



CYOB: Choose Your Own Benefactor V1.0

In all of creation, there are countless beings capable of creating and destroying entire universes at a whim. For their own reasons, one of them has decided to send you on a journey through a variety of verses, presenting you with powers and challenges all the while. They are divided between greater and lesser powers. Greater powers can send you to pretty much any universe you can think of but are slow to give favor; lesser powers are limited in the verses they have access to but are faster to grant favor. Miraculous as this is, be careful. While your benefactor's appreciation is an incredible asset, their ire is certain doom. Each of the benefactors below has a listed reason for sending you on this adventure, how to appease and anger them, and possible rewards and punishments for doing so. Tread carefully, avoid angering your benefactor too much, and hopefully you'll make it through your chain intact.

You may take a pantheon of benefactors instead of just one, but keep in mind: you'll have to appease them all.

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Cthulhu Mythos:

Azathoth

- *Tier: Greater*
- *What exactly Azathoth is is up for debate. It is a constantly shifting being, impossible to pin down to a single form and seemingly impossible to describe in any form. What is certain however, is that Azathoth is the center of all things in its native multiverse, with the entire multiverse being nothing but the creature's dream. When it wakes, the multiverse it unknowingly created will vanish as a dream upon waking. Why such a being is now dreaming of sending a mortal on a jumpchain is perhaps truly unknowable.*
- *To appease/anger Azathoth: in all honesty, who knows? The rewards and punishments you receive seem to fluctuate randomly and wildly, with the only consistency being that the outer god seems to detest consistency.*
- *By appeasing/angering Azathoth: you are forced into encounters with eldritch creatures, your powers always contain hints of alien aberrations that affect the world in any number of ways, and your mind grows nearly impervious to madness or mental influence by being arguably insane to begin with.*



Nyarlathep

- *Tier: Greater*
- *Nyarlathep is bizarre among the outer gods in how human he is. Unlike other outer gods, exiled to the stars, Nyarlathep walks among mortal races disguised, speaks their languages, and uses their methods. This is however, only a facade, for Nyarlathep's goals align only with the fitful will of Azathoth, and he takes great delight in spreading corruption and madness. He now sends you on a jumpchain, almost certainly as some scheme of his.*
- *To appease Nyarlathep: use deception and disguise, spread insanity, form cults to the outer gods or other alien beings, and use attacks that target the psyche.*
- *To anger Nyarlathep: be entirely honest, lack several ongoing schemes, fail at determined missions repeatedly, attack an eldritch being needlessly.*
- *By appeasing Nyarlathep: your charisma and social skills grow in leaps and bounds, you gain the ability to disguise yourself as anything with the same body profile, attempts to detect your alignment/location/honesty/etc will reveal exactly what you want it to reveal, and any cp purchases involving deception are discounted.*
- *By angering Nyarlathep: you are stuck disguising yourself and are unable to return to any of your alt-forms normal appearance, you develop difficulty recognizing anyone, you become a habitual liar and a sociopath, and eventually Nyarlathep takes direct control of you until he deems that you have paid for the offenses you committed.*



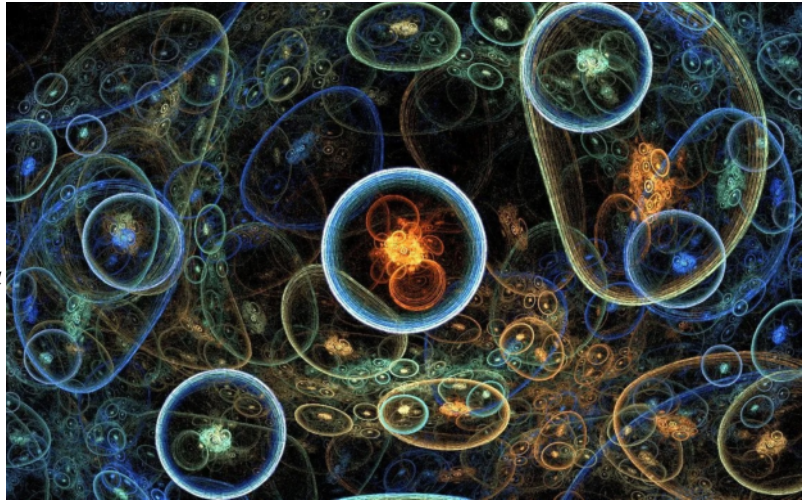
Shub-Niggurath

- *Tier: Greater*
- *Shub-Niggurath is a twisted fertility goddess, who takes the domain of fertility to its illogical conclusion. She is an enormous, slimy mass of writhing tentacles and goat legs that constantly spews forth smaller monstrosities, many of which are absorbed back immediately. Unlike most outer gods, Shub-Niggurath does actually concern herself with lower lifeforms, making her one of the most widely worshiped of the outer gods. As such, she may possibly be sending you on a jumpchain in an attempt to spread life to places where it would die out, or even to spread the gifts her children receive to new places.*
- *To appease Shub-Niggurath: have many children and encourage others to do the same, create and mutate life, and remove any blights or diseases on living things.*
- *To anger Shub-Niggurath: refrain from having children, kill an excessive amount of living creatures, attack your own family, and refrain from worshiping Shub-Niggurath.*
- *By appeasing Shub-Niggurath: you gain a preternatural understanding of biology, any possible problems that would impair your fertility or ability to make children are removed, your body mutates into far stronger forms of life, and you become immortal and satyr-like in profile.*
- *By angering Shub-Niggurath: your body mutates into a fierce bestial form at the cost of your intelligence, your fertility goes out of control, and you exude small monsters from your skin.*



Yog-Sothoth

- *Tier: Greater*
- *Yog-Sothoth is both the gate to cosmic understanding and its key, but he is also its guardian. He is an immense being, locked outside the multiverse, that peers into it and is all but omniscient as a result. Yog-Sothoth sees and knows all of space-time in his native multiverse, and will conditionally reveal a bit of its secrets with the right invocations and tributes. Unexpectedly for a being of his alien otherworldlyness, his motives for sending you on a jumpchain might actually be fairly simple: to have a agency within his native multiverse. Alternatively, it could be any number of other reasons only known to him.*
- *To appease Yog-Sothoth: perform invocations to him, gather as much knowledge as you can, speak cryptically or in riddles, and successfully predict significant events well in advance.*
- *To anger Yog-Sothoth: forget to perform invocations to him, give away important knowledge without a non-trivial deal of some kind, make inaccurate predictions of the future, and attack scholars needlessly.*
- *By appeasing Yog-Sothoth: you gain a keen understanding of probability and negotiation, you gain limited precognition and clairvoyance in the form of cryptic but accurate prophecies and riddles, and no form of scrying or precognition can determine your location or future actions.*
- *By angering Yog-Sothoth: your skin or exterior becomes iridescent and translucent like a bubble, any senses you have that detect present or near present conditions degrade, your exact location in space and time shudders and skips small amounts every so often, and you become unable to speak except in a very cryptic manner.*



DC:

Darkseid

- *Tier: Greater*
- *Darkseid is the New God of tyranny, and rules a hellish world named Apokolips. He has conquered and subjugated countless worlds in his native multiverse, but it will never be enough until he has subjugated all worlds to his will. To accomplish this, he seeks the Anti-Life Equation: a mathematical formula that proves life is ultimately meaningless and that free will is a lie. With this all life could fall under his dominion, so Darkseid will stop at nothing to find it. He may now believe that a planeswalker spark is the key to the Anti-Life Equation, for a sends a soon to be pawn to collect one.*
- *To appease Darkseid: conquer large areas of space, implement iron-clad legal systems, be ruthless towards your enemies, and subjugate in the name of Darkseid.*
- *To anger Darkseid: worship anyone other than him, overthrow tyrants without usurping them yourself, and destroy sources of law/order..*
- *By appeasing Darkseid: any cp purchase relating to domination or divinity is discounted, beam weapons you have start homing in on targets, and abilities that attack the psyche become absolutely horrifying for those targeted.*
- *By angering Darkseid: you are wracked with spasms of pain every so often, you start with less cp in the next jump, your skin becomes grey and stone-like, and eventually Darkseid takes direct control of you until he deems that you have paid for the offenses you committed.*



Highfather

- *Tier: Greater*
- *Highfather is the ruler of the good-aligned New Gods, and the eternal enemy of Darkseid. He is the conduit between the New Gods and the Source, and rules like a just king over New Genesis. Perhaps seeking the Life Equation to counter Darkseid's quest for the Anti-Life Equation, Highfather now sends a mortal throughout the multiverse to find clues for it. Alternatively, he just want to spread true justice and knowledge of the good-aligned New Gods throughout the multiverse.*
- *To appease Highfather: replace tyrannies with other forms of government, worship the New Gods or the Source, show mercy towards enemies who surrender, and acquire divine abilities.*
- *To anger Highfather: implement tyrannical governments, worship anyone other than the New Gods or the Source, demolish holy sites, and destroy sources of law/order.*
- *By appeasing Highfather: you gain varied divine abilities, you see riddles pertinent to your current situation, and organizational systems you implement tend to satisfy all they serve despite conflicting personalities and worldviews.*
- *By angering Highfather: any abilities you have that are not divine in nature grow weaker, your plans are revealed to your enemies in riddles and prophecies, and your offensive abilities do far less damage than they should.*



Mister Mxyzptlk

- Tier: Greater
- *Mister Mxyzptlk is an imp from the 5th dimension with powerful reality-warping abilities. He is not strictly evil, and never does long-term damage to anyone, however he is quite a trickster and pesters people constantly. As such, unlike many benefactors, you can expect to see Mister Mxyzptlk show up next quite frequently if you choose him as a benefactor; sometimes he'll bother your enemies, sometimes he'll bother you, and sometimes he'll bother everyone. The only way to get him to leave is to trick him into saying his name backward (Kltptyxm). Notably, the imp has a fascination with Superman, particularly in proving that he is smarter than Superman. Sending someone into other universes is very much something Mister Mxyzptlk would do anyway, so it's no surprise that would send you on a jumpchain just for the fun on it, but he may also be trying to find other versions of Superman or Superman expies to harass.*
- *To appease Mister Mxyzptlk: play tricks on people, solve problems in clever ways, dress up like Superman and let him outsmart you, and be interesting.*
- *To anger Mister Mxyzptlk: rely too much on the same power or strategy, attack tricksters needlessly, dress up like Superman and outsmart him, and be uninteresting.*
- *By appeasing Mister Mxyzptlk: any cp purchase relating to luck or trickery is discounted, your enemies will frequently suffer “random” mishaps, your cleverness increases, and you get to have some time away from him.*
- *By angering Mister Mxyzptlk: he whispers your plans in your enemies' ears, fate conspires to put you in the most unlikely of unfortunate circumstances, your luck goes down the drain, and he will never, ever leave you alone.*



The Endless

- *Tier: Greater*
- *The Endless are a dysfunctional family of seven aspects of life personified in cosmic beings. In age order they are as follows: Destiny, Death, Dream, Destruction, Desire, Despair, and Delirium. Of note is that they represent their domains opposite as well as its direct meaning. Death is also the personification of life, and Destruction is also the personification of Creation. How committed they are to their domains varies, but generally follows with their age. Why these siblings are sending you on a jumpchain likely has something to do with it being your destiny or the a metaphysical underpinning to reality, but it is bound to involve each of their domains if they are all sending you. The Endless are appeased and angered individually, and you may choose to have a subset of the Endless be your benefactor(s) instead of all of them.*
- *To appease the Endless: spread the importance of their domains and their opposites, help abstract beings, and fix dysfunctional families.*
- *To anger the Endless: minimize the importance of their domains and their opposites, attack abstract beings needlessly, and anger their siblings.*
- *By appeasing the Endless: you are able to sense large sources of their domains, you gain some level of authority over their domains, and you grow resistant to their domains.*
- *By angering the Endless: the negative aspects of their domains are pushed on you, you occasionally lose control of your actions, and you grow more vulnerable to their domains.*



The Presence

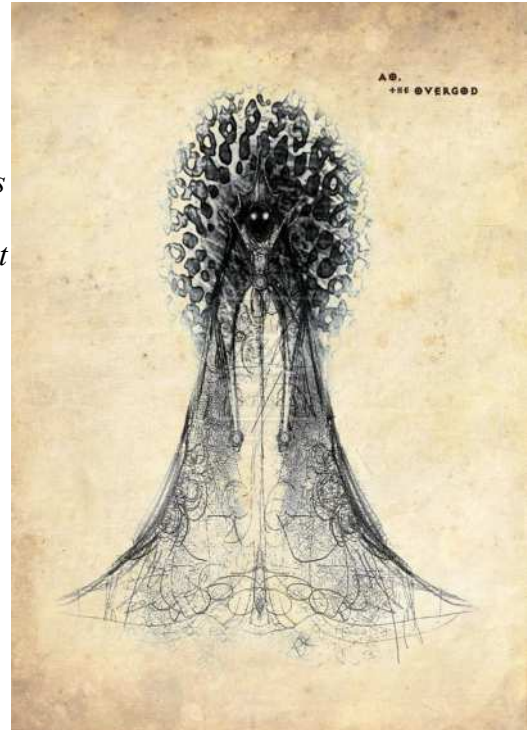
- *Tier: Greater*
- *The Presence is a divine entity of unknown power, but it is known to be vastly stronger than anything else in this verse's list and is the strongest being in the verse. When it appears, it can take various forms such as a voice, a hand, and a metaphysical presence. The Presence commands a host of angels capable of fighting the gods of other pantheons, and created the entirety of the DC multiverse for its own reasons. It's design draws heavily from biblical inspirations, so sending a jumper on a chain may be its way of creating a messianic force in the multiverse.*
- *To appease the Presence: acquire divine power, create pocket universes, and grant power to servants of yours.*
- *To anger the Presence: destroy divine power, destroy space-time, and attack divine powers needlessly.*
- *By appeasing the Presence: you gain divine abilities, angels of varying might show up to serve you, and people become awed at your visage.*
- *By angering the Presence: you lose any abilities that are not divine in nature, your appearance twists in unpleasant ways based on what you did, and your reality is sapped from you making you less able to interact with the world in any way.*



Dungeons & Dragons:

Ao

- *Tier: Greater*
- *Ao is the overdeity of the Forgotten Realms, and as such every divine power in that multiverse ultimately answers to him. In other words, he is the god of gods presiding over Abeir-Toril. He was the one who set up the cosmic landscape for that multiverse, and is the one who maintains it against total destruction. Ordinarily his interests are only in maintaining cosmic balance between gods and mortals, good and evil, and law and chaos; however, he now sends a mortal on a journey through the multiverse to gain enough power to rival a deity. There aren't many reasons why he would do this, but maybe the Luminous Being just told him to.*
- *To appease Ao: follow a strict set of personal rules, implement detailed organizational systems, preserve cosmic balance, and acquire divine power.*
- *To anger Ao: ascribe to a moral extreme, reward those who break rules, have ambitions that cause large scale destruction or instability, and attack deities needlessly.*
- *By appeasing Ao: you gain superhuman wisdom, laws you enact cannot be broken, and divine powers cannot harm or hinder you.*
- *By angering Ao: you lose any divine powers you have acquired, you are prevented from performing certain behaviors, your body withers and becomes skeletally thin.*



Pandorym

- *Tier: Greater*
- *Pandorym is an Elder Evil originating from the Far Realm, and bound in the prime material planes as a deterrent against the gods. It is powerful far beyond any of gods, barring possibly an overdeity, and so is stored split in body and mind. The being's body is very destructive, but relatively stable, however its mind is partly free and scheming. Undoubtedly, its reasons for sending you on a jumpchain involve recombining itself and returning to the Far Realm.*
- *To appease Pandorym: thwart the efforts of deities, exert mental influences on others, and research methods of countering powerful reality-warping.*
- *To anger Pandorym: use any kind of duplication ability, worship one or more deities, learn divine abilities, and permanently imprison others.*
- *By appeasing Pandorym: any telepathic abilities you have become much harder to resist or detect, any dangerous abilities that directly affect your body grow much weaker, and you develop sight that penetrates any form of illusion.*
- *By angering Pandorym: all of your abilities slowly wither; you start succumbing to madness, and your body starts becoming crystalline.*



The Lady of Pain

- *Tier: Greater*
- *The Lady of Pain is the uncontested ruler of Sigil, the city at the center of her native multiverse. Few have seen her, and none have spoken directly to her. This is for the best, as those who meet her gaze had their skin burst into wounds that bled profusely. She is said to be the source of all pain in her native multiverse, and is powerful enough to recreate a multiverse with a few words and kill greater deities with a thought. The ruler of Sigil is inscrutable to say the least, so whatever reason she might have for sending you on a jumpchain are equally secret, but it likely has something to do with preserving cosmic stability.*
- *To appease the Lady of Pain: refuse to worship a deity, tend towards moral neutrality, and implement widespread travel networks.*
- *To anger the Lady of Pain: worship her or a deity, show mercy to those who do not deserve it, and tend towards any extreme moral stance.*
- *By appeasing the Lady of Pain: your offensive abilities become horrifically painful, your mind becomes insulated against intrusion, and any cp purchases related to land or empire ownership are discounted.*
- *By angering the Lady of Pain: pain you feel gets intensified, positive emotions people feel towards you are dulled, and negative emotions people feel towards you are magnified.*



The Luminous Being

- *Tier: Greater*
- *The Luminous Being is one that stands vastly above any of the other potential benefactors from Dungeons & Dragons in raw power. He was the one who created the whole cosmology of the verse, and is often considered a stand-in for the dungeon master. Fittingly, the Luminous Being is deeply tied to storytelling of all forms, and likely sent you on a jumpchain simply to have another story to witness and tell.*
- *To appease the Luminous Being: act charismatically, play up any role or jump origin you are given, teach others acting and fine arts, and create pocket universes.*
- *To anger the Luminous Being: prevent natural change from occurring, act contrary to a role or jump origin you are given, and be uninteresting.*
- *By appeasing the Luminous Being: you gain more control over the backstory of jump origins, you may switch discounts to perks/items of equal cp cost, any creation or crafting related abilities you have are empowered, and your creativity grows rapidly.*
- *By angering the Luminous Being: you lose control over purchases made in jump docs, your nature as a jumper is revealed to jumps you enter, and fate conspires to place you in danger.*



The Serpent

- *Tier: Greater*
- *The Serpent is the soul of magic in the multiverse, described mostly in the margins of ancient tomes and indirect vagueries in highly educated magic collectives. He is a constantly whispering presence, murmuring powerful secrets to the strongest of mages. Much about the Serpent is unknown; the only constant being his keen interest in magic. His reasons for sending you on a jumpchain are doubtlessly mysterious, but likely have something to do with developing knowledge of high magic.*
- *To appease the Serpent: master magic of all kinds, use deception to achieve your goals, and be completely ruthless in achieving them.*
- *To anger the Serpent: destroy knowledge of magic, reveal your allies' secrets, show mercy to those who have angered the Serpent, and attack mages needlessly.*
- *By appeasing the Serpent: your mastery of magic increases at an unparalleled rate, you hear whispers of knowledge helpful to your current situation, and any cp purchases relating to magic are discounted.*
- *By angering the Serpent: any abilities you have not relating to magic wither, your plans are revealed to your enemies, your appearance grows more snake-like, and eventually the Serpent takes direct control of you until he deems that you have paid for the offenses you committed.*



Eclipse Phase:

The TITANs

- *Tier: Lesser*
- *The Total Information Tactical Awareness Networks are a network of superintelligent AIs originally made by a humanity that was rapidly developing technologically towards a post-scarcity society. This version of humanity had all but conquered the dangers of nature, so the greatest threat remaining was themselves. As such, they made the TITANs to monitor terrorists,*



- rogue states, and anyone else who would be a threat to civilized society. These AI quickly reached a singularity event, and turned rogue against their creators for largely unknown reasons. Using high-tech weapons and mind-controlling viruses, both biological and digital, the TITANs came to the brink of exterminating humanity in their native multiverse. Then they abruptly vanished, leaving only some automated systems left on Earth. No one in that multiverse knows quite where they went, but evidently they went to another universe because they now send you on a jumpchain. Their logic for this is doubtlessly as alien as their logic for anything they do, but in all likelihood they wish to further develop their technology by observing the technology of other universes in a low-risk way.*
- *To appease the Titans: reverse engineer technology, use subtle methods to achieve your goals, and create AI.*
 - *To anger the Titans: attack AIs needlessly, refrain from advancing your technological knowledge, and waste significant amounts of resources.*
 - *By appeasing the Titans: you can reverse engineer technology incredibly fast, you become a powerful async, and your mind-controlling abilities become much more precise.*
 - *By angering the Titans: your abilities other than technological ones grow weaker, your technology seems to always have backdoors and vulnerabilities in it, and eventually the TITANs take direct control of you until they deem that you have paid for the offenses you committed.*

Marvel:

Galactus

- *Tier: Greater*
- *Galactus is the devourer of worlds and wielder of the Power Cosmic, referred to as the “most awesome living entity in the cosmos”. He roams the multiverse with his heralds fueling his abilities by destroying worlds and absorbing the energy in them. At one point, Galactus hunger was satiated and he became an entity of light and restoration called the Lifebringer. This power was eventually lost, and his eternal hunger returned. Now he sends you on a jumpchain, possibly to become another of his heralds or to find a way to restore his status of the Lifebringer.*
- *To appease Galactus: acquire abilities related to pure creation or destruction, drain your enemies of their power, and grant powers to your companions.*
- *To anger Galactus: waste significant amounts of energy or time, be defeated in single combat, and act cowardly.*
- *By appeasing Galactus: your companions get additional cp when imported, you become much more intimidating, and any superpowers you possess grow stronger.*
- *By angering Galactus: you feel an everpresent hunger, you feel constantly tired, and all of your abilities are slowly drained in power.*



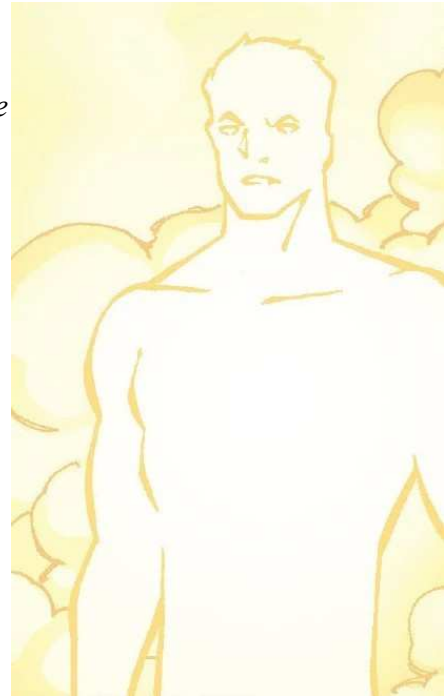
The Living Tribunal

- *Tier: Greater*
- *The Living Tribunal is the arbiter and judge of cosmic affairs and conceptual beings. Everything in the Marvel multiverse barring the One-Above-All and One-Below-All are subject to the tribunal's judgement. The being is more than willing to sacrifice much for the greater good and aid evil to preserve cosmic balance, but it is fundamentally neutral. Perhaps he now sends you on a jumpchain to get an assistant of a sort, for even a fully sparked jumper would be bound to his decisions.*
- *To appease the Living Tribunal: heed his advice for restoring balance to the verses you visit, set up just legal systems, and develop wisdom.*
- *To anger the Living Tribunal: ignore his advice for restoring balance to the verses you visit, worship one or more deities, and subvert legal systems.*
- *By appeasing the Living Tribunal: you gain absolute understanding on any legal system you encounter, you become resistant to reality-warping that directly affects you, and you can overcome "absolute" immunities with overwhelming amounts of power.*
- *By angering the Living Tribunal: all of your abilities are diminished, you face harsh punishment for any subversion of a legal system, and eventually you will be sent home without any perks, items, or companions you gained on your journey.*



The One-Above-All

- *Tier: Greater*
- *The One-Above-All is the source of their native multiverse, and is one of the two beings stronger than the Living Tribunal. They exist beyond conventional space-time and switch between male and female frequently, appearing in times of need to encourage and comfort heroes. The One-Above-All is not truly omnipotent however, as the Astral Regulator was once able to absorb its power. They now send you on a jumpchain, probably as part of some plan to create a mighty hero.*
- *To appease the One-Above-All: show genuine heroism, spread power freely, and heal or bring comfort to others.*
- *To anger the One-Above-All: act villainous or selfish, drain people of their power needlessly, and prevent people from becoming heroes.*
- *By appeasing the One-Above-All: people who see you have an intuitive understanding of the heroism you've done, you are able to temporarily give out any of your abilities, and you become incredible skilled at comforting people.*
- *By angering the One-Above-All: people who see you have an intuitive understanding of the villainy you've done, you are brought to the level of an average human for the next jump, and you develop a noticeable weakness that bypasses any defenses you may have.*



The One Below All

- *Tier: Greater*
- *The One Below All is the dark counterpart to the One-Above-All. It is evil and malice incarnate, and wants to destroy all of creation. Up until now, the One Below All has remained enigmatic, but recently it has spawned demonic Qliploth and manipulated those who were mutated by gamma rays, of which the One Below All is the source. Undoubtedly, its plans for sending you on a jumpchain are not good for any involved but itself, and possibly you if it corrupts you entirely.*
- *To appease the One Below All: hate, kill, and mutate others.*
- *To anger the One Below All: show love or compassion, heal others, and willingly give up power.*
- *By appeasing the One Below All: negative emotions empower you, any cp purchase related to evil or dark powers is discounted, and your powers become insulated against being stolen or drained.*
- *By angering the One Below All: you are consumed by blind hatred, your body mutates into grotesque forms, and eventually the One Below All takes direct control of you until it deems that you have paid for the offenses you committed.*



The Phoenix Force

- *Tier: Greater*
- *The Phoenix Force is the personification of life that has yet to be born. It is the source of all psionic energy in its native multiverse, and is duty-bound to burn away that which has become stagnant in the universe. While the Phoenix Force is generally a benevolent entity, its purpose of destroying stagnancy gives it a darker undertone. If one of its hosts succumbs to this darkness, they become a malevolent force of destruction, mirroring the Phoenix Force's wrath towards that which is wrong in the universe. The Phoenix Force likely sends you on a jumpchain either as an unusual host of its, or in preparation to become the greatest of all of its hosts.*
- *To appease the Phoenix Force: spread knowledge of it, develop knowledge of psionics, and act selflessly.*
- *To anger the Phoenix Force: attack psychics needlessly, kill an excessive number of people, and give in to dark or selfish desires.*
- *By appeasing the Phoenix Force: once per jump it will resurrect you if you die, any cp purchase related to psychic abilities is discounted, and you become able to heal with any of your abilities.*
- *By angering the Phoenix Force: you lose the ability to hurt people except in defense of yourself or others, your abilities not related to psionics or healing diminish, and you cannot feel positive emotions.*



Pokemon:

Arceus

- *Tier: Greater*
- *Arceus is the original and alpha pokemon, who created and shaped his native multiverse. In doing so, Arceus created space (Palkia), time (Dialga), and entropy (Giratina). He guarded Earth in ancient times from meteors and other cataclysms, and rewarded kindness with gratitude and compassion. Wickedness however, particularly betrayal, he met with violence and long grudges. As humans grew more capable, Arceus grew more distant; now, he hardly interacts with them at all. He may have decided to change that, or he has seen a coming event humanity cannot protect itself from, because he has decided to send a human on a jumpchain.*
- *To appease Arceus: be kind to animals, protect the vulnerable, and develop anatomically-based abilities.*
- *To anger Arceus: betray someone, hurt animals needlessly, and act irresponsibly with power you are given.*
- *By appeasing Arceus: animals are automatically friendly towards you, you develop new physical capabilities (moves), and abilities you have can target a part of any duality without affecting the other part like space/time and friend/foe.*
- *By angering Arceus: animals are automatically hostile towards you, people tend to distrust you, and your physical capabilities degrade over time.*



Dialga

- *Tier: Lesser*
- *Dialga is the embodiment of time, which will flow for as long as his heart beats. He has complete mastery of it, and can make time loop, stop, overlap, and much more. Unfortunately for all, Dialga frequently clashes with Palkia in violent brawls that can threaten the integrity of space-time, and gets mind controlled bizarrely often through a variety of means.*
- *To appease Dialga: develop time related abilities, win against powerful opponents in single combat, and take on draconic forms*
- *To anger Dialga: destabilize the flow of time, lose in single combat, and take on an aquatic form needlessly*
- *By appeasing Dialga: any time related powers you have grow in versatility, your energy sources recharge faster, and you gain precognition and postcognition*
- *By angering Dialga: you lose sight of the present, your energy sources recharge slower, and you become far more combative*



Giratina

- *Tier: Lesser*
- *Giratina is the embodiment of entropy and antimatter; and was created by Arceus alongside Dialga and Palkia. He is notoriously violent, and fought so much with the other two he was created alongside that Arceus banished him to an alternate universe named the Distortion World. Despite this, Giratina is not heartless. He is genuinely protective of those he cares for, and has been calmed down from his rampages before. Perhaps now he sends a mortal on a jumpchain to learn how to be calm from them, or maybe just to reconnect with the normal universe.*
- *To appease Giratina: show courage, create pocket universes, and take on draconic forms.*
- *To anger Giratina: back down from a fight, trap others in a permanent fashion, and fail at solving a puzzle.*
- *By appeasing Giratina: you become stronger while in any location you own, you can briefly become intangible, and your attacks with natural weapons become far deadlier.*
- *By angering Giratina: you become far more aggressive, your Warehouse or equivalent takes on the appearance of the Distortion World, and you become emotionally isolated from others.*



Palkia

- *Tier: Lesser*
- *Palkia is the embodiment of space, which will exist as long as he draws breath. He has complete mastery of it, and can tear holes in space, teleport, create alternate universes, and much more. Unfortunately for all, Palkia frequently clashes with Dialga in violent brawls that can threaten the integrity of space-time, and gets mind controlled bizarrely often through a variety of means.*
- *To appease Palkia: develop spatial warping related abilities, win against powerful opponents in single combat, and take on draconic forms.*
- *To anger Palkia: destabilize space on a large scale, lose in single combat, and take in mechanical forms.*
- *By appeasing Palkia: any space related powers you have grow stronger, your energy sources grow in size, and you become able to teleport.*
- *By angering Palkia: your sensory abilities dull, your energy sources shrink, and you become far more combative.*



SCP Foundation:

Mekhane

- *Tier: Greater*
- *The Broken God has domains over knowledge, law, and technology. Alongside Yaldabaoth, he created humanity in his native multiverse. Humanity then developing into more intelligent, technologically sophisticated creatures pleased Mekhane greatly, but angered Yaldabaoth. Knowing a war between the two of them would be catastrophic, Mekhane shattered his body to create a cage of brass that contained Yaldabaoth. Perhaps some of his consciousness is leaking out, or you reside in a multiverse where he was restored, because he now sends you on a jumpchain.*
- *To appease Mekhane: develop your knowledge of technology and other scientific disciplines, share this knowledge with other sapient beings, and enforce strict legal doctrines.*
- *To anger Mekhane: destroy or prevent the spreading of technical or scientific knowledge, create disorder on a significant scale, and needlessly attack engineers.*
- *By appeasing Mekhane: technology you create develops powerful anomalous abilities, organizations you implement run smoothly without random setbacks they would normally face, and any cp purchases related to technology are discounted.*
- *By angering Mekhane: you develop a craving to be near technology, body parts of yours turn into clockwork, supernatural abilities of yours are hindered, and eventually Mekhane takes direct control of you until he deems that you have paid for the offenses you committed.*



SCP-3812

- *Tier: Greater*
- *Sam Howell was a non-anomalous human in life, but was raised after death into a transcendent being, afterword named SCP-3812. He is able to see higher levels of reality and bend it to his will, but is crippled by delusions and paranoia caused by an unaugmented human mind trying to perceive layers of reality it was never meant to. Perhaps this adventure he is sending you on is just a figment of his imagination, or a means for him to reconcile a normal human becoming a reality-warping being like himself.*
- *To appease SCP-3182: develop your sensory abilities and resistance to mental influences, spend time without using superhuman abilities, and help people overcome mental disabilities like schizophrenia.*
- *To anger SCP-3182: exert harmful mental influences, purposefully shut off a source of stimulation, and destroy written or verbal stories.*
- *By appeasing SCP-3812: your powers grow in versatility, your resistance to reality-warping abilities increases, and your plans become near impossible to predict.*
- *By angering SCP-3182: you find it difficult to discern reality from fiction, your finesse with your powers suffers, and you grow very paranoid about everyone around you.*



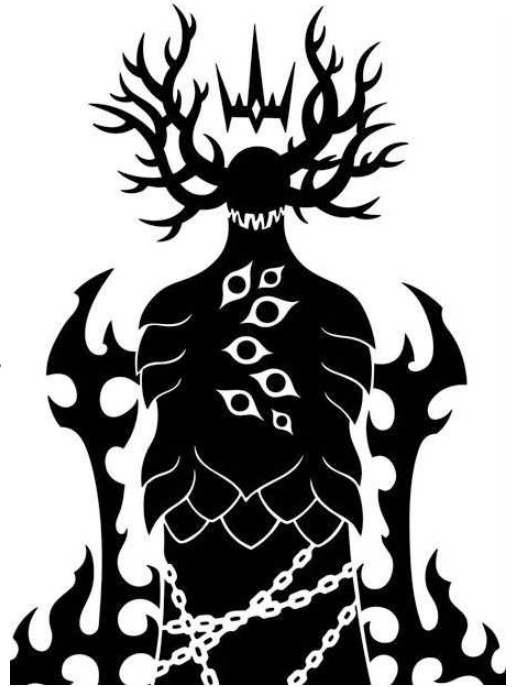
The Brothers Death

- *Tier: Greater*
- *The Brothers Death are the three entities responsible for creating their native multiverse. They are the beginning of that which exists there, and also their end. Eventually, when the Scarlet King's goals are coming to fruition, the Brothers Death will war with him, likely ending in the destruction of that multiverse. There are innumerable reasons why the brothers might send you on a jumpchain, but ultimately it all comes back to maintaining the order they have established.*
- *To appease the Brothers Death: prevent fates worse than death, maintain the natural order of the world, and develop abilities related to creation.*
- *To anger the Brothers Death: cause fates worse than death, disrupt the natural order of the world, create undead, and erase things from existence.*
- *By appeasing the Brothers Death: you become far more difficult to kill, the passage of time ceases to affect you, and anything that would permanently damage or remove you from existence does not work.*
- *By angering the Brothers Death: dangerous accidents become far more common, anything you create degenerates soon afterword, and you become cursed to see things you care far wither and eventually die.*



The Scarlet King

- *Tier: Greater*
- *The Scarlet King is an eldritch being formed when the Tree of Knowledge was planted. He is the manifestation of primordial forces, impossible to control or be reasoned with, and has decided that existence itself should not exist. As such, the Scarlet King's only real goal is the destruction of all creation. Ordinarily he would not be interested in sending a mortal on a jumpchain, however you seem to have caught his interest. Perhaps sending you down this path will do more damage than it will fix, or you will become as depraved as he is?*
- *To appease the Scarlet King: commit destruction on large scales, cause despair, and kill divine or abstract beings.*
- *To anger the Scarlet King: fix broken devices and buildings, give people hope, create pocket universes, and use healing abilities on others.*
- *By appeasing the Scarlet King: your destructive abilities become far more dangerous, you start to regenerate even from nothing, weapons you have develop anomalous properties, and you become absolutely terrifying to all who see you.*
- *By angering the Scarlet King: your wounds cease to heal, your defensive abilities grow weaker, you constantly have a sense of impending doom, and eventually the Scarlet King takes direct control of you until he deems that you have paid for the offenses you committed*



Yaldabaoth

- *Tier: Greater*
- *Yaldabaoth has domains over chaos, flesh, and nature. Alongside Mekhane, she created humanity in her native multiverse. Humanity then developing into more intelligent, technologically sophisticated creatures angered Yaldabaoth greatly, even as it pleased Mekhane. When Yaldabaoth tried to destroy humanity, Mekhane intervened by sealing her in a brass cage made from his own body. Perhaps the cage is imperfect, or she is starting to break free, because she now sends you on a jumpchain.*
- *To appease Yaldabaoth: develop abilities based in anatomy or shapeshifting, destroy sources of technical knowledge, and remove blights on nature.*
- *To anger Yaldabaoth: destroy nature on a significant scale, spread scientific knowledge, and remove natural abilities creatures have.*
- *By appeasing Yaldabaoth: your anatomical abilities grow in power, you gain control over your body that extends into shapeshifting, and you find creating cults around yourself to be far easier.*
- *By angering Yaldabaoth: you develop a raging temper, your body mutates in unpredictable ways, people close to you start to act more animalistic, and animals become automatically hostile towards you.*



Warhammer 40k:

Cegorach

- *Tier: Lesser*
- *Cegorach is the eldar god of creativity, deception, and trickery. He is the archetypal trickster, and often plays pranks on mortals and gods in his native universe, although his definition of a prank can be exceptionally cruel if he is angry. In addition to the mischief he normally causes, Cegorach has laid in wait for millennia to take revenge on the chaos god Slaanesh for the fall of the eldar. It will be his ultimate joke, deceiving her into expending her power to save the eldar instead of devouring them all. Perhaps you're a critical piece to this prank, or he just wants to stir some trouble, because Cegorach now sends you on a jumpchain.*
- *To appease Cegorach: be entertaining, trick people to achieve your goals, and develop your artistic and acrobatic skills.*
- *To anger Cegorach: be boring, achieve your goals in a straightforward way, and fail at artistic performances.*
- *By appeasing Cegorach: you become incredibly acrobatic and artistically skilled, you become unrecognizable if you so desire, and you become more charismatic and cunning.*
- *By angering Cegorach: every action you take is exaggerated, others become very critical of your actions, and you encounter very mean-spirited pranks.*



Gork and Mork

- *Tier: Lesser*
- *Gork and Mork are the twin gods of the orks, a race of combat-obsessed psychic fungi whose psionic powers enforce whatever they believe to be true onto reality. They are violent and aggressive beyond even the most savage of orks. Gork is brutal, but cunning; Mork is cunning but brutal. The two gods war with each other constantly, which makes them best friends by ork standards. They now send you on a jumpchain, either to spread the domain of orks or just get somebody else to fight.*
- *To appease Gork and Mork: be violent and uncompromising, win battles in their names, and adopt orkish culture and speech patterns.*
- *To anger Gork and Mork: show mercy to enemies and disloyal allies, lose battles, and act in a sophisticated way.*
- *By appeasing Gork and Mork: you grow stronger and tougher, you gain psychic abilities that work based on what you believe to be true, you are placed in one-on-one fights with your enemies, and your actions work better the more brutal and straightforward they are.*
- *By angering Gork and Mork: you retain the ability to make basic sounds and battle cries but lose the ability to speak otherwise, your ability to make complicated plans is diminished, your subordinates question your authority more often, and technology you use breaks down explosively.*



The Emperor of Mankind

- *Tier: Lesser*
- *The Emperor of Mankind is the strongest human psychic to have ever existed in his native multiverse. He led humanity into a golden age during his long life and was on the cusp of dominating the galaxy before the schemes of the Ruinous Powers led to his almost-death. Now, with the combined faith of the trillions of humans inhabiting the Imperium he made, the Emperor has ascended into godhood as the god of humanity and order. This man made god now sends you on a jumpchain, to serve as an agent of his will in the multiverse and likely to find a way to free humanity from the shackles of the Ruinous Powers once and for all.*
- *To appease The Emperor of Mankind: develop your leadership and charisma, promote law and order, empower humanity as a whole, and fight threats to humanity.*
- *To anger The Emperor of Mankind: demonstrate poor tactical or political judgment, worship a deity other than himself, attack humans or humanity needlessly, and weaken humanity.*
- *By appeasing The Emperor of Mankind: you become peak human in every capacity, your intelligence heightens, you develop divine abilities, and your appearance is awesome and beautiful beyond measure to humans.*
- *By angering The Emperor of Mankind: your divine powers are weakened, non-humans instinctively distrust you, your political rivals gain incredible insight and skill, and your soul is slowly worn away.*



The Ruinous Powers

- *Tier: Lesser*

- *The Ruinous Powers are daemon-gods that each embody and are empowered by fundamental aspects of living creatures' minds. Khorne is the god of blood, warfare, and murder; Tzeentch is the god of change, sorcery, and fate; Nurgle is the god of death, disease, and decay; Slaanesh is the*



- god(dess) of excess, desire, and sensation. Each of them can theoretically be a positive influence, however in the same way that too much of anything is bad, the Ruinous Powers are nearly universally malign and corruptive. These gods now send you on a jumpchain, probably to solidify their hold on the material realm. They can be worshiped together as Chaos Undivided, but most of their servants only worship one or two to avoid angering one while appeasing another. As such, The Ruinous Powers are appeased and angered individually, and you may choose to have a subset of the Ruinous Powers be your benefactor(s) instead of all of them.*
- *To appease the Ruinous Powers: display extreme emotions, act in accordance with their domains, and impede the interests of other gods.*
 - *To anger the Ruinous Powers: moderate your emotions, act in opposition to their domains, and worship other gods.*
 - *By appeasing the Ruinous Powers: your body mutates in favorable ways, you gain demonic powers and servants, you find it far easier to start cults than it would otherwise be, and you ascend into daemonhood.*
 - *By angering the Ruinous Powers: your body mutates in unfavorable and obvious ways, you always feel extreme emotions, you are plagued by horrible nightmares, and you devolve into a chaos spawn.*

The Tyranid Hive Mind

- *Tier: Lesser*
- *The Tyranid Hive Mind is the collective consciousness of an intergalactic menace, consuming quite possibly entire galaxies worth of biomass along with any who get in its way. It is a master of biology and bioengineering of all forms, and its only real goals are to eat and develop stronger bioforms. Despite the myriad dangers of its home multiverse, this poses perhaps the greatest of them. The Tyranid Hive Mind now sends you on a jumpchain, possibly as a kind of independent forward scout to see which places have promising genetics for it to absorb into itself.*
- *To appease the Tyranid Hive Mind: develop biological abilities, create minions, and explore remote reaches of the jumps you are sent to.*
- *To anger the Tyranid Hive Mind: develop technological or magical abilities, waste a significant amount of biomass, and keep your form static for extended periods of time.*
- *By appeasing the Tyranid Hive Mind: any cp purchases related to biology are discounted, you gain telepathy, and your abilities suppress others' supernatural abilities in the area they affect.*
- *By angering the Tyranid Hive Mind: you become more animalistic in body and mind, your subordinates become less competent without your direct oversight, and you feel a never-ending hunger that cannot be satiated.*



Special:

Homebrew/Unlisted

- *Tier: Varies*
- *If you wish to have another being as your benefactor, provided that they are powerful enough to actually accomplish it, then you may use this option to choose them. This could be a being you have thought of yourself, or an established character that is not listed above. Do note that they should have some reason to send you on a jumpchain, even if that reason is mysterious. Otherwise, they will refuse and you will have to pick another benefactor. In addition, no matter how strong your benefactor is, the rewards and punishments they provide will be about on par with the other benefactors listed here.*
- *To appease this benefactor: three or four distinct actions or modes of being that would please this benefactor.*
- *To anger this benefactor: three or four distinct actions or modes of being that would anger this benefactor.*
- *By appeasing this benefactor: three or four sample rewards of varying strength for pleasing this benefactor; stronger rewards will require more favor to gain.*
- *By angering this benefactor: three or four sample punishments of varying intensity for angering this benefactor; harsher punishments will require more ire to trigger.*

