target of possess worshipper, but moving outside of this range does not eject the living idol. A living idol may end this ability as a free action.

Reanimate Sacrifice (Su): When an intelligent creature is sacrificed by a living idol's worshippers, the living idol may choose to reanimate the creature's corpse as if by *animate dead*, a living idol of Intermediate rank may instead reanimate the corpse as if using *create undead*, and a living idol of Eminent rank may use *greater create undead*. A living idol's caster level for these effects is equal to its hit dice, and the living idol may create any number of undead but only maintains control over a number of hit dice of undead equal to twice the living idol's total hit dice.

Revelry (Su): Once per day, the living idol can thrum with power, affecting a number of enthralled supplicants equal to its hit dice with an effect similar to *heroes' feast*, with a caster level equal to its hit dice. The idol must have the enthrall ability to select this ability.

Sacrifice Worshipper (Su): A living idol can instantly kill any worshipper that is on the same plane as the living idol as a swift action. The targeted creature must succeed a Fortitude save or die. On a successful save the target instead takes 3d6 points of damage and is staggered for 1 round. A living idol that successfully slays a worshipper within 30 ft. with this ability gains the benefit of the *death knell* spell. A living idol can only use this ability once per day per follower. A living idol must be of at least Intermediate rank to select this power.

Share Senses (Su): As a move action a living idol with this ability may share all of the senses of one worshipper that it knows by name. A living idol may end this ability as a free action. A living idol must be at least intermediate rank to select this power.

Supernatural Presence (Su): The living idol's presence is supernaturally unsettling or captivating. Foes within range of the living idol's influence may become frightened or shaken. The range is 60 ft., and the duration of the fear effect is 5d6 rounds.

An opponent can resist the effects with a successful Will save. An opponent that succeeds at the saving throw is immune to that living idol's presence for 24 hours. On a failed save, the opponent is shaken, or frightened if it has 4 Hit Dice or fewer. This is a mind-affecting fear effect.

Living Idol Entropy

Power gained by living idols is not permanent, and worse yet, forging a connection with worshippers creates an dangerous vulnerability in the living idol's divine spark, causing the entity to hemorrhage power over time. Once a living idol accepts its first worshipper it enters into an unending parasitic relationship with the adoration and faith of its worshippers. Worshipers must maintain the semi-divine power a living idol has achieved through offerings. Without sacrifice and veneration, living idols eventually become inert vessels for a trapped, frustrated entity, relying on whispered promises to entice the weak-willed to rebuild their congregations.

A living idol that doesn't receive monthly sacrifices whose sacrifice values total at least its hit dice × 100 au also takes 2 points each of Charisma, Intelligence, and Wisdom drain at the start of the following month and loses the use of one special ability. This is permanent, though the points and abilities can be regained through sacrifices and worship (see below). A living idol reduced to 0 in any one of these ability scores falls unconscious and enters a torpor state and is incapable

"How does the power of an Ompohalos scale with the size of its retinue of followers?"
See this table

Size of Retinue	Maximum Spell Level	Eccentricities	Manifestation
1-99	1	0	100 feet
100-999	2	1	1 mile
1,000-9,999	3	3	10 miles
10,000-99,999	4	6	1000 miles
100,000-999,999	5	10	Same planet
1 million-9 million	6	15	Same planet or celestial body orbiting planet
10 million-999 million	7	20	Same solar system
1 billion-999 billion	8	30	Same galaxy
1 trillion or more	9	Infinite	Infinite

"And what counts as an eccentricity?"
Domains, Subdomains and Favored Weapons all constitute a single Eccentricity. An eccentricity can also consist of two of the following: Divine Fighting Style feats, special Prestige Classes, special Feats for worshippers, and any other unique spell or other bonus for Worshippers.

"What types of beings do races turn into when exposed to Qlippoth Corruption?"
See this table

Affected Creature	Transformation result
Human	**On Vandara:** Dies and cannot be resurrected by any means, including divine intervention, *wish*, and *true resurrection* **In space or in the Silicon Barrier:** Gainss the apostle kyton* template
Elf	Drow[ARG]
Dwarf	Duergar[UP]
Halfling	Wayang[ARG]
Goblin[ARG]	Blue[UP]
Gnome	Svirfneblin[ARG]
Kalo[APC]	Cephalume[APC]
Shirren[APC]	Dromite[UP] and trox[B4], splitting into two creatures
Aasimar[ARG], aphorite[PLA], duskwalker[PLA], ganzi[PLA], tiefling[ARG], and wheeltouched* races	Shimreen[APC]
Orc[ARG], half-orc, judow[Gen5], maenad[UP], and creatures already transformed	No effect
True dragon	Psionic dragon[UP] (type is chosen based on the dragon's personality and power level rather than subspecies)
Nagaji[ARG], reptoid[ARG], vesk[APC]	Ophiduan[UP] or xulgath[OB] (type is chosen based on the gherigo's personality rather than subspecies)
Cyclops	Papinijuwari[B5]
Serpentfolk[B2]	Psionic serpentfolk*
Non-psionic naga	Psionic naga (type is chosen based on the naga's personality and power level rather than subspecies)
Any creature not listed	Gains the qlippoth-corrupted* template