The World After The Fall jump
v1
by PerfectlyNormalShard

Welcome Jumper! To Tree of Illusions, a world adjacent to the <Star Stream>, where Gods and Cultivators dwell, and where Big Brother Rain Supreme, soon, A wind of Change will arise. Jaehwan, who wishes to "Destroy" this world and reach the end of this world, much like the Three Ancient Gods once attempted. Do you wish to as well? Take **1000 Choice Points.**

Starting Location

*Choose one or roll 1d8 for **+100 CP.***

Chaos
The Trunk of the Tree, where the Dead Souls usually end up before becoming its nutrients, has multiple fortresses and is where the Ancient God Catastrophs reside.

1st-Site The Almighty Land
The World of Big Brother and where the Monarch Lives.

3rd site - Tropical
Owned by Ignis God of Flames and contains the hottest region, Musfelheim.

5th site - Ragnarok
Owned by Chronos God of time, the nightmare union is contained in this site.

7th site - Eepoche
controlled by the anonymous/pierre, the God of Mischief/a founder of Rupture, it has the city of Edmunt.

8th site - Caspion

contains Rupture's main headquarters and was controlled by no one until the Hatchnold Auction Disaster, and was later controlled by Rupture and is called the forbidden blue grasslands.

World 12764/Moorim
World 12764 was also called the 'Middle Land' or Moorim and was considered automatically considered a great power in the Almighty Land.

World 294/Earth
Do you really need an explanation? Also, this version won't enter the star stream anytime soon.

Age and Gender

Choose any age your species can realistically reach.
By default, your gender is whatever you were previously, but you are free to choose a different one.

Pick Your Path

Choose one or pay 200 CP for both.

Awakened
Just like our protagonist, you refused the call of the system and never went to the almighty land for the second part of your adaptation, you abandoned the system and focus on a single thing at the expense of all thing, even your human limits, performing it for so long it shaped your spiritual body, you started to perceive the fundamental particles of existence, you are starting from the 2Nd stage of awakening, having gained the abilities [Doubt] and [Understanding] who do exactly what they say. There are 6 stages for Awakening.

Overcharged Adapter
Much like the monarch of the Almighty land you accepted the system, unlike them however your system come and emerge from you alone, no big brother to monitor or ban you, as an overcharged Adapter(or Over-Adapter), you grow a thousand time faster, your stats are strength, dexterity, stamina, willpower and mana, to progress, you need to reach stages of enlightenment after reaching level 100, to do that you need to understand and learn new rare skills, you start as a second stage adapter. There are 15 stages for adaptation. At stage 10, you gain the Skill [Infinite Circuit], giving you an infinite amount of spiritual power (though it's more as you regenerate faster than you expend power, mechanically speaking.

What are Clothes

Standard origins have no purchase in the Tree; instead, your origins depend on a single question: What are 'Clothes', and the answers of each of the three ancient gods.

Clothes are Fortress
You follow the path of the ancient god Deus, who believes that if all wear the special clothes he made after experimenting with countless clothes, all conflicts will cease.

Clothes are Infection
You follow the path of the ancient god Catastroph, who believes that if all were sharing his worldview, as he utilizes the fact that worldviews influence each other to subsume them into his, all conflicts will cease.

Clothes are Stripping away
You follow the path of the ancient god Gestalt, who believes that if all were stripping their clothes constantly, all conflicts will cease, as all clothes allow one to ask the question: "who 'I' am?" They can be separate existences that believe in the former wearer.

Perks

Origins get their 100cp perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Ouroboros [Free/Mandatory]
I understand Ouroboros. So, I don't understand it at all.
If you define Ouroboros, it's wrong. If you do not define it, it also defines itself.
Ouroboros is its own cause and effect; it's the beginning and also the end, it's where you started and also where you'll end up when everything ends.
It's akin to dividing by zero, because it undefines itself, yet by undefining it, you are defining it to "be" undefined.
That's why Ouroboros is Ouroboros. That's why it's contradicting itself, yet it isn't.
It's like a self-fulfilling paradox, yet it isn't because it can't define itself.
It's the root of everything, yet it's also the end.
Everyone wears clothes, even if they don't.
This is the perk I gift to you; it also attaches itself to "you" beyond just your body mod. Even if all the ROBs, Benefactors, and Jump-Chans of all the omniverse and beyond were to join their forces, they wouldn't be able to perceive it, let alone touch it. But what does it do? It's simple, you no longer must worry about identity, souls, and the paradox of the Theseus Ship. If you were to lose your memories, it would still be "you", if you were to lose your soul, it is still "you", for Ouroboros is "you", say you were teleported Star Trek style, you were not dead, if a clone were to take your place in your chain, it would still be "you" once you perish, if your soul was consumed, shattered, burned mutilated… it is no problem, for you can recall/recreate/recover/repair/reverse It/whatever you wish back to its optimal state along with whatever you consider "you" be it memory, identity personality or what else, nothing will be permanently unrecoverable as long as a single part of the whole of "you" exist. This also makes you a candidate to be the Next Big Brother. Of course, if you die and there is no copy to overtake before the end, you die. Lastly, you will eventually regain any power lost or sealed if it's outside jump rules.

Uncanny [100 CP]
Within all existences, there exists a subconscious called an uncanny, taking normally the shape of the existence's hometown, and within it, there is a guide; your uncanny is a bit special, it has full control of your subconcious self, not only that, your uncanny and you are the same, they are an automatic function you can take over, it also has absolute authority there not unlike Big Brother, so no risk of being overpowered or overtake, it can also boot out any undesirable being found in your mind/head/spirit/soul/heart..

Night Mare [400 CP]
With this perk, whether you were reborn as a mare or through sheer impossibility, means you have inherited the main ability all mares possess: Authority Magic, the transcendent-rank space teleportation skill, Warp, as well as the mare-exclusive Skill, The True Eight Gates Of Hell. Authority Magic allows you to grant sentience, movement, and force to material, be it creating golems from materials or animating sand into a magical snake. So long as the magic continues to animate the construct, it will continue and try to regenerate using available resources. The True Eight Gates Of Hell, on the other hand, is a mental/psychic skill that forces the victim into eight different torments and mental challenges that are said to be impossible for nearly all mortal beings, from

Hellfire to fighting an ice dragon with no powers, with the Seventh being a personalized challenge tormenting the victim with their past, the last part is actually a reward, for those who accepted their past and overcame it, you may gift them a power or item with a memory(guide) you have, but this will knock the both of you out, by default it is the Human-sable lesser version called The Eight Gates of Hell, which is much more surmountable for nearly all awakener and high level adapters.

Fortress

Divine Touch [100 CP]
The divine is said to look into the hearts of humans and know their deepest desires; this is a bit more real with you, as you can feel the emotion and desire your worshippers send you, as well as their wishes and prayers. Following them offers more world power than simply receiving them.

Scarecrow Teaching [200 CP]
You have learned at the knew of the god of crows and learn how to make a being into a puppet, the more powerful the being the longer the procedure, any puppet is physically identical to the being before being converted, save that they do not age, and cannot emit true emotions, beside that their skills, memory and powers are identical, like machine version of the originals, they also cant betray you. Unfortunately, they can't create faith yet.

Treasure maker [400 CP]
You are a talented Smith, capable of creating many wonderous items, much like those in the shop or sold by Gods of craft and mares, however your true talents is the creations of Treasures from parts of defeated or dead beings, these treasures contain the power, essence and attributes of those beings and my grow with the wielder, defeating the ice dragon could allow you to create the original Sword which is identical to the one wielded by the monarch who has it.

Forgeron of the Gods [600 CP]
You have inherited the mastery of cloth of Deus, allowing the ability to manipulate, modify, and craft clothes. This also allows you to have remote control over any creation and its children/derivatives. Since clothes define existence, this is their main ability; the more resources, time, and experience, the more outlandish the result, you could create the clothe of a martial artist, a god, a bird, a past self, with all the expected abilities, memories and traits, the world cant differentiate between the real and your creation, and any postcognition ability will see a modified alternate history based on the crafted memories. You can also turn clothes into [Parts], divine armament of the Gods, like the Three ancient weapons in a lesser form.

Infection

Rule of Strength [100 CP]
The most basic yet instinctual law is the law of the jungle, with this perk, you can apply It to your every move, defeat and spare an enemy and you may yet gain something equal, if you defeat someone, they may even give you their kingdom, provided you could wipe it off the map, don't expect them to be happy or that the resident wont plot rebellion though.

Genius combatant [200 CP]
War and fighting are in your blood now, almost literally. You will learn way faster in a fight than simply practicing on your own, and there is no better teacher than your opponent. You thrive in conflict, your mind instinctually applying what you know and your body soaking up data like a sponge.

Descension [400 CP]
Now this is a peculiar perk, this allows you to turn defeated or corrupted target into monsters of your own, the more powerful the enemy, the more powerful the beast, note that they do not gain any power or skills but retain characteristic and DNA(or any version of it) as it is use for creation, not transformation, you can also now descend upon any willing being in your local multiverse, possessing them and allowing you to also use your own powers at 80%, if used multiples time by the same being, you may have a chance of gaining one of their skill/power.

New King Of Chaos [600 CP]
This is what made the King of Catastrophe so feared, you are now corruption incarnate, any one fully corrupted by you become your follower and add their strength to your own, once fully corrupted there is no going back, if the followers are killed they reaper after sometime in your inner world where you can resummon/store them there, the more powerful the follower the more time and energy for their revival, you can edit their aesthetic how much you want at any time, its your world view after all, they may even have the same physical appearance. Finally as corruption incarnate, you devour other corruption, like a darkness overshadowing a lesser darkness, which is any other type of corruption beside yours, you can absorb and subsume any corruption aimed at you, taking the benefits and rejecting what you don't, the corruption is then memorized for you to modify your own corruption with the foreign type to create an even deadlier one. Anyone who tries to corrupt you or enter your soul or mind without explicit permission is infected instead. The stronger you are, the greater and faster the corruption, and the stronger the corrupted followers. Once corrupted, it is permanent, and they become your worshipper, unable to disobey or betray you, an inhabitant of your worldview; their very existence gives you world power as if they were constantly praying to you.

Stripping

Godly Patience [100 CP]
No sane being can stay 200 years doing nothing but thrusting, let alone for staying conscious for 10 billion years, not you, not only is the passage of time nothing to your enlightened mind, you can keep track of it, your soul is also exceedingly pure and immune to the decay of time, eternity and infinity, like an infinite archive and perpetual machine, even the most boring or torturous actions can be done repeatedly ad infinitum without missing one day.

Symbol of Hope [200 CP]
Despite the despair around them, some seem to unconsciously seem to shoulder the burden with their shoulders wide and their back straight, it is more than charisma, but a divine disposition that lull those around you to place their hopes, dreams and desire on you, capable of making true believer of those who witnessed or even heard of your exploit as a side effect.

The Naked God Storyline [400 CP]
Don't be confused by the name, the Naked God Storyline is quite powerful, you don't even need to be naked for this one, having it give several effects, you gain power the more naked you are and the more clothes, or 'clothes' your opponent have, it also allow you the ability to strip the clothes and armor of any being, especially If your naked as well, letting you strip thing like the Boosted Gear or destroy soul bound indestructible armor. Lastly, you are immune to the law when it comes to indecent exposure.

Hymn of the Naked God [600 CP]
Not the actual hymn, no this is the Truth and revelation that the Three Ancient Gods realized, all Creation is 'clothes' the totality of the spirit and self and more, the wisdom of Gestalt allow you to 'undress', discard your 'clothes' into actual beings that are your eternal followers, and since you're paying instead of training for it, you can decide if the clothes simply live in your worlds, are incorporeal and/or live in your soul, or become physical beings, choosing the last option normally had risks, not for you as you can switch at any time if you have a core 'clothe' or not, unlike gestalt, as a bonus, if killed, you can shed a singular 'clothe' to revive once a year but without that clothe memories beside basic knowledge regarding it death, after gaining a spark you can do it as long as you wish, and you can see the number of 'clothes' a person has at any moment.

Items

You get 300 CP for this section only.

General

Improved small-dimensional backpack [Free]
A pouch of the insect tribe that is bigger on the inside, it act as an inventory, it will project its content in the owner mind, simply reach inside and will it to retrieve the item, do the oppose it to store it, it can regenerate from damage, if destroyed, a new one will formed, the content inside will be preserved.

Seed of the Illusion Tree[600CP]
This is perhaps the most valuable thing in all the realms, a seed of the illusion tree. Place it whenever you wish; it will soon rapidly grow into a new illusion tree with you having authority inside of it, similar to Big Brother. Optionally, it will create a void dimension around it so it doesn't consume the world you‘re on.

Fortress

Gigante [100 CP]
Here is a Gigante, an ancient war machine the size of a mini giant. It doubles the world power of its user and is very durable.

Little Brother[200 CP]
This is the divine version of the early internet; it acts as a message board and live/video platform. Any being you choose or meet the criteria can enter and create their account, and you can monitor them, but don't tell them, though.

Metabus [400 CP]
This is the metabus, a unique tower in fact, there are level to them with all sort of challenge and scenario, you're the owner and conductor, but you can also be a participant, the main thing however is using point you gain here to buy items from the shop and most critically roll, the gacha skin, it update with each jump and its rarity is dependent of your strength, the rarest are somewhat equal to you in power.

Deus EX Machina[600 CP]
The first of the ancient treasures, it come in two part, first is the magnum opus armor that is the gigant, it red by default but feel free to customize its appearance, its defensive abilities and protections are off the chart, and it grow with you, the second is its heart, which serve as a perpetual motion machine that will fuel the gigante forever along with its defensive capabilities.

Infection

Spiritual Weapon [100 CP]
With this, you are armed. This is a spiritual weapon, such as a replica of the ice dragon sword. It is strong and channels your power, but more importantly, it regenerates even if destroyed and grows as it eats special materials.

Resurrection Palace [200 CP]
Well this is quite the palace, richly decorated and filled will manner of enjoyments(all!), one can ive as decadent as any supreme Monarch deserve (in their minds), the real prize is the eight fruits at the center that bloom every century, eating one revive the individual, you and any being you decide or meet requirement spawn here instead of the afterlife, but stay here once the timer passed and your dead for good, can be a physical place or in a pocket realm between life and death or in chaos.

Horn Beast Factory [400 CP]
This is a perfect replica of the Horn Beast Factory, creating beasts and biological weapon of war that obey you, it produce every day 1 to 3 horns level monster, a level 4 every week, a level 5 every month, a level 6 every quarter-year and a level 7 every year, it is guarded by turrets and golems and managed by three machines that are on the level of a 7 horn-beast.

The Void Sword [600 CP]
The Second of the ancient treasures, this sword is indestructible and can cut through anything it passes through, including space-time and concepts. The biggest power, however, is that it can instantly corrupt anything it touches; any soul or consciousness can be corrupted, bypassing lesser protection and contingencies from beings weaker than its wielder.

Stripping

Little Church [100 CP]
This is a quaint little church. Anyone who prays to you will have their faith empower you more than usual; it's sturdy and can serve as shelter for mortals, beside that it is completely ordinary, and there is also inside a recipe for the tastiest steam buns in the tree in a bottle for some reason.

Mark Of the Fortress Master [200 CP]
With this tattoo, it allows you to summon and control a giant monster of your design; its strength is equal to, or greater than, a seven-horned monster.

Tower Of Nightmare [400 CP]
This is your very own tower, filled with monsters, treasures and secret quests to unlock secret classes, it has in total 100 floor and is as difficult as Jaehwan own tower, if you want it can be a replica of his tower, you can invite the spirit of other beings to participate, and they will receive access to the first part of the system, reaching the top mean they become adapters.

Eye of Gestalt [600 CP]
The third of the ancient treasures, the eye capable of seeing all truth and dispelling all illusions, more than that, it allows for the ability to see "clothes", discarded or not, and interact with them, which are some sort of past versions of you at different states. And as a bonus, since you bought it here instead of unlocking it normally, you can force others to discard or wear different "clothes" they had previously.

Companions

Companions can purchase more companions.

Companion Import [100]
import a single companion into any origin and race for 100cp each.

Canon Companion [100]
So, you want to take any other existing character from this world. Well then, this option is for you.

Canon Companion [100/free with (True Divinity]
This is your first and most Vital follower, your Viceregent, impossibly loyal to you, They will most definitely compete with any other companion to prove they are the most loyal and devoted to you, reaching way beyond sanity to prove it, You can design their body and personality, but they start weaker than a 1st stage adapter, hell, a level 20 tower challenger, they also don't have a lot of skills at the moment.

Scenarios

The World After The END

By taking this scenario, you will take the place of Jaehwan when he first entered the tower of Nightmares. As his existence has vanished, you will be locked to your body mod and what perks you bought until you reach the top of the tower. Your mission is simple: make it to the top of the illusion tree. Not only that, but you will also be forced to inherit a secondary worldview, his in fact "The World After The End", which is unprecedented to say the least, and annoying as it slows the growth for both of them if you only had one.

Reward
1000CP, the ability to take anyone you wish as a companion, along with the **Seed of the Illusion Tree** for free, if you have it, get reimbursed for the cost, and a second origin wish you gain right now just for accepting this suicide mission.

Drawbacks

If you want to be one of the Named Heroes, you must take the appropriate origin, power, and items as closely as possible, and then you are free to go in as any character you would like.

Extended Stay [+100 CP]
For each purchase of this, your time here is extended 10 years.

Curse of beauty [+200]
You are especially susceptible to the charms of a pretty face.

Comic Relief[+200]
You're the Butt of every joke and the universe's comic relief; expect a moment of comic relief to be at your expense.

hunted [+200]
Somehow, the mooks of this world will always underestimate you, meaning no matter how strong you get, there is always one idiot waiting for you to drop your guard.

untalented [+400]
You are as untalented as they come; don't expect to learn anything on your first try, and especially learn faster than average, let alone without a mentor or teacher.

Detachment syndrome [+400]
Either you took the wrong keyword during your ascension, or something is wrong with you; either way, consider your empathy locked and away.

Tower of nightmare [+400/+600]
Before entering the tree proper, you must enter by its root, which means a tower; it could be something like [Moby Dick] or something easier, it's up to luck really. For +600CP, it's a tower on the level of the [Tower of Nightmare]

Big Brother [+600]
Your entry into this world was not unnoticed. Big Brother is always watching, and he thinks you will be a perfect tool for one of his plans, as an heir or otherwise. Don't expect to have the advantage of surprise; the only mercy is his refusal to face you unless you reach the top.

True Divinity [+400] (require being an Awakened)
Rather than being an awakener, you are now a god, meaning you are limited to a single domain, your ears are deaf to the rest of the world, and you cannot act without an avatar; you are also incorporeal.

ALL Alone [+600]
You may not import any companions.

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Sea Of Blood Filled With Corpses [+600]
You will inherit an additional worldview, that of "**Sea Of Blood Filled With Corpses",** marking you as a member of the Terrorist organization of [Crack], even if you weren't; be prepared to be on every god's shitlist.

Decisions

You have three choices …

Go to next Jump
Continue onto the next floor.

Stay
Stay and enjoy your current life.

Go back
Tired of all that adventure? Take this and go home.

Change Log

v1.0
Initial jump made

Notes

-concerning the obtaining of 'clothes': they accumulate over time, true, but the reason is that it's about identity, if you can find a divide that marks a difference between a past version of you and its next iteration, that's a cloth. So it's more about experiences, a guy who spent a decade travelling could have as many clothes as one who spent a century meditating in a cave.
-If there is a hidden function that can be unlocked by having more or all the ancient treasures, consider the versions purchasable capable of the same functions.