



Grand Adonis Jump

Version 1.0

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Throughout the omniverse, there are a range of beings known as Grand Venuses, women of phenomenal, reality-warping beauty. These divinities are so breathtakingly lovely that reality

itself bends to their will, and many of them have attained beyond-cosmic power over entire multiverses, which eagerly change their structures and their contents if doing so pleases a Grand Venus. Many Grand Venuses create small empires consisting of multiverses they rule over, though perhaps not directly, and exist in the hearts of massive palaces from within which they frolic with their harems of lovers, people utterly devoted to them who would eagerly give everything they've ever had or made to their mistresses. Some Grand Venuses travel the multiverse and go on grand adventures, perhaps to sate their boredom, perhaps to become more powerful, perhaps simply because they feel the call of adventure. And yet powerful oracles and seers across the omniverse have long stated that one day a new being will arise. They have dubbed this being the Grand Adonis, and proclaim that they will be more handsome, more beautiful, and more powerful than even the greatest Grand Venuses in existence.

Reactions to this news have been mixed. Many Grand Venuses are indifferent to the idea of a Grand Adonis, some are active disbelievers in the prophecies, and some, fear and despise the idea of the Grand Adonis. A very, very small handful of Grand Venuses are eager to meet and serve the Grand Adonis, delighting in the thought of an eternity spent in their embrace. You discover, the moment you arrive here, that you are the Grand Adonis. You may decide, while perusing this document, if your awakening to your new, true, nature is caused by something external or if it happens spontaneously the moment you step into this world. Either way, you will quickly learn about your new powers and begin to feel their ferocious, endless might.

You may encounter Grand Venuses that have every attitude here, or you may meet none during your decade-long stint in the Troyverse. If you meet some who fear or loathe you rest assured that despite their immense power, you may well come out on top of any encounter you have with them if you just keep your cool and trust in your abilities.

You now have 1000 Adonis Points

Author's Note: Welcome to the Troyverse, this is a vast, at some point conceptually powerful setting. This particular jump is immensely powerful, and over time jumpers who come here will dwarf even the mightiest ascendants from other Troyverse materials, empowered both by their personal power and by the bevy of beauties they will befriend and fall in love, and lust, with to heights that go beyond the capabilities of even beings like The Creator. This is based on the Grand Adonis Choose Your Own Adventure. This is a setting that allows you to become a beyond-universal level deity-like being of love, lust, passion, sex, and life, capable of fighting entire settings at once and coming out on top.

This jump will incorporate a healthy amount of lore from across multiple of Troy's Choose Your Own Adventures, and so anyone who wants to experience them blind would be wise to do that before coming here. Please consider this a **Spoiler Warning** for assorted Troyverse lore.

Origin:

Grand Adonis (Free):

You are the Grand Adonis. The Grand Adonis is a being of singular, endless might, an embodiment of love, sex, lust, passion, fertility, and life, and in the Troyverse those concepts are among the greatest concepts in all of existence. This combination gives you the potential to acquire what is effectively infinite power, even if you start off as a mere spark of what will someday be an infinite blaze.

You can choose if you have memories of a life in the Troyverse before this, as well as design your physical form. Your base form is up to you, though your capabilities are determined by a combination of your perk choices here and any relevant out-of-context perks you possess, and your gender doesn't matter despite the implications of your title. The title you possess, that of the Grand Adonis, is merely a symbol of your relation to Grand Venuses rather than something that demands that you have a certain body shape and body type. You are considered an adult even if your origin is that you simply materialized fully formed and grown the day the jump starts.

Starting Location

You can freely pick which place you start in, or roll a dice to make the choice for you. If you have new memories, your memories will give you knowledge of a plausible backstory explaining your presence in whatever location you start in.

1) The “Exotic” Side of the Veil: Welcome to... Earth? Kind of. You ARE on Earth, though not one that you're likely to be familiar with. This Earth is, essentially, two different worlds. One of these two worlds IS, in all likelihood, similar to a place that you have visited in the past: a planet populated by humans and seemingly devoid of the supernatural. The OTHER half of the world is more akin to an urban fantasy novel; a place of magic, monsters, the supernatural, and also exotic future tech.

Long ago this world was covered in an esoteric artifact known as a “Veil” that protected it from the supernatural to an extent. Supernatural beings can only interact with supernatural beings and mundane humans can only interact with ordinary humans and animals... At least if you ignore the rumors that a spate of “Veil-Straddlers” have been born; humans and human-like beings capable of crossing through the veil. Those are... probably just rumors. This entire solar system, from Mercury to Neptune is covered in veils, and while mundane humans on Earth cannot penetrate or even perceive the veils (seeing the rest of the worlds in the solar system as barren, lifeless worlds), the entire solar system is filled with exotic life. It is entirely possible for you to gain a reputation here, if you feel like claiming this region for yourself. Though there are potent beings here whose ire you might inspire if you decide to try and claim the exotic half of this solar system.

This world is ripe with characters in need of some love, and the rest of the Veiled Solar System is equally in need of a loving hero or heroine. By keeping an open eye out, you will surely find someone to love, and someone to rescue, and there will be plenty of moments when those two people are actually one and the same.

2) The Depths Of Etherscape: Etherscape is a strikingly advanced empire composed of a multitude of planes inundated with a bizarre energy field that disrupts technology and supernatural powers (below ascendant levels) unless these powers or technologies are fueled by “Ether”. This ancient empire has existed for billions, if not trillions of years, and in the unfathomably ancient past a leader from before the formation of the empire forged a pact with a multitude of ascendants, including several Dragon Lords, to ensure no belligerent ascendant tried to conquer the empire for its vast resources. This can be an intriguing starting location as this is a place filled with powerful sexual energy, and even a stealthy, under-the-radar Grand Adonis can easily swell in power here. You start off in a remote town, at the edge of some minor hegemony’s territory.

3) Clearbrass Estate: The home of the Cosmic Djinn, a ruthlessly ambitious place filled with strikingly powerful, hedonistic wish-granting elemental beings. An ambitious Grand Adonis has plenty of powerful targets to make alliances with, seduce, marry, and turn into their pawns, even if they don’t target men, as female Cosmic Djinn are just as powerful as male Cosmic Djinn and equally as ambitious, and hedonistic.

4) A Cosmic Manor: You open your eyes and find yourself in an empty bedroom. You are keenly aware of your powers, your nature, and you know that you are not alone. What will you do, wait for the source of distant footsteps you hear, or will you attempt to explore and leave this place with your own power?

5) Primordell: You enter this jump in the depths of a brutal gladiatorial arena. You may or may not have the sensory powers needed to realize you are in the “Primordell”, the conceptual super-Hell dimension lorded over by The Dark Lord, the archetypical demon monarch and the undisputed lord of this place. You will quickly learn that you are in Kleosheba’s arena the “Erodite Coliseum”, a part of her fiendish lair open to the public that allows people to compete and vie for her affections and for the affections of various other vital beings throughout the multiverse. For a being like you... this is a powerful opportunity.

Grand Adonis Perks:

Mandatory Perks:

Awakened Adonis Abilities (Free): As the Grand Adonis you possess several basic abilities that are guaranteed no matter what other details you select for your build. All of these abilities are baked into your nature as the Grand Adonis, and can follow you in any form you take during or after this jump. **Your Grand Adonis nature counts as an Alt-Form in future jumps.** Your powers work on any adults you are attracted to, even if verbiage in this document tends to sound as though it focuses on heterosexual relationships.

The first of the basic abilities you get as a Grand Adonis is **Porn Logistics**. This power causes your body to change to match your ideal form, if it’s not already your idealized self. This includes other relevant abilities that pertain to the fulfillment of sexual fantasies, most primarily absolute

control over your fertility. Offspring you have will be fully loyal to you, but by default they won't inherit your Grand Adonis abilities. They do inherit the positive traits of their other parents, even earned traits such as ascensions, at even greater power than their parents, to make up for their inability to inherit your Grand Adonis abilities! Additionally, you and your kin do not suffer any negatives from inbreeding.

The second of the basic abilities is dubbed **The Power Of Sex**, and it is an ability that amplifies your sexual talents. This ability transforms you, sexually, causing you to give and receive greater sexual pleasure than anyone in the omniverse, as well as allows you to grow in power as you have sex. By default you do not grow in power explosively as you have sex, but there are ways to change that. Additionally, fucking you is a soul-changing experience and those you lay with become utterly devoted to you, thanks to the potency of your spiritual and sexual power and the effects you have on their souls.

The third ability is named **Plot Armor** and it is an innate trait of your nature that your settings will endeavor to protect you. This is tied to your power, but assuming your journey begins with you getting these powers this is strong enough to allow you to liberate yourself from things like a fate worse than death or some violent end once every century, or once a jump. As you grow stronger so too will this plot armor, making your life easier and more convenient, and eventually this will extend to your brides and lovers as well.

The final ability is named **Inviolability** and it is a protection that is similar to what ascendants receive but stronger and broader in scope. You are immortal, requiring no sustenance at all in any way shape or form, and you are immune to mind reading, mind control, precognition, timeline alteration, and other such abilities. Beyond that, however, is the fact that your abilities as a Grand Adonis cannot be mimicked, stolen, or nullified, and they cannot even be defended against unless you targeted a being that is both stronger than you and conceptually more powerful, which would be an astoundingly rare combination of abilities. This means you can do things like predict the actions of ascendants through the usage of precognition without them knowing, and you can resist the abilities of beings like cosmopotences of death attempting to slay you on a conceptual level.

Power Sources (Varies): You are the Grand Adonis but in all likelihood you are not starting out maximally powerful. Grand Venuses, and you as the Grand Adonis are powered by vital energy, energy most commonly produced during sex. Small quantities of this power can be expended to perform a range of feats, but only once (barring you expending more energy to repeat the feats). You can also invest a sizeable portion of this energy to permanently acquire the ability to freely perform a range of feats, without further expending energy, allowing you to save energy while freely doing things like flying, healing others, or exhibiting supernatural speed.

As the Grand Adonis you are innately attuned to the power source of **Sex**, which means you grow incrementally in power, by absorbing vital energy, every time you have sex. While there are other ways to grow in power as the Grand Adonis, the options here primarily modify your current method of growing in power: by having sex with other people.

If you invest 50 Adonis Points in **Sex** itself, you will find that when you have sex far, far more power will be produced by the act and you and anyone you have sex with will experience greater pleasure.

If you invest 100 Points in **Power** then you gain more vital energy when you have sex with powerful beings. This refers to a plethora of different definitions of power, such as them being divine, having superpowers, being magically gifted, or even just having a killer physique. Additionally, the greater their power the more pleasure they feel when in bed with you.

If you invest 50 points in **Intimacy** then you gain greater power when you have sex with those who love you and who you love. How much more power you gain depends on how much you care for the person, and how much they care for you, meaning that if you have a simple one night stand with someone who doesn't know you and who you don't know then you'll not feel the effects of this but if you have sex with someone you've loved your entire life, the more additional power this will produce.

There are tiers to the points you can invest to empower the concept of **Virginity**. If you invest 50 points in it then whenever you are the first person someone has slept with you gain a tremendous boost to the vital energy produced by your actions during the specific instance you sleep with them for the first time, and you will forever gain a small boost to how much energy is produced whenever you sleep with them from then on. If you invest 100 points in this concept then in addition to the above terms, you will gain almost as much energy as you gained the first time you slept with someone whenever you sleep with them so long as they have only slept with you and any of your other lovers.

If you invest 50 points in the concept of **Harems** then how much energy you gain whenever you have sex is incrementally increased by the number of lovers you've had. At first this is a pittance, but by the time you've slept with one hundred people you'll gain a river of extra energy. This surplus will only increase with time. The increase is improved by the number of people you've slept with who live in one of your homes, your warehouse, or your seraglio(s).

By investing 50 points in the concept of **Beauty** then you gain more energy when you sleep with someone beautiful. This term applies to both inner and outer beauty, and they stack, so you gain considerable boosts to the sexual energies you absorb when you lay with a beautiful, kind-hearted heroine, or a stunning evil queen.

If you invest 150 points in the concept of **Odahs** then you can designate areas under your control as odahs, which will boost any energy you receive from inside of them. Additionally you can create one Grand Odah, which massively boosts any energy you receive, and can be relocated at any time.

If you invest 50 points in the concept of **Breeding** you will gain a large amount of energy whenever you impregnate or breed a lover, and while she is pregnant energy you gain from her

is boosted. You also gain a permanent, if incremental, boost to all energy you gain from sex based on the number of children you have. If you invest 150 points in this concept, you gain even more energy when you mate with your adult offspring, which stacks when you breed them.

One of the other methods of obtaining vital energy is to absorb the energy you produce **Innately**. Sadly, by default you only produce so much of this power. If you spend 50 Adonis Points you will generate a **Moderate** amount of it, increasing your passive stores by a sizable amount at all times. If you expend 100 points, you generate extreme amounts of vital energy at all times.

Another indirect method of obtaining vital energy is for your followers, be they lovers of yours or not, to generate it and dedicate it to you. Most of your lovers and followers are not able to meaningfully sense or use this energy, so if they intend to give you the energy when they have sex and you have the **Dedication** power source (by investing 100 points in it), you will gain the energy they create. Additionally, if you invest an additional 100 points in this source then your followers can choose to perform special rituals that bolster the amount of energy you receive from their sexual activities, particularly if they involve any of your power sources. You may also participate in these rituals, which would further magnify the energy received from it.

If you invest points into various **Elements** you can **passively draw power from them** even when you are not responsible for whatever incites them so long as they occur in your territory or within a range of you equal to your power-scale. The elements are **love, desire (sexual and otherwise), pleasure (sexual and otherwise), and fertility/life**. How much energy you generate depends on how many points you invest in the elements you choose. If you invest 50 points you get mild power from instances of your elements, if you invest 100 points you get high power drawn from the element, and if you invest 150 points you get extreme power from instances of the elements. You select whether or not you get power from instances of your elements that occur in your territory (even when you aren't there), or in a range equal to your scale, and if you want to extract power from instances in both area types you can invest 50 points in this source. If they overlap (such as you drawing power from instances of pleasure that occur in your capital city while you are in your capital city) then they stack and you draw even more power from them than you normally would.

Scale (Varies/Free): You have the potential to gain a vast array of powers over the course of your journey, both here and in general. What this perk determines is the scale at which you can start using your powers, whether you use vital energy to do one-off feats, or have an ability like **Life** and use it on the scale you start off on, or lesser. This perk determines the range of your powers, but over time you can gradually boost this permanently by investing considerable amounts of energy in this perk.

If you select to gain 100 points, you start off at the **City** scale. If you select to start at the **Planet** scale you gain 50 points. For free you start off at the **Solar System** scale. Going further than that the scales are **Galactic, Universal, Multiversal**, and finally (with the help of an artifact),

Pleniversal. You can expend oceans of energy to gain the ability to operate on the scales beyond your starting scale.

General Perks:

You do have a discount here to reflect the mono-origin nature of this jump. You can discount one perk of each price tier, and any discounted perk costing 100 TP is free.

Clothing Optional (100 AP): You will never be considered inappropriate when you are scantily clad or clad in nothing at all.

First Impressions (100 AP): Somehow you always make the perfect first impression. This allows you to earn the respect and admiration of those around you and also potentially plant the seeds of infatuation and obsession as quickly as with a brief hello or a meet-cute.

Acceptance (100 AP): Somehow people accept your lifestyle with stunning ease. So long as you are not actively and irrefutably trying to hurt someone, things like your massive harem (and open invitations to join your growing harem) will never offend people. Even prudes who'd be offended if someone showed a little skin will not be bothered by your public nudity so long as you are not attempting to hurt them through the nudity. Your lifestyle choices, such as your marriages to countless people or any relationships with your adult offspring will be considered legal and valid, even if you are open about them.

Hero's Luck (200 AP): You have the luck of a protagonist. Somehow you always arrive at an opportune time, able to intervene in events that'd interest you, and you always get appropriate rewards for your time and energy (though unless you toggle this aspect off such rewards will have a tendency to focus on your Grand Adonis nature, such as rewarding you with by causing someone you find attractive to begin to have feelings for you).

Foreshadowing (200 AP): A Grand Adonis's full power is unleashed when they are intimate with someone, but you have a special skill at giving someone a taste of what is to come. Something as subtle as making confident eye contact can allow someone to experience a hint of what sort of rapture they would feel in your arms. A kiss can allow them to feel a taste of the bliss they'd feel if you were on top of them. This can serve as a potent way to entice somebody, and can also warm them up to you.

Pale Reflection (400 AP): When you sleep with someone you learn an ability of theirs. This learned ability is a pale copy of theirs, and it will take time, training, or... more time spent sleeping with them to allow it to reach their level. This can be used to get a copy of any ability from a being lesser in power than you, regardless of how they learned the power themselves. Each time you sleep with them you can choose to train a previously gained power of theirs or gain a new one (until you can do everything they can do). This can eventually become stronger than their version of the ability, but if you wish when you have mastered the power to that extent

you can choose to share some of the gains you've made with them, strengthening their version of the ability whenever you sleep with them in the future.

Make Merry (400 AP): You have a natural air about you that lowers inhibitions. Someone when you're around people are more relaxed, more open-minded, and more willing to try new things. You also gain an uncanny level of skill when it comes to persuasion aimed at convincing people to follow their hearts and do what excites them. Or who excites them.

Stud (600 AP): Pregnancies you are enduring or you are the cause of are supernaturally fast (only taking as long as you'd wish, unless you are attempting to have a child that has all of your powers, in which case this only cuts the needed length for this pregnancy to be cut in half) (and you can, at your discretion, supernaturally slow pregnancies as well!), entirely painless, and do not cause any discomfort. The only modifications they cause to the body are positive, increasing the health of those who endure them. Additionally, your children are capable of growing up supernaturally fast, becoming adults as quickly as you'd want them to. Your innate power over life itself also allows you to cause virgin and/or sexless pregnancies, if you wish to. Such children will be clones of the birthing parent unless you specifically include genetic material from the other partner.

Popular Polyarmourist (600 AP): As the Grand Adonis, having a harem is a critical way to grow in power. Sadly for many who dream of such things, many people they'd want in their harem might not be excited to join such an unusual relationship/family/social structure. This perk tremendously helps with that, making those who possess it become better at both the time management aspect of polyamorous life, as well as granting them masterful skills when it comes to accurately explaining polyamorous life to those who are interested in potentially entering a harem, or starting one. This also grants you skills in defusing conflicts, and is a luck booster when it comes to finding people who are open to the idea of harem membership and who'd gel in the harem with your other partners.

This grants your partners, especially those who actively like the harem, enhanced charisma when it comes to acting as wing-people, who can help you attract prospective new partners. Lastly you also have a minor luck boost when it comes to finding potential love interests who naturally suit the harem and who'd make for good partners when it comes to the acquisition of vital energy.

Body, Mind & Spirit Powers:

The Grand Adonis and Grand Venuses can all expend vital energy to pull off the following abilities. How much energy an instance of an ability costs depends on the scales of the feat you wish to pull off as well as your familiarity with the ability you are using. By purchasing an ability here it becomes a fiat-backed ability you can use whenever you are in Grand Adonis form, and one that does not cost you any energy to use unless you wish to use it a scale beyond the scale you have the ability to use your abilities at. If you are a new Grand Adonis, by default this is your

standard starting scale. This means, for example, if you purchase super strength and have a planetary scale you can use your strength to move objects as heavy as a planet without spending energy, but if you try to lift a galaxy you will need to expend energy to do so.

These abilities are loosely grouped into “Mind”, “Body”, & “Spirit” powers and you can opt to buy them at a discount if you buy them in packages that match their names. The cost for all “Body” abilities, if bought in bulk, costs 300 points, the cost for all “Mind” powers costs 350 points, and the cost for all “Spirit” powers is 500 points.

Body Powers:

Invulnerability (100 Points): You are immune to negative environmental conditions, and to damage from creatures unable to affect something of your scale with a single instance of their abilities. So if your scale is a galaxy and something can’t affect a galaxy simultaneously, then it can’t negatively affect you. This also gives you immunity to disease, no matter the origin of said disease.

Strength (50 Points): Your physical strength is increased to match your scale. For example, if your scale is a city you could lift the sum total weight of a city with ease.

Speed (50 Points): Your speed increases to allow you to traverse the distance of an instance of your scale, so if your scale is a universe then you could cross a universe in an instant. This also gives you the reflexes and mental acuity to think and act at the same speed.

Blasts (100 Points): You can fire blasts of power at will that can destroy up to your scale in a single shot. These blasts can be shaped however you like, and you can exclude any targets you want to exclude. These blasts can appear as anything you like, come from any part of your body, and can be tuned to stun or injure as opposed to annihilate. You can fire blasts phenomenally rapidly, and blasts hit instantly with perfect accuracy.

Flight (50 Points): This gives you the ability to fly, you can survive the vacuum of space, and your flight is independent and unaffected by gravity or wind patterns. If you don’t have the **Speed** power your flight’s maximum speed is 200 kph.

Life (100 Points): You have powerful regeneration which allows you to instantly heal of any wound. You can also heal as many people within a radius of your scale around you as you wish simply by willing them to be healed, and these individuals are so thoroughly healed that even the deceased can be brought to life, and any lesser conditions can also be healed such as healing someone of genetic defects and diseases. You can be selective with this if you wish, allowing you to specifically target those who you wish to heal, and/or choose to be selective in what you heal.

Mind Powers:

Telekinesis (100 Points): You have precise telekinesis, able to lift and manipulate an amount equal to your scale at once.

Telepathy (150 Points): You have considerable mental powers able to do an array of things with your mind and the minds of others such as reading minds, communicating telepathically, and controlling minds as well. Your range and how many targets you can affect at once are equivalent to your scale, and it'd take immensely powerful beings to resist your telepathy, ones well beyond your scale.

Genius (50 Points): Your intelligence is improved to hypergenius levels which enhances your learning speed, and your memory, gives you a supernaturally rapid ability to learn skills, a high capacity for lateral thinking, and an extensive skill at mental multitasking.

Teleportation (100 Points): You can teleport yourself and/or an amount equal to your scale a range somewhat beyond your scale at will. How much farther you can go than your scale depends on how much you're teleporting with you, so if you are taking yourself and nothing else or just a small party of other people you can usually go to the next scale.

Charisma (50 Points): As the Grand Adonis you have an innate, extraordinary charisma when it comes to interacting with those you are attracted to but this bolsters your charisma across the board. With this likeability comes easy to you, and you are able to persuade people with supernatural ease. You now possess a supernatural skill when it comes to reading people.

Divination (100 Points): You are capable of a full range of divination techniques, able to do things like use psychometry, scry, and have precognitive visions at will. This grants you a finely tuned, passive, danger sense that is always active. Your divination is only reliable with a range equal to your scale, and outside of that it becomes less consistent only able to pick up on significant things and things occurring just outside of itself.

Spirit Powers:

Creation (150 Points): You can create things, anything you can imagine (that can exist in the physical universe, unless you also have the **Esoteric** power), up to your scale in size and power with ease. You can create life with this but to create sapient life/life with souls you need the **Life** power. How much you can create at once is equal to your scale, though creating that much in one instance of this power will notably drain this ability for a short while unless you've reached your peak as the Grand Adonis.

Destruction (100 Points): You can destroy anything up to the size of your scale instantly and so fully it'd take something like the **Creation** or **Life** power by a being stronger than you to resurrect them. If you destroy something equal to your scale in one go then your ability is notably drained for a short while unless you're at your peak as the Grand Adonis.

Buff And Curse (50 Points): You can lay buffs and curses of various kinds on a number of beings equal to your scale with a single use of this power. This is a pretty free form power but your curses can't outright, instantly kill someone and your buffs can only enhance what someone already has (and can't do more than outright double someone's capabilities).

Transmutation (100 Points): You can physically alter any amount of things or people up to your scale at a time in basically any way you can imagine. Normally these transmutations are permanent and do not continually count as usages of this ability once you've altered something, but if you alter something in a way that violates the physics of metaphysics of your current location then you must will it to remain transmuted and it will continually count as transmuted until you allow it to revert to its previous, compliant state.

Immunity (150 Points): You are immune to any and all unwanted supernatural effects unless they come from a being significantly stronger than you, a creature capable of affecting things a full scale above you.

Esoteric (150 Points): Your powers become conceptual, allowing you to do things like use **Life** to heal social dysfunction or **Curse** the speed of light to slow it down. This serves as a creativity boost to your ability to use your powers.

Lewd Powers:

Not all of your powers are traditional superpowers the likes of which regular superheroes could use. Some of your powers reflect the powerfully sexual nature of your existence. These abilities do not operate on the same scale as your other powers, and, despite the collective classification they fall under, are not only useful for sex and sexual gratification.

Seduce The World (50 Points): As befits a being of life, love, lust, and passion like you, you have the ability to awaken the spirits of inanimate things. These awakened spirits are fully adult and can create tangible avatars, which will have the form of your preferred gender(s), and will be grateful to you for being brought to life. You can seduce them as freely as you could seduce other living beings, and if you do they will become as devoted to you as your spouses and can be impregnated just like they can be (or can impregnate you, depending on your equipment and preferences). These spirits will be eager to assist you, though what assistance they offer depends on what they are spirits of, such as a spirit of a tree being able to sprout fruit on command while the spirit of a gun might be able to fire it at your command and stop it from being fired when in the hands of a foe.

Pheromones (Varies): Many vitally powered beings give off strong pheromones and you are no exception if you opt to purchase this. If you spend 50 points on this ability then those in your presence are filled with awe towards you and cannot harm you unless you harm them first (and it is non-consensual). You can use this to freeze would-be attackers, or to stop efforts to assassinate you. You have the ability to adjust the libidos of those in your presence, and can direct their lusts towards specific people, even adjusting whether or not this boost is temporary

or permanent. You can even induce pleasure in others using this, from causing others to quiver when they hear your voice to making others orgasm when they see you. If you invest 100 points in this ability the awe-effect of this works even on people who view you through indirect means such as live feeds, recordings, magic, or psionic abilities.

Empowerment (50 Points): As the Grand Adonis you gain power from having sex, but by default you don't empower others when you lay with them unless they themselves have an ability to grow stronger through sex. This ability changes that, and allows you to either dramatically or incrementally strengthen someone who you are having sex with. The first time you sleep with someone they grow in power dramatically, their abilities skyrocketing. Afterwards, the boosts are incremental. In both cases, any relevant power sources you have that are involved in the sex bolster how much stronger those you sleep with become as a result of your affections. For example, if you have the **Breeding** power source and the **Beauty** power source and you have reproductive sex with a beautiful heroine, and you have this power, then the heroine will gain a massively explosive boost to her power when you first have sex with her, and even future instances of sex will be radically strengthened by the confluence of relevant power sources.

Anointing (150 Points): The Grand Adonis can change a world in a range of ways, and not just by seducing every goddess in it and forming a divine harem. Anointing is the ability to share your powers with those you sleep with, and you can choose to share any or even all of your powers with someone when you sleep with them. This ability allows you to share your perks with your spouses and lovers, and at any scale you wish, allowing you to give a lover super strength but not your planet-shattering super strength. There is a limit to how many anointed you can sustain at one time, but this limit gradually eases up as you gain more experience with your powers. At first you can have five thousand anointed with weaker versions of one of your powers each, or you can have one anointed that has all of your powers at the same scale as you.

Proxies (100 Points): Normally you only gain vital energy either through the indirect power sources (such as **Ambient Power Draw** and **Dedication**) or through the direct power sources (such as **Sex** and **Beauty**) when they involve you. However, if you purchase this power then you can designate people as proxies who can generate and absorb vital energy on your behalf, generating as much energy as you would based on the power sources you have. Aside from this and from the indirect power sources you can normally only get energy when you have sex through extra bodies you create for yourself, and this is another power with a soft cap that grows softer over time. Initially you can only designate twelve proxies, but as you acclimate to your power and gain more vital energy you can increase this limit, with no hard cap.

Erotech (150 Points): Energy matters a lot, particularly if you want something like an intergalactic harem or to rule over a lusty empire. With this power you can directly address energy concerns by turning yourself into an unlimited battery (so long as you regularly have sex) and adapting technology with a thought to run on the energy you produce. This energy bolsters technology it runs on, making it more effective, resilient, and efficient than it would be otherwise.

You can create erotech outright or turn existing technologies into erotech, but if you seek to create it outright you must have the ability to create the base technology or have the base technology somewhere on hand. Your erotech can be fully replicated but will never work against you or be subverted, and can only work when used by someone loyal to you. Additionally this technology will always work at a minimal level (provided you, or at least one proxy, has sex regularly) but can be bolstered in effectiveness by being used by someone who provides vital energy themselves. The energy you generate is clean and using it to power even an entire empire never has any negative effects on you.

Balance Of Power(150 Points): This power requires a spouse who is a **Tantric Consort** for it to work, but when you sleep with one of them you can choose to boost the scale of one of your powers by up to two tiers if you lower the scale of another power by the same amount, which can allow a power to reach pleniverse scale but not go beyond that scale (even with the **Crown of Might** item). These alterations can last as long as you'd like, but aren't stackable. You CAN balance multiple powers at once, if you wish. Yes this power works on out of context powers as well. As an example of this, if your base scale is galactic level and you use this to elevate telekinesis you can lower your super speed to balance it out.

Catalysing Cum (50 Points): This empowers the mystical, technological, and otherwise useful nature of your sexual fluids, which is very handy since **Porn Logistics** makes those fluids stay fresh forever. This power allows your fluids to be useful for the sake of assorted rituals, chemical reactions, and various other means. This synergizes remarkably well with **Erotech** and **Sowing Your Blessings**, but could also have various other uses. This also gives your fluids enough nutritional value that those you wish would be able to survive and have peak health so long as they subsist off of your fluids.

Mark Of Adaptive Fertility (100 Points): Trysts between your lovers will probably occur more often than you'd think. This ability gives you an incentive to encourage such relationships, as with this power those you love who love each other can pass on various traits to your children. The way this works is that someone you impregnate who has had sex with someone else in your harem can choose to give a trait from that other partner to your children. At first this is limited to one allowing one other person's traits to manifest in your children, but this will gradually grow in power over time with no hard cap. This can be used to guarantee that your children are manifold ascendants or are divinities with multiple contradictory domains if you are clever, or allow you to have children who have the powers of both a Kryptonian and a Martian and other traits as well.

Sowing Your Blessings (Varies): The Grand Adonis is a conceptual being tied to numerous domains. So it is only fitting that you can channel your power towards answering the prayers of those in your territory. Prayer answering is automatic and acts exactly how you'd want it to (within the scale and scope of your powers, including out-of-context powers and abilities), and you can choose how aware of prayers you want to consciously be. This power grows in effectiveness the more actively you draw vital energy into yourself, be it through sex or through indirect power sources. This also has no range limit, so long as the people praying are within

your territory (even if you are not), or are within range of you (your range is equal to your scale). This is strong enough that even subconscious desires count, so even someone falling unconscious or not actively praying wouldn't stop you from knowing about their earnest desires and answering them. How effective you are as a prayer answering machine depends on how many points you invest in this ability.

If you invest 100 points your divine-like ability only does minor things or occasionally something major if it's important enough to the praying person and would be deemed important to you. This tier also does not drain your passive energy reserves. If you invest 150 points you can do major feats, and will if the subject of the prayer and the praying person would matter to you, but this can sometimes drain your reserves of energy. If you invest 200 points in this power then there is never any drain on your reserves and you can always perform major feats in response to prayers.

Items

Vessel (Varies): For 50 AP you gain a luxurious and speedy starship that can travel to any place and/or time in the multiverse, that is durable enough to sit in the heart of a supernova and come out unscathed. It has basic weapons that can take on a fleet of other starships with ease. There are a range of upgrades that can be purchased that further modify and bolster this vehicle.

For 100 points this vessel can travel through the **Omniverse**, escaping the multiverse you start off in and being able to reach any other point in the omniverse (aside from those protected by hyperion veils) in days at the most.

For 50 points you can take the basic weaponry the vessel has by default and add an energy cannon that can obliterate a planet in one hit. For 100 points, instead, your vessel now has a weapon strong enough to instantly annihilate a galaxy in one blow. If you spend 200 points you can have a weapon that can one shot a universe. You do not have to purchase the preceding levels of this to get a better weapon.

If you spend 50/150/250 points you can get armor that allows your ship to endure galactic/universe/multiverse destroying weapons unscathed.

If you spend 50 points your vessel's exterior can shapeshift and take on virtually any appearance and form you like and it becomes **Bigger on the Inside**, becoming the size of a continent, with rooms you can design and customize on the fly. If you spend 150 points you gain a **Fleet** of ships, thousands upon thousands of them, all of which share every upgrade you purchase for your flagship vessel. These ships do not need crews, and are run by totally loyal, impossibly incorruptible AIs.

Capital (Varies): For 50 points you have, at worst, a city you rule over and are the undisputed lord of, though if you have any territory (either through standard fiat-backing of the **Territory** item, through some territory you import from a past jump, or because of one your concubines) this city is simply its capital. This city's design is up to you, allowing it to be anything from a city on an asteroid, a metropolis on a lush planet, or a standard city on a world of your specifications. At its most basic form, so if you purchase no upgrades, this city is filled with advanced magitech which gives people a high standard of living, filled with superhumans (in Troyverse terms the term "Superhuman" refers to beings on roughly Spider-Man's level of power, while the term "Ultrahuman" refers to beings on roughly Superman's level of power) who are all loyal to you. It is shielded in such a way that if a galaxy buster was aimed at it and hit the city would be unscathed.

If you invest 50 points you may gain a mobile capital that can travel at faster-than-light speeds and cross a galaxy with ease. If you invest 100 points you can gain an interdimensional capital that is not only mobile but can travel between universes with ease.

If you spend 150 points you gain a new set of shields that can endure universe-destroying attacks, and if you spend 250 points you can get a set of shields that can take multiverse busters with ease.

For an additional 50 points your capital is the size of a planet, and can have a smaller exterior than it does an interior (if you want it to be bigger on the inside than the outside). For 50 points you can strengthen the populace of your capital and make them ultrahumans who are fanatically devoted to you. For a final 50 points your capital can become fully utopian and paradisaal as far as the standard of living within it goes.

Territory (Varies): This refers to the starting territory under your control (this can also include the territory governed by your brides). For 50/100/150/250/350/500 you control some worlds/a galaxy/a galactic supercluster/a universe/a multiverse/a pleniverse (a cluster of several multiverses).

In addition to determining how much territory you control you need to think about the standard of living of your citizens. For free (beyond whatever other costs you paid for the territory), you can make the standard of living decent, for 50 points you can make it high, and for 150 points you can make it utopian. If you invest 100 points you can make your citizens immortal, create a customized afterlife for them, or both.

Seraglio (Varies): This is a pocket dimension that only you and those you give permission to can access and live in. It is obscenely luxurious and has enough room for one thousand spouses, as well as always has enough resources for them. This basic item itself is **free** but you can purchase various upgrades to it that do cost points.

If you invest 50 points you can get the **Exemplary Concubines** upgrade, which works on those who come into your **Seraglio** and steadily optimizes them to be maximally compatible with your

power sources. For example, if you have the **Beauty** power source then this will cause your spouses and lovers who come into here to slowly become more beautiful over time in ways that are pleasing to you. If you have the **Intimacy** power source then while they are here it is easier for your spouses to fall more deeply in love with you, and vice-versa when you are here.

If you invest another 50 points you can make the **Seraglio Infinite On The Inside** which allows it to expand to accommodate all future concubines and spouses. Travel is expedited on the inside so you can always get around even if two spouses or concubines dwell light years apart from each other. This also allows the **Seraglio** to effectively serve as a warehouse replacer, in case that interests you.

By spending 100 points you can create a **Gate Network** that connects your **Seraglio** with your **Odahs** and any other vital infrastructure connecting disparate pieces of your territory (including out-of-context stuff). This will never compromise your security, and this network can be accessed by servants, forces, and other groups loyal to you, but only if such forces are not being controlled or turned against you.

By investing 100 points into your **Seraglio** you can turn it into a **Proxy Odah**, which allows it to function as though it is a part of your **Odah** network and get all of the benefits that come with that. You will also gain the effects of the **Odah** boost to your energy-gathering abilities if even a single proxy is inside of the **Proxy Odah**.

Golem Legion (50 Points): This is a legion of golems that are handsome and/or beautiful (as fits your preferences), with superhuman physiques, intellects, and anatomically correct bodies. These golems are incorruptibly loyal to you, and can be trained or taught how to do almost anything, as well as are able to breed more of themselves. With this you start off with enough to police your starting territory, and if you lack any starting territory you start off with enough to protect several planets.

Spirit Flower Seeds (50 Points): These are several thousand spirit flower seeds that when planted or scattered to the winds will take root and flourish in any environment. These seeds will bloom into beautiful flowers that are supernaturally stunning and will release new spirit flower seeds. The areas around spirit flowers are beautified, and purified of toxins and other poisonous or toxic materials. Additionally, the flowers spawn nymphs, connected to the very worlds the flowers are on and connected to you as well. These nymphs are loyal to you and have minor power over nature, as well as possess powerful conditional invisibility.

These nymphs are loyal to you, devoted to you, eager to serve (and service) you however you wish, and are also helpful beings who can spy on local populations, and seek to aid and bolster life in general. You also discover that you can easily channel your energy into the beings and can give them weaker versions of your power that they can use to affect their surroundings.

Sea Of Passion (100 Points): Inspired by the Maidenspring and the Font of Elaestiel, this is a massive pool of the fluids of powerful and virginal individuals throughout the omniverse.

Naturally this is a powerful font of vital energy, but in addition to that this collection forms a unique being a new naiad formed from the combined energies of those whose fluids form the pool, who herself is filled with vital power. Laying with her will always give you an ocean of vital power, as though you were sleeping with a virgin every time even without the **Virginity** power source, and even more so if you do have the power source!

Ring Of Impregnability (100 Points): This ring grants the wearer the **Invulnerability** and **Immunity** powers, and you can wear it to give yourself these abilities or share it with a loved spouse or a valued messenger to give them those powers in your stead. It cannot be taken off by force, stolen, or lost, when with someone else's and can only be worn by those you allow to wear it. If lost it will appear on your finger within minutes.

Crown Of Might (100 Points): This is an unbreakable, shapeshifting crown that can shapeshift into any cosmetic appearance you like. It can also turn into any melee weapon you wish, and grants you magical, fiat-backed expertise with it. This item boosts the scale of all of your powers by one tier, allowing you to potentially reach pleniversal scale! This item cannot be forcibly taken from you, nor will it be lost, taken away, or stolen under any circumstances.

Fatebringer (150 Points): By channeling vital energy through this artifact, destiny is bent to bring you more prosperity and wealth more quickly than you'd otherwise get it. This artifact is tremendously powerful for certain types of beings, such as ascendants, several types of whom can grow in power if given wealth, and you can use this to barter and bargain with such figures effectively, even ones you don't wish to add to your harem.

Hyperion Veil (800 Points): You have received the Archdeity of Eternity's blessing in the form of a Hyperion Veil. This is the ultimate defensive tool, something you can shroud on yourself to gain as close to true invulnerability and immunity as possible, or something you can drape over your territory to determine what sort of powers, technology, magic, and more work in and on your territory, and under what circumstances (so you can disallow all magic under all circumstances when cast by someone who does not have your permission while allowing your own magic or the magic of your worshippers to work as normal, or shut off all enemy technology so long as they are in your territory). This also comes with it's own guiding spirit, who can control and manage it on your behalf and is immune to any and all supernatural powers she wouldn't want to affect her.

Companions & Followers:

This jump, with it's strong emphasis on sex, has a unique mechanic for companions and followers and offers jumpers a unique type of follower: a spouse. **Spouses** are not just people to whom you are married, but a type of follower that has felt the power of your Adonis abilities and become a follower who can follow you freely into new settings.

When imported into new settings these individuals will not get CP, unless you choose to import them as companions, but these are free-willed followers who can still use their abilities from

here (and future settings if you import them as companions in one setting and then followers in the next). **Spouses** can take on roles that you can assign them, and in doing so offer you boosts to vital energy depending on the roles you assign them and they get extra responsibilities and privileges within your faction.

There are eight such **Spousal Roles** that you can assign any of your spouses: Emperor(ess), Monarch, Royal Breeder, High Cleric, Marshal, Viziera, Tantric Consort, and Chief Odalisque.

The **Chief Odalisque** is your spouse that oversees all of your lovers. They aren't, necessarily, in charge of your lovers but they hold a privileged position within your harem and often serve as the head of household affairs in your personal residence. One of the big duties this figure can be encouraged to take on is the creation of a schedule that revolves around maximizing the acquisition of vital energy, taking into account your power sources and the individual power of your spouses.

Tantric Consorts are spouses that have been empowered by magic and rituals to produce more vital energy when you lay with them than you would otherwise gain. At first you can only have two of these types of spouses, but over time this number increases.

Your **Viziera** is the head of administration for all of the territory you control, and thus has an immensely important job if you happen to control a large amount of territory.

The **Marshal** is the figure you have tasked with both the defense of your territory and the acquisition of new territory, if you are an ambitiously minded, outward-facing sort. This includes law enforcement.

The **High Cleric** is an unusual role in that if a divinity is selected as the High Cleric they can use **Sowing Your Blessings** or a generic brand version of it, on your behalf. Additionally, the High Cleric will act as a source of morale and inspiration, both to the rest of the harem and to the people you rule over.

Royal Breeders are individuals who have been magically enchanted so that they can be impregnated or impregnate others in such a way that when they give birth, or their partners give birth they will give birth to legions of superhumanly strong offspring, or they can be impregnated/impregnate someone in such a way that it lasts for a century but when they give birth they will give birth to a child who inherits your Grand Adonis powers.

A **Monarch** is someone who has been bestowed authority second only to either an **Emperor/ess** or you yourself. An **Emperor/ess** is an individual who is both a **Tantric Consort** and a **Monarch** and there can only ever be two **Emperors/Empresses**.

Import (50 AP): You can import a companion and they can purchase 600 AP to purchase items or general perks with. The Grand Adonis origin is unique, and can only go to one person: either

you or a companion. If a companion becomes the Grand Adonis they get all of the unique aspects of being a Grand Adonis, instead of you.

The decision to make the following groups free is due to the nature of the CYOA this is inspired by. If anyone from the CYOA is missed, please just group them in with the group you feel is the most appropriate. You may exclude any specific individuals you wish from the groups, allowing you to have the harem you wish to have. Additionally the actual purpose of this section is to help provide brief descriptions of the assorted brides the CYOA offers, and captures many but not all of them. You can also select for the brides, including ones not listed here but available in the actual CYOA to find you from the start of the jump.

Istoril & Her Companions (Free): Istoril, if selected, finds you extremely early into your stay here. She immediately reveals her true nature, she is a Grand Venus who has only recently awoken and began to search for you the moment she heard of the Grand Adonis. She immediately swears herself to you, eager to have a taste of the one being in the omniverse more naturally attuned to sex and pleasure than a Grand Venus. The moment you two meet there is undeniable chemistry between you, and when you inevitably give into the heat you feel the resulting ocean of vital energy will tremendously empower both of you.

Istoril seeks to share the pleasure you two feel with each other with others throughout the omniverse and actively encourages you to grow in power through the active acquisition of vital energy. She delights in all aspects of sex and sexuality and can grow in power as you do though her power ceiling is a touch lower than yours, at least until she attains an uncapper somewhere. Istoril may not know it yet, but she has the potential to become the greatest Grand Venus to ever live. If she is to reach that height, she wishes to do it with you at her side.

Her companions are a quartet of archangels who served warring deities. They were seduced by Istoril, falling in love with her and each other. In the time since they have protected her and aided her along her journey, and now they seek to serve (and service) both her and you. They are charismatic but lack true experience managing others and struggle when tasked to lead mundane or otherwise less extraordinary beings.

Faerie Forces (Free): Faeries of various sorts are abundant throughout the omniverse and some have heard of the prophecies surrounding the Grand Adonis and eagerly await their coming. These faeries are Orasthena (an elven alchemist whose home world is wealthy due to tantrium, a unique metal that is highly resonate with vital energies, and who has, at great personal cost figured out how to turn objects into the metal with a touch), Jewelessa (a princess of the Erosalfar, a subtype of elves who are all female and deeply empowered by sex and sex magic. These individuals have traits in common with dryads, naiads, slyphs, maenads, and galaiads. Jewelessa is a princess of a clan, and is powerfully talented when it comes to their sex magic.) Ilooranie (a galaiad who has slept with every Grand Venus in existence and has never devoted herself to any of them. She is destined to fall for the Grand Adonis, and making her a spouse will award you with a great reputational boost among Grand Venuses.) a trio of Maenad sisters (these three are wine nymphs who lactate magical wine and who seek to serve in a great

court, whose wines become even more delicious while the maenads are pregnant.) Tyladiena (A queen of fairies on a verdant world, who rules over a population of fervently loyal servants and subjects.), the Rose Coterie (a court of shapeshifting faeries created by your awakening and attuned to you, eager to serve you however you wish), Beidrennel (a faerie heroine who is a warrior without peer and an immensely talented general who loathes war and battle but is famous for her acumen in combat) and the Brilliant Baldra Brides (four spectacularly beautiful faerie women known for their compassion and being muses. These women inspire those around them and drive productivity and the arts.). If you select this option these figures, exempting the Coterie (who spawn next to you at the time you start the jump), will find you almost immediately upon starting your time in this jump.

Tantric Titans (Free): These individuals are terrifically powerful, vitally speaking, and they constitute unique beings who would be delighted to form an alliance with and wed the Grand Adonis. These individuals are the Cosmic Tantricas (immensely powerful cosmic entities formed of vital energy, with godlike abilities who possess conceptual powers over seduction and pleasure. These titans are uniquely powerful but do not possess considerable skills beyond their powers, nor do they have any real desires beyond acquiring vital energy in the most intimate manner possible.), Saffime (This woman is a vital valkyrie, a warrior woman who gains power from sex. She is already superhuman at her base, but becomes ultrahuman after sex, and that's before she has sex with you! Any of her daughters will inherit these abilities, becoming vital valkyries upon reaching adulthood), the Chaos Weavers (a trio of women who have the ability to use raw chaos, one of the primordial building blocks of reality, to replicate the Body, Mind, and Spirit powers but at City scale only. They believe that sufficiently powerful lovers will bolster their powers. They are correct!) the Maiden World Breeders (three women who have left paradisaal Hyperion Worlds in search of a powerful mate to have children with so as to produce new populations on vitally verdant worlds.), Guinea and Siova (a pair of bitter rivals who are both among the most vitally gifted concubines in existence, and who are both desired by various Grand Venuses, some believe that if they service the same master their hostility will fade and passion will replace it...), Elforis and Sinarra (two time-traveling women who have come back in time to help you achieve your ambitions and who appear to be destined to eventually undergo their own apotheosizes and become Grand Venuses themselves...), and Leudi (an ancient succubus descended from an incredibly powerful archdemon of lust. Leudi meets you expecting you to become another notch on her belt. She will be wrong.). If you select this group, several of these women will be close by when you enter the jump, will band together when they find you, and will work to help you find the others.

Blessed Babes (Free): These women are all divinities and/or angels, or otherwise closely related to such creatures. This list includes Zistraezia (a goddess of magic and compassion who knows that giving her virginity to the right mate will boost her power to ascendant levels, making her a cosmic goddess. You are one such individual.), Citreyna (a demigoddess who protects the Heartlights, two powerful artifacts that trust and respect her, capable of granting people wishes. She asked one of the stones, one which works for anyone but only once, to guide her to her true love and she finds you thanks to its granting of her wish.), Thenonne (a goddess of fertility and royalty who stands at the head of a pantheon which governs a world protected by her own

daughters, mighty angels who she gives birth too through self-caused pregnancies thanks to her divine domains.), the Houri Sultans of Kai'ihl (Houri are angelic beauties, and in the galaxy of Kai'ihl galaxy is divided up into countless sultanates, each of which is lorded by lords and ladies who compete to win the affections and services of beautiful courtesans. These sextuplets are particularly beautiful courtesans who accidentally became the rulers of a large chunk of Kai'ihl, and who are looking for their one mate.) Thoepia (A demigoddess angel who has tremendous military knowledge and experience because she engaged in a brutal military campaign to use their resources to uplift her home world into a post-scarcity utopia. Nowadays she donates the overflowing wealth she has to the worlds she pillaged.), Savijel (A sex angel who has created an order of beautiful angels who work to protect beings of lust and fertility, which she is eager to give to you and to use as part of a bridal suit.), Joqua (a former mortal who ascended to godhood when she saved her world from a demon lord by redeeming her and her servants. She is still new to godhood and would be thrilled to be aided by a large harem of goddesses and angels.), Mytras (A goddess of bounty, prosperity, fertility, and fortune, who travels the omniverse spreading her blessings. She was recently stopped from doing so on a remote world by an enigmatic entity known as The Enemy, and in the time since she has been seeking a means by which she could grow in power. You are one surefire way for her to become more powerful.), Nystas and Laroselt (Two exiled Prime Angels, beings comparable in power to ascendants who are the servants of The Creator; a Multiversal Over-Deity who created the prime multiverse most Troyverse stuff takes place in, these women were exiled for voicing the opinion that it'd be best for Prime Angels to go their own way and do what they feel is right. These women banded together following their exile and are in search of a new purpose, including possibly a new master to serve, and both are capable of using powerful primordial holy magic.), Eadena (a conceptual embodiment of love, hope, joy, with a personality focused on what is right. She is a skilled leader, and uses her powers over love to convince enemies to stand down and become friends, allies, or even lovers.), Phaalve (a seraph of fortune, luck, and prosperity, who is warm, generous, and ready to pitch in and help people both with and without her powers. She boosts the luck of those around her on her side, and her children will share her luck.), Quaenima (A young primordial, who will, in many billions of years (if that little), bloom into a true primordial, a being as large as a multiverse and who is immune to Chaosbringers. She's already indestructible, though what she will be a primordial of remains unknown but it is likely to be something related to your nature as a Grand Adonis. She can behave as a sort of patron deity, if anchored to your territory, and has limited omniscience in the area she is anchored to.), Artiana (A multiversal overdeity theoretically as strong as The Creator in a broad sense but who creates multiverses that are works of art and then leaves them, rather than ruling over them directly. She has created her magnum opus (so far...), and doing so left her drained, leaving her (temporarily) weaker than however you start off, but she is powerfully experienced in many respects, and can serve as a mighty muse for the arts and culture if given free reign to do as she sees fit.), Cirrica (a priestess who channels the power of life, love, and fertility, throughout the cosmos and blesses whatever planet she resides on at a time. She is a cleric who worships domains directly, but upon meeting you falls in love and begins to worship you directly), Fisence (a breathtakingly powerful reality warper, within her territory (which is an endless city she is the absolute goddess of), she has been shut in her realm for eons, delighting in amusing herself running her city and being pleased by the Houri she creates, she only left to find you now that

you are active, and she is curious to experience the pleasure you can offer, and to see what you can do with her city), Vuria (a decently powerful, but not especially influential goddess of artifice who created a very special wedding gift for you, if you accept her offer.), Eninril (A special creation that is the end result of a thousand generations of selective breeding and divine engineering, this incredibly beautiful woman has a physique comparable to some ascendants, and who was supposed to be a mate of a Grand Venus before being persuaded to leave by someone who persuaded her to look for and serve you. She is meant to be the first member of a new species!), Aajohra (a cosmic goddess with power over lust, love, life, fertility, magic, and science, who feeds on vital power she generates. She actively seeks you out, having long heard of your coming, and believes that together the two of you will allow her to become a powerful cosmoopotence at a faster rate than she'd become one on her own.), and Chismytis (a goddess with power over science, knowledge, creation, fate, and magic, who ascended after creating a field of powerful fate energy known as The Confluence.). These goddesses and their kin and relatives will find you sometime after some of the others on this list do, but will find you as one large group, offering you a considerable amount of power and territory all at once.

Glamorous Genies (Free): Some of the people seeking you out are beautiful and mystically powerful genies. Among these decently rare individuals are Cymathe (a powerful and skilled lady of Clearbrass Estate, who has sacrificed much of the wishmagic that the Djinn are known for in exchange for boosts to her martial prowess. She is a skilled politician, leader, and is fiercely adept socially, able to participate in the cutthroat games of her kin without the signature magic of their people.), and the Fatelinked Apsaras (twins named Rainae and Nirinae, who are asparas: a variety of djinn with less wishmagic but who are known for their sexual prowess, beauty, intelligence, and kindness, and who are fatelinked to you: they are your ideal mates, with personalities, kinks, and interests that are very in line with your personality, kinks, and interests). If you begin in the **Clearbrass Estate** you can choose to begin in the palatial estate of Cymathe, where she and the Apsaras will be waiting for you, eager to shower you in love.

Maidenly Monarchs (Free): This group of women are the rulers of their own territories. This group includes Xeia (a hedonistic warlord who conquers various places using her incredible artifacts, which absorb all kinds of energy and power with no cap. This makes her effectively invulnerable, allowing her to be as reckless and direct in battle as she wishes.), Lingering Dew (a shy, gentle queen of a small queendom that has prospered since she took the throne, partially due to her ability to get over her shyness and insecurities when she is just slipping out of a bout of group sex with her 99 concubines), Sesanee (A concubine who is the power behind a throne of a queen who is more of a hedonist than a monarch), Damansena (a princess of a utopian kingdom, who is the primary figure responsible for the current state of affairs due to her incredible, once-in-a-generation genius and her desire to make the omniverse better), Avalynne (The princess of a newly prosperous kingdom that, after generations of decline was lifted out of destitution by Avalynne who is now working to conquer kingdom after kingdom and uplifting them to the level of her home kingdom. She is an empress with the same potential as Eoserra d'Ankhes, the queen of the largest empire in the omniverse), Riyasene (the fiance of the crown princess of a galactic monarchy that was on the edge of ruin before her intervention, which culminated with her getting engaged to the future head of the galaxy's imperial family, she is a

skilled lover and terrific genius in political affairs), Thikkadia (the catgirl queen of a cluster of stars and the planets that orbit the stars, she is fantastically, almost frighteningly wealthy. She knows how to allocate resources and is used to the luxurious life she has led thus far.). This group has sent out scouts to look for you, and when they find you the queens and princesses will make their way to you and offer you their suits hoping for your approval and to be able to benefit from your power, love, and potentially even engagement in their political affairs, if you are so inclined.

Matronly Magi (Free): This is the sorcerous collective of the women who are looking for the Grand Adonis. This group includes the Tantric Sorceresses (two powerful vital witches and their talented apprentice, this group's senior witches often bicker but they inevitably make up and their apologies are often romantic, and sensual. The apprentice is ambitious, driven, but compassionate and happy to forgive people when they own up to their mistakes.), Kysrilina (a talented witch who has constructed thousands of rituals and used them to turn her homeworld into a utopian paradise. She now hungers for new challenges, and is eager to join the newly minted Adonis faction, and put her spells to work for you, as well as see what sort of bliss and experiences you can offer her.), Selena and Tahlia (two "Dark Beauties", women whose beauty has tamed parts of the fabric of reality, which does their bidding and acts to protect them, bending reality to their benefit, which coupled with their powerful magic makes the two deadly foes and fantastical allies.), Excelsior Matriarchs (redheaded martial twins and a blonde elf sorceress who are in a throuple, they take turns breeding each other as all three of them grow in power with each child they bear.), Mimadinsa (an archmage of eromancy who has tattooed herself with runes and sigils of sexual power and pleasure. She is eager to wed you, so she can experience the bliss only you can offer, and she will put herself at your service as a sort of projector of vital energy, as a skilled lover, and as your court eromancer.)

Rivals:

These individuals are implacable foes that will require extraordinary means to deal with. Taking them on turns them into something of a drawback, and means they will harass and harru you whenever possible, while also conferring points to you. If you want to try and use nonviolent means against them your charisma and social perks are, for all intents and purposes, tremendously weakened (but only in interactions with them and from their perspectives) but you can theoretically manage to find some way to nonviolently resolve your conflicts with them. They are also not invulnerable, and if slain or destroyed they will remain dead barring some dramatic intervention, possibly on the part of your other foes. All selected rivals confer an additional 200 points for you to use as you see fit (**unless it says otherwise after their name**), and any not selected will still exist but start off neutral towards you instead of hostile.

Clearbrass Estate: The Clearbrass Estate is a massive city encompassing a distance equal to multiple solar systems and it is the home of the Cosmic Djinn, planetary scale genies who are powerful elemental manipulators. The most powerful and socially adept of the Djinn participate in the spoken and unspoken games played by the Cosmic Djinn which revolve around a cutthroat economy of actual, literal wealth and a less direct social economy. Each leader of the Djinn has a long list of allies and a longer list of foes, and uses their powers to aid their allies,

advance their own causes, and disrupt their foes. These beings respect many outsiders and outsiders with enough influence can very rarely become true players in this game in their own rights. There are male, female, and other-sexed and other-gendered Cosmic Djinn so a Grand Adonis of any sexuality can find targets worth befriending, worth fighting, and worth seducing in this place. Wedding and bedding Cymathe, herself a Cosmic Djinn, will net you both friends and foes here, allowing you to start off with a bit of a head start here.

Sorothustra: Sorothustrans are a species a billion strong consisting of planetary-scale mages who dwell on a planet in the far reaches of the multiverse, though some have taken to adventuring in other worlds. The Sorothustrans are a “Favored Race”; the hand-designed creations of Cosmic Gods, who were twice-blessed by their creator. The first time they were blessed by her was during their creation, and the second time was during her death, and in both cases she filled them with great magical might and powerful life force. Nowadays the Sorothustrans are an influential, notoriously neutral faction, but there are sages of virtually every topic in Sorothustra and that includes experts on Grand Venuses. The rise of the Grand Adonis will surely appeal to those fascinated by Grand Venuses, and they may well extend you an invitation to their homes, or outright seek to join your faction. Others may seek to study or even defeat you...

Etherscape: Etherscape is an influential empire spread across a vast network of connected dimensions some of which are as vast as galactic superclusters and at least one of which appears to be truly endless. This empire is ruled over by Ethermancers, wizards and manipulators of a local and unique energy field (ether), and Manamutants, genetically modified organisms who can generate and store ether within their bodies allowing for the usage of their unique technology and magic outside of Etherscape. This is a powerfully sexual, sexually liberated region where lust and libido have informed and shaped the culture in incredibly remarkable ways, leading to the normalization of things like polyamory, sex-based powers and rituals, and other such things, making it ripe for conquest and subversion by a Grand Adonis. Some say that a new Nova, who may or may not be the last descendant of the last emperor, from millions of years ago, has been found! If true, the eyes of the multiverse will turn to her and people will watch with excitement and fear to see what she does next.

Elohim: Elohim are strange beings known to reside in the hearts of multiverses. Most are reclusive but every species has some outliers and Elohim are no exception to this rule. Elohim have links to the multiverses they hail from and are deeply powerful themselves, but given their reclusion and the challenges with finding the hearts of multiverses they can often be tricky to find and seduce without internal aid. Euenyn is an active, wandering Elohim who is known for her power, beauty, and propensity to be in places of interest with lots going on, so a sufficiently connected and empowered Grand Adonis should be able to track her down with relative ease, which can help with finding and seducing other Elohim.

Ascendants: Ascendants are beings of grand power that are conceptually tied to powerful ideas. More often than not even weaker ascendants can affect some things on galactic scales, and greater ascendants are beings of multiverse shaking, multiverse reshaping power.

Thankfully, there are ascendants of lust, love, fertility, sex, passion, and life, as much as there are ascendants who do not draw power from those things, and ascendants in line with your own concepts and attitudes can either be seduced or allied with, often with great ease. This is an especially promising path to power for Grand Adonises who draw power from concepts tied to themselves, or who draw greater power from sex with powerful beings.

Chaosbringers: Beings of chaos made manifest, these are mighty and terrifying foes who can unravel whole multiverses (at least those unshielded by primordials or other such beings) into raw chaos. They are also a whole species or a species-like classification, and as such there are both good and evil chaosbringers as well as male, female, and other, which makes them interesting, if high-powered targets for a Grand Adonis. A seduced chaosbringer would retain their power but could potentially be swayed into being both a force of great creative power, and also a terrifying conqueror.

Eoserra D'Ankhles: The ruler of the singular largest empire in the whole Troyverse, this woman is unquestionably skilled leader, diplomat, and general. She is an endlessly busy woman who has an unenviable workload, and she is in many ways the single ultimate target for an ambitious Grand Adonis or Grand Venus, with extremely few targets capable of generating more interest than her, such as perhaps Joy or Glory. She commands a tremendously mighty military which has helped her build her empire, large enough to encompass multiple pleniverses, and which remains active enough to help her police and safeguard her territory. It would take exceptional circumstances or exceptional fame to draw her eye and get an audience with her.

Grand Venuses: Grand Venuses are women of impossible beauty, so much so that they can gain power from their beauty and the love, and lust, they inspire in others, and can rule over vast, universe-filling harems. They are so unbelievably powerful that at their heights they can match or even exceed multiversal overdeities in direct competitions, and they tend to view each other as at best rivals if not outright foes due to the competitions they are in for the best lovers. They will be extremely wary of you if/once news of your identity spreads, since legend states that you will be stronger than even the greatest of them and you draw power from the same fonts they do.

The Enemy(+300 AP): The Enemy is a force of irrepressible, indomitable evil. It rules over a vast domain of blasted wastelands and depraved cultures due to a seemingly endless army of demons, both literally and metaphorically, as well as a vast stock of incredibly powerful weapons it doles out to its followers. For the time being it is safe, tucked away behind a Hyperion Veil long ago placed on its throneworld, which is both a Hyperion planet and a hellworld, and exists in a strange dimension outside of all multiverses. The Enemy is a universal foe, and while it itself is safe, for now, if it were to ever leave its safe homeworld and it were discovered that it is outside of its home it would be instantly attacked by countless omniversal forces, all of whom would attack to kill.

League Of The Purehearted (+400 AP): The League is a collective of creatures who despise beings empowered by vital energies, such as Grand Venuses, the Grand Adonis, and various

Archdemons, Cosmic Gods, and other, more unique beings. The power level of these creatures runs a very wide range, from common foot soldiers no greater than humans on the mundane side of the veil to beings as powerful as Grand Venuses, and their membership is equally varied on a gendered and sexed scale, allowing you to surely find some to seduce. Their influence extends across the omniverse, and in your home multiverse they have the backing of the Infinity Command, a force dedicated to policing the multiverse that seeks to subvert and defeat forces both too tyrannical and too chaotic to be allowed to roam free. Funnily enough, by using them you can gain opportunities to make friendly contact with other beings of vital might, and potentially make alliances with or even outright seduce those you save from their clutches.

(Future) Istoril (+500 AP): This is a version of Istoril who has come from a distant future and hails from a timeline where Istoril becomes obsessed with power. This version of Istoril differs from the one you may or may not know and is far closer to her maximum power than the Istoril native to your timeline happens to be, as well as has become a specialist when it comes to bearing Grand Venuses. She is also already pregnant with your children, who will have your powers at a scale grander than your starting scale if she were to ever give birth to them, but she is using them to powerfully fuel her own mighty powers. She does not hate you, but she fears you if you were to be an independent actor and move about freely, and wishes to seduce you into her harem, rather than joining, or even creating yours like your Istoril either does or will want to do.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Scenarios:

Failure in scenarios results in a death, even if it's not explicitly stated, unless stated (explicitly) otherwise. If you lack usable 1-Ups this results in a chain fail. You can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points, but any drawbacks that are labeled "Required" are, well, required. If any rivals are labeled "Required" they are also, obviously, required.

Spirits Of Sex

(Required Drawback: Age of Myth (first tier) Required rival: League of the Pure-Hearted)

You are the Grand Adonis and that's pretty cool. You are the supreme lord of sex (at least once you reach your peak), a being of vital majesty and irrefutable power, but you are not the only immensely powerful vital being. There are four women spread across the omniverse who are embodiments of different erogenous zones: Blowjobra, Boobra, Breeda, and Anala. These are women who are conceptually tied to different sexual acts. A combination of different factors have led to the four of them parting ways, and in the time since disparate foes have conspired to capture and contain them. This effort was led, in part, by the League of the Pure-Hearted.

You are the supreme monarch of sex, or at least you will be, and becoming recognized as such would be much easier if you went out and rescued the four embodiments of the most popular erogenous zones. Doing so will be a difficult task, as ascendants and ascendant-level-entities guard each of the four women but if you succeed... Well, if you succeed the fame you get will be great. As will the other rewards. One minor, indirect reward, is the friendship, and probably more, of various unique individuals throughout the omniverse, such as the ORALcle of Delphuck, or the service of the Warrior Concubines, women waiting for the Anal Lord.

Rewards:

Each of the spirits you save confers to powerful abilities and a new title. Once you've rescued any of the spirits those you have sex with in a way congruent to the woman you saved will become immortal and restored to their peak form (if they are already not in their peak form for whatever reason).

If you rescue Anala you become the Anal Lord, the absolute sovereign of buttstuff, and can, among other things, breed with someone (who has the appropriate equipment) through anal sex. You also gain the admiration and worship of butt sluts everywhere.

If you rescue Breeda you become the Muffarch, able to induce incredible pleasure through vaginal sex and you gain the ability to ensure that your children are always peak members of the mother's species. You will also become worshiped by people with kinks associated with this type of sex.

If you rescue Blowjobra you become the Oralboros and can change the flavor of your fluids, though by default they are ambrosial and taste like whatever the person who is consuming them would love the most. You will also become the subject of worship by people who favor using their mouths for sexual stimulation, which in the Troyverse includes many types of vampires.

If you rescue Boobra you become the Tittan, and can change someone's boob size and whether or not they are lactating with a glance, no matter the distance. You will also become worshiped by those who need such fluids, and those who produce them, particularly cowgirls and minotaurs in general.

Also, the women and their followers will follow you along your chain as free-willed followers and spread worship of you into new settings.

Clearbrass Unification

(Associated Drawback: N/A, Required Rival: Clearbrass Estate)

Early on in your journey you encounter either Cymathe or some other prominent member of the Clearbrass Estate and they form an alliance with you once they learn of your powers. They promise you plentiful opportunities to grow in power if you come with them to the Estate, where they'll provide you with lavish accommodations. They want you to use your powers to help them grow, and they will be a loyal ally and potentially a powerful servant. How strong this relationship is will depend on a number of factors, ranging from your personality to their gender, but one way or another with this your goal is to unify and conquer, either directly or indirectly Clearbrass Estate.

You will face many challenges as you strive to complete this task. The Cosmic Djinn are well-connected and as you rise in power, even the most hidden Grand Adonis (such as one who hides away on a Hyperion World and who only acts through their spouses) will watch as the remaining Djinn Lords and Ladies grow nervous, skittish, and eventually desperate to remain independent of your faction. Djinn Lords and Ladies have their own servants, alliances, and friendships beyond the confines of the Estate and they will make full use of those resources and partnerships to defeat you. At the apex of this conflict ascendants and ascendant-level-entities may appear, and it may require impressive work on your part to keep the djinn you've befriended, subverted, and otherwise made a part of your group alive, and able to act on your behalf. If you directly enter the scene, rather than acting through your allies and servants, the Cosmic Djinn will catch on much faster and will be ready to do what it takes to defend themselves, even though several will surely move abruptly to join your faction.

Rewards:

In addition to the power and benefits that come with being the head of a multi-solar-system spanning city replete with riches, tourists, diplomats, and served by a vast harem of powerful genies, you gain the **"Political Prodigy"** perk. This perk makes you a cutthroat master of ruthless politicking and a social savant who excels at whatever methods you used throughout your time facing this challenge, be it conventional wheeling and dealing or acting through your spouse(s) while hidden in the shadows. Additionally the Clearbrass Estate follows you into future jumps, and in future Troyverse jumps you visit you can choose to replace the Clearbrass Estate that exists in the jump with yours, or you can simply import it and let there be two Clearbrass Estates in the setting, one run by you and one waiting to be conquered by a unified version of itself.

Rebuilding Etherscape

(Required Drawback: Age of Myth (first tier), Associated Rival: Ascendants)

Days before the start of the jump something impossible occurs. As the Thronemaids, the bodyguards of Etherscape's Imperial Family, are transporting who they believe to be the next emperor/empress of Etherscape to their new home, the empire is attacked. A group of countless ascendants led by a whole new type of being, a Transynth, and an unusually powerful, extremely young Sanguinarch launch a devastating attack on Etherscape. As members of the alliance of ascendants who've sworn to protect Etherscape begin to appear in the place's most pivotal cities and infrastructure, they are attacked by yet more sanguinarchs, as well as dragon lords, who appear out of nowhere, and some are flatly slain (though more often than not that will be an inconvenience rather than a permanent thing). In hours much of Etherscape is in ruins and only the luckiest of the hegemonic rulers of the place manage to escape, fleeing to places like Sorothustra, the Veiled Solar System, and other places that have managed to escape overt ascendant influence, or on rare occasions to the lairs of allied ascendants, such as the tel-Eurn's fleeing to the heart of a civilization led by Tiamat and the tel-Knir's fleeing to the lair of a cosmic goddess of knowledge.

At first no one is sure what has become of Etherscape but in time you begin to hear rumors that tell of the place as a fractured region under the partial control of the machine-ascendants forces, and even of squabbling amongst the ascendants who shattered the empire. You eventually learn of how a heroic Sorothustran, Kelarset, managed to take the would-be emperor/empress to Sorothustra, and how the Sorothustrans are in cahoots with the surviving Thronemaids and the would-be leader of Etherscape. You could always volunteer your aid... Doing so would require getting to Sorothustra, which itself could be a bit of a task depending on your scale, powers, spouses, and items, but if you do and you offer the would-be imperial monarch of Etherscape your help, and explain who you are, they accept your offer.

Your task is difficult, as you are required to aid efforts to both reclaim portions of Etherscape and also to help find the refugees of Etherscape, particularly the surviving hegemonic leadership. Some of these individuals, manamutants, will be fine outside of Etherscape, while others, ethermancers, will find themselves weakened by the lack of ether (or at least somewhat depowered). A handful of families will have significant leadership consisting of both manamutants and ethermancers, and thus will fare better than others.

Eventually you will discover vital truths about your foes: you will discover that the transynth who led the alliance that destroyed Etherscape's empire has a device that can turn people into ascendants, and that the artificial ascendants are every bit as powerful as real ascendants but lack the knowledge, resources, and experiences normal ascendants possess. One way or another everything comes to a head in a battle in Acropolis, where either you succeed and can reestablish Etherscape, or the forces of the ascendants get their hands on you, the would-be emperor/empress, and very possibly the remnants of the alliance that once protected Etherscape.

Rewards:

At the apex of the final battle you and the enemy, a starship transynth, connect and when the battle is over, assuming you won, the transynth swears to follow you. The transynth is an ascendant of your preferred gender with a range of powers and is very interested in learning about your powers. You gain vastly increased prestige and honor, and are known as the **Grand Mercenary**, a title which refers to your prowess in battle and which ensures that future factions will be interested in learning about you and hiring you. You will also gain the loyalty of various hegemonies which will follow you into future jumps and, with your help (and the help of your spouses) discover how to produce ether, and can unleash it, in limited quantities, into future settings, allowing their ethermancers to work wonders.

The Archseal

(Associated Drawback: Inferno Mode, Required Drawback: Age Of Myth (second tier), Associated Rival: The Enemy Required Rival: Future Istoril)

Early on in your quest you meet a strange, and beautiful figure. This individual issues you a challenge, saying that the reward for completing it will be something truly wonderful. You are tasked with exploring the omniverse and encountering them, and seducing them, ten times. You are told that you are not alone in this mission and that someone else, someone who loves you in her own special way, is also being asked to do this. If you accept this challenge, the scenario is on and it is locked in.

Throughout your travels over the following decade you will encounter this figure periodically. Whenever you do you will quickly thereafter have important choices to make and be swept in grand, multiverse or even pleniverse shaking events. You will meet this figure, who you eventually learn is known as "The Envoy" time and time again, and if you succeed in your quest you are rewarded with something truly special: A Blessing of Supreme Inviolability and Prosperity, and also a Hyperion Veil all your own. On the day you succeed in your mission you are also teleported to a special place and given a chance to earn even greater prizes, but you are not told of this directly.

You find yourself in a room with Future Istoril and the Herald, who congratulates you both but gives the honor of the Archseal to you. This stuns Future Istoril who quickly begins to smile and congratulates you but swears her mission to seduce you into joining her harem isn't over yet. The Herald leaves and gives you two a chance to talk. If you persuade Istoril to join you as equals, friends, and as your lover, then you are given a chance to do one more feat: challenge The Enemy itself. The Herald tells you that, working with Istoril (both versions of Istoril, if you wish), you can use the blessing you have been given to step into the hellworld where The Enemy dwells and confront it face to face.

If you accept this you and your party, which can include both Istorils and true-love spouses you have met and wedded during your journey are teleported to a liminal space between realities, the sort of cracks in which eldritch abominations are birthed from broken math and mad hallucinatory dreams. From there you can use your blessing to phase through the Hyperion Veil shrouding the hell world of The Enemy. Inside you find a blasted wasteland, a broken version of

a world that particularly smart or observant jumpers might realize is some fractured, half-remembered children's drawing of Earth.

You step forward and your party is challenged by foes that are weirdly appropriate for their power level. No one is outmatched or able to stomp their foes, and when your allies triumph, more enemies replace them. You approach the center of The Enemy's homeworld alone and step into a citadel where you find The Enemy itself, a nightmarish mass of shadowy energy that coalesces into a twisted reflection of your own form and approaches you.

The battle between the two of you is fierce, and the monster challenges you using twisted, demonic reflections of your own powers. To face it is to face another you, one fueled by hate and driven by malice, and one that has committed to the idea of being evil. It doesn't matter how hateful and wicked your own powers are, or how benevolent and holy, you are facing a darker version of yourself in a battle that could be as direct and crass as you are, or one that is esoteric and conceptual. The Enemy is empowered by eldritch, unreal, impossible energies, and in this place its powers are so saturated in them that it can affect you even with a veil of your own, much like how you can affect it, almost as though it has an equally powerful, opposite-aligned version of a Supreme Blessing all its own. And yet you find that you can withstand even its empowered versions of your ultimate attacks, due to the synergies of the Veil and your blessing, and it becomes a battle of endurance and willpower, yours versus that of a maddening, entropic enemy of all life. If at the end of the battle you have triumphed, then the true potency of your blessing is revealed and you gain what most jumpers seek the most: **a Spark**. At the moment of The Enemy's defeat your blessing blooms within you and you are freed from the shackles, limited as they are, of a chain.

At the same time the defeat of The Enemy allows you to learn some of what it was: it was an embodiment of entropy that, a long time ago, was a loving and kind soul who sought to free the omniverse of itself, to make it so that entropy itself ceases to be. It slunk into the cracks between realities and in doing so was corrupted by unreal energies produced by spaces that don't exist and yet scream in the face of reality, becoming what it was when you met it. The Archdeity sealed it away to give the omniverse time to find a champion who could deal with it and who could cut away the corruption. Your blessing did that, and The Enemy reappears, now free of its corruption and with new powers related to balance and life. It restores the worlds it has destroyed and consumed, turning even its homeworld into a verdant paradise and thanking you. As your spark blossoms to life within you, you feel that somewhere the Archdeity is thankful for you, and is happy that you have changed history by taking on this monstrous foe and moving the omniverse that much closer to the light, to joy, and to perpetual radiance.

Rewards:

At a bare minimum you get the Hyperion Veil and a Supreme Blessing of Inviolability and Prosperity. The Supreme Blessing is an absolute perk that allows you, once per jump (or once per decade) to reach into reality and undo a calamity, be it personal or impersonal, rescuing people and changing the world for the better (and this is fiat-backed to always work and be thoroughly positive, no Monkey-Paws or other weird subversions of wishful thinking, just a

straight up, unadulterated miracle). This also gives you passively ensures you will always have the chance to cause a better ending, a good ending, in any situation. Whether it's you intervening and saving someone from getting hit by a car, or you preventing a catastrophe by stopping a war, things that are meant to happen, "fixed points in time", become less fixed when you are around.

If you complete the fuller, broader scenario, you will spark and complete your chain. What you do with that and from here is up to you.

Drawbacks:

Drawbacks here only affect you for the duration of the jump, and do not lock out purchases. When you select drawbacks that limit your choices, they will override any relevant purchases for the duration of this jump but then deactivate between jumps, allowing you to use the full power of your build in future jumps. Additionally if you choose to remain in the Troyverse post-jump (ending your chain) these drawbacks naturally stop working, allowing you to use your full vital might.

Extended Stay (+200 AP): You can stay in this jump for longer, in exchange for more points. You can take this as many times as you want, but you only get more points for the first three instances of this you take.

Focused Power (+200 AP): You can only grab one direct (such as breeding, beauty, power, harem) and one indirect power source (dedication, ambient power draw) each.

Chaos Begone (+200 AP): The Infinity Command loathes chaotic influences, and the existence of monsters that can destroy universes while throwing a tantrum is definitely chaotic. This makes the Infinity Command far, far more wary of you than they'd otherwise be, and given their sweeping resources and vast influence that can certainly make life a bit more challenging for you. If they become hostile towards you they will be much more willing to hurl their full weight at you, which includes ascendants of various types and levels of power.

L Rizz (+300 AP): Somehow you are the Grand Adonis and you have no rizz. Your charisma perks don't work and you are awful at seduction. This is a significant impediment given your powers. Your other powers work just fine, but anything that does something more than make you look good, just fails when it comes to allowing you to get laid.

One Pump Chump (+400/+650 AP): You can only select (and use) one lewd power. If you want more out of this, you can instead select that you can only select and use one of each of the power types, Body, Mind, Spirit, and Lewd.

Inferno Mode (+450 AP): At the start of your time here you immediately feel a powerful cosmic inferno of power swell up within you. This power is something you quickly adjust to, but not quite

quickly enough for it to escape notice. Three of the potential rivals have noticed your presence, and now wish to act. This greatly empowers their activity from the start of the jump, and now they actively wish to seek you out and control or eliminate you, depending on which rivals in question are coming for you. The Enemy and the League of the Pure-Hearted will actively, aggressively seek to eliminate you, while the others will want you for themselves.

Age Of Myth (+600/+800 AP): At the start of your time here you will hear of the emergence of a new type of ascendant: a "Transynth". You will also hear there is a new Emperor or Empress in Etherscape, and a rumor that a new Omega Lord has appeared in the distant outskirts of the Multiverse. By taking on this drawback the Troyverse comes alive and all of the different characters from the disparate CYOAs begin to appear one after another. For 400 DP this only summons the folks from the ascensions or lower, but for 600 DP this causes there to be greater beings, such as new cosmopotences, manifold ascendants, and during the last two years the Anael, and the Living Hyperion, all three of whom are immensely more powerful than the ascendants. These characters have the powers in their cyoas, but are also more alignment neutral than they are in their CYOAs (aside from the Anael, which is an embodiment of joy, benevolence, and life). This has the effect of putting different forces on high alert and making them much more cautious during your last two years here, as well as possibly immediately dominated by a powerful newcomer who may or may not be friendly to you. This also presents unique opportunities for a being as powerful as the Grand Adonis...

Ending:

Return Home:

Return home after your long journey. By selecting this option you take everything you've earned on your chain with you. Will you be a benevolent ruler, or the sort of tyrant whose reign is eternal? I suppose your people will find out soon enough.

Stay Here:

Take another 500 AP and add any final bits to your build you wish, in exchange for making the Troyverse your new home.

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, show the true omniverse the might and charisma of the Grand Adonis.

Notes & Mini-Changelog:

-This is a sister jump to the [Transynth Jump](#), the [Dragon Lord Jump](#), the [A Mage On Sorothustra Jump](#), and the [Sanguinarch Jump](#). It is inspired by the [Grand Adonis CYOA](#) by Troyx. Please note, the source material IS deeply NSFW so consider that before you click on the link.

-There are some departures from the original CYOA in this jump, such as the removal of a section denoting pages of waifus to choose from, and the immense default starting scale (Galactic). This is a decision to make the jump more standard to other jump documents. An alternative way to experience this CYOA, is to supplement the jump with the [Generic CYOA](#)

[jump](#) but using the original CYOA, though the purpose of this jumpdoc is to both make a standard (or as standard as possible) jump document for this CYOA and also to inspire potential explorers of the original adventure with neat ideas taken from other parts of the Troyverse, and to give people a new way to experience the Troyverse. Some elements were changed or removed from the jump because of how they would mess with the nature of jumps and chains, even if they made sense in the context of the original CYOA, such as the Sigil of Chronal Actualization, and the Dynasty power being a purchasable option, instead of being a reward for scenario.

-The basic formulation used to calculate the AP costs of elements from the CYOA was “1 point = 50 AP”. There are some deviations from that, at times, due in part to the rather unusual means by which a Grand Adonis grows in power, coupled with the unorthodox method by which a Grand Adonis’s starting point total is decided, but the “1 point = 50 AP” formulation is my general rule as to how I translate CYOA mechanics into jumpdocs, particularly for these high-scale CYOAs.

-In this CYOA there are two currencies that things use: resources (denoted by stars on the actual CYOA), and vital energy/tantric power. Resources are used to purchase the lion’s share of what are dubbed “Items” in this jump document, and vital energy/tantric power is used to purchase the actual powers, power sources, starting scale, and other abilities this CYOA offers. More resources and tantric power is acquired, in the CYOA, by having sex and by expanding one’s influence with the help of your lovers, and the starting budget is determined by your mode of play coupled with what women you assign to each of the bridal roles you can assign to your bevy of beauties.

-There’s original lore here! The bit about the Enemy’s origin is wholly original and does not reflect any known Troyverse lore, going even beyond what I often do with the scenarios which will mix and match different elements from various chunks of the Troyverse and try to tell a cohesive, at least somewhat plausible (in-universe) story. The inspiration for this take on The Enemy is actually derived from bits and pieces of Zon-Kuthon’s origin from Pathfinder.

-On March 30th, 2024, version 0.3 of this document was published and shared with various jumpchain communities. This version is mostly a skeleton with some sections that are fairly filled out and many others that are very barebones.

-On April 1st, 2024, this document was updated to 0.8 status, indicating a complete or near complete capture of the contents of the CYOA this is based on. What is missing is primarily original content, such as original scenarios and original drawbacks.

-Also on April 1st, 2024, this document was updated enough to merit a full release. The name has been updated and wholly original additions can easily be found throughout the document.

-“Primordell” is a portmanteau of “Primordial” and “Hell”. It is also an original naming convention of mine, and not part of the deep lore. Also this is the first jump to feature the conceptual super hell as a starting location. That’s... pretty neat.

-Here are links to the various CYOAs referenced throughout the document, which may well be updated as new references are added. Please note some of these are NSFW, and will be marked as such. **If you dislike actually seeing NSFW stuff, please heed the guide.** [Emperor Of Etherscape](#) (Extremely NSFW), [A Mage Of Sorothustra](#) (SFW), [The Ascensions](#) (Please note this link leads to Questionable Questioning a site which IS NSFW, but the actual ascensions themselves are SFW. And yes, the link works but you do need a QQ account to see the post.

Sorry. If you don't want to do that: [Cosmic God](#) (There IS a nsfw section in this one. It has all of the DLCs), [Archdemon](#) (some risque images in this one, related to the sin of lust), [Dragon Lord](#), [Transynth](#), [Sanguinarch](#).) [Three Fates of Sex](#) and [Anal: Lord Of Fucking Glorious Ass](#) (I hope I don't need to spell this one out, but obviously these two are NSFW).

-The Three Fates of Sex and Anal CYOAs are both fun and honestly... really sick for Grand Adonis's, so I figured I'd loop them in here, rather than give them their own jumps.

-I know I did not include all of the brides. They all exist, canonically, out in the omniverse, including by default in the jump. I just wanted to list SOME of them so people knew about them, and could decide how your Grand Adonis jumper wanted to go about and find them. There's... so many brides, if you check out the actual CYOA you will see what I mean. Also, please check out the source for this. It's rad.

-This is my first end jump. That's WILD man.