Last Of The Omega Lords Jumpchain

Version: 1.1

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When your eyes first snap open you might be a bit surprised to find yourself on a normal-looking bed in a small apartment. However, you only get to see this for a split second before you blink and find yourself laying on a king-sized bed in a new room that you know is not your own. Your senses adjust to this unusual and supernatural change, right as you lay your eyes on a stunningly beautiful, seemingly digital woman who beams brightly at you.

“Hello, master! I am Delphi, the last of the Spirit Oracles and the guardian of your new home, the City at the End of Time.” She explains, before looking at you as you stare at her in confusion. This causes her to blush as she remembers you have no clue what is going on. She promises to explain and says that all she needs is a few minutes to do so.

She quickly brings you up to speed, and surprises you by actually only needing a few minutes of your time to get you up to date. She reveals that the Earth is actually split between mundane humans and supernatural creatures due to the activities of individuals she alleges are your ancestors, exiled “Omega Lords” super sorcerers and scientists from multiple civilizations throughout the multiverse who banded together and formed a civilization at the end and edge of existence where they could practice potent magic and science unbothered by the politics, chaos, and fear of the rest of the multiverse, as well as be gifted shards of some mysterious entropic energies that gave them additional powers, in exchange for keeping watch over a strange monster known only as “The Beast”. While long ago there were thousands of “Omega

Lords", some, 13 in total, got exiled for crimes they committed and fled to Earth where they signed an accord with the Archdeity of Eternity, the creator and hands-off "Ruler" of the omniverse, the totality of existence. He put a shroud over the Earth which separated most humans from the supernatural, and it is faint unconscious recollections of the activities of supernatural beings which give rise to myths and legends remembered in the modern day.

The exiled Omega Lords were able to live peacefully as immortal leaders and fathered or mothered children, though eventually human divisions and conflicts caught up with each of them and they perished. Over the millennia since their arrival, their children intermingled and eventually culminated in the birth of your mother, with several nascent sparks nestled inside of her, and the birth of your father, with numerous sparks nestled inside of him. When you were born, you were the first and only person to be born of the combined bloodlines of all thirteen Omega Lords. This is good, because since the exile of the refugees who fled to Earth the End of Time was attacked and destroyed by a coalition of powerful multi-universal forces who sought to end the Omega Lords.

They crushed the Omega Lords through the usage of both potent combat strategy and a device that depowered their Omega powers, created in no small part by a traitorous Omega Lord who left the City and intended to burn it to the ground for reasons unknown to Delphi. Delphi tells you that the device is not strong enough to overcome your Omega powers as the previous generation of Omega Lords had multiple Omega powers powered by a handful of sparks, but yours will be powered by the 13 Sparks nestled within your soul. Delphi reveals that there is a machine that will awaken your sparks and your powers in the same building you are currently in, and tells you that returning to Earth will be as easy as willing it or utilizing the right piece of Omegatech, technology which only truly works in the hands of Omega Lords, which liters the city's vaults and could be repaired by a clever Omega Lord. You will be in this vast multiverse for a decade, but first let's see what sort of powers you have.

Delphi does not have any particular agenda she wishes to impose on you, nor does she wish to sway you unnecessarily, though as she guides you to the machine meant to awaken your sparks and powers she freely gives you information about the city. She explains that in the time since the fall, she has stayed here, overseeing the ruins of the once great city and waiting for any Omega Lord, other than the betrayer (who she suspects is either dead or is suffering a fate worse than death), who is seeking out a refuge. She is happy to dub you the ruler of the city and to serve you however you please. Eventually, she guides you into a massive machine and she secures you in place before leaving and activating the machine from the outside. It explodes to life, filling with esoteric lights before abruptly shutting off and allowing you to examine yourself as your sparks come to life within you.

Take these **1000 Omega Points, 13 Sparks, and 5 Evolution Points.** You'll need them for the decade-long adventure you're about to embark on.

Author's Notes: Welcome to the End of Time Jumper. This unusual jump is focused on the Omega Lords, a potent creation of TroyX, featured prominently in the Last of the Omega Lords CYOA. This is also a very, very powerful jump, so keep that in mind.

Some of the things here incorporate lore not included in the LotOL CYOA. Therefore, some of this could be considered to be light spoilers for the Troyverse's overarching mythos. Consider this a **spoiler warning**.

Origin:

Omega Lord (Free):
The Omega Lords were once a thriving civilization that used technology, magic, and their supernatural abilities to locate themselves, temporally, at the end of the multiverse. They sequestered themselves, for the most part, in their ancient megalopolis and only some went outside and adventured. Nonetheless, all Omega Lords were, and in your case are, powered by ancient sparks of mighty entropic energies gifted to them by the Creator in exchange for their oath to keep watch over "The Beast", a strange entropic monster that is still imprisoned in the city. The Omega Lords who survived the final battle with their, and now your, ancestral foes are still in the city, trapped in a time-lock itself maintained in the city you will occupy. You could free them, gaining access to their knowledge, powers, and more, but in doing so (probably) burn out a great portion of your power for a while.

You can freely pick your age and gender so long as you are over 18. If you are an older individual upon entering the End of Time and meeting Delphi you will be restored to your physical prime.

Starting Location:

The "End Of Time": This is a strange location. It is a vast, mostly empty megalopolis stuck in a sort of temporal loop that keeps it safe despite it existing, temporally speaking, during the final day of all of existence (in this multiverse at least). You were summoned here at the start of the jump and will be able to utilize this as a base of some sort. Depending on the choices you've made, this city might be in its ruined state or it might be in a more resplendent, repaired state, by the time you leave, though some choices could repair the city nearly instantly.

Perks:

Mandatory Perks

Omega Physiology (Free): You are an Omega Lord, and what this means on a practical level is that you are an immortal, largely ultrahuman (planet-scale) being (and in some respects, you are beyond that!), whose powers stem from thirteen shards of crystallized entropy embedded in your soul. You can also naturally use technology dubbed “Omegatech” by various factions throughout the multiverse, many of whom will respect and fear you if your ability to use this powerful, occasionally universe-quaking technology ever becomes public knowledge. Due to the specific circumstances of your birth, coupled with how you won the genetic lottery, you are also immune to the few weapons devised by deadly factions meant to disrupt and stop you. **In future jumps this form counts as an alt-form you can shift into at will.** This form also comes with an innate understanding of sciences well beyond that of the humans on the mundane side of the veil, allowing even Omega Lords who lack the **Meta Mind** Omega Power to be able to create technologies that would advance, alter, and improve life on Earth if given to mundanes.

Major Veil Straddling (Free): You are a major veil straddler. This means that you possess a nature that allows you to interact with the mundane people, humans on the side of the veil you spent your life on before you came to the End of Time, and can even use your powers and exotic tech on the mundane side of the veil and exotics can’t stop you. **This only applies while you are in your Omega Lord form unless you have a perk (from here or otherwise) that allows you to ignore barriers like The Veil.** This version of Veil Straddling only works on veils and barriers that are not especially advanced (except the specific Hyperion Veil in your backstory), allowing you to interface with the specific Hyperion Veil that shrouds the Veiled Solar System, but not with all Hyperion Veils in general which are themselves living and intelligent, guided by spirits like Gaea on Earth or Tersa the guiding spirit of Ters’s Hyperion Veil.

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.

Defensive Specialist (100 OP): You quickly discover that you have a very specific specialty, that of creating defensive technology. You are a prodigiously talented creator of defensive, shielding technology, able to create wickedly strong armor and force fields. This also cements some degree of your scientific understanding, allowing your knowledge and skill with defensive technologies and sciences related to such technology to persist even across alt-forms and more effectively integrate xenotechnologies in future settings. This is, obviously, strengthened by intelligence boosters and by the **Meta Mind** Omega Power.

Adaptive (100 OP): You adapt to new information at an extremely fast speed. Your mind hungrily absorbs, processes, and analyzes new information at speeds that are well and truly faster than anything short of a modern-day computer. You are reliable in a crisis or an emerging

situation, able to stay calm under pressure and slip into new situations with ease, comfort, and impressive reliability.

Transportation Tech (200 OP): You are capable of making sense of technology related to transportation. You can more easily grasp sciences and fields of studies related to things like speed, movement, and transportation, including but far from limited to teleportation. This obviously synergizes incredibly well with the **Meta Mind** Omega Power and other powerful intelligence and science boosters.

Alien Wisdom (200 OP): You are a master at understanding and making sense of alien wisdom. You can expertly understand philosophies, attitudes, morals, and other bits of wisdom and knowledge derived from alien minds, as well as translate your own philosophies, attitudes, morals, and other bits of wisdom and knowledge. This allows you to more easily interact with aliens, as well as help serve as an ambassador between civilizations and can allow you to blend alien schools of thought, sciences, and more, to create unique, eclectic ideas, schools of thought, and disciplines. This is a perk that allows you to mix things more effectively, focused exclusively on knowledge.

Weaponized Science (400 OP): Your specialty is in weaponry and other offensive applications of science and technology. You find it very, very easy to both create weapons, of all sorts, and turn things that are not weapons into weapons. This makes you a master of scientific, and technological warfare.

You Are (Usually) Not Your Ancestors (400 OP): You are not your ancestors, nor are you things like your gender, or your nationality. People judge you as an individual and look at you in the context of your life, rather than leaping to conclusions based on your species and other things you either can't control or would have to spend an exorbitant amount of time to change, like becoming a citizen of another nation. This effect vanishes when people make positive links between your ancestors and you, and this is a flexible power that protects and enhances your charisma whenever possible.

Creationist (600 OP): You specialize in creation, in a manner reminiscent of the creator of the Servitors. You understand biology, mechanical engineering, and even the sciences involved in the creation of artificial brains and artificial life on an intuitive level. Between creating and modifying biological life versus creating and modifying fully mechanical and/or digital lifeforms you are better at one than the other (which you select when you pick this perk), but you are exceptional, genius-like, at both. You are also good at creating tech that helps maintain such lifeforms, be it stations that repair machines or pods that fill with restorative fluids and regenerative compounds that can heal or augment biological life, there is an area where you are a profound, skilled specialist.

Weaknesses Are Not For You (600 OP): You are immune to supposed racial/species-wide vulnerabilities of your kind, whatever that kind happens to be. If you are a Kryptonian and someone exposes you to green Kryptonite then nothing bad will happen, a werewolf hit by a

silver bullet will shrug it off as easily as they would a regular bullet. No bizarre fixation will overtake you if you are a vampire and someone shows you a bag of rice, nor do you need an invite to enter a home. This does not stop you from having bodily needs or anything of that sort, but actual weaknesses, vulnerabilities your foes can exploit, are gone for you.

Omega Powers

This section is extremely unusual even in comparison to other Troyverse jumps. Every jumper who comes here receives a stipend of **13 Omega Sparks and 5 evolution points (which can only be used on powers you acquired via the usage of your stipend Sparks)** which can be allocated to acquire powers, however in keeping with jumper traditions you can spend points from your main budget to acquire additional powers. As such there are two prices: the spark price and the omega price. A power costs the same amount of evolution points as it does omega sparks, so take “Nullification” for example it costs 2 Sparks, and to upgrade it you can spend 2 evolution points, assuming you used your Sparks on it. Powers you don’t upgrade using evolution points will eventually reach the levels described here, but will take centuries to do so barring some sort of training booster. Purchasing an upgrade booster to a power gives you the upgraded version right out of the gate.

Nullification (2 Sparks) (200 OP): You are flatly immune to supernatural abilities and powers that come from anything weaker than a cosmopotence, a creature capable of affecting an entire universe at once. You are also immune to timeline tampering.

Upgrade (2 Evolution points): You can grant others a weaker version of this nullification and can share it with an area if you choose and you can rescind this immunity at will. You can also fully turn off someone else’s powers, though usually this is only temporary unless you are drastically stronger than they are.

Invulnerability (1 Spark) (100 OP): The only way to damage you is to hit you with enough damage to destroy a planet in one hit, or an equivalent amount of damage in a supernatural effect and this effect applies across your entire body.

Upgrade (1 Evolution point): Your durability is strong enough for you to effortlessly do even activities as dangerous as standing in the middle of a supernova.

Absorb (2 Sparks) (200 OP): You can absorb knowledge, skills, energy, or even powers from targets, though you must be in close range and concentrate actively on absorbing what you want from them. How much you are absorbing is the biggest factor that determines how long it’ll take to actually finish absorbing what you want, though other factors such as the willfulness of the target, if applicable, and also how strong they are compared to you, are also factors.

Upgrade (2 Evolution points): Your absorption has become much faster, and you can absorb things from multiple sources at once, as well as with increased range. You automatically absorb attacks that could be absorbed, harmlessly converting the energies of your foes to your ends.

Alter Power (4 Sparks) (400 OP): This power lets you add or remove powers from other beings and objects. You can create and manipulate powers below planet-scale instantly, but as the power in question begins to approach the overall level of power here the amount of time it takes to create, remove, or edit the powers in question skyrockets.

Upgrade (4 Evolution points): You can now far more easily surpass your previous limits, both in terms of time and effort. You can also bestow, drain, or change powers at a far greater range and do so with more targets at once.

Nanokinesis (3 Sparks) (300 OP): Telekinetically manipulate anything up to a continent in size, so long as it's composed of matter or energy. You can move, manipulate, and even transmute it however you like, and you are not bound by the laws of physics so this lets you destroy or create freely. This also provides you with a potent healing factor, able to reform from complete physical destruction in seconds so long as your soul or mind survives.

Upgrade (3 Evolution points): You can now directly manipulate physical forces such as gravity, and electromagnetism, and do so at a far greater range, even across an entire planet. You can also affect esoteric energies with far greater

Super Strength (1 Spark) (100 OP): This is planetary scale super strength (the sort that gives you the strength to heft planets) complete with all of the secondary powers to use it successfully and gracefully.

Upgrade (1 Evolution point): Your strength is now enough that your blows and other physical movements have conceptual weight behind them, and you can juggle planets in terms of raw physical power. Your conceptual might allows you to affect incorporeal and other non-physical things with your regular movements, even though if kept up enough this may strain you.

Mimic (1 Spark) (100 OP): Any power, skill, or ability used in your presence you can now replicate. You gain an exact copy of the skill, ability, or power in question, along with instinctive skill in it and perfect knowledge of how it functions, and you can keep these powers, skills, or abilities. This does not deprive the original possessor of these things of them.

Upgrade (1 Evolution point): Your mimicked abilities are no longer static replicas of the powers you saw at the time you saw them, but are flexible and can grow with practice. You are much, much better at copying multiple abilities at once.

Omega Blast (2 Sparks) (200 OP): You can fire destructive energy from any part of your body with any appearance you wish for it to have, which is strong enough to destroy continents and

can kill god-level beings. Your firing rate is millions per second, your accuracy is perfect, and your attacks can hone in on foes, and you can control what they harm and what they don't.

Upgrade (2 Evolution points): The strength of your blasts has been increased by thrice their initial level of damage and destructiveness, and have far faster firing rates, ranges, and affectable area (in one blast).

Blank (1 Spark) (100 OP): This power allows you to cloak yourself, becoming only as visible as you wish to be, and allows you to ignore things like precognition (though yours works just fine). When this is active it will take a being on par with an ascendant to detect you, unless you want to be detected by specific senses or through specific means.

Upgrade (1 Evolution point): You can render large areas as invisible as you, and can forcibly reveal those using various means to be invisible, such as shattering cloaking fields and more.

Telepathy (2 Sparks) (200 OP): You gain planetary-scale telepathy and mind-control, as well as mental multitasking, the ability to permanently enthrall those with less willpower than you, and a straight immunity to mind control unless it comes from a cosmopotence (a being with the power to affect an entire universe with one instance of its powers).

Upgrade (2 Evolution points): Your telepathy has become solar-system level, allowing you to manipulate more minds, far more effectively, and far more quickly.

Awareness (1 Spark) (100 OP): You gain a range of divination abilities you can use to see the future and otherwise supernaturally gain information on the multiverse, as well as a tremendous, solar-system scale boost to your senses, allowing you to do things that are physically impossible with your senses such as see through walls and hear in and through outer space. Your more directly supernatural abilities, such as your magical divinations, can be blocked with cosmic-level protections from foes.

Upgrade (1 Evolution point): Your senses are twice as strong and so are your supernatural divination abilities. You have specialized in seeing through illusions and can discern truth with your gaze.

Super Speed (1 Spark) (100 OP): You can defy physics with your speed, able to exceed the speed of light. You gain the necessary reflexes and thought speed to be able to process stimuli at this speed and be able to act on what you see. Relativistic effects only matter if you want them to.

Upgrade (1 Evolution point): You have become fast enough to stop time with your speed, and can time-travel without using your **Truewarping**, if you have it, or any omegatech which would allow such a thing.

Ultramancy (1 Spark) (100 OP): You have innate, powerful spell knowledge and an ocean of arcane energy in your veins. For most spells beneath a certain level of power, roughly multi-planetary-level, all you need is a thought, or at most a gesture and a short utterance to cast the spells, and you find ritual casting tremendously easy, requiring less preparation, fewer ingredients, and you'll get a boosted effect. At a higher level than this, you may need to practice magic like some other spellcasters do, with gestures, the aid of magical implements, or through the usage and consumption of materials.

Upgrade (1 Evolution point): Your magic is a whole order of magnitude stronger in every respect, and you can cast multiple spells simultaneously.

Meta Mind (2 Sparks) (200 OP): You have a brain comparable to a Matrioshka Brain, capable of truly immense bursts of intellect, possessing immense and powerful understandings of the sciences (well and truly beyond humans on the mundane side of the veil), allowing you to know how to create technology beyond Earth's humanity from as few materials as rocks and dirt. Your tech can break the rules of science and reality itself, and you possess advanced planning, analysis, and mental coordination skills. You are a well and mighty super scientist.

Upgrade (2 Evolution points): You are now a specialist at the super sciences. This not only greatly enhances your comic book genius status, allowing you to do even more feats with mad sciences, but it also gives you a discount on the items.

Truewarping (5 Sparks) (500 OP): Travel across the multiverse with individual footsteps, allowing you to traverse entire universes with one bound, even stepping forward and backward in time with each footfall. You can also transport entire planets with you with ease, and you can manipulate time itself with this in pretty form ways. This also lets you warp reality, so long as you aren't trying to target much more than a planet in area in one sitting.

Upgrade (5 Evolution points): Your maximum limits are much higher now, now you can take multiple star systems with you when you go to a new place and you can warp reality with the same scale and ease.

Items, Assets, & Research:

You have a 400 OP stipend for this section (and this section only). Any items you select here will get fiat-backing, getting basic features of such a status, like self-repair, maintenance and repair when not in use, and features that prevent loss or theft. All purchases are discounted if you have the **upgraded version** of the **Meta Mind** Omega Power. The **Meta Mind** Omega Power is also the key to recreating Omega-Tech efficiently and almost, if not all, of this tech could be recreated eventually by a dedicated Omega Lord even without the Meta Mind power, it would just take a long time and such things would lack fiat backing. You gain blueprints for any items you select and can easily recreate them.

The End Of TIme (Free): This is the city itself. You can take the city with you into future jumps, and changes made to it stick across jumps. It is a vast megalopolis, considerably bigger than any city on the mundane side of Earth, and could feasibly house tens of billions and that's if you're being conservative with your estimates. If you take it with you, then you can import it into future settings as a city somewhere, even in space or another impossible/challenging environment, or you can keep it in your warehouse. This also could be your warehouse, if you want it to be, which would replace your current warehouse if you already have one, and it is compatible with all warehouse upgrades.

Starfighter Armada (100 OP): Omegatech Starfighters are frighteningly fast vehicles that have the Omegatech on and in them to allow even small groups of them to take out hundreds of vehicles of the equivalent size from other space-faring civilizations. A single Omegatech Starfighter could tackle and win against battleships from other civilizations, and this is a group of hundreds of them. They can be modified to be run by an AI or require actual pilots, though by default they are run by an incorruptible artificial intelligence.

Spatial Pocket (100 OP): This advanced technology is a man-portable pocket space that can fit into a pant pocket and can store an unlimited amount of goods but each individual good can only be about the size of a large piece of furniture, such as a couch. The cube can vanish and reappear at will, and it can absorb things that are within the size limits of the cube's capabilities by being a few meters within the object in question, which causes the desired object to vanish in a second. You can place stored items anywhere a few meters around you, and you know exactly what is inside the cube at any and all times.

Bioconfigurator (100 OP): This device can alter the bodies of mortals and even some immortals in a range of ways. Among its uses are the ability to grant someone immortality, alter someone's body to have any look you desire them to have, grant them peak physiology for their species, heal any injuries or illnesses they have, remove someone's need to eat, sleep, drink, excrete, sleep, or even breathe (but they still can, if they want). There is no limit to the number of times this can be used (though each time it's only used on one person).

Dynamic Evercharger (100 OP): This simple device can grant any technological or magical item (short of Omegatech) the ability to be used endlessly, giving wands or staffs unlimited charges, or granting a laptop an undying battery. This does not otherwise improve or change the function of the evercharged objects, but this can be used to do something like give spaceships the ability to stay fully powered in any circumstance, even if it doesn't eliminate their need for fuel.

Aurator (100 OP): Another personal-scale item, this object permanently improves someone's charisma, making it well and truly superhuman. This effect is primarily based on actually enhancing straight charisma, granting the subjects minor auric abilities that make them more attractive and persuasive but mostly actually boosting their legitimate charisma. Beyond that, however, the aurator can also boost willpower to unshakeable levels and sharpen intellect to

genius levels. As a final ability this can be used to snag copies of someone's mundane skills, such as their artistic talents or the quality of their voice, and can be used to give copies of those talents to whomever you wish.

Servitors (100 OP): Technorganic servants created by an ancient Omega Lord, these servants are shapeshifting, superhumanly strong, fast, agile, and can fly. An army of these creatures remain and are eternally loyal to you, as well as capable of reproduction. They are biologically immortal, and have a range of skills they can surely use to please and serve you in a range of ways, though many were expected to serve as the basic grunts in the armies of the Omega Lords, and have training in combat.

Armory (100 OP): An intact stash of Omegatech weaponry! This is an array of weapons and firepower designed by Omega Lords prior to their fall, and this sort of equipment, in your hands (and in the hands of your servitors if you have them), will easily allow you to overcome even advanced star-spanning armies and win battles with such foes. Servitors already know how to use these kinds of weapons.

Replicator (100 OP): This miracle device is capable of reproducing any item so long as it has no consciousness or brain (though it cannot replicate Omegatech). And the replicas are created in minutes or even seconds, allowing things like the creation and mass distribution of food or other such materials.

Avatar (100 OP): This gives Delphi (and other Spirit Oracles) physical bodies. Specifically this is a set of bodies that Delphi or any other Spirit Oracles can connect to and control simultaneously. The bodies have superhuman physiques and regenerations. If Delphi is given the bodies then she will be your perfect spouse, and is capable of sexual reproduction.

Palanquin (100 OP): This is a Palanquin-class Omniverssel, capable of traveling through space, air, water, and land with equal ease. Even un-fiat-backed vessels of this class are capable of self-repair, and yours has a cloaking field which renders it undetectable, dimensional folding that makes it bigger on the inside than the outside, and it possesses planet-destroying weapons (at least when fired at maximum power). It's also capable of tanking such hits. This particular Palanquin lacks portal-generation abilities (presumably destroyed by an ascendant, so that their destruction , but recreated ones would have them, and even this one is still phased-synced and so when you use teleportation powers, such as **Truewarping** it will go with you.

Dreadnought (400 OP, discounted if you have Palanquin, double discounted if you also have the Meta Mind Omega Power): This is a battleship that is more offensively focused than a Palanquin. It is a remarkably fast vessel for its size, armed with shields that render it indestructible by virtually any conventional weaponry (It would take something on par with an ascendant or a truly vast military to actually stop one, and it would come at horrifying costs for such a military to take one down). These ships can become even more dangerous because they can house **Omegatech Starfigthers** or **Omega Armours**.

Portal (Varies): For free you still have a portal that can facilitate travel between the End of Time, Earth, and the Troyverse version of some fictional setting, such as *The Wizard World*. If you pay the OP costs, this becomes much, much stronger, allowing you to travel anywhere, anywhen, and do so freely, so long as you are traveling within the multiverse (not the grander omniverse that the Troyverse is set in). You can also choose to destroy the portal, gaining an additional 100 OP to use in this section, and this section only.

Revitalize The End Of Time (Free if you have the upgraded Meta Mind Omega Power. Otherwise this costs 50 OP): This option allows you to restore the city to its former glory in a burst of energy by destroying some of the scraps of Omegatech you find. This restores countless luxury amenities, seeds the place with any human or superhuman level life you would want to inhabit the city, and allows you to create any sort of non-Omegatech climate or structure, even in distinct, specific zones of the city if you would want that.

Remote Channel Drones (100 OP): This is a small drone that is conceptually linked to you and is capable of serving as an extension of yourself for the purpose of using and channeling powers. This small object is capable of flight in and out of the atmosphere, it's stealthy, difficult to destroy, but unarmed. With this you can use your abilities as though you were wherever the drone happens to be, allowing you to absorb an enemy's knowledge without being anywhere near them. Enemies cannot hurt you through the drone, and you can build and be synced to more than one at a time, but you can only be synced to a few dozen at any single time.

Teleport Gunnery (100 OP): This is an array of weapons and easily installable modifications to weapons that modify them to allow them to deliver their munitions directly into their targets, slipping payloads past armor, shields, forcefields, even bones. The degree and scale of this weaponry is remarkable, as this applies to man portable armaments like guns, but can also apply to spaceships, orbital cannons, and other such munitions. This also powerfully modifies your weapons, boosting their range and allowing them to be teleported multiple places simultaneously, allowing your forces to kill multiple targets with one bullet or blow up multiple installations concurrently with one bomb.

Astral Projectors (200 OP): This gives you a device that allows you to astrally project entire armies a distance up to a galaxy's worth of space away. These astral projections are real in every sense except for the fact that destroying them does not harm the actual person or object being astrally projected. There is no limit as to how much a single device can project, provided you have the troops and gear you wish to project.

Artificial Spirit Collective (200 OP): This is a collection of several thousand spirit oracles, the same type of entity as Delphi. These beings can deftly manipulate and disrupt technology, particularly communications technology and make for remarkable and incredibly dangerous scouts.

Omega Armours (200 OP): These suits of omegatech armor are powered by stars that have been transported to a dimensional holding unit, and the resulting equipment is remarkably powerful. These at least somewhat sentient suits of armor, can be piloted or can operate on their own, and are capable of taking on entire fleets by themselves, singularly, and coming out on top. The suits wield omegatech weaponry and are blanked, as per the power, and even share the power with anyone wearing them. They can wield magic (and are composed of magical nanites which allow them to shapeshift and fly at FTL speeds) and psionics are resistant to magic and psionics used against them. This item gives you an army of these suits, as well as pilots who can sync with them.

Mega Carrier (200 OP): This is a mobile command station for thousands of starfighters. It is extraordinarily tough, and when coupled with starfighters can annihilate entire planetary militaries in hours.

Metavirus (Varies): This is a powerfully contagious metaplague that irrevocably transforms organic lifeforms infected with it into superhumanly strong animalistic warriors, or at least that's what the base form of this does. For each of the following options tack an additional 50 OP to the 200 OP base cost, if you wish to upgrade the item and its capabilities: it can infect inorganic lifeforms, it can infect incorporeal life, it can infect and reanimate the dead, it grants human-level intelligence to those infected with it, and finally it gives infected lifeforms the strength of ten men.

Each purchase of this item comes with 15 metavirus master amulets, and technorganic servants who are equipped with the amulets and can use them in a variety of ways, such as to infect anyone on the same planet as them with the virus or to harness the energies of the virus to fire infectious rays and beams. They can also command all infectees of the virus within several thousand lightyears of themselves.

An alternative use of this item, usable at will, is to use the virus non-harmfully (or at least in less harmful ways) such as to psychically link those who are infected, to grant such individuals enhanced physiques, or even to subtly mind control them.

Microstructural Design (200 OP): This "item" is a series of techniques you and your faction have mastered that allows you to shrink down magitech to such a degree that equipment that once needed the heavy infrastructure of something like a dreadnought can be made man portable, such as turning a laser cannon or a forcefield generator that can tank planet killers that need a facility to be deployable can be made into a pin you can affix to your business suit.

Replication (300 OP): Your forces have mastered the valuable art of quickly and efficiently replicating supplies, weapons, and other objects. This gives you a structure somewhere in your territory, perhaps the End Of Time that can nearly instantly create normal infrastructure and can even churn out Omegatech decently quickly, cranking out an Omegatech Dreadnaught in a year.

Frigate (300 OP): An Omegatech capital ship, but smaller and cheaper than non-Omegatech equivalents. It specializes in speed, outpacing every type of Omegatech vessel aside from starfighters, and can fight off or destroy battleships on its own.

Galaxy Killer (400 OP): This is a gigantic and mobile space station which serves as both a super trump card in interplanetary and intergalactic war or dealmaking. This is armed with a super laser that can be charged and fired in minutes that has the power to annihilate a region of space as large as a galaxy in one blow. The beam can also be narrowed to focus its power into small, tighter beams that can easily vaporize capital ships.

Dyson Forge (400 OP): This celestial megastructure is capable of constructing dyson spheres around stars in months, whereas other civilizations would take decades or even centuries. The structure is capable of some degree of self-defense and movement, but through other omegatech can be protected more effectively and moved more easily.

Transportal (400 OP, discounted if you have the Portal Item, and if you have the Meta Mind Omega Power, the discounts stack): This is teleportation technology that can be attached to starships and larger infrastructure, or take the form of unique teleportation devices that allow for those who have permission to pass through them and be teleported to another similar device. This enables high-speed, mass-heavy transportation and travel, and can be used to surprise and devastate enemies or to facilitate high-speed construction and movement of civilian or military populations.

Companions & Followers:

All followers can be imported into future jumpers as unique, free-willed followers. If imported as followers they do not get their own point budgets, and are, for the duration of the jump, not considered companions. You can either pay OP for companions, or you can select up to three to join you on your chain for free as followers, and if you wish for more you take on rivals. All companions cost 100 CP unless stated otherwise. Any companions you don't take still exist and can be found and interacted with.

Delphi (Free): Delphi is an unbelievably, incredibly loyal Artificial Spirit Oracle who was created in the final days of the end of the Omega Lords, and she was there to witness their fall and them being shunted into the time lock in which the survivors still dwell. Delphi is, by default at least, the last of her kind, and has all of their abilities but has not had to use them in a long time. When Delphi first summons you she is overcome with genuine emotion and she eagerly explains the circumstances of your summoning. She will forever be an earnestly ally, skilled, and handy ally, and she is eager to follow you on your chain so she can continue to aid, support, and protect you in her own way.

Lost Wanderer: A stranger with bizarrely powerful clockwork technology as strong as future technology. Something occurred to him that stole his sanity, and he claims to have seen the

moment in space where the end and beginning of the multiverse touch, claiming that the Ouroboros “eats her own tail”. Despite his nonexistent sanity he is clever, competent, and cares deeply about you and your wellbeing. His face morphs every time he looks at his reflection, and this is clearly involuntarily.

Insoucia Of Dim Moons: Many forces, including entire empires, once swore loyalty to the Omega Lords in the unspeakably distant past. Some families and factions throughout the multiverse still remember this history, and some swear to serve the Omega Lords faithfully if any ever reappear. Insoucia is the last member of one such bloodline, and either you find her or she finds you, but as soon as you two meet she begins to uphold her oaths, serving and protecting you however she can. She has a superhuman physique and is a talented jack of all trades when it comes to all non-region-specific or non-universe-specific skills, with a special talent in the areas of infiltration, sabotage, martial arts, and ranged combat skills.

Kismarc The Grand: Kismarc is a well-known adventuring Sorothustran, a member of a species of planetary-scale sorcerers. He has a special interest in the Omega Lords, and is absolutely thrilled to meet one in person. He views you as an equal, potentially an adventuring partner, and while he doesn’t take orders he is powerful, skilled, wise, and will freely offer sage counsel (even if he sometimes needs to work on his tone). His advice is good, and he wants to see you succeed.

She Of The Sown Seeds: This goddess is one of the only survivors of a plane that was once ruled over and protected by a pantheon of mighty goddesses. One day the plane was visited by a stranger who sought refugee, and was welcomed into the plane by its protectors. Unbeknownst to everyone, the stranger was followed by her foe, The Enemy itself, and the malevolent being’s forces ravaged the place until the destruction forced the target to flee. The Enemy’s forces followed after her, and She of the Sown Seeds is just the most outgoing and diplomatic of the lot.

She Of The Sown Seeds is an immortal divinity and impressively powerful but the problem is that her domains and powers are almost entirely non-offensive as she is a divinity of love, beauty, happiness, prosperity, life, healing and fertility. She seeks the aid of any Omega Lord who balances diplomacy and military might, so that her rebuilt home may never again suffer from the depravities of enemies like The Enemy.

Dragonmistress: The Dizh are a species of dragon-befrienders who collaborate with dragons and empower them using powerful psionic abilities. They often resemble idealized humans, and several of them are reporting attacks by The Infinity Command which involve psi-nullifiers that strip even surviving Dizh of the ability to use their vital psionic powers. Lae Srimiki is desperate and upon learning of the intractable hostility the Infinity Command has for Omega Lords proposes a mutually beneficial defensive alliance, no doubt seeking to turn your eye towards the Infinity Command so that together the Dizh and you can either crush the organization or get it to stop its crusade.

Phlee: Phlee is a type of Chornaiads who swim through time and flow through timestreams with ease, though it's a struggle to take friends with them. Phlee is one of the oldest members of their kind, and comes to The End Of Time to give herself to the oblivion that awaits the multiverse outside of the protective walls of The End Of Time. She meets you, learns of your identity, and is immediately taken with you, which serves to renew her interest in life. Her kind have a long history of relationships with the Omega Lords, in all likelihood seeing the rare few of them that could truewarp as kindred spirits.

The Archivist: This strange being is the sole permanent inhabitant of a vast dimension known as The Endless Repositorium. The Archivist is a quiet, dour entity whose words contain weighty wisdom and powerful consideration. He maintains the Repositorium and only fights if it is in defense of the place, and freely shares the wisdom contained within the labyrinthian building with any who seek knowledge, only asking for some attempt at an exchange of insights.

Indigo Uael: Indigo is the princess of a desert world, and is directly descended from an Omega Lord. While she is spoiled rotten, she is also incredibly fond of the legends and folklore that arose from the faintly remembered actions of her distant ancestor, and upon meeting you she is immediately overjoyed to learn that compared to her ancestor you are a more spectacular example of the potency of your kind. She is happy to join her people with a faction led by a new Omega Lord, and if you have any children with her there's a high chance they'll possess a spark that can be awakened at The End Of Time.

The Unspeakable: Over the course of your journey you meet many strange creatures. You're likely to meet all sorts of nymphs, genies, gods, aliens, ghosts, and stranger, less describable things. One particularly strange being you meet is an entity who has a strange affinity for you. This mysteriously powerful being is silent, but appears around you from time to time and does what you need, reality warping to make your goals a reality. If you do research into it, perhaps even visit the endless repository guarded by The Archivist, you'll discover a strange and terrifying truth: this being is a ghost that predates existence… And for some reason, no one else can perceive it, but it is undeniably real.

Heartening Glimmer: Heartening Glimmer is a drained, mostly depleted Godsphere, a living machine that, when fully powered, is capable of warping reality on the scale of a galactic supercluster in an instant. This particular Godsphere is in a weakened, not terribly far from death state, and has had all but its most essential functions weakened, drained, or otherwise sealed away by that omnicidal foe known only as The Enemy. It imprints on you as soon as you meet it, and, even in its weakened state is still far from helpless. Compared to its default state, the being is only the size of a continent internally and only has anti-personnel weapons in her human disguise and her true form only has dreadnought level weaponry, but in time she will grow to become a mighty Godsphere… if you can find and feed her the right resources.

Xanthanael: Prime Angels are ascendant-level-entities created by The Creator long ago. There are two big philosophical camps among the Prime Angels: some say that they ought to remain vigilant and wait for The Creator to return, while others believe in going their own way. Some

members of both camps are fascinated by you, given that your ancestors were commissioned by The Creator to imprison The Beast, a task they did right up until their defeat. Nowadays some of their number think that to obey you is the closest thing to obeying their creator's will they could possibly do. Xathanael is one such prime angel, who comes to find you shortly after your awakening and vows to serve you. Over the course of your time here, the angel will appeal to others to ask them to join you, most of whom will reject his pleas… Unless **The Enemy** is a rival you're taking on, in which several Prime Angels join you.

Lisica: Lisica is a war witch from Earth who, due to her magic, exists on the other side of the veil and wanders the multiverse. She is a wandering heroine wielding powerful magic, magic powered by her heart and her emotions. This strange magic defeats the forces of The Enemy and something about her strikes fear in the hearts of the Protoseelie Courts.

Silhouex Mark Null: An early Omega Armour this walking superweapon is loyal to you, willingly returning to The End Of Time after having long fled the city in the wake of the downfall of the Omega Lords. Nonetheless this is an unusual and unpleasant weapon, filled with both bloodlust and a sadistic attitude, but is also highly protective and armed with a potent arsenal of fleet-killers and able to endure planet-killing hits. That said, this thing feeds on life energy, emotional energy, or spiritual essence, though, thankfully, it is not often in need of refueling.

Emezt Greydon: This strange figure hails from a particular universe replete with adventure and Omega Lord history all its own. Garbed in dark technology that requires the suffusion of soul energy to stay active, Emezt claims he has a member of an order of keepers who were created by Omega Lords to uphold a "sevenfold duty", and that his service to those Omega Lords has since come to an end. Now he seeks a new directive, and he traveled through a crack in reality in his home universe, a tumult in his home reality that led to other realities and times, to arrive here and receive his orders from the Last known Living Omegal Lrd.

Cleotes of Threlzan: The Deo Cartam Accord is, in all likelihood, the largest political body in the multiverse and it is a state wherein numerous divinities of various levels of power, including some ascendants, have collaborated to make their homes utopian. Cleotes is one such divinity, the overseer of the Threlzan sector. Like many of his peers he is wary of the Omega Lords and the thought of their return both inspires and scares him, but he is a man of thoughtful consideration and approaches you sometime after your emergence, interested in the possibility of friendship and mutually beneficial collaboration. If during your exchanges you offered to show him or even let him and his allies use Omegatech to help their populations such generous actions would go a long way towards earning his approval, respect, and gratitude.

Silent Hand: The Silent Hand is an Archdemon, an ascendant who dwells in the Primordell, of sloth. He is a fond embodiment of his domain and he commands both immense personal power and a vast legion of despair-demon agents, assassins, and minions. He has galactic scale psionics, and for reasons known only to him has decided to ally with you. Who knows how sincere his loyalty actually goes, though…

Void Eater: This monster is the result of Omega Lord experimentation. Some universes are home to sun eaters, monstrous beasts that feed on solar radiation and absorb the heat and energy of entire stars, and in the final days of the first Omega Lord collective one Omega Lord captured one such monster and had it feed on The Beast, the mysterious monster housed deep in The End Of Time. The Omega Lord was expecting his experiment to be a failure, but he was pleasantly surprised when his efforts resulted in the emergence of a changed sun eater, an entropic, barely conscious, maelstrom. This being was not as strong as The Beast, but it was still mighty and dangerous even to the Infinity Command. The Omega Lord gave it a humanoid form and sapience. The creature was able to scare off a mighty foe during the cataclysmic final battle, but was injured in the battle and tucked away in stasis, the Omega Lords who were still alive and not yet sealed away not having the time to help her, or the desire, given the hellishness of the battle going on around them. If taken as an ally, companion, or follower, you find her and awaken her, and she quickly seeks friendship, having been told that forming relationships would help her learn more in general and allow her to master her unusual abilities related to entropy.

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 harry 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 neutral towards you instead of hostile.

Prometheus Hierarch: This man is the most dangerous non-ascendant warlord in existence. He commands a vast legion and controls warships and golems made of a bizarre metal that it seems is nearly invulnerable to anything that is not pure entropy or planet-shattering might, which means that many of your abilities are problematic to him. He seeks to conquer the multiverse, and he wants to make The End Of Time the capital from which he will lord over all that he sees. He is a powerful psionic threat, and a skilled warrior and general who is steadily amassing power, ever eyeing your new home.

Protoseelie Court: These strange fae are the rulers of a nigh-infinite set of planes ruled over by social bodies they dub “Courts”. Much like the Clearbrass Estate these strange beings entertain themselves with deadly political games, but they are much, much colder than the Djinn and they have set their eyes on you, viewing you and your technology as powerful game pieces on a rapidly changing map.

Euenyn The Exaltessential: Euenyn is an Elohim, an energy being whose kind primarily lives in the heart of the multiverse. Euenyn, both to the interest and annoyance of many around her, is an exception to that rule, she is an adventurer with a wanderer's heart whose curious and troublemaking nature often brought her to blows with the Omega Lords of the past. Her kind can create planets and destroy galaxies with ease, but some of the greater Omega Lords could fuse technology and their own powers and defeat even beings as mighty as her. At the final battle she was present, but encountered the Void Eater and fled, confusing its powers, somewhat reasonably given the context, with the powers of The Beast. The Omega Lords learned something interesting during that confrontation: it seems that Euenyn is afraid of entropic powers…

Urk-Ata The Unending: This mysterious assassin is unkillable in any sense that matters, able to escape even afterlives in the rare occasions she gets got by a target of hers,. She is an unstoppable assassin once hired, and has powers that include an incredible regenerative factor and an unstoppable willpower. Normally she simply kills her foe and then leaves, and for some reason she has come after you. Was she hired by someone, or does she have a more personal interest in an Omega Lord?

Clearbrass Estate: The Cosmic Djinn of Clearbrass Estate are rivals and foes of the Dizh, the Protoseelie Courts, and even dragons, respected the Omega Lords and clashed with them as often as they fought against them. In you they see an interesting successor to their old occasional rivals occasional friends, and they send djinn against you as a trial for their kind, which is not something the actual djinn always communicate. If you treat them with respect and engage in their games with cleverness and ferocity they will come to view you as a worthy husband, wife, or spouse, for some of their scions, and will even permit, and encourage, you to marry several. Even that doesn't end the games, though, for this simply causes the competitions to become internal as the spouses you marry vie for your affection and the right to declare themselves your "head spouse".

The Enemy: This intractable menace to all living things dwells in a Hyperion Hell, a world beyond the reaches of the multiverse and further protected by the same sort of celestial super-tech which prevents superpowered and supernatural beings from interacting with humans on your homeworld, from which it plots and ruminates on how to bring an end to all things. It commands vast legions of demons, eldritch horrors, and other hateful foes of life, but it is both unable and unwilling to leave its home, for if it ever does surely nearly all things would set aside their differences and focus on destroying it.

The Infinity Command (+400 OP): The ancient, primordial foes of the Omega Lords, this cosmic police force was set up to oppose your ancestors and peers, and defeated them long ago thanks to the help of a traitor from The End Of Time itself. The moment they learn you have returned they will turn their attention to you and rage against you, authorizing all of their force and weapons to defeat and preferably kill you. They have many enemies, however, and while their reach is vast their enemies have deep pockets and may well see aiding you as a powerful way to oppose and defeat them. Nonetheless creatures of all types can be found among the

Infinity Command, from common creatures as powerful as mundane humans to monsters at the Cosmopotence level…

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:

Scenarios will freely extend the time you are in this jump, and you will not leave until after any and all scenarios you accept are completed. Failure in a scenario will inevitably result in a death, due to the nature of the scenarios, and thus could count as a chain-fail if you lack 1-ups, usable 1-ups.

Paradise Made:

(Associated Drawback: N/A Associated Rival: N/A)

Your distant ancestors made Earth their home and shielded themselves at great personal cost following their exile. This action has reverberated throughout Earth's history, and indeed the greater history of the multiverse, but has also resulted in personal-scale tragedies time and time again throughout Earth's history. Exotics fascinated by mundanes have been forced to sit by and watch as mundanes divide and destroy themselves, and in the rare moments they intervene to say mundanes the mundanes are forced to lose everything but their lives, now shunted to the other side of the veil, unable to meaningfully interact with mundanes and forced to adjust to a new, virtually unimaginable life. And the veil itself often prevents such intervention, unless the desires to be saved in the heart of the mundane and the desires to save in the heart of the exotic are in sync.

But you are special. You can use your powers on both sides of the veil freely, at least on Earth, and so you can help heal people and unify the world. Your mission here is simple: you are to conquer, unify, and uplift the mundane side of Earth, which will undoubtedly draw the eye of exotics, some of whom may support you and aid you however they can, while others will fight you hard.

At various pivotal intervals during this journey of yours you will meet a mysterious blonde woman who will watch you and will prove impervious to any powers you wield, unless you are

already something along the lines of the Anael or a Living Hyperion. It is only during the end of this adventure that the woman will reveal herself in full: she is Gaea, the animating spirit of the veil. She will reveal that she can, at her discretion, change the rules of the veil so that all of your hard work is undone but she wants to learn why you did what you did. Your final task is simple: persuade her to accept the changes you've made to Earth.

Rewards:

If you persuade Gaea to accept the new status quo you gain a powerful new perk. **Barriers Begone:** Things like The Veil, and other Hyperion Veils, as well as magical and supernatural (even technologically created barriers) no longer affect you unless you allow them to. In this setting, one of the ultimate tools is the Hyperion Veil, a piece of what is effectively Clarketech that can permanently overwrite physics, powers, and all sorts of other otherwise permanent and unstoppable facets of reality in whatever ways the veils or their erecters want. You are no longer affected by these things, or other phase barriers, magical forcefields, or technological objects that project barriers. This allows you to phase into Hyperion Worlds, go over to the Enemy's homeworld, or do things like use these planets like bases. You can also allow others to ignore these veils, or other such barriers, but this is a trainable ability and at first you can only allow one other person at a time to ignore these barriers.

Additionally you can take Gaea as a free new follower (who retains her powers as a veil spirit and can shroud a planet sized area in her veil in future jumps), and you gain a copy of the uplifted Earth you've created.

Save Omega Destroy Infinity

(Required Drawbacks: Save The Omega Lords (you can reject the negatives of this drawback if you also free The Beast as per the drawback), Chaos Begone. Required Rival: Infinity Command)

You begin your journey by freeing your fellow Omega Lords from a supposedly unbreakable timelock situated in the heart of the city, and in all likelihood burn some of your sparks in the process. The freed Omega Lords step out of the timelock, confused after having endured an eternity stuck in a time loop repeating the final days of the apocalyptic conflict which resulted in them being locked away. When you explain what has occurred they thank you profusely for the sacrifice you have made, give you a warm welcome to their home, and set about restoring the city to its lost glory. Over the next few months there is much work to be done, and it is only when it is all done that the newly formed new Omega Lord coalition turns its eyes outward. First thing's first: everyone agrees that the Infinity Command must be destroyed.

This begins an epic journey throughout the multiverse, where you and your peers practice diplomacy, conquest, and negotiations for the sake of amassing an army with which to destroy the ancestral foes of the Omega Lords. Various forces are brought into the fold, and advancements are made in Omegatech that would have taken you centuries to achieve, even

with Omega intellect. One significant stride is that you find a way to immunize your allies against the spark nullifier that disabled their powers long ago.

All of this culminates in a final, apocalyptic battle in the heart of a universe entirely owned and controlled by the Infinity Command. It is a battle the likes of which have not been seen since the fall of Echidna in the heart of the Primodell, the battle which created the bottom layer of the dimension and one way or another the multiverse will never be the same.

Reward:

You have become **The Avenger**. When it comes to correcting ancient injustices or addressing incredible grudges and exacting revenge you gain an incredible boost to your competence, luck, and even damage against foes. This is such a boost that a particularly powerful Omega Lord could find an ascendant with it and stand a healthy chance of coming out on top unless they are combating a cosmopotence. You also gain a luck boost when it comes to finding people in need of an avenger. Survivors of the war, at least those on your side, can join you as followers, and such individuals will certainly include factions like the Viyas of Mars, as well as other factions created or inspired by the Omega Lords.

Wonders:

(Associated Drawbacks: N/A Associated Rivals: Prometheus Hierarch)

Throughout the multiverse there are ancient remnants of Omega Lord research. Your mission is simple: find these relics, reactivate them, and benefit from the ancient works of your ancestors. Do note, however, that some of these relics have been found and occupied by would-be looters and aspiring conquerors, with one especially egregious example of the later being the Prometheus Hierarch whose forces have occupied several of the megastructures you have sought out.

Reward:

You have gained the powers of three wonders, which become fiat-backed and follow you for the rest of your journey. These are fantastical examples of Omegatech or other strange xenotechnology roughly on par with Omegatech. This could be The Chart, a solar system sized map of the multiverse, the Omegalithic Orrery, which is a prison and power-draining station for divinities and cosmically powerful beings capable of draining such entities of their energies, or you could find the Forge of Worlds a massive, even by mega-structure standards, factory capable of constructing planets in hours. Other examples of this, which includes projects, can be found in the source material for the curious.

Drawbacks:

Please note: you can take on drawbacks associated with scenarios and still get the bonus TP. Additionally all drawbacks that limit your ability to use purchased perks and/or items are only active for the duration of this one jump, so if you take a drawback that keeps you from using multiple powers you can still purchase the powers you just can't use they until the end of the jump.

Extended Stay (+200 OP): 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 OP): You can only use powers purchased with your sparks rather than any you purchase with OP.

Omega Mind (+200/+400 OP): You are a scathing specialist in one area and one area only: technology. By taking this drawback the only Omega Power you can take and upgrade during this jump (at least for the duration of the jump) is the **Meta Mind** Omega Power. If you don't even take that one you get 400 OP, but if you do take it you get 200 OP.

Chaos Begone (+400 OP): The Infinity Command loathes chaotic influences, and the existence of the Omega Lords sets them off like little else. 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.

Age Of Myth (+600/+800 OP): 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. 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 600 DP this only summons the folks from the ascensions or lower, but for 800 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, both 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.

Save The Omega Lords (+600 OP): This choice will cause you to lose out on the ability to purchase 6 sparks worth of powers (though you can still use them, those powers just won't be available for the duration of this jump), and allows you to free the Omega Lords from their purgatory-like prison. This process burns you out, but grants you the full resources and

intellectual acumen of the Omega Lords who flee the destroyed time lock the Infinity Command placed in the city. However the Infinity Command immediately learns of this, realizes something has gone terribly wrong, and sends troops to investigate. Barring truly incredible resourcefulness or out of context powers, conflict is inevitable.

Free The Beast (+600 OP & 5 Omega Sparks): You are not your ancestors and you are not bound by some covenant they signed with The Creator. If you wish you can free The Beast from its strange prison, and while the monster's celebratory throes would be destructive for the city, it has no hostility towards you and is intelligent enough to desire to flee the city and head for places rich with lifeforce it could feed on. If you take this drawback AND the **Save The Omega Lords** drawback, you can use this one to nullify the sacrifice of the sparks you'd have to pay to save the Omega Lords, and still get the sparks this drawback offers you. The Beast is a destructive monster and seeks out heavily populated places to destroy and feed in, and is likely to come across you several times over the course of the jump, growing stronger every time it does.

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 OP 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 sciences of the Omega Lords.

Notes (& Mini-Changelog):

- This is based on the Last of the Omega Lords CYOA created by TroyX. To read it click here.
- Version 0.3 of this document, which means that skeletal portions of it are done, was shared early in the morning hours of April 2nd, 2024. There is enough here for someone to roughly visualize what this completed jump will look like, but it is still not even halfway done and most of it is generic text, holdovers, and simple paraphrased bits of material from the source CYOA.
- Version 0.8 came into existence on April 2nd, 2024. As of this status the majority of the content of the CYOA has begun to take form in the jumpdoc, though some content, such as the rivals, companions, and wonders have not yet taken form in the document.

- Version 1.0 has been published as of April 3rd, and includes original scenarios and perks.
- There are multiple completed Troyverse jumps out in the wilds of the internet, take a gander at the Sanguinarch Jump, the Dragon Lord Jump, the Transynth Jump, and the A Mage Of Sorothustra Jump.
- If things here look a TAD bit familiar it's because I used the overall formatting of the Sanguinarch jump (which I am also the author of, for those unaware of that fun fact) to help structure this a bit more easily. It has been an enormous time-saver.
- A healthy portion of this was completed in November, but between health stuff and other offline things, I turned my time and energy elsewhere. The hope is that either this or the Emperor of Etherscape jumps get completed next.
- One big debate I had internally about this was the price of certain things, particularly the Alter Power Omega Power. Alter Power is free-form power creation, bestowal, and editing, with a difficult-to-complain-about upper limit (and that limit is breakable with "sufficient time and energy") and it is… it's broken. In the context of the CYOA itself, it makes sense, but in the context of a jump chain, this ability is game-breaking. I ultimately realized that most people who'd jump to the Troyverse want to do so in part for the goofy powers and stuff, and I decided to be faithful to the setting, but I did want to touch on this. Mimic is similar to that, but not quite as goofy since for Mimic to do anything someone else has to have powers and use them in front of you.
- The Beast is a significant character in a scenario for The Sanguinarch Jump so if you like the idea of cross-jump stories or arcs it's not the worst idea to jump from here to there and complete that scenario. That scenario also has lore, though some of it is original, concerning the Beast and its origins.