



**Story/Intro:** There was once a primeval race, which called itself the "Golden Tribe". They possessed many powers, including the ability to create Planets and see into the future. They then called on primitive beings far across the galaxy and told them to explore the universe. Three races were able to reply to their call and the Golden Tribe referred to those as the "Silver Tribe", the "Bronze Tribe", and the "Heroic Tribe". Long after, just as the Golden Tribe was about to move on to another universe, a new race replied to their call. The newcomer, Humankind, was referred to as the "Iron Tribe".

Your charge in this world is your labor. See further below for details. And don't forget your 1,000CP (choice points) standard.

**Origin:** A look into this world and some discounts on things later. Should you roll an undesirable age or want to change your gender you may do so within the possible ages that can be rolled for 100CP for both.

<b>Drop-In (Free)</b> Age: 20+1d8	+ Perhaps the safest choice of the ones given. - Space is a really, really big place.
Surely you know this routine by now, Jumper? No memories, no friends, no foul. And nothing to stop the seemingly infinite nothingness of space from driving you mad, or driving you dead. Whichever comes first.	
<b>Iron Tribesmen (Free)</b> Age: 13+3d8	+ Resilient and capable of unmatched perseverance. - Not the most numerous or even the strongest lot around.
As human as humans are in most worlds. Like their more advanced counterparts they also can use the abilities of this world albeit in weaker forms. Those abilities using spiritual energy as fuel, which can be troublesome if used too much.	
<b>Silver Tribesmen (Free)</b> Age: 17+1d8	+ More advanced than the lesser races. - You're gonna be bullied pretty hard in the times to come.
With only minor cosmetic differences they are almost indistinguishable from humans. Should an ability further below have a second description that is the one you'd be getting.	

**Origin Specifics:** While fairly broad currently you may choose to control the specifics of your origin within reason. Obviously, one of the three origins need not apply. You might be the spawn of nobility, an ace pilot, or something more or less. Regardless of your choices you will still start in your predetermined location.

**Labor:** Your reason for being here and your final charge. All vary depending on the origin along with it. These cannot be chosen or ignored. Failing to complete this will result in you being sent home without anything acquired here. Your pocket dimension is also partially locked in that you cannot hide away in it until this is completed but you may still enter it during times of peace.

**Drop-In: Survival** – You must survive here for ten years. No more, no less. If you do not take the option Nodos Spirit you may instead choose to continue your chain. Yes, this means that you **CANNOT** in anyway acquire or take anything involving a Nodos outside of this world. Anything you learn in that will be forgotten.

**Iron Tribesmen: Silver Lining** – It is the will of the Golden Tribe for your tribe to take the position of the Silver Tribe and rule in their stead. It is your job to ensure this happens.

**Silver Tribesmen: Golden Plan** – It is the will of your tribe to find the Golden Tribe and join them. You must ensure that this happens.

**Starting Location:** Fixed locations to start from depending on your origin of choice.

**Drop-In: Oron** – Age's ruined planet and home. Oron is a planet that despite somehow being blown almost in half has managed to survive and support one somewhat lonely boy.

**Iron Tribesmen: The Argonaut** – One of the most powerful and proud ships of humanity. Capable of planet busting emissions it is managed by Princess Dhianeila and her people.

**Silver Tribesmen: Codomos** – The home planet of the Silver Tribe. As advanced as they are their planet is barren and scarcely inhabited. You are the only one of your kind here.

**Jumper Boons:** Things not so easily acquired by anyone but you here.

**Animal Empathy (100CP) (Free: Drop-In)** – You can befriend most of any animal as quickly as it takes your hand to pat their head. You will rarely ever be attacked by an animal that didn't have a reason for attacking you. This bleeds into alien animals and some other creatures as well. Things like cat people and such will like you more.

**Physic Prowess (100CP) (Free: Iron Tribesmen)** – With this you will find yourself capable of healing others, fixing slightly broken objects on instinct, producing somewhat powerful shields, and psychokinesis.

While not much more powerful you get all that was listed but doubled in strength. You can expect to use these abilities for longer than humans and more skillfully.

**Superiority (100CP) (Free: Silver Tribesmen)** – In other words this makes others recognize you as someone of importance or high birth. Weak-willed individuals or lesser beings will be awestruck by you.

**It's a Small Universe After All (200CP) (Discounted: Drop-In)** – The battles that take place here while spanning sometimes many, many hours still take place in the great vastness of space. With this you will find it much easier to find great battles and happenings should you go out looking for them. Being instinctively drawn to the conflict.

**Teleportation (200CP) (Discounted: Iron Tribesmen)** – A rather straightforward power. You have the ability to teleport anything you're carrying or using (nothing bigger than a organ unit which is a generic mecha) from anywhere on a planet to its orbit. This power is aided immensely if you can visualize wherever you're trying to go.

**Emotion Transference (200CP) (Discounted: Silver Tribesmen)** – You may take or give emotions to others willingly or forcibly if you're strong enough to force the issue. You'll also be able to sense strong memories or emotions in an area on instinct. It would take a truly incredible amount of absorbed emotions to hurt you but not so much the other way around.

**Precognitive Artistry (300CP)** – You have the unique ability to tell the future through art. This is somewhat vague and open for interpretation but never wrong. When you choose to use this ability you will quickly do your thing in whatever form you chose. This ability is aided if you're actually competent in some artistic way as this ability doesn't grant you the skill to use it.

**Telepathy (300CP)** – This allows you to communicate with others over truly vast distances. You can expect to easily form telepathic lines to small groups of people so long as they're in range allowing you to sense emotions or the state of things around you. Your range being almost immeasurable covering distances that take even starships sometimes tens to sometimes hundreds of hours to travel to. This ability also, while somewhat limited, works on machines. Allowing you to communicate and transfer information one way into it but having communications going both ways.

While possessing all of the abilities already mentioned your range is effectively quadrupled but still limited to a relatively small group. You may also share memories and emotions with others if they allow you to or if you can overpower them and force the issue.

**Spiritual Projection (300CP)** – Allowing you to project an avatar in your design capable of traveling as far as the rest of your abilities can go. During this however you are limited in that your body cannot move. You have an immunity to attacks, a limited omnipresence allowing you to check over impossible distances, you can divine the location of where you are and with telepathy give coordinates to ship AI, and the absolute barest clairvoyant abilities being only seconds at a time but constant.

The same as the above expect for your range is the same as your telepathic abilities and you don't have to completely reveal your appearance choosing to manifest as a general and featureless shape of your current form.

**Jumper's Tribe (600CP) (Discounted: Drop-In)** – A little bit late to the party but you're here now all the same. Your tribe is nine. Yourself and eight others. Your tribe will possess a bronze edge, an iron will, a silver tongue, a golden tale, and a heroic Age. You all strike harder and in perfect sync when fighting together, your combined will is insurmountable fighting to the end and never giving up, your tribe can talk yourselves around even the most skilled debaters, your stories will be told by many increasing your fame or infamy, and one of your tribe may share five of your abilities at a fifth of what they are for you. Things like casting a fireball, flight, and not something general like the ability to do more than one thing.

**Princess/Prince (600CP) (Discounted: Iron Tribesmen)** – You're the type of person people like to follow. A good public image without much effort, charisma in spades, and a natural charm with the people matched only by Dhianeila and her brothers. Your followers could march into hell unmolested by emotions of doubt or fear if you are there alongside them. Many more would die for your cause should you prove to be at least a smart ruler. Should your people ever be threatened as a whole you will find it even easier to unify your people.

**Silver Mind (600CP) (Discounted: Silver Tribesmen)** – There isn't a human in this world that can match your intellect. Being even one of the smartest of your own tribe human technology is on the low end of what you can do. And that's impressive being that they can build starships with planet busting tech. And should you choose to not go that route you can just make yourself distant to all emotions for a time so that you can focus on the task at hand.

**Nodos Spirit (1,000CP/1,600CP)** – Taking this means that you must also take the Frenzy drawback for no points. With this you will have the 'essence' of a Heroic Tribe life-form implanted in your right eye or closest equivalent. You will become the sixth of what was only five Nodos before your arrival. You will now possess immense strength, enhanced agility, a complete immunity to low level psionic abilities, the ability to survive in space, an upgraded durability enough to survive atmospheric reentry, and you become capable of freely moving about in a zero-gravitation environment all while just in your current form. Most importantly you will have the ability to transform using the essence in your right eye. This is the part where things become complicated.

The Heroic Tribe was punished for their conquest by the Golden Tribe for a reason. Being as utterly powerful as they are/were they are now the strongest beings in the universe because the Golden Tribe left. Thankfully, the remaining five are all confined in five different and not completely malicious beings. Yours in design is largely up to you in name and appearance but not weapons or capabilities, as they will have varying levels of Bellcross's abilities depending on how much you spent on it. The varying levels mentioned reduces your ability to punch literally (**LITERALLY**) anything to just being able to hit that which you can already hit with your abilities unaided. That nerf is regardless of the next mentioned. 1,000CP being able to take one other that isn't Bellcross, and 1,600CP being Bellcross's equal but only in power and not plot armor or ability to miraculously survive any damage.

You will be capable of planet busting psionic emissions, warp technology, flight, enough durability to survive some of the most catastrophic weapons in setting, limited regeneration, enough strength to leave craters after punches, life-force draining to gain more power, energy draining to lessen the damage of attacks or similar uses as the last mentioned. All Nodos are also capable of succumbing to a frenzied state in which they're vastly more powerful but lose almost all control for an unspecified amount of time. The worst part of frenzy is that if one is to remain in it for too long they would explode releasing the same amount of energy as a supernova explosion. This being the worst case all are capable of going off like that if not calmed. You'll be able to resist this completely or willingly give into it once your task in this world is completed.

**Item:** A trinket to help you along.

**Drop-In: Bronze Tribesmen Controller** – A biomechanical race of space bugs that resemble giant mealworms. This device will allow you to control any Bronze Tribesmen that are not actively being controlled. At best you should now be safe from most of them.

**Iron Tribesmen: Organ Unit** – Your own personal mecha fit for combat. Whatever you wanted for your origin specifics still stands. Your unit is at least twice as good as any other out there just so you have a chance.

**Silver Tribesmen: Hedron Shields** – The Hedron Shields are a multi-purpose tool developed by the Golden Tribe themselves. They function as weapons as well as defenses and can fire powerful psionic beams. The defensive side of it being the incredible defensive shields, the ability to survive in space, and flight. And to top it all off, they can be used to repair starships and construct your own out of thin air. Your starship will be capable of warp technology, omnidirectional shields and psionic emissions, energy wire, giant spear, and tentacle spade generation all while in or out of your ship, omnidirectional movement, remote control at the distance of most of your abilities, and generating a prison inside of itself.

**Companions:** Should you choose you may have some allies on your journey.

**Import Option (100CP)** – Taking on one of the three origins your companion gets all the free things, discounts, and all the memories fitting their position as well as 300CP of their own to spend on whatever you want. If you're ending things in this world you may import eight companions for the purchase of this still following the rules mentioned.

**Canonical Companion (100CP)** – Friends in the right places can make all the difference in this world. Either you will meet this person if a Drop-In or you might already know them depending on your origin. You can expect them to be loyal to you and defer to your judgment on most things. Nodos may not be chosen.

**Drawbacks:** 600CP may be taken from this but no more than that. All besides for Frenzy and Nothing Extra will be wiped away once your charge is completed

**Untrustworthy (+100CP)** – You come off as being untrustworthy and foreign. It will take you three times as long to befriend people in this world because of this.

**Simple (+100CP)** – This will not affect you in combat but you'll start out only being able to count to four and being able to hold a reasonable conversation with people. Sufficient studying could bring you back up to par in about a year without perks. On the plus side Princess Dhianeila will no longer pass out around you if you're a guy.

**Emotionally Dull (+100CP)** – Simply put you don't feel emotions to the point of what you once did. You will be duller leaning on logic more often than not. You'll have a hard time understanding those that rely on emotions to get them through the day.

**Nothing Extra (+200CP)** – Taking this will allow you more points but you won't be able to take anything out of this world that you didn't buy with CP or receive for free. This includes useful knowledge.

**Impurity Weakness (+200CP)** – You suffer from the same problem as Princess Dhianeila being unable to suffer the bad spiritual energy of men. Being closer than ten meters to a guy will cause you to pass out. No, this doesn't include yourself.

**Arrogance (+200CP)** – You have a very inflated sense of self-importance. You **HAVE** to be the leader of whatever organization you're apart of and you value your own opinion over those of others no matter how right or wrong you or they might be.

**Hated (+300CP)** – You are generally disliked and find yourself vilified wherever you go by your opposing origins. If you flaunt enough power you might be able to get them to at least hate you in silence and leave you be.

**Messiah Complex (+300CP)** – You want to help your respective tribe with all their woes. Those of the Drop-In origin will find themselves compelled to help everyone besides for those that are actively trying to kill you.

**Superiority Complex (+300CP)** – Your tribe is the best and unless you rule over everyone and they know it you won't be satisfied.

**Frenzy (+600CP)** – Age is no longer the simple and kind boy that he once was. Bellcross now having succumb to frenzy seeks to destroy everything. Without something or someone to stop him he will manage in doing this. He cannot be calmed. Only killed. To give you a chance this will only happen once you meet him and if you just try to avoid him he'll still turn within a week of your being here. The Nodos Spirit for purchase here or other abilities that can kill truly incredible beings can kill him but keep in mind that he is the actual embodiment of existence and will require an effort equal to that title to destroy him .

**Labor Fulfilled:** You accomplished your charge. If you took a Nodos Spirit it's all endgame from here.

**Building Some Starways (Move On)** – The never-ending path. There are worse choices than this one.

**The Spark (Endgame)** – And so, it ended. The tale of a traveler and their triumph. Ending things here allows for you to then travel forevermore. As an added bonus you may take with you the power to build starways. See number five of the below for details on that. Time for a break. You've earned it!

**Notes:** Things from here and there you might not be aware of.

1. Silver Tribesmen appear to be ageless up to a point.
2. Nodos are seemingly immortal as well in that they do not age past the point they received the essence.
3. The essence can either become just a power, item, or a slavishly loyal companion once all is said and done.
4. There are more races of lesser consequence in this world than those mentioned. Some are almost completely human while others look like humanoid cats or are indistinguishable aside from sometimes something as simple like a unicorn horn or general facial structure.
5. Warp technology in this world relies on starways. Simply put, any planet that has had someone (a crewed ship) travel from their planet to that one can then travel there again because a starway has then been built. If either planet has been destroyed the starway goes with it. Theoretically though warp tech from here is just point and click so it would work anywhere with a chance of crashing and burning being a serious risk.
6. Should humans be allowed the technology of the their betters and have their spiritual power awakened while you're in this world you can expect a boost in power to all your respective abilities. This will only affect Iron Tribesmen and those of the Drop-In origin.
7. You are not allowed godhood while here.
8. Companions may not take drawbacks.
9. Discounts are always 50%.
10. Wanking helps.