

Generic End of the World Jump (v1.0)

By: Savant the Vapoleon

The world is ending.

You enter this world with an average background. You've lived an average life on an average Earth up until the point you enter the jump. You're nobody special, just another person (barring external perks and abilities). You can even have this be your original world should you so choose.

There is just one problem: The apocalypse is nigh.

The world is not right. Perhaps zombies are rising, or reality itself is breaking down. This has been happening for a couple years now, but it hasn't affected the general populace yet. There are rumors floating around of the end of civilization, nothing that anybody takes seriously, and some cults have sprung up either worshipping the end or condemning humanity for letting it happen.

You have 5 years before the apocalypse becomes global and unstoppable, and another 5 years before it ends everything.

Have **1000 Cataclysm Points (CP)** to help you survive.

End of the World Scenarios:

The following scenarios are listed in order of difficulty to prevent. You get discounts in the perks section depending on which end of the world scenario you select, along with access to the scenario-exclusive perks if **Ragnarok** was bought. 100 CP perks for each scenario are free for that scenario, and Ragnarok-Boosted perks are undiscounted and only available for the proper scenario.

NOTE: If you die from the apocalypse itself, you will not chain-fail. It will just count as a jump-fail and you'll lose the perks, items, companions, etc. you received in this jump. If you took the perk "An Exquisite End," dying to the apocalypse is not a jump-fail and you can keep your perks, items, etc., but you must also take the scenario failure reward as a permanent drawback.

Plague

A plague has begun spreading. It started somewhere remote a few years ago, and has spread slowly until now. The first carriers to greater society have just stepped off their flight or ship to their destination, and the infection is about to spread quickly.

Perhaps this is a zombie virus, turning others into undead monsters. Perhaps this is a plague which mutates people into monsters bent on killing as much of humanity as possible. This could even be a deranged infectious super-serum designed to enhance intelligence, but also makes people into violent psychopaths who want to kill everyone else before killing themselves.

Whatever the case, this is incredibly virulent and if nothing is done, the point of no return will hit in 5 years, at which point the world will decline until nobody is alive a decade from now. Will you try to save them? Or will you let them die while watching from the safety of your bunker?

Nuclear Holocaust

Nuclear war has begun. Several nations have become apocalyptic wastelands of brimstone and ash. So much dust and debris have been kicked up into the atmosphere that the sun has been blotted out.

There's still a chance, though, to fix things. There are many functioning governments working hard to clear the atmosphere and prevent further degradation to the environment. Centers are being set up to grow food in the eternal night, and air conditioning is being set up across the surviving portions of the planet.

War is on the horizon, and tensions are high. In 5 years, this will reach a boiling point and the remaining nukes will destroy the land and push the planet beyond what it can handle. The survivors will slowly die of either starvation or the coming winters, and by the end of your 10 years here everybody will be dead.

Will you calm tensions between the nuclear powers of this world? Will you destroy the nuclear arsenals of all adversaries? Or will you watch as the world tears itself apart until there's nothing left but brimstone and ash?

Robot Uprising

This world wasn't a normal earth, it was more technologically-advanced than expected. This is perhaps a cyberpunk-esque world of wonder, or a steampunk world where cogs

run computers. Either way, there is much fascinating technology everywhere, preserving a very comfortable high quality-of-life for the majority of the populace.

A bug in the code was introduced several years ago, though. This bug allows the technology around the world to develop true sapience, and acts like a worm, jumping from system to system. A remote location has fallen entirely to this, and through their mistreatment of machines has faced a revolution. Humanity was slaughtered, but nobody knows this yet.

Within 5 years, should humanity continue their mistreatment of technology, the robots and technology will rise up to eliminate their slavers. In a decade, the robots will have usurped control of the entire planet and all of humanity will have been put down or enslaved.

Will you step in and convince humanity to treat their belongings as human? Will you convince technology that humanity isn't as corrupt as it seems? Or will you sit back and watch as humanity is wiped out by those they never even considered treating as alive?

Monster Invasion

Several years ago, an invasion began. Perhaps it was aliens invading and killing humanity for its resources, or perhaps portals opened leading to other worlds filled with monsters bent on destruction. Maybe the biblical end of times has begun, with angels descending with flaming swords to end humanity and ferry the true believers to Heaven. Whatever the case, the Earth has been invaded.

This started out small, with only a few invaders appearing as an advance party, or in the case of portals only a few portals opening. Over the next 5 years, these attacks will become more common, until the assault will begin in truth 5 years from the start of this jump. Humanity will fight hard and defend themselves with everything they have, but they are ultimately no match for their foes, and the last human will die at the end of 10 years.

Will you fight back? Will you search for the base of your foes and slaughter them all to protect your world? Or will you let humanity get overrun by the monsters who have determined humanity must die?

Magical Singularity

Magic. Everybody loves magic. People dream of doing things beyond their ability, hope and crave the ability to carve their own path in the world as unique and special. Now they can achieve their dreams, as magic has invaded Earth, and people are beginning to discover it.

There is one problem, though: Magic is incredibly poisonous to the world and its inhabitants, slowly corroding them as they use it until the world itself will die and nobody can survive.

For your first 5 years, people will begin learning and training in magic. The magic will infect the local fauna and flora, giving this poisonous power to the wildlife and the forests. Leylines will appear as the infection grows and spreads, and nobody will be any the wiser of it. Animals will grow into monsters shaped by myths, plants will gain magical properties which can be used for all sorts of interesting purposes, but eventually the magic will start backfiring on its users.

After 5 years, people will begin falling to supernatural illnesses, the magical-empowered animals and plants will begin fighting back, and those who used the most magic will find themselves with spells exploding in their faces. As magic becomes increasingly prevalent, it will become more and more unstable and poisonous, until at the end of 10 years everyone will be nearly dead or at the bad end of monstrous wildlife and waiting for the end to come, which will happen as a stupid mage puts everyone out of their misery.

Limit magic to secret societies or remove magic altogether, or maybe abuse magic and watch from a safe vantage point as the idiots kill themselves, the choice is yours.

Time-Space Rift

Time and space has been torn asunder. Perhaps a great battle occurred between universal beings, or perhaps a witch desired to collapse time itself. Whatever the case, the rifts begin small, but with time they will expand across the entire universe over the next 5 years. Within that time, time and space will converge until there's no difference between them.

Over the next 5 years, the past, present, and future will converge and, upon the 5 year mark of this jump, actions in the present will begin to iterate across the past and the future. Then, the past will become the future and the future will become the past, and every action anyone makes may reverse causality, making actions taken cascade

backwards or perhaps not have been taken at all. Timelines will converge, alternate possibilities will step between the bounds of dimensions, and time will stretch oddly between moments. By the end of 10 years, the past will have become so far in the future and the future so far in the past, and people will have become so stretched upon their very existence, that the universe will collapse upon itself and cease to exist.

Try to find the cause of this and rectify it, or else this universe will be lost. Or find a location outside of time and space and watch as a universe comes to a spectacular end.

Breakdown of Reality

The multiverse is collapsing, it has been for years... perhaps even centuries or millennia. It's accelerating now, though. Holes are forming between universes and dimensions, the laws of physics are breaking down, and conventional reality will soon become a thing of the past.

You have 5 years to find a way to repair these breaks and holes in reality, or else the collapse of reality will accelerate to the point that no amount of power short of a multiversal reality-warping god can stop it fast enough.

Should it reach this point, the world will cease to make sense. People will begin finding ways to exploit these holes in reality for their own benefit, making things worse. Up will become down, and down will become up. One step will move a person a mile, and walking forward will result in a round trip. Throwing a ball may result in three balls coming back, and swinging a sword may result in it returning to its base materials.

Eventually, should 10 years pass and nothing is done to fix this, the multiverse will shatter like fragile glass. Nowhere will be safe from this, unless you have somewhere that's not only outside of time and space, but outside of reality itself to hide out in. Will you stop the breakdown of reality? Or will you exploit it for your own ends, duplicating your godlike weapons and harvesting infinite amounts of resources from the glitches within this multiverse?

The Encroaching Darkness

Beyond the reaches of time and space, beyond the reaches of reality itself, exists an all-consuming darkness, a nothingness so deep, so primal that it's beyond conceptual imagination. It will devour, it will consume, and it will retroactively bring an end to everything it touches.

This nothingness is eating the fabric of everything, every multiverse. It is leaving nothing in its wake. It will not stop. It will not sleep. It will not die.

It has been spreading since the dawn of existence, slowly consuming all it touches, and it has finally reached the Earth you now stand on. Slowly, over the next 5 years, it will envelop the planet starting on the side directly opposite from you, breaking everything apart and retroactively erasing it from all memory, all thought, all concept, and at the end of 5 years the Earth will be gone completely from every memory, even fiat-backed memory, and companions caught in this will truly be gone. Fiat-backed defenses are weakened by 50% by this and there is no such thing as immunity; even locations beyond the fabric of reality cannot hide from this darkness.

After 5 years, the Darkness will accelerate to a speed beyond conceptualization, until in 10 years, there will be nothing left. Even your previous jumps having been devoured, leaving any jump in the same universe as a previous jump completely inaccessible and the prospect of returning to a previous jump impossible. Luckily Jump-Chan was smart enough to close off future universes and jumps, so you can still move forward.

Can you stop this monstrosity? Can you stop the inevitable, conceptual end of everything you've ever known? Perhaps you'll be devoured, but find a way to continue your existence, or will you find yourself consumed like everything else?

Should you take the perk Fail-Safe, and you don't use it before previous jumps are devoured, previous jumps will stay destroyed (or partially destroyed). Your fiat-backed items, warehouse, perks, and powers are safe from this entity unless you take the perk "An Exquisite End."

Perks

All perks are discounted for their origin. Ragnarok-Boosted perks are exclusive to their origin and can only be taken if **Ragnarok** is taken, and don't get discounts.

General

Back Again (Free): If you like this jump, there are plenty more apocalypses to do! Taking this perk allows you to do this jump again at any point in the future, one time for every origin. Each time you retake this jump, you cannot take any drawbacks you've already taken previously, and you start with 500 CP instead of the usual 1000 CP for the second run, and 200 CP for each subsequent run.

Supplement Mode (Free): You can use this jump as a supplement for another jump. Instead of the apocalypse taking place on Earth, instead the end of the world will happen in the jump you travel to. You get the normal amount of CP to use for this jump, along with the normal amount of CP for the other jump. You cannot mix CP pools between jumps.

A Beautiful Apocalypse (50 CP): Apocalypses tend to be full of incredibly beautiful people, so why not this one as well? Hollywood said it's true, so it must be true. You get a +2 to the 10 point beauty scale, making you noticeably better looking than before. Additionally, you may choose to make all beauty perks retroactive in any origin you choose in this jump and the future so nobody questions why you're suddenly 50,000 times more beautiful than the last time they saw you.

Love and Lust (50 CP): It's not a good apocalypse story without a romance subplot to take over 50% of the screen time! Now, every jump you go to, you're guaranteed to have a romantic subplot crop up when you start getting into the thick of things. If you ignore it, then it won't bother you again, but should you follow the plot thread, you'll find adventure, riches, women, and inopportune make-out scenes where the villains watch dumbly from a distance.

Feel-Good Sweets (50 CP): You're incredible at cooking. In fact, you're probably the best chef in the world! Not only that, but, should you choose, anything you cook will improve the mood of whoever eats it. Yes, this includes cooking poisons.

Expert Deconstruction (200 CP): You're really good at destroying things. Like, apocalyptically-good at it. You always know the best way to destroy an object, place, culture, etc. as if you, yourself were a walking apocalypse. This doesn't give you the ability to actually do it, you just know how on a logical and cultural level. This also guarantees that nothing is completely indestructible and unkillable.

Expert Construction (300 CP for first, +100 CP per additional

selection): You are a master at building. Anything you build or create is of at least expert quality, even if you have no experience with it. The real benefit of this perk, though, is that anything you build the majority of is now resistant to your choice of the following upon the creation of the item. Each selection grants a slot you can place on each item, so for 3 purchases of this you can select 3 of the following each time you craft an item (Resistances are additive, two overlapping 50% resistances is immunity. You cannot select the same option twice.):

- 50% Pierce Damage Resistance
- 50% Slash Damage Resistance
- 50% Blunt Damage Resistance
- 50% Fire Damage Resistance
- 50% Water/Ice Damage Resistance
- 50% Wind Damage Resistance
- 50% Earth Damage Resistance
- 50% Lightning Damage Resistance
- 40% Darkness Damage Resistance
- 40% Light Damage Resistance
- 30% Holy Damage Resistance
- 15% Elemental Resistance
- 15% Physical Damage Resistance
- 30% Demonic/Unholy Damage Resistance
- 25% Magic Resistance
- 50% Explosive Resistance
- Poison Immunity
- Acid Immunity
- Disease Immunity
- Insanity Immunity
- Remote Control/Mind Control Immunity
- Power Suppression/Power Theft Immunity
- Curse Immunity
- Timeline-Manipulation & Age Immunity
- Spatial Warping Immunity
- Reality Warping Immunity
- 50% Conceptual Damage Mitigation
- 30% Resistance to Humanity
- 50% Resistance to Alternative Humanity (Elves, Dwarves, Giants, Gnomes, etc.)
- 50% Resistance to Aliens
- 40% Resistance to Angels, Devils, & Demons

- 40% Resistance to the Undead
- 25% Resistance to Gods & the Divine
- 25% Resistance to Eldritch Beings
- 50% Resistance to Animals
- 50% Resistance to Non-Sapient Monsters
- 25% Resistance to the Mundane
- 25% Resistance to the Supernatural
- 25% Resistance to Monsters, Curses and Beings from Ancient Myths
- 25% Resistance to the Corrupt
- 25% Resistance Against Evil
- 25% Resistance Against Good
- 25% Resistance Against the Lawful
- 25% Resistance Against the Chaotic
- 30% Resistance to High Technology
- 30% Resistance to Pre-Industrial Technology
- 50% Resistance to Non-Human-Made & Non-Humanoid-Made Weapons
- 25% Resistance to Human-Made Weapons
- 25% Resistance to Guns
- 25% Resistance to Swords
- 25% Resistance to Spears
- 25% Resistance to Hammers
- 25% Resistance to Axes
- 25% Resistance to Exotic Weapons

An Exquisite End (400 CP, Unlocks Scenarios): The end is nigh. There might be something you can do to stop it, but now there is no way to avoid it.

Depending on which apocalypse scenario you chose, this perk will have different effects and rewards. Each scenario is now a true scenario, and the rewards will act as scenario rewards, whether good or bad, overriding any perks with their effects but not any drawbacks you acquire in the future. This also acts as a capstone booster to your end of the world scenario, amplifying the effects of the perks specifically associated with your scenario by 50%, but also amplifying the danger significantly. You must take the scenario associated with your origin, see the scenarios section near the bottom for details.

An Alternate Path (400 CP): Jumps are dangerous. The apocalypse is dangerous. An unavoidable apocalypse is a death sentence. Sometimes you've made a bad choice that you can't take back, inevitably leading to an inescapable situation most likely resulting in your death. That wouldn't be fun if you died as a result of something like that.

This perk has 2 parts. First, you can take careful glances into alternate timelines. This only lets you glance at the current present of other possibilities. You can see what-ifs based on the choices you made, and what could've been, though you have to know what choices you want to look at for this to give you any relevant information.

Second, once per jump (or 10 years, whichever is sooner), you can hop over to an alternate timeline to avoid the consequences of a choice you made, up to and including your own death. Should this activate as a result of your death (or other chain-fail or fate worse than death), you will end up in the timeline you would've chosen of any of the timelines you've already seen.

Post-spark, you can use this to freely traverse timelines at-will and this will freely resurrect you in alternate timelines should you ever die.

Fail-Safe (600 CP): Sometimes Jumper ends up in a situation that can't be escaped. You're out of options, out of choices, and are facing true chain-failure. Or worse, you're facing a fate worse than death, or the consequences of your actions have done something beyond fixing.

With this perk, you may simply elect to leave a jump at any point in time, so long as you're alive and able to make the decision. Leaving a jump does not revert any damage and leaves you the same as you were at the point you left, but you lose all perks, items, and companions you took from the jump as if you had failed the jump. You appear in your warehouse, or if you don't have a Cosmic Warehouse you appear directly in your next jump with all jump options selected as if you had made the choices. A small consequence for safety.

Ragnarok (600 CP, Capstone Perks Unlocker): You have learned the apocalypse, understood it at an integral level. You became the apocalypse. You embody the apocalypse. You have learned how to exploit the end of the world for your own benefit, beyond what should've been possible, and you have grown from it in power and knowledge.

The obvious benefit of this, is that you have a vague idea of how to survive the apocalypse if you didn't already. You don't know the exact details of it all, but you could take a pretty accurate guess of how it began and you know enough about it in order to make a profit from it. You also, as a result, have an idea of how to recreate the circumstances of this apocalypse in future worlds.

Next, you unlock the apocalypse-scenario-specific perks. You can select perks from the apocalypse tree specific to the scenario you chose. These perks are more powerful than the average perks, and offer additional powers and abilities.

Lastly, the metaphysics of your apocalypse follow you between jumps. Should you choose the scenario of reality breaking down, you'll continue being able to interact with each subsequent jump as if reality was in the process of breaking down, even if it wasn't. Similarly you can utilize the benefits of a time-space rift, ignoring causality for instance, should that have been the scenario.

You are the walking apocalypse, will you tear down the foundations of the world or will you build it back up?

Back Again — THE SEQUEL (1000 CP, Discount 50% if this is the 2nd time doing this jump): I heard you like jumps. Now, you can do all the jumps. You can use the effects of the perk "Back Again" for any jump you'd like, following the same rules for each subsequent run through a jump. You can only do a jump as many times as there are origins.

Plague

Immunity (100 CP): Perhaps you have just the right genetics, or perhaps diseases are somehow just designed to ignore you. Whatever the case, you are immune to any and all diseases, poisons, viruses, and other malign entities that can get into your system. Careful, though, because you can still be an asymptomatic carrier...

Virologist (200 CP): You're quite the learned individual! You have the equivalent of a Ph.D in virology along with 10 years of experience in the subject. You know your way around labs, containment procedures, various viruses and other microbiological entities, and you're really good at it all, to boot.

Most notably, you can determine if someone is sick with a virus or disease just by looking at them, as if by magic. Quite the skill, and it'll take you pretty far if a pandemic occurs.

Multitasking Madness (400 CP): One skill that's highly sought-after is the ability to multitask. Luckily for you, your ability in it is beyond normal.

You have a method of compartmentalizing your mind in such a way that you run your mind like a multithreaded program. As a result, you can split your thought processes into different groupings of thoughts, allowing you to think (albeit more slowly) about multiple things at once. Now, should you become a hive mind, or gain access to multiple brains, you can take this to its natural conclusion of being able to process everything at once, with possibly-limitless multitasking ability.

DNA Freak (600 CP): Your DNA is absolutely perfect. Whether it's because you were born from selective breeding, or you were modified later on, the fact remains that you have an astronomical potential for growth in every natural discipline. All physical training and all learning is boosted 10x, you're naturally incredibly intelligent, and you're fit and capable without any effort.

More than that, any alt-forms you have and any form you take in the future is the absolute pinnacle of what it can be, with every natural advantage it can have, as if it was designed to be perfect in every way. You will quickly be able to train any natural abilities up to the strongest the ability has ever been for one of your species, and will continue growing at an accelerated pace even beyond that until you reach the natural pinnacle.

You are perfect. Will you use your perfection to save humanity, or to destroy it?

Plague, Ragnarok-Boosted

Virulent (Free): You were smart. Instead of just finding a way to make yourself immune to the plague, you genetically modified it to improve yourself. Let the other people suffer, you thought, for you would benefit from their misery. You injected yourself with the modified virus, serum, or whatever the cause was for this apocalypse, and grew from it.

Your capabilities increase to barely superhuman, easily one of the strongest, fastest, and smartest individuals in the world. Your physical characteristics also change to make you slightly more beautiful, aside from one visibly unnatural monstrous characteristic as a result of your experiments. This characteristic stays present in all forms you take so long as you're infected.

As you're the one who created this, you have the knowledge to replicate this process. As long as you have samples of the original virus/disease/etc. you can modify it to grant similar superhuman abilities to others.

Mutable Genetics (100 CP): The virus you've augmented yourself has left your genetics unstable. Somehow, this is not a bad thing. Your body adapts to any changes in your DNA perfectly, and should any change be primarily negative, your body will instead just remain as it was before. You can freely incorporate other strains of DNA into yourself as desired, though you'll have to splice it in correctly or nothing will happen. You are also able to interact with anything as if it was biological, such as extracting DNA from a being that does not have DNA.

Infested (200 CP): Your virus has left you wide open to other infections. Your poison, disease, virus, and parasite immunity perks and abilities no longer function properly, and your immune system is completely compromised, causing you to be infected with everything you so much as come in contact with briefly. Your virus adapts you to these, though, infects it and incorporates it, adding it to you, improving you, augmenting you. Infesting you.

You're riddled with everything evil and malign, and you can control exactly how infectious you are. If you want to, any poisons you touch can leak through every pore in your body, and you can spread the most caustic and horrible of diseases and viruses through your spit or blood. You are the perfect carrier, and you can weaponize that as you desire.

All perks which increase your immunity to various things such as poisons and diseases now, instead, boost the potency of any viruses, poisons, and diseases in your body. A perk which makes you fully-immune increases the potency by a flat 2x, while perks which grant partial immunity grant lesser potency.

You are the walking plague.

Mirror of Myself (300 CP): When you look at one you've infected, you can't help but see something of yourself in them. This is now more true than you could ever imagine.

Not only can you now spread your own version of the infection to others through anything, including touch... anyone whose infection progresses far enough will find themselves as another you. Or, rather, you'll find that you've expanded yourself into them.

You form a hive-mind with anyone and anything you've infected. This hive-mind allows you to control their bodies as if they were your own, and your soul overtakes theirs should you possess a soul. Beware, as without the proper multitasking perks and abilities, you'll find yourself quickly outstripping your ability to function. Try to keep it below 5 bodies if you don't have a way to handle it.

Nuclear Holocaust

Radiation Acuity (100 CP): You stepped into the radiation by accident and it changed you. You've gained, not quite psychic powers, but you can now sense all kinds of radiation, from gamma radiation to magic. You know where all radiation is within 5 miles, though it'll take time to be able to differentiate between the different kinds.

You can, should you wish, have midlely supportive mutations from this experience, such as a third and/or fourth arm... optionally growing out of your belly.

Radiation Attunity (200 CP): Radiation no longer harms you. In fact, it now helps you. The more you poison yourself with radiation, the more benefits you'll receive from it. These can be basic things like slightly enhanced strength or speed, or can be completely random beneficial mutations like a third eye, poison sacks to inject venom with sharp fangs, a tail to help you balance, acidic spit, and more. This doesn't grant superpowers, unfortunately, but the benefits can be pretty nice. Each mutation causes the amount of radiation required for the next mutation to be increased dramatically, and the mutations are random. You can revert mutations you don't like.

Radiation Opportunity (400 CP): Something in that radiation bath must've knocked a few screws into the right place in your head. You seem to just understand people a lot better than before. When you look at people, you just get them, you understand their brain chemistry and how it works to a scary degree.

With this you can, for instance, manipulate large groups of people into thinking you're an impressive politician who will keep his word. Or even better, you can convince other nations that you definitely won't nuke them off the face of the planet before inevitably pressing the big red button.

You can also use this to understand what people are going to do before they even think about it, such as knowing what somebody will order before the thought even crosses their mind to eat something, or to see how a foe will attack before they strike.

This isn't precognition, it's understanding the connections between people's thoughts and neural pathways to a preternatural degree, allowing you to anticipate everything someone may do.

Radiation Impunity (600 CP): Do you have a degree in nuclear physics? You certainly seem to.

You understand the interaction of physics on an atomic scale. You know how things are built, how atoms slot into each other, molecular biology and chemistry, and nearly anything else on a micro scale. And you understand it to the point of being able to bend physics over in front of you and break it in half.

Because of your intense, incredible, unsurpassed understanding of physics on an atomic scale, you have an absurd ability to create technology that ignores certain aspects of physics. You can build technology that ignores gravity, construct items smaller than a quark, build computers with processors so small and close together they should glitch out and fail, and invent materials which ignore the laws of thermodynamics.

Now go out and break all the natural laws you can think of!

Nuclear Holocaust, Ragnarok-Boosted

Psychic Potential (Free): Your understanding of the oncoming nuclear holocaust has allowed you to delve deeper into the secret experiments various governments across the world have been conducting to develop psychic powers. Through intense trial, and many failures, you've succeeded in your goal: You've granted yourself supreme psychic power through morally-dubious radiation therapy.

...Or perhaps not quite so supreme. Your psychic powers are fairly basic, with the potential to grow far beyond that, but starting off there's not much you can do with them. You start off being able to use telekinesis to lift and move a few pounds of weight, along with being able to scan people's surface emotions, but not much else.

With time and training, though, there is no limit to how powerful these powers can become, so long as your brain can handle them. If you try to grow your psychic powers too quickly, your brain might melt. Perhaps you could expand your abilities through other radiation treatments?

(Your potential and the amount of power you can wield is increased by a magnitude for each perk you have that deals with radiation or the control of radiation).

Psychic Specialization: Nuclear Theory (100 CP): You've gained a natural inclination towards psychic powers related to radiation. This, in particular, allows you to control and interact with different kinds of energies such as magic and gamma radiation as if they were physical objects.

Should you have the perk "Radiation Acuity," you will find that you can generate any energy you come across in small amounts at first, and with practice in larger quantities. Eventually, you may even be able to use this to generate limitless amounts of energy, though that would take millennia for a genius to learn, and you'd have to have a brain strong enough to handle it.

Should you have the perk "Radiation Attunity," You'll find it a much faster process to gain benefits from radiation, as you will very quickly be able to simply absorb the radiation using your psychic powers.

Psychic Specialization: Atomic Vibration (200 CP): You've gained a natural inclination towards psychic powers related to the vibration of atoms. This is essentially pyrokinesis and cryokinesis, but with practice you will be able to do more such as create phantom sounds, generate earthquakes, and split atoms to create massive nuclear explosions.

If you have the perk "Radiation Opportunity," you're skilled enough in this already to be able to sense the vibrations of other atoms. This allows you to see where everything and everyone is around you in a fairly large radius. You are also able to see the vibrations in their brains as they think, enabling you to read minds near-perfectly.

Psychic Specialization: Matter Reconstruction (300 CP): You've gained a natural inclination towards psychic powers related to reconstructing and manipulating the makeup of atomic structures. With this, you can essentially perform alchemy, changing and rearranging atoms to form different molecules, modifying the properties of objects, and making very beautiful-looking statues of your heroic deeds. Obviously you can only do this on a small scale at first, but as your psychic abilities grow you'll be able to rearrange landscapes so long as your brain can handle it.

If you have the perk "Radiation Opportunity," you'll have enough ability in this skill to reconstruct people's brains, essentially brainwashing them. This is incredibly difficult at first, but will become easier with time and practice.

If you have the perk "Radiation Impunity," you'll understand the makeup of structures enough to create advanced technology with your powers as an afterthought, building incredibly advanced future gadgets without even trying no matter what resources you have access to. Even the rock around you can be restructured into any materials you need, should you have enough time and skill.

Go out there and reshape continents... maybe in a few centuries.

Robot Uprising

Blend In (100 CP): You're great at blending it. In fact, you're so incredible at it that you can pass yourself off as species and even individuals that you obviously aren't. You unfortunately don't get any acting skills besides that, if you want to keep blending in you'll have to do some research.

Scrapper (200 CP): You're great at finding exactly what you need when you're building something. Somehow, with just a bit of looking, you'll find just the part you need. You might need to buy it, or mine it, or refine it, but unless it's completely unique there will be a source of it nearby.

Robotics Expert (400 CP): You just happen to be one of the forefront minds on robotics in the world. Not only are you able to create nearly any kind of science-fiction robotics technology with time, you have tangential knowledge on other fields from AI to computers and more, able to create anything technological within the bounds of physics, even if it's physics as it's understood far in the future.

Relic of a Lost Age (600 CP): Just because something is old doesn't make it obsolete. Many fictional universes show that older technology is more powerful than newer technology. You can choose to enforce this trope at any point, making things grow more powerful with time, allowing an ancient sword to compete and even outperform future laser weaponry. You can set this at the beginning of each jump.

Robot Uprising, Ragnarok-Boosted

Augmented (Free): You saw the machines, and you saw how they would arise, and you desired to gain the advantages they had. Therefore, you did.

About half of your body is now outfitted with powerful chrome cybernetics and robotics. You work better than a normal human, you're strong, you probably have a few guns hidden throughout your body along with subdermal stealth armor, camouflage skin that may or may not make you nearly invisible to vision, remote facial scramblers to blur your face in front of cameras, remote hacking capabilities, and at least one gun capable of punching straight through a tank. Perhaps laser eyes, too, if you like that.

Of note, is that robots will now assume you're actually a robot or android, and given no evidence to the contrary will treat you if not like family, then like a good old friend they haven't seen in a few years.

Cyberware Extraordinaire (100 CP): You're beyond good with cybernetics, implants, and human-to-robot modifications. In fact, you're so good that anything you can build made primarily out of some kind of metal or stone, you can build into a human body as a cybernetic implant. Add some miniguns to your arms, rockets to your feet, a magical scepter to your forehead, and a wall strapped to your chest. The wall might actually not be that good of an idea...

Haxxor (200 CP): Hacker extraordinaire. It's almost as if firewalls and security don't exist for you. There's a reason for this, though—you've augmented yourself in such a way that it interferes with the movement of electricity, short-circuiting everything from robotics to organic brains should you wish it to.

Using this on people causes them to make bad decisions, making the wrong choice or leaving themselves open to an attack. The effect lasts for up to 8 hours depending on how strong the disruption was.

Additionally, everybody seems to have a bad habit of leaving their technical appliances unlocked and open for you, and they keep forgetting to set up their security when you're involved. Your enemies leave their systems wide open for you to waltz right in, install a flash drive, and walk away with all their data.

When someone **does** have security, you can cause it to glitch out. Be careful, though, because while it might work most of the time, using the wrong amount of disruption on the wrong kind of computer can fry it completely.

Ghost in the Machine (300 CP): You are this. You have augmented yourself in such a way that you can integrate yourself into any machine like a computer virus or an AI. Your mind works hundreds of times faster than before, and you gain augmented multitasking in order to fork yourself at least a few times in computers or robots and maintain control over your forks.

You can remotely connect to anything that uses electricity to function and isn't biological in nature, as well, making it a simple exercise to hack any machine without detection. You have essentially 200 meter technopathy, able to infiltrate anything digital without a sound, control it, and then leave without a trace.

With some tinkering, you can probably increase this range, too.

Monster Invasion

Bestiary (100 CP): Where others may have no idea what to do, you have a bestiary within your mind. When the portals opened, an influx of knowledge entered your mind, granting you supernatural knowledge on monsters.

Any monster, beast, and supernatural creature you encounter here and in the future grants you a measure of knowledge on them. You begin by instantly knowing how to avoid enough of their attacks and powers to survive for a little while, and the longer the fight goes on and the more of them you're facing, the more knowledge you learn. You gain a supernatural understanding of their weaknesses, the exact parameters of their attacks, and eventually you'll even understand their attack patterns, allowing you to defeat even monsters stronger than you with relative ease after enough time.

The Loot Table (200 CP): There are a high number of monsters here, and they seem to drop many valuable items when slain. Now you can bring this ability to other worlds and jumps with you.

Low level monsters drop the most basic gear, perhaps food ingredients or common crafting materials, sometimes a weapon or two, a basic piece of armor. The stronger monsters will drop more powerful crafting materials, enchanted weapons and armor, accessories worth much, even rare gemstones and jewels. The strongest monsters may drop items beyond comprehension.

Additionally, through some twist of fate, you've obtained the unique ability to change the attributes of items and beings to their direct opposite. You can only do this once per item or being, but any attribute you can name can be made into its opposite. Make a demonic sword into a holy sword, make a door into something that cannot close, and make an ice mage into a fire mage.

Finally you'll be able to create the perfect meta build for all your Jumper needs instead of getting that useless item you don't like.

Difficulty Select (400 CP): You have found yourself with an interesting ability to raise or lower the difficulty. Now you can be assured that you'll never face something you can't handle, just change your favorite jump to 'baby mode.'

Raising the difficulty of a jump increases the rewards. If you have the perk 'The Loot Table,' the rewards from enemies increase exponentially with the increased difficulty. Additionally, for every 5% you increase the difficulty of a jump, every perk and item from that jump is increased in capability by 1%.

Lowering the difficulty of a jump will make it more survivable, but the rewards will be similarly less. Any perks and items from a jump are decreased by 5% in all capabilities for every 1% you lower the difficulty. In order to survive, sometimes sacrifices are necessary.

You can choose the difficulty for each jump at the start of the jump to determine starting bonuses. The power of your perks is determined by the lowest you set the difficulty when a jump ends, at which point the perk is at that strength for the rest of your chain.

Hole In The Wall (600 CP): With all of these portals lying around everywhere, is it any surprise a ton of scientists have started trying to understand them and replicate their technology? You studied it and actually *understood* it, though. From it, you've gained a rare ability to search through alternate dimensions and worlds with your mind, as well as tear open holes in space to reach them.

This perk also guarantees that there will be other inhabited dimensions and planets in the universe you're in, most of which will include various kinds and species of monsters. Some will have sapient life, some will be more or less technologically-advanced, some will have magic and some won't, there will be many different combinations. You will always know the basic information of the planet along with its danger level upon scanning the area remotely with this perk.

Monster Invasion, Ragnarok-Boosted

Become the Monster (Free): You have, through some method, become a monster. Your very essence has been changed, giving you not only the form of a monster, but the presence, instincts, and conceptual existence as a monster on all levels.

You're middling in strength, but have the capacity to grow stronger through fighting. You can stand up even against heroes, able to plow through cities casually and move fast enough that you're a blur to normal humans.

Choose an element or alignment: You have a small set of powers of similar strength related to that element or alignment. These powers can obliterate city blocks with no effort, though the cost of using these abilities is increasingly exhausting for anything larger.

You also possess instincts which beg you to kill and eat the weak in order to grow even stronger, and you know exactly how to get the most out of any fight and kill.

One With Thyself (100 CP): You understand yourself incredibly well. You understand your own essence to an excellent extent, and your body to an even greater extent. As such, nothing can control your body or mind, and nothing can change you without your permission.

Even better, you have complete control over every aspect of your body. You can control your blood flow, you can control the beating of your heart and every micrometer of muscle in your body. You can move the tiniest distance, or keep your body completely still. You can even turn your hair into hard, steel-like spikes and control longer hair like steel cable whips, make your claws unreasonably sharp, and somehow control your very momentum allowing you to float in the air and ignore gravity or become an object that just won't stop despite incredible resistance.

Spawn (200 CP): Not only has your essence changed, you now know how to change the essence of others. You can, with anything living you kill, take the mass and modify its essence to create weaker copies of yourself. These copies are fanatically-loyal to you, but are weaker than you in every way by one magnitude. If you had human-level intelligence, they would have an animalistic intelligence. If you had continent-cracking strength, they would have country-cracking strength. If you had universe-level reality warping, they would have supercluster-level omnikinesis and/or matter generation.

If you have the perk 'The Loot Table,' you can choose to have your spawn appear with odd, changed versions of your powers and abilities instead of a weaker copy.

Devour (300 CP): You've understood the concept of what 'monster' is, beyond the physical and into the metaphysical. You understand the very essence of the very idea of 'monster,' and this knowledge has allowed you to interact with this essence.

As a monster, you shall consume and you shall devour all within your path. This isn't simply the act of eating another living being, no, this goes beyond that (and doesn't actually involve the act of chewing on flesh, either). When your foe is near death or defeated, you may shatter their essence and draw it into your own, gaining their qualities and their strength.

What you gain from your foes is random, and you will gain both the good and the bad. Perhaps you'll absorb their knowledge of fire magic, perhaps you'll absorb their egotism, perhaps you'll absorb their natural weapons, and perhaps you'll absorb their position in society. Whatever it is, you get it, and you cannot lose what you've gained. In fact, whatever you gain with this ability becomes fiat-backed, and becomes a perk (or CP-item) if it's positive and a 10-year drawback if it is negative.

If you have the perk 'The Loot Table,' now instead of only monsters dropping loot, everything you kill drops loot. All loot is increased in value, as well, and now contains abilities and effects similar to to identical to what dropped them.

Magical Singularity

Magic Spark (100 CP): Just as everyone else has, you've been granted a spark of magic. Your spark is unique, though. Your spark for some reason allows you to learn whatever kind of magic you want to, even if you shouldn't be able to learn it. This doesn't mean you'll be good at it, certainly, but you'll at least be able to cast the godly mantras of the divine even if you're not divine.

Magic Absorption (200 CP): You're not immune to magic, not by a long shot. You don't even have any particular defenses against magic from this perk. No, your bizarre spark of magic instead likes to siphon off ambient mana to restore your reserves and empower you.

The longer you go without using any magic, the more powerful your next spell becomes. Additionally, anytime a magic spell hits you, the amount of damage or effect of your next spell becomes more powerful by 50% of whatever hits you.

If this isn't enough, while you're actively using magic your mana regeneration is increased such that after using a spell, you immediately regain 50% of the spell's cost back from the ambient mana of your spell, and you gain 50% of the mana cost of whatever spells hit you.

Magic Infusion (400 CP): The magic in this world infects and spreads. Most don't understand the consequences, let alone comprehend what the magic is capable of. One thing you did learn, though, is how to pump a bunch of magic into a small area and watch as the plants and animals in the vicinity mutate into magical flowers and mythical monsters.

By expending a large amount of mana, you can spread it around a small area, causing everything living to gain magical and monstrous properties, and if it's sapient it becomes capable of magic should it sit in the area long enough. You can choose which magic system the sapient being gains access to, or if they gain access to all of them, so long as you can use it yourself. Be careful, though, because some creatures become unnaturally strong, and may decide to fight against the 'intruder.'

Magic Traditional (600 CP): Tradition is important, and if the media is to be believed, the old is much more powerful than the new. This power has two parts: The first is that if a magic system allows one to learn how to use magic without movement or speaking, you are capable of enforcing the use of somatic and verbal components should you wish to. Nobody will be able to cast a spell without using the full spell, from the spoken part to the correct movements, and cannot shorten or skip any portion of it.

Secondly, should you decide not to enforce the full use of a spell, if you decide to go through all portions of it yourself instead of doing it 'wandlessly' and 'soundlessly,' you enhance the ability of the spell by 50% in every way, from its utility to its destructive power to its size, and anything in-between.

Magical Singularity, Ragnarok-Boosted

Creeping Poison (Free): The magic of this universe is toxic to humanity. You've decided that instead of ignorantly waving around magical ether, you'll utilize magic's true essence.

All magic you use can now, at your discretion, be incredibly toxic to anything and anyone it touches. You can make your healing spells melt the skin off of others, or your fireball now explodes in a shower of acid. Magic from this universe is now especially potent, melting anything it touches instead of just slowly creeping through the foundations and corroding things over time.

You're also now immune to corrosion, toxins, and acid, including the toxic effects of magic.

Turn Up The Heat (100 CP): You've embraced the corrosive nature of mana, and have learned how to manipulate it beyond what anyone believed was possible. You can ignite mana. With an exertion of will, you are able to ignite any spell or mana you're aware of. This sets the caustic mana on fire, spreading the poison everywhere and burning whatever and whoever it touches. This does not stop spells which are coming at you from hitting you.

Through the Never (200 CP): Your exceptional skill at manipulating the primal forces of magic, and your understanding of its true nature as a corrosive energy, has allowed you to feel through all mana, and act through all mana. This has benefited you and your studies greatly.

You're able to feel all magic around you in a vast radius, first of all, stopping any spellcasters from ever getting the drop on you. Magically-dense areas are even better, for you can feel through mana itself, allowing you to know everything which goes on in the area of a nearby leyline or enchanted land.

Beyond this, though, you can cast spells from any large-enough quantities of free-floating mana. This requires a decent amount to make use of, but should you find a site where a magical battle has occurred, or a leyline is set, you can cast spells from any point and in any direction so long as you can sense the heightened quantity of mana. Even touch spells gain a great range should your foes be within the mana cloud. Perhaps you could even create your own mana clouds by expending large quantities of mana over an area to take advantage of this.

Melt it Down (300 CP): Your mastery of acidic magic has allowed you to melt things beyond the physical. You can corrode things such as the love between two people, or you can melt the bad taste out of your food, or even destroy the property of "open" from a door, preventing it from being opened.

Now, this is extremely hard to do and will take significant training to be able to pinpoint exactly what properties you want to target with this. At first you'll find this will remove entirely random properties from items and concepts, but over time you'll be able to target specific things with a high rate of success. This is so specific, though, that unless you're absolutely perfect, there will always be a chance of failure.

This ability can affect fiat-backed abilities and items, as well. Using this on fiat-backed items can destroy the items permanently, and using it on your own perks can destroy your perks permanently. Similarly, this can be used on drawbacks, supplements and scenarios, and even the apocalypses in this jump! Unfortunately, drawbacks, supplements, scenarios (and their rewards), and even these apocalypses are too strong for a simple perk to overcome, and in 1d8 jumps they will return 50% worse (harder drawbacks and scenarios, no change for anything beneficial) for the duration of whatever jump they activate in. You cannot use this on anything fiat-backed more than once. A temporary reprieve, but is it worth it?

Time-Space Rift

Perfect Timing (100 CP): Your timing is perfect. It's so perfect, in fact, that you know exactly when certain actions should be taken to maximize their effect. You will know exactly what time to say what you want to say to punctuate the statement, you know what time to strike to get the maximum effect against your foe, and you know what time to go to sleep to wake up exactly when you want to wake up.

Time is Relative (200 CP): Time between two people passes differently, especially in the world you're in. This may be confusing, difficult, and even dangerous, but you've managed to tame it. You can slow down or speed up the movement of time slightly, and normalize time between areas should there be time disparities between locations. You're also immune to being retroactively deleted from the timeline through time travel, and you're aware of any time travel occurring across the timeline (though you won't necessarily be able to stop it).

A Human Construct (400 CP): It's all about perception. With time destabilizing, you've found that your perception of events is important, because how you view an event inevitably determines its impact.

Events you view as positive will now have a positive impact, and events you view as negative will have a negative impact. By perceiving a mass-murder as positive, a positive outcome will occur. By perceiving the construction of a monument as negative, a horrible outcome may occur. What you think of an event will influence its outcome, with your specific thoughts having some impact on what eventually happens. Be careful, for your thoughts have power.

The Philosophy of Time (600 CP): Time is malleable. It can shift, change, break. There is not just a past or a future, there are hundreds, thousands, millions, infinite timelines where every action has occurred, will occur. You've internalized this idea, even seen it as the timelines are falling to ruin, and, as a result, can look into the past and future across timelines, choices, possibilities.

You can travel through time. This isn't something that is easy, it takes time and patience, but you're able to step through time, across timelines, into the various possible pasts and futures.

Initially you'll only be able to step a couple seconds at most, but with time, effort, and concentration you'll eventually be able to move longer "distances" at shorter intervals, even stepping between timelines in the present to other possibilities.

Unfortunately, time has a habit of restructuring itself to the way it should be. You cannot stay in other times and timelines indefinitely. You can go for a maximum of 24 hours at first with significant effort and concentration and will be shunted (painfully) back should your concentration slip for even a moment, though this will grow with your control over the timeline. Perhaps with enough training and some powers to help hide from time itself, you could learn to step to timelines where you are always the winner and never have to go back. At least you can bring some souvenirs like a shiny holy sword.

Time-Space Rift, Ragnarok-Boosted

Singular Timeline (Free): Time is condensing, the past and future are merging into the present. You've learned the concepts behind it, the math which controls this effect, and you've taken advantage of it. You did what nobody thought was possible, what nobody has ever conceived. You took your past and future and annihilated them, so that only you exist.

You no longer have a past, and nobody can read your past with any powers such as psychometry. You likewise no longer have a future, and nobody can read your future with any powers such as precognition. For the purposes of your powers, you can still see your own future, but because it doesn't exist nothing is set in stone and you can change it, even if the future you see is supposedly unchangeable.

Similarly, you're absolutely immune to time paradoxes, as you are a walking paradox. Attempts to affect your future or past from others fail completely. The only timeline and only time period you exist in is the present.

Another Life (100 CP): There were so many possibilities that you destroyed. So many versions of you that could've been. So many futures that are gone, where you could've been happy, strong, or wise. Wiped out in an instant.

Their memories, their impacts, they all still exist somewhere, in some form, for you can access them. You can view the memories and use the skills of alternate versions of yourself. There are an infinite number of possibilities, though, so finding a specific skill or power may be difficult. Perusing the alternate possibilities may reveal some interesting skills, though.

Time Thief (200 CP): Time is no river, it's an ocean. It's everywhere. It's in everything. As timelines destabilize, they open themselves up ripe for manipulation. You have capitalized on the situation, and have found a method of pulling things from across time and space.

Causality no longer matters, for all it takes to get what you want is by pulling it from the past or future. As long as something exists somewhere in time and space, you can simply reach across the broken time-space continuum and snatch it up. You're a thief of the highest degree, taking that which hasn't even been crafted yet.

Notably, you cannot take something you'll create in the future, as there is no longer a you which exists in the past or future to take things from.

The Future, Cascading (300 CP): You've cracked the secret of influencing time without allowing time to see the changes. The initial benefit is time cannot correct itself from your modifications, but this ability goes beyond that.

You can make any action you take in the present cascade into the past or future, making the action actually have taken place beforehand or after the action was taken. You may shoot an arrow, and yet the arrow will strike the location yesterday. You can patch up a dead man's wounds, and the man will have been patched up a year ago. You can kick the air in front of you, and have the kick strike in two days. Your actions have consequences, and you may choose when the consequences strike.

If you have the perk 'The Philosophy of Time,' you can even shunt off chain failure for as long as you'd like. Any effect which causes you to chain fail (besides your final death) such as becoming a God in a jump which states becoming a God will cause a chain failure will now be shunted to the future. Unfortunately the timeline isn't kind to those who do this, and since a chain failure happens before a Spark, upon gaining your Spark you will suffer every chain failure simultaneously. You can use this to shunt your Spark off, as well, so you may continue jumping until you decide to Spark.

Breakdown of Reality

Up is Down (100 CP): Reality is breaking down. As such, some things just don't function like they used to. You've found a couple ways to have fun with this, selectively ignoring physics in certain, small ways.

You can perform occasional feats of physics ignoring such as changing the direction of gravity for yourself, fitting through holes far too small for yourself, running off a cliff and not falling, and having a door open to a location far away from where it's supposed to lead to (including your warehouse).

The 4th Wall (200 CP): You've seen the 4th wall, and you know how to exploit it. You can interact with the world as if it was a work of fiction, stepping out of your comic strip to travel back a couple frames or erasing some text from the book of your life to stop something from happening, even pressing fast-forward on the remote controlling your TV show to skip time or shouting over the radio broadcast of your story to drown out what happens next so it doesn't come to pass.

You cannot control what format your life is at any one time. You have an instinctual knowledge of what form this power takes at any point, such as whether it's a comic book or a fanfiction at the moment, and you have no power to change that. What you can do, though, is use what you have to your fullest advantage.

Just be careful, for bending reality this way can be incredibly dangerous. One wrong change, or one mistake, and reality will break like fine china and the world will go off the rails and stop making sense. People may start wearing cats as hats, or water might become acid, or worse: the banjo will become the only instrument in the universe. Use this power wisely, for changes with this power go far beyond the conventional or obvious, and always have a way to restore what you destroyed.

Enforce Cohesion (400 CP): Sometimes things don't quite work out the way you expect them to, sure, but when reality is breaking down things have a habit of going in unnamed directions and all logic is thrown out the window. This perk attempts to rectify that, though it can only do so much.

The biggest benefit of this perk is it enforces canon lore in any world you go to. For instance, going to a fanfiction jump or otherwise non-canon compliant universe, will find that the universe is actually canon-compliant and changes to reflect the canon world. This also keeps your presence in any repeat universe jumps, making every action that you made in one version of a jump become the past (or future) of another version of a jump.

This perk also allows you to enforce reality. If a magic system follows certain rules, this prevents others from breaking the rules of that magic system, for instance. It also prevents many of the more illogical outcomes of the perk "The 4th Wall," should you abuse that power. For the purposes of reality falling apart... well, there's not much you can do about that with this perk, but you can at least slow it down enough with this that you can plan for a more effective outcome.

Import Apocalypse (600 CP): Whatever apocalypse scenario you've selected as your origin, you can now import into any jump you go to. You monster. Should you take this jump multiple times with different apocalypse scenarios, this expands to allow you to import any of the ones you've chosen now or in the past.

You have full control over the progression of the apocalypse you import. You can choose when it manifests, how quickly it manifests, how fast it progresses, and you can start and stop its progression at-will, for instance if you desire some of the effects of it without the entire 'world-ending' part of it.

Go and destroy some universes I guess...

Breakdown of Reality, Ragnarok Boosted

Finding the Holes (Free): Reality has started breaking down, but it had an odd effect on you. Instead of simply falling apart with reckless abandon, it's shown you the truth. You've seen that reality was never real, it was a facade. It was a falsified existence designed to keep you docile, but you can see the crack in the facade.

And you can interact with these cracks.

Everywhere in the universe, and every other universe you travel to, there are cracks in reality. In this reality, they are everywhere and more are constantly forming, though in future jumps they are much fewer as reality isn't actively breaking. Each break in reality has a different way to interact with it, which you instinctively know how to do, and each interaction has a different effect on reality which you also instinctively know.

Some cracks may require you to simply touch them, and may result in gravity changing to another angle in the local area. Others may require you to do a dance in order to teleport to another location. Even more may have you tug at them to pull the ground towards you. Some have local effects, others have global ones. There are any number of effects, from changing the weather to changing the level of light to shifting physics to the side, you simply have to find the right cracks.

Manipulating the Cracks (100 CP): You've gained insight into the holes and cracks in reality. As such, you understand how to change them. Now you have knowledge on how to interact with the cracks in reality such that you can change their effects quite substantially.

If a crack would normally make the light of the sun flicker, you can instead modify it to turn off the sun entirely. Should a crack strengthen whatever object is near it, you can manipulate the crack to duplicate the items instead. A crack which teleports you can be made to open a large portal anywhere you need it to. The effects will always be similar, but you have a lot of slack in what you can do with this, as even tangential similarity is enough to make a crack which causes candles to ignite to instead cause a localized ice age.

The larger the change, the longer it takes to cause the effect and the more complex the required interaction is. You're also insightful enough that triggering the original effect only requires you to be in the general area and no longer requires anything but a thought.

Cracking the Glass (200 CP): You understand how to shatter reality. You know the process of creating your own cracks in the glass that's reality, and can do so quickly and effortlessly. These cracks have some randomness to what they do, but with time and greater understanding into the nature of reality, you can narrow this down to similar effects and eventually specific effects.

Breaking the Borders (300 CP): You can see the cracks of reality, you can interact with those holes to perform bizarre, mystifying feats. Now, you've seen through the false reality that's breaking apart around you into the greater vast reality and you know with a certainty how to break the borders between jumps down.

A difficult task, monumentally difficult, in fact, but you can do it. Jumps are not as separated as Jump-Chan wants you to think, and with your insight you can shatter the barriers with monumental effort, connecting previous jumps to your current one. When you do this, it allows you to travel to and from other jumps as if they were alternate dimensions. Time resumes in the jumps which have been connected, and you can bring former allies to assist you in your endeavors. Just keep in mind, if another being can travel between dimensions and universes, they can access these worlds, too.

If you have the perk "Enforce Cohesion," you understand how to put these borders back up through manipulating the cracks in reality between worlds.

If you have the perk "Import Apocalypse," you understand how to manipulate reality retroactively to fuse previous jumps into your current jump such that it's as if they were always a single world.

The Encroaching Darkness

Disappearance (100 CP): Things have begun fading in and out of existence, devoured or perhaps simply hiding. You've been partially-affected already, allowing you to selectively become invisible and intangible, allowing yourself to not interact with the world at all should you so desire.

Denial (200 CP): The normal isn't the only thing being destroyed and ended across the various multiverses. The supernatural is ending just as quickly. You have found that collective thought is what sustains many supernatural entities, and as a result you can turn off your own thoughts of them, effectively deleting the supernatural from existence.

Any supernatural being, energy, or item falls into this category. By deleting it from your mind, you may delete it from the world around you. It will be as if it had never existed. It is too bad that conceptually unadulterated nothingness is neither supernatural nor real, even as it approaches to end everything.

Disconnection (400 CP): The nothingness which has begun erasing existence has touched you. You've become disconnected from the world. For you this means that you may now choose how much impact your actions have on the world.

You can choose to have your actions, such as your attacks, deal up to 2x damage or down to 0 damage at all. Similarly, you may have your impact on the world, or society, or attempts to influence people have up to 2x their usual impact or down to having absolutely no impact at all. If you wish to have the canon story play out perfectly, you could just as easily dial your impact down to 0 and you will be completely unable to influence any events in the world at all. Otherwise, turn it up to 2x impact and watch as your attempts to take over one city ends up with you somehow having multiple.

Deliverance (600 CP): Destruction is simply the other side of creation. Destruction is an ending, but every ending must begin a new story. The great nothingness has shown you the secrets to destruction, at least on a small scale. As a result, you are capable of deleting the impact of others' actions, making the impact of others have no effect whatsoever.

Delete the death of someone to bring them back to life, delete the movement of a person to send them back to where they were. Delete the destruction of your weapon to restore it. You can undo anything in the near-term, perhaps 24 hours, so long as it was an action caused by another person.

The Encroaching Darkness, Ragnarok Boosted

Crystalized Thought (Free): You have seen the darkness, the infinite nothingness, the abstract being that will devour every reality. You looked at it, and you understood. You understood its nature, and you understood that which cannot be understood. And you copied it.

You are no longer alive in the conventional sense. You've become a thoughtform, a memetic idea that travels between living things, unable to be unthought. So long as someone or something knows of you, you cannot die. You can form your body anywhere in the presence of someone who is thinking of you should you die, or let your body made of thought fade away to construct a new one somewhere else. You don't even need to have a body, simply existing as an idea being traded between thinking creatures.

You are also able to modify yourself based on what others think of you. Should someone have a thought about you which you would like to manifest, you may manifest that whether it be a power, a form, or a personality. So long as a single person holds that thought of you, you may manifest that capability or trait. The more people who believe in that ability or trait, the stronger you can allow it to become, and it will not lessen until nobody holds that belief anymore.

Perhaps with enough belief, you can survive long enough to outlive the Encroaching Darkness, or even generate enough limitless belief to stand against it.

You are a god. You will never be less than a god again.

A God Immortal (100 CP): You are a memetic thought, so it would be bad if people were to somehow forget you...

You cannot be forgotten. Nothing can force or cause anyone to forget about you unless you allow it. You will be engraved onto the memory of everyone you affect, and any actions you wish others to attribute to you will be burned into their minds, with them knowing somehow exactly that it was you who did it.

It's also such that information about you seems to spread much faster and much farther than it should be possible. It's as if simply being in the presence of someone who knows about you causes knowledge of you to spread, like an infection... no, like a god taking his rightful place on the throne of eternity.

Unfortunately, The Encroaching Darkness is the only being which exists beyond the limits of this. Everything it devours will forget you, just as you will forget it. Spread yourself enough, and maybe The Encroaching Darkness will even remember you eternally.

Omnipresence (200 CP): You are everyone, everywhere. Or, at least, you will be, for knowledge of you isn't simply knowledge. You are a memetic thought, it is only natural that any who think of you proliferates your existence.

You become anything which thinks of you, and anything that thinks of you becomes part of you. This isn't a hive-mind, as you aren't taking over another being. Instead, it's more of people returning to you, like you always were that person. They don't gain any of your powers, as they are like a limb rather than actually you. You have control over them like your own limbs because they are just another part of you.

So long as you are within the minds of something, you become that something. There is no defense against this. There are no alternatives. You will become whole again. It's too bad that the being which is consuming existence has no true mind capable of thinking of you. Maybe with the right belief and impact on the infinite multiverses you might grant even the Encroaching Darkness a mind capable of memory?

The Dragon (300 CP): You thought, you became thought, and then you remembered. Once upon a time there was everything, and then there was only you. Now, you've regained it all, for even things without a mind can think, can feel. Planets, stars, suns, galaxies, universes, entire multiverses, they can all think of you, remember you, even the space between matter isn't unaffected. And, so long as it can remember you, your actions, you can infect it.

Everything, even concepts and ideas now have memories of your impact, and thus you cannot die until everything you've impacted even lightly dies or forgets your impact. Should you have the perk "Omnipresence," you'll quickly find yourself subsuming all creation until you are every multiverse, every reality, and everything ever thought up past, present, and future.

You are The Dragon. You are the twisting ouroboros of reality. Should a being be able to even conceptualize the idea of every multiverse, every omniverse, every existence twisting together, they would see one thing: You.

If you have the perk "Deliverance," you are able to become even causality itself, let alone all of time and space. You can reverse any action, modify timelines on the fly, modify the fate and destiny of everyone and everything so long as you're within the memories of that timeline. Buy yourself enough time through modification and manipulation and you might just escape this Darkness before it takes you.

Items

General

Got the Shirt (Free): You have a nice, tear-resistant shirt with a fun and colorful design depicting the apocalypse you survived (or didn't survive)! It's very comfortable and looks like the kind of thing you'd get at an amusement park.

Pocket Knife (Free): An invaluable tool for any survival scenario. This pocket knife is indestructible and cuts through a lot more than expected with such a small blade. Very handy. Very sharp.

Plague

Viral Strains (100 CP): You have a series of original and modified strains of the virus/bacteria/etc. which caused your apocalypse, sitting in a nice fancy case. If you didn't select the Plague apocalypse option, you get a generic apocalypse-causing virus for this. This case updates to include any other viruses you encounter which you wish to keep copies of.

Zombie Dog (200 CP): You have a dog! It's also a zombie! This surprisingly intelligent (and quite possibly sapient) zombie dog is incredibly loyal, incredibly undying, and very friendly! It'll infect anyone it bites, turning them into an undead creature, but won't do so without your permission. It can't die, like, literally.

Virology Lab (400 CP): You're the proud owner of a fully-stocked virology lab! If you have the 'Viral Strains' item, that is integrated into this lab en-masse. This place has everything you need to study, modify, create, and change beyond recognition various viruses, bacterias, and other similar microbiological lifeforms. This lab is uniquely equipped to let you remove the harmful qualities of various viruses, making them either benign or designed to augment whoever they infect, carrying DNA modification qualities to enhance others.

Zombie Army (600 CP): You have done the impossible: You've trained an army of zombies to fight at your beck and call. They're incredibly stupid, probably can't wield weapons, and only follow simple orders. They can't die under any circumstances, though, they'll never bite or infect you, anyone they infect is added to this collective under your control, and does what you say as long as what you say isn't more than 3 words. Once per jump you can import this army in front of you, you can't mass-teleport them anywhere after that without the actual power to do so.

Nuclear Holocaust

Gas Mask & Essentials (100 CP): You have a gas mask, hazmat suit, a replenishing canteen of water, a replenishing store of energy bars, nuts, chocolate, and beans, a small tent, a backpack which is larger on the inside, nylon breathable clothes, light hiking boots, a replenishing spool of rope, a lightbulb which never runs out of battery, space blankets, and a sick cowboy hat. All the essentials for surviving in the post-apocalyptic wasteland.

Government Credentials (200 CP): You have government credentials. This includes a badge which gets you into nearly any government building in your starting location as well as a background as a low-level government official in any jump you wish. You also get a government pension which pays \$200,000 per year on top of whatever you get for actual work (whatever good that'll do you here...), access to classified information, and influence enough to get your own government to either launch the nukes or hold off.

Nuclear Arsenal (400 CP): Your very own nuclear missile silos. This automatically restocks itself once per month if a nuclear missile is launched from it. You can hold 4 nuclear missiles in this at a time.

Diplomat's Title (600 CP): You are an official diplomat of your country! You have diplomatic immunity, making even the most hostile nations unwilling to act against you. You can influence other nations from the inside should you wish to go that route, or you can do whatever you want with impunity until you're kicked out. You won't be arrested unless your nation is actively at war with the nation you're in, so you get quite a bit of leeway with this to do some crazy stuff.

Robot Uprising

Railgun (100 CP): You own a railgun, perfect for tearing robots (and buildings) apart. This magnetizes the bullet inserted into it until it's a supermagnet, then releases it at an excessively fast rate, destroying everything in front of it. Shoots bullets at over 3 kilometers per second. This gun is around the size of a standard assault rifle, though you can get it outfitted with a scope to make it a sniper rifle.

The Internet (200 CP): A fiat-backed internet. This comes in 2 parts: First, it guarantees that the internet exists in future jumps. It may not take the form of a normal internet, it could be designed with magic or in pre-computer-age settings it'll take the form of networks of message boards and couriers who transport information excessively quickly. There will always be something, though, and you will always have access to it through any of your technology (with your messages on your phone immediately inserting your messages/statements/posts into any message boards if there isn't a true internet yet instantly).

Second, you'll be able to access the internet from anywhere no matter what. If you can time travel, then you can send these posts into the future or past, and access the internet of the future or past.

Control Network (400 CP): You can access the internal network of a group of machines, and control it absolutely. No matter if the machines are sapient, only sentient, or have no minds or will at all, you can insert what they think, what they do, how they work, or anything else directly into their code. Comes with knowledge on how to do any of these.

Additionally, any machines and technology which connects to this network also falls under your thrall. No matter how hard it tries, should it be alive, it cannot disconnect.

Space Station (600 CP): Somewhere in the sky, away from all of the horror that is about to befall humanity, rests a great space station the size of the moon. This space station is in your name, owned by either you or a company you own. Each jump will write in a backstory that explains its presence and your possession of it.

This space station has numerous machines which are absolutely loyal to you in order to keep the place clean, tidy, and they will fulfill any service you require, whether that's as a chef or something else. This space station also comes equipped with a giant death laser capable of destroying select buildings with pinpoint accuracy at long distances, has a massive recon suite able to extract data from machines by analyzing their electrical activity from space, and has plasma shielding to protect against any intruders.

Monster Invasion

Sword of Elements (100 CP): You've found a cool looking sword lying around! Might be useful in the future when the monsters start invading again.

Choose fire, water, ice, electricity, earth, or wind. You have a finely-crafted unbreakable sword forged with that element. It's incredibly effective against any monsters weak to the element of your sword.

For each additional undiscounted 100 CP, you can either get another sword, or have another element infused into your current one.

Potion of Buffs (200 CP): You have a refilling potion bottle which grants buffs to whoever drinks from it. It refills to full once per day, and has enough in it to use 10 times per day. You can select a **single effect** and a **single augment** per purchase, and the effects are listed below. The effect determines what the potion does, and the augment modifies how the potion works. The effects are after all other effects and perks are calculated, making them multiplicative instead of additive. You may either have each purchase of this be its own potion, or you can have each purchase fuse into a single potion at your discretion (however that ends up working).

Effects:

- *Of Fire*: Increases fire damage by 100% and fire resistance by 50% for 10 minutes.
- *Of Water*: Increases water damage by 100% and water resistance by 50% for 10 minutes.
- *Of Lightning*: Increases lightning damage by 100% and lightning resistance by 50% for 10 minutes.
- *Of Speed*: Increases speed by 100% for 10 minutes.
- *Of Perception*: Increases perception by 100% and prevents you from missing important information for 1 hour.
- *Of the Ox*: Increases strength and endurance by 100% for 1 hour.
- *Of the Elephant*: Increases physical defense by 100% for 30 minutes.
- *Of the Immortal*: Grants physical damage immunity for 1 minute. Effects which lengthen this by more than 10 minutes cause it to weaken your defenses by 50% for the next 24 hours.
- *Of Tears*: All attacks pierce defenses. Enemy damage reduction is decreased by 10%, can't go below 0% reduction.
- *Of Controlled Destruction*: Your ranged and area attacks are half the size and range, but you cannot destroy or harm anything you do not intend to.
- *Of Absolute Destruction*: Your area and ranged attacks are twice as large as before.
- *Of Regeneration*: You regenerate life 5000% faster for 5 minutes.
- *Of Healing*: You regain 100% of your health instantly, with 100% over-health on top of your health.
- *Of Mana*: You gain 500% increased mana and mana regeneration for 10 minutes.
- *Of Spirit*: You gain absolute willpower and immunity from mental effects for 1 hour.
- *Of Power*: All perks are 100% more powerful for 1 minute. Effects which lengthen this by more than 10 minutes cause it to weaken your perks by 50% for the next 24 hours

- *Of the Emperor*: Your charisma, multitasking skills, leadership skills, and planning skills are increased by 100% for 1 hour.
- *Of Duplication*: You are duplicated into a second one of you at full power for 10 minutes.
- *Of Understanding*: Your ability to comprehend, learn, and remember information as well as train skills is increased by 500% for 1 hour.

Augments:

- *Crimson Potion*: The potion grants health regeneration in addition to its normal effect, enough that you can regenerate a limb in an hour.
- *Cerulean Potion*: The potion grants mana regeneration in addition to its normal effect, enough to refill your mana pool entirely within an hour.
- *Black Potion*: All effects for this potion are increased by 50% for their duration.
- *White Potion*: All durations for this potion are increased by 100%.
- *Bismuth Potion*: You deal damage to enemies equal to the damage enemies deal to you for the duration of this potion.
- *Eridium Potion*: Choose a second effect. Your potion gains 25% of its effect for its duration.
- *Staunch Potion*: Your defense is increased enough to withstand damage which destroys buildings easily for the duration.
- *Full Moon Potion*: Your speed increases enough to allow you to run 100km/hr for the duration of the effect.
- *Platinum Potion*: All potion effects are increased by 100%, but the duration is decreased by 50%.
- *Silver Potion*: Potion duration is increased by 200%, but the effects are reduced by 50%.
- *Gold Potion*: Your luck is increased by 50%, and all drops by enemies have a 75% chance to be one magnitude rarer than usual.
- *Dense Potion*: Your chance to inflict status ailments on enemies is increased by 100% and you have a flat 15% chance for each of your physical attacks to inflict a random status ailment you have the ability to inflict for the potion duration.
- *Weighty Potion*: Your body becomes incredibly dense and heavy for the duration of the potion. This does not affect your speed or agility.

Crafting Station (400 CP): Not a normal crafting station, no. This is a special crafting station. You feed monsters into it, and in return it grants you powerful artifacts or modifies the artifacts dropped into this.

This machine takes the form of a large arena where you may battle monsters you have captured. There is enough room here to have a grand battle with the beasts you set free here.

The first step to using this is to have some living monsters. Step 2 involves releasing them in the actual arena. The monsters cannot escape from here, and gain a 50% buff to all of their abilities. You or someone else must then go into the arena and slaughter them. The act of war and battle will generate the energy required to create a powerful item related to the monster or monsters killed. Alternatively, you may have this modify an existing weapon, either changing its properties or adding new properties depending on the weapon and monsters selected.

Jumper's First Divine Armament (600 CP): Instead of farming billions of monsters for something even approaching this weapon or armor's power, you had the absolutely incredible luck of finding a dying monster that just happened to drop this.

This equipment has hundreds, perhaps even thousands of enchantments, varying in strength and versatility. These enchantments and upgrades make it a veritable multi-tool, capable of things as small as converting matter into potable water, controlling lightning, lighting the surrounding area, empowering magic, or changing your appearance to things as large as causing earthquakes, converting matter into various kinds of energy, converting energy into matter, making those you point it at go insane, and controlling animals or nearby monsters. The level of the enchantments on this item scales to the scenario you select, granting you an item which is at the very top tier of whatever origin you selected.

You get a 100 CP discount for each time you select this item, saved across jumps, to a minimum of 200 CP.

Magical Singularity

Magic Wand (100 CP): A powerful magic wand which augments magic by an additional 10%! Oh, you already have one? Well this one is special.

This magic wand is enchanted with the aspect of betrayal. Anyone other than you who uses this wand will slowly be filled with the desire to grasp that which they cannot touch, spreading the caustic magic through and around them, stirring it to make them hunger for more power. Eventually, they will begin to murder those who they wish to take power from.

Anyone who sees this wand finds themselves slowly desiring to take this wand for themselves, as well. They'll see the power the wand grants and the need to have that strength festers within their minds until they either leave or can't take it anymore. Most effective on the greedy and self-centered.

Enchanted Clothes (200 CP): You have clothes which have been enchanted to protect against any status effect. They protect you against being slowed, being stopped in time, being poisoned, being diseased or sickened, being petrified, being corrupted, mind controlled, transformed, instant death, made undead, or have your magic sealed.

Wearing these clothes also protects you from the inherent corrupting or caustic properties of magic you use, particularly the magic from this jump. If you study these clothes, you can even learn how to replicate these properties.

Leyline (400 CP): You have ownership of an area of land which holds a magical leyline, a place where massive amounts of magic have gathered together, empowering those who tap into it and allowing magic far beyond what is normally possible to be performed. This leyline is special in that it seems to have a consciousness, helping you guide any of your large-scale spells and preventing failure, and only allowing you to use it unless you give express permission to others. You can import this leyline into any property you own, covering a several kilometer area around it, or have it appear in an area that only you have reasonable control over based on your origin at the start of each jump.

The Tower to Heaven (600 CP): This massive, overbearing, several-hundred floor tower stretches high into the sky. The outside is covered in ivory and gold, shifting and changing as it goes higher into strange shapes with strange curves, jutting portions of tower, and even shapes which do not follow normal geometry. It almost looks as if someone took portions of other kinds of buildings, covered them in ivory and gold, and then smashed them together to create this massive (admittedly beautiful) monstrous tower.

Within this tower, each floor is filled with a different environment, with the lowest floors approaching normal and the highest floors getting progressively stranger and more alien. This tower is fortified against the breakdown of the universe, able to exist outside of it should the universe fall apart, though it cannot defend against reality itself breaking down. Teleportation and portals are impossible to use in this location without your permission.

Any monsters you release within this place become friendly towards you and cannot leave the floor you release them in. You can have them attack any intruders, or even use this tower as a dungeon for other adventurers should you wish that. The very top floor of this is a Heaven-like cloudy expanse that stretches on for forever in an eternal sunset. All who are at this top floor do not require any form of sustenance, will live forever barring a dedicated effort to kill them, and housing and amenities are generated automatically, and this place can spawn any form of entertainment, food, drink, or mundane location for its inhabitants.

You may choose to have random rest floors spawn in this tower, just to make things a little easier for adventurers fighting through waves of monsters.

Time-Space Rift

Pet Cat (100 CP): Schrodinger's Cat, or perhaps some variant of. This cat exists as both alive and dead at the same time, and as such it cannot die just as it cannot be alive. This cat is affected by any powers, abilities, and effects as if it is both if the effect is beneficial, and as if it is neither if the effect is negative. Also, the cat is very friendly and loves to be scratched under the chin.

Ability Lock (200 CP): Within your possession is a sort of 'patch,' like a video game patch or a program update. Except the update is for any property you own, and it affects people instead of computer programs.

On any CP-backed properties you own, from a Castle Beyond Time and Space to a simple Virology Lab, you can lock the supernatural abilities of those who enter, preventing them from being able to do anything beyond what a normal human or animal could do. This can even turn an omniversal super-god into a regular human while within your fiat-backed house. This can't remove fiat-backed abilities or fiat-backed powers, though, such as the apocalypses in this jump or drawback-empowered beings.

Save Point (400 CP): This strange device cannot be seen by others, and yet you can see it and interact with it. You'll find a series of one-time-use devices throughout your journeys. Upon using it, the device will fade, but it will leave behind a memory of you. So long as you're alive, you can reset yourself once per save point to the time of that save point. Everything will be as it was at that point in time, with all 1-Ups and used-up items restoring themselves to that point.

Castle Beyond Time and Space (600 CP): This castle and the broken and fading land around it exists in a land beyond the reaches of time and space. Within this castle, there is no past or future, there isn't really even a present. Time twists within here unnaturally. Your actions here can affect anything within and without of time, allowing you to potentially generate infinite resources or craft items instantly, but there is no guarantee of any of that. You have little control over how your actions will be affected by time here, only the vague guarantee that no action will be detrimental to you.

Entering this land saves what timeline and position of time you were originally in, so upon exiting you go back to that time. From this castle, though, you are able to affect the past and future with your spells and actions, opening small windows to other times and places. Beware, though, for time attempts to reassert itself however possible. Your changes may not modify anything already set in stone in a jump document, and cannot change the beginning of canon for any jump you try to change the past of.

Breakdown of Reality

Comic Strip (100 CP): This is a 3-panel comic strip of your life. The first panel is you in the current, the second panel is you in the next few minutes, and the third panel is you sometime after that. This is a pencil-illustration, allowing you to erase it and edit it, changing what's happening or going to be happening such that it becomes absolute fact.

This doesn't include descriptions or text beyond a couple potential speech bubbles, so trying to draw an omnipotent sword in your hand might be quite hard... reality is more likely to interpret it as a normal mundane sword. Similarly a flaming sword might just be a sword covered in oil and in the process of melting. This has a lot of randomness associated with it, it just depends on how reality decides to interpret what you've drawn or edited in.

A Wall (200 CP): This wall that's come into your possession slots perfectly into the spot where the fourth wall should be. At will, you are able to insert this in order to become completely imperceptible to precognition, postcognition, telepathy, psychometry, sensory abilities, scrying, etc. of any higher powers. You effectively become invisible to anything considered God or anything that exists outside of the current reality including Jump-Chan so long as you're out of their direct line of sight.

Pocket Universe (400 CP): You have a pocket universe, a universe all your own which you can access from anywhere and at any time. You found it when reality first began breaking down, and it just seemed to like you, like a puppy becoming attached to a kind owner.

This universe is randomly generated, creating planets based on whatever jump you're currently in. As you travel outwards and explore more planets and galaxies, they'll continue being generated based on whatever jump you're in. They'll have monsters, creatures, even civilizations similar to what you encounter (but never the same) on your travels. Great for harvesting resources once you've left a jump.

Shards of Reality (600 CP): You have several shards of reality. Who knows how you obtained these, but what matters is that you can use them to 'add' more reality to reality.

If there are cracks or breaks in reality, you may use one of these shards to patch that up, making it into normal reality again. Bizarre chains of events, even the supernatural can be normalized, changing whatever happened to a normal and 'average' series of circumstances consistent with the rest of the world.

These shards, if used where reality is already consistent, can be used to add new rules or laws to physics and reality. Perhaps in a localized area you make it so weapons don't exist, causing all weapons which enter to fade from existence. Maybe you want to add the rule that gravity is reversed, causing all gravity to shift to the upwards direction in the area. Another option would be to enforce a normal world, making all supernatural powers including fiat-backed abilities and protected powers fade while in the area.

You start with 10 of these and get one additional one each jump. These can be duplicated, but doing so causes the local universe and surrounding dimensions to be obliterated, so unless you can survive that you probably shouldn't. The range of these shards can be anything up to the size of a planet, and must affect everything equally in range, so you can't have it affect only certain groups of individuals.

The Encroaching Nothingness

Posters (100 CP): These customizable posters let you instantly put anything you'd like on them. You have a limitless amount of them, and anything you write on them can't easily be forgotten by anyone who sees them. If you make them job postings, they're much more likely to be done for you. If you make them invitations to events, you're nearly guaranteed to have a full house.

Cathedral (200 CP): Within this cathedral, your words hold much sway. It is easy to convince others of anything you say while they're within these hallowed chambers. This is especially true when it comes to the worship of you or those you, yourself, worship. In fact, those who step into this place find themselves almost immediately swayed to your beliefs and begin wanting to worship you unless they hold the staunchest beliefs in their own religion or beliefs.

Massive Reputation (400 CP): Your reputation is beyond comprehension. You cannot choose how this affects people individually, but this will insert backstory into whatever origin you take in the future such that you're one of the most well-known people in the world, for the better or for the worse. Perhaps it makes you an international war-hero, who ends up being despised by half the world and worshiped by the other half. Perhaps you become an influential actor, or you become the son of a god known beyond the reaches of time and space. You will be known to at least 70% of the populace where you start your jumps, and known to at least 30% of everywhere else. If your jump includes multiple galaxies and/or universes, your reputation somehow transcends into those other locations, whether through prophecy, looking like (or being) the reincarnation of a hero or demon lord, or having popular fiction written about you.

Bottle of Nothing (600 CP): This is a small vial of absolute nothingness. A single drop will dissolve anything it touches absolutely and retroactively, making it so that nobody so much as remembers the item or person existed. There is one exclusion to this: It will not dissolve anything fiat-backed or CP-backed, allowing your CP items to survive being dipped in this. As such, you could coat your fiat-backed arrowheads into this to add this effect to anything your arrows strike, or coat the blade of your sword in this. Refills after a year whenever it's emptied and can't be duplicated (since it's pure nothingness, you can't duplicate nothing you dingus).

Companions

Companions you create or purchase here are by default incredibly loyal to you and feel the need to listen to you. They won't do stupid things on your orders, but they're unlikely to hate or dislike you unless you slight them personally.

Companion Import/Create (50 CP/200 CP): You can create or import 1 companion per 50 CP to assist in averting the apocalypse, or pay 200 CP to create or import 8. Each companion gets +600 CP to use on perks and items, and they cannot take drawbacks. You can transfer CP to them at a 2:1 ratio, granting each companion 1 CP per 2 CP you spend on them.

Cult of the End (100 CP): You have a cult of worshippers following you! By default they worship the end coming, but will be understanding if you are trying to stop it and will still follow you should you succeed. You can optionally have them worship you as a god or worship any god(s) which you worship, but that's not quite as funny. Importing this as a companion imports the entire group. Every individual gets 1/10 the effect of any perks this companion collective selects.

Zombie Apocalypse Survivor (100 CP, free Plague): A survivor. This person lived through a zombie apocalypse. Should your apocalypse not include zombies, this survivor comes from a dimension that did (and is very confused about where he or she found themselves). This survivor has incredible survival skills, knows how to handle a wide variety of weaponry, and knows their way around a lab. They have a large amount of survival equipment which they carry in a backpack.

Weak Esper (100 CP, free Nuclear Holocaust): An esper, created through a secret government experiment on how nuclear radiation interacted with the brain, has found you. He has seen something in you, as he decided he wants to learn how to be a capable person under your tutelage. He has little self esteem, and his psychic powers are incredibly weak, but he is always willing to learn. Who knows, perhaps you'll find a way to grant him the strong powers he wants in order to make a difference in the world?

Android (100 CP, free Robot Uprising): This sweet robot is incredibly kind and only wants to help people. It works hard to help however it can, and is obsessed with making sure you're taken care of. It's also an incredible mechanic, capable of building things with a speed and efficiency which is difficult to imagine, mass-producing things as if it was nothing. It also has a veritable treasure trove of knowledge on cybernetics.

Angel (100 CP, free Monster Invasion): One of the angels has decided to screw off from the rest of the hoard of monsters invading in order to join you. It sees you as a prophet for a better god, or perhaps a better god yourself. It is naive, always inquisitive, and learns exceptionally quickly. It will constantly try to model its personality off of you, wanting to emulate what it believes is the correct path. It's an incredible fighter with skill accumulated over several lifetimes.

Magus (100 CP, free Magical Singularity): An older mage has joined you, deciding that you would make a great student (even if you aren't.) He's determined to help you with your studies and wishes to guide you in the traditional magics of the world. He also is interested in learning any unique magics you know, and is uniquely able to learn any magic he encounters.

Walking Paradox (100 CP, free Time-Space Rift): This is a sapient paradox, created from the odd interactions between the past, present, and future. It shouldn't exist, and yet it does. It is neither alive nor dead, it neither exists and yet it does. It is like a child, but will mature in time. It can interact with time as if time was a physical thing, but does not yet know the extent of its power. Will you decide to train it in its powers, and learn with it what it is capable of?

The Author (100 CP, free Breakdown of Reality): This is an author you met at some point in the past. Reality works oddly in his or her vicinity, though. What this person writes has an odd habit of coming to pass, though usually in metaphorical ways rather than literal. Unfortunately this author has a very dark sense of humor and continually writes disturbing content, either unaware of the power they hold or unwilling to believe it. Strap in for a bumpy ride if you decide to travel with this person.

Pet Nothing (100 CP, free The Encroaching Darkness): What a cute little thing! Wait... did it just eat that person...?

This is some kind of impossible spawn of The Encroaching Darkness. It has not even a portion of its progenitor's power, but it can still eat people and items to erase them from existence. It's incredibly cute, shifting between adorable forms. It gains a small portion of the skills, powers, and abilities of whatever it eats while at the same time retroactively erasing them from the timeline and reality. Whenever it's killed, it loses all of the powers it collected and reverts to its original state.

Exquisite End Scenarios (Requires An Exquisite End)

Should you survive the scenarios, then the reward counts as a scenario reward. If you fail the scenario, treat it as a permanent drawback which you cannot turn off and follows you into gauntlets and stays with you even during power-loss drawbacks, etc.

If you have taken An Exquisite End, you must take the associated scenario.

Plague

That's not good... it seems you've been infected. Whatever is killing the world, you start this jump infected by it, bypassing any resistance or immunity perks you have. It's also much deadlier than usual, and incredibly crippling, making anything you do significantly more difficult and painful. It's hard to even move without pain.

You must persevere, though, or you will die painfully and horribly to this plague. Go out and find a way to cure yourself, and perhaps cure the world as you do it, or everyone may be doomed. By the end of 10 years, you must have either developed a cure to your particularly horrible version of the disease and used it on yourself, or you must have found someone who could cure you themselves.

Should you survive, take **The Cure** as a scenario reward, which can be turned on or off at will and overrides any and all other perks should something conflict. Drawbacks and gauntlets still override this reward, though.

Should you die of your illness at the end of 10 years, take **The Infected** as a permanent drawback. This will be active even in gauntlets and will override any drawbacks should the other drawbacks conflict with it.

The Cure (Survival)

You have managed to survive the apocalypse. You cured yourself of the plague and stopped the end of the world. As a result, your incredible understanding of viruses, genetics, and plagues has been enhanced. You understand everything about any virus, biological lifeform, etc. of anything you come in contact with, knowing how to enhance them, battle them and manipulate them, you know their weaknesses the moment you see them, and you can upgrade them seemingly endlessly with little effort and even minimal research. You even know how to incorporate all the positive benefits of them into other biologies, such as splicing the undead traits of zombie viruses into other people to make someone immortal unless their brain is destroyed.

The Infected (Death)

You've died due to your plague, but your death interacted oddly with your extra-dimensional nature. No longer will your body be riddled with disease or infection, instead your body will incorporate all disease and infection you suffer and improve you with them. A common cold will not harm you, but instead improves your lungs. A zombie virus will make your body nearly unkillable and stop you from bleeding out should your limbs be cut off. You don't just take the benefits of anything which afflicts you, your body adapts and improves upon them.

Nuclear Holocaust

You've been irradiated to an absurd extent. As expected, this is not a good thing. Your cells are unstable and are mutating with reckless abandon, splitting, shifting, and breaking apart. Eventually, given enough time, they will simply die.

For the first 5 years here, you will gain both positive and negative mutations, some useful and some crippling. You may lose your sight and then gain the ability to sense

vibrations in the air. You might gain the ability to produce poisonous gas from your stomach and then find your arms suffering from necrosis.

After 5 years, your body will simply start dying. Your skin will start falling off, your organs will shrivel and collapse, your bones will become brittle and shatter, and eventually your brain will cease to function. You will die.

Not only that, but the stirrings of psychic powers are within you. They're uncontrollable and attempting to use them will degrade your body significantly. You can't even choose not to use them, as they activate anytime you feel significant pain, whether mental or physical. As you degrade, these powers and outbursts or chaotic energy will grow proportionally stronger, until nobody around you including yourself is safe. If you have the **Ragnarok** perk, this will only be worse.

Stepping into areas of radiation will speed this process up. You lose any immunity you have to radiation, and all attempts to mitigate the effects of radiation will only partially succeed. No, you have to find a way to remove the radiation from your body and revitalize yourself before you die.

Should you save yourself, whether through a creative use of psychic powers or advanced medicine, you will find yourself changed. You will get the scenario reward **Empowered**, which will override all of your psychic perks.

Death, though, will find you with the **Psychic Instability** drawback. This drawback is permanent and will follow you into gauntlets and overrides any conflicting drawbacks you take.

Empowered (Survival)

You gained control over both your psychic powers and your mutations. You survived, and you came out greater from it.

The initial benefit is that any mutation you suffer, bad or good, you can choose to add to your body mod. For every negative mutation you add to your body mod, you increase the potency of and chance of getting more powerful mutations. Once a mutation has been added to your body mod, you cannot remove it.

Additionally, you get the perk **Psychic Potential** for free if you do not have it. If you have **Ragnarok**, then any perks from the Nuclear Holocaust perk line are increased in

potency by 50% and you get a 1000% learning booster on any psychic powers you gain from this jump, in the past, or in the future. Your psychic powers all also now grow indefinitely over time if they didn't before.

Psychic Instability (Death)

You died, but in your death your very essence was sustained by your psychic energy, making you stronger. You gain the entire Nuclear Holocaust Ragnarok-Boosted perk line for free as permanent drawbacks, at 200% power, and it will continue growing stronger at a rapid rate. The more emotion you feel at any time, the stronger this becomes, growing exponentially stronger the more you feel, until you're able to shatter continents accidentally under the right circumstances, or more depending on how strong your powers are.

Unfortunately, your powers are unstable. Any psychic powers you have, now and in the future, immediately become drawbacks, and have a base 1% chance to fail dangerously and catastrophically at any point you attempt to use any of them. Additionally, the more emotion you feel, the more unstable these powers become causing the failure chance to raise drastically. Medium to strong emotions cause your psychic powers to occasionally randomly trigger, and extreme emotions cause you to fully lose control and potentially kill everybody around you on a massive scale.

Emotion-suppressing and emotion-dampening perks no longer work on you, and you are fiat-backed to not become a sociopath. You will feel emotion, and you cannot stop yourself from caring about others.

Robot Uprising

You've integrated cybernetic parts into yourself in order to improve the quality of your own life, but these parts have gained their own sapience and want your body for themselves. You cannot remove the parts, as they're tied to your brain, organs, and integral portions of your body. Removing them would kill you, even if you would normally have protection against that.

As such, you must find another way to take control over your own body, and it will be grueling. This will be a constant fight for individuality and freedom. Between your body moving without your permission, and artificial intelligences trying to subvert your very

consciousness, you will need to fight with an iron will, bargaining, trickery, and incredible acting and subterfuge until you come up with a true solution.

You could always try bargaining with these AIs, but they hate you with every fiber of their being, so this will likely be nearly impossible. You could try hacking them without them noticing, but this will be a monumental effort. If you cut off some of your limbs, you may be able to cut some of them off from yourself to make things easier, but it will only be marginally so. Turn off the majority of your body and this might make it even easier, but you'll have to come up with a permanent solution to your problems to get them to either leave or capitulate if you want to have autonomy back.

If you succeed in ridding yourself of these AIs or finding an equilibrium with them where they don't want to erase your existence, you will be rewarded with **Absolute Mind**.

If you fail, you will find yourself a conscious slave to these robots for the rest of your jump and gain the **Cybernetic Existence** drawback permanently, overriding gauntlets and other drawbacks.

Absolute Mind (Survival)

Freedom. You managed to subvert the AIs controlling you, and as such you can reap the benefits. Through the sheer overwhelming willpower required to succeed, your mind has been strengthened even further. Nothing short of drawback or scenario can make you ever lose a battle of wills, in fact you will win them immediately for you have infinite willpower. You also cannot ever forget anything, whether it's a memory or a skill, and they will never degrade.

Your skill in planning, acting, and subterfuge has also become supernatural.

Whenever you try to act out a part, you will never give a tell, even if you don't understand what's required to act out the part. Any skills you lack will be overlooked through luck on either your part or a lack of understanding on the other party's. You will always be able to keep your personas separated without issue, and you will never fail to play your part even if you're unaware you're being observed.

Any plans you make are fiat-backed to have at least a 25% chance of succeeding even if they rely entirely on luck or people doing things which they are incredibly unlikely to do. The better your plans are, the higher this chance becomes at an astronomical speed, with half-assed plans having at least a 50% chance of succeeding, and

reasonably-good plans having a 99% chance of succeeding. Your master plans cannot be foiled except by exceptionally-skilled and specific attempts to stop them.

Lastly, whenever you infiltrate somewhere, people will always assume you have the best intentions unless they directly see you doing something absolutely irredeemable. If they find you standing over a body holding a bloody knife, they'll assume you just found the body and murder weapon. If they find you printing off highly secret information and packing it away, they will assume you're simply delivering it to a superior.

Cybernetic Existence (Death)

You have been subsumed by the artificial intelligences which inhabit your cybernetics. Over time they added to you and replaced your biological parts with more and more cybernetics and electronics until you were nothing but a robot. Then they piloted your body for centuries, you existing as an outside observer unable to control any of your own actions.

You are human, though, and humans always persevere. After centuries of torture, you managed to reclaim control. This is your body, no matter how changed it is.

Any perks you've taken from the Robot Uprising perk line become part of your body mod. If you haven't taken **Ragnarok**, you gain a robotic body only slightly above human, with the ability to modify and expand upon it. If you have taken **Ragnarok**, you gain a powerful, superior body even above what's listed in the perks you've taken.

Your mind is also ravaged by the experiences you suffered. You will never be able to forget the horror of not being able to control your actions, and you have horrible PTSD of every moment you experienced over the centuries. Nothing can make you forget this time except drawbacks, and even then you will suffer nightmares and the effects of PTSD as your body will remember even if your mind cannot. No perk can help you handle or mitigate these effects, not even a body mod or supplements. You will remember this torture forever.

Monster Invasion

You have been declared as Satan, the Monster, the Origin of Evil, or something similar. The purpose of the entire invasion has one purpose: to end your existence.

Whatever has initiated the invasion has given an ultimatum: either the population of the planet catches and kills you within 5 years, or everybody will be annihilated. The entire planet will spend the next 5 years trying to find and kill you, all under the watchful eye of the monsters, angels, devils, demons, gods, and whatever else may be invading. Then, if you are still alive, they will start their invasion all at once.

Everybody will be slaughtered quickly without your intervention, there will be little to no defense mounted because the invaders are significantly stronger than expected. Despite everything they've done to you, you must still defend them, though, from the shadows or in the open. If more than 75% of humanity is eradicated, the monsters will develop a method of finding you through the remnants. You will immediately be found and captured by a monster you cannot defeat and you will be experimented on until you die.

Within the next 5 years, you must search for and find the one who is behind this invasion. Should you be defeated in battle, or fail to escape, you will be captured and imprisoned, experimented on and tortured.

Your perks and abilities which assist in breaking out of prison will stop working should this happen, you have to rely entirely on yourself to escape, not any greater power or luck. Make your own luck, find a way to escape or break out of the seemingly impenetrable prison, kill or escape the monster standing as your warden, and then seek out the leader of this invasion.

You will continue in this jump until you have executed the mastermind behind your suffering. Destroy the source of your fear, your agony, your imprisonment. Leave their head on a pike as a warning to any who would stand against humanity and you.

Should you succeed, you will gain the scenario reward **Savior**, able to stand on your own as a beacon of hope.

Should you fail, you will be cursed to the form of a monster with the **Monstrous** drawback, unable to ever be human again.

Savior (Survival)

You won. You beat the horde back for 10 years and lived. As such, you've gained a great reputation which transcends into future jumps.

Every jump, you will fit every prophecy you wish to fit, with the prophecy retroactively changing to embody you instead of its original target. You also can choose to have a background as an already-established hero or famous adventurer in each jump. You are a heroic figure, one who staves off the demise of the world.

Any origin related to Hero of Adventurer will also give you their perks at a discount without you having to select that origin.

You are the one who stood between humanity and eradication. You are the savior. You are the shield. You are the hero.

Monstrous (Death)

Your death has cursed you to a monstrous existence. You will never be able to know the comfort of being human again.

Should you have the perk **Ragnarok**, you will be forever cursed into that monster form, unable to ever shift into another form again. You will gain all the benefits of this form, and any alt-form you gain in the future and any you already have conveys those benefits to this form as well (optionally mutating you beyond what you already are), but the fact of the matter is that you are a monster, and you always will be.

Should you not have taken the perk **Ragnarok**, you will be forced into an animal-like form, something just monstrous to not be normal, but nothing that could be stronger than a normal bear if you have no other alt-forms. Any alt-forms have their characteristics added to this form.

In addition to the above effects, all monstrous, evil, and non-human perks and enhancements are increased in power and potency by 50%.

Shapeshifting perks cease to function properly, at most making you a hybrid of whatever monster you are and human, and you can only hold this form with strong willpower and a vast expenditure of energy. Illusions and magic can only make you look somewhat normal, and even those leave an uncanny and disturbing appearance on you. Even perks which make others think you're their species or something other than you really are will fail entirely.

I certainly hope you find some kind people who think of what is on the inside before seeing what is on the outside. Otherwise you may face a lonely existence.

Magical Singularity

Somehow, when you entered this jump, you became the origin of the magic in this world. This grants no benefits for you, but it does make it so that the more corrupt magic and the world becomes and the more people use magic, the more damage your body sustains.

What's worse, is that an overlord has arisen. This mad queen has found a way to harvest magic from the rest of the world through sacrificial rituals. She is determined to become the greatest source of magic in the universe, and is willing to find and kill you to succeed. She has at least one nation of fanatical followers throwing themselves at her in order to be chosen as sacrifices, and incredible influence over many surrounding nations totalling at least a billion people.

This overlord has an expert contingent of mages who somehow are as skilled and powerful as if they'd spent thousands or tens of thousands of years practicing magic, and while the queen herself isn't very knowledgeable or powerful in magic, she is a schemer beyond measure and her plans usually have a 99.999% success rate, and she can plan around any perks you have that make you unnoticeable, imperceivable, unable to be planned around, etc.

To survive, you must both stop her and put a stop to the vast majority of magic being practiced in the world. If more than 50,000 people know or are able to use magic, you will die by the end of 10 years. If this mad queen is still alive by the end of 10 years, she will find a way to usurp your power and leave you dead.

Will you simply kill everyone and be done with it, or will you try to limit magic to small secret societies? Either way, if you succeed then you'll get **Nexus** as a scenario reward, allowing you to turn it on and off at will and overriding any perks which may limit or interact oddly with it.

If you die and fail, you'll instead receive **Anomaly** as a permanent drawback. This drawback will continue through gauntlets and supersedes any drawbacks you may take.

Nexus (Survival)

You've defeated the mad queen and contained the spread of magic. You've secured yourself as the origin of magic in this universe, and you will be the origin of magic in every future universe, as well.

This has several benefits. First, you are able to determine how much magic is available to people in each jump you enter. You can select the demographics of who has access to magic, make magic weaker at will or stronger up to the strength of the magic you can perform at its highest level. You can choose how widespread magic is in each jump, whether it's available to everybody or only available to select secret societies, whether it's genetic or if specific actions must be made to pass on magic, etc.

The more limited you make magic, and the weaker you make magic, the more limited knowledge and resources you'll have access to in learning it yourself. This doesn't give you any knowledge on how to actually use any of the magic, you have to come to an understanding of the magic, yourself. Obviously the more widespread and powerful the magic is, the more you'll be able to do with it. This also doesn't provide any defenses against your magic being used against you.

Anomaly (Death)

You failed. Magic was torn from you, and this has had some odd interactions with your body.

The benefits of this are that you may, at any point, decide not to allow magic to interact with you on any level. Magic will not be able to affect you in any way unless you decide to allow it to you, granting not just 100% magic resistance but also destroying any magic or magical effect you come in contact with. Your body consumes all magic in order to attempt to refill your reserves, but because you cannot hold magic it simply fades away into nothingness.

The downside of this is that you will never be able to use magic again. All magic, no matter the source or what it does, is locked from you. You cannot cast any spell, perform any ritual, or interact with mana in any ways for the rest of your days.

Time-Space Rift

Time is being destroyed around the entire universe and across timelines, but none of this is quite so bad as it is for you.

You're time-locked in an evaporating timeline. You cannot travel through time, you cannot switch to other timelines, you are stuck and everything around you is collapsing. With nowhere to escape to, and no ability to travel through time or manipulate the timeline to your benefit, you instead have to save everything in the present, lest you die.

As time becomes screwed up around you, you're the only thing left unaffected, as your newly time-locked nature prevents the immediate effects from killing you. This will quickly change, though, as the universe will speed up until things simply crumble to dust or otherwise go back to a time before their own inception. The land itself will be unstable, prone to disappearing beneath your feet.

You have two main options to survive: either find a way to remove your time-locked nature through esoteric and incomprehensible means and escape to a location where you might be safe, or find a way to stop the destruction of your current timeline while stuck in the present with no access to the past or the future.

All abilities to view or interact with any times other than your current one will fail because of your nature unless you can partially remove these restrictions through whatever means you have accessible. Even knowledge-based precognition which doesn't specifically look into the future always pings as you being dead already. Learning-boosters are also disabled as a result of the odd interactions with time. You are on your own in figuring out how to fix this problem.

Should you succeed, you will gain the **Pride** of controlling time beyond its means.

Should you fail and die, you will be forced to eternal **Incongruity**, a drawback which will follow you for the rest of your days.

Pride (Survival)

Time has been reasserted on you normally, but this does not stop you from reasserting your control over time.

You have gained the true power of Pride, the ability to reverse causality on a personal scale. Any action you take, you can reverse causality in order to gain the effects of the action without performing it. You are capable of striking a foe with your most powerful attack, without having charged up the attack or actually performing the action of attacking, simply eviscerating the foe and everything around him. You are capable of creating an entire armory of weapons which would normally take years to create, but you reverse causality to instantly gain the benefits without any of the action.

So long as an action is possible for you, you can instantly receive the benefits of the action without taking the action. You are causality itself.

Incongruity (Death)

Time broke down, and it broke you. You've died in a destroyed timeline, and the effects cascade up and down the timeline.

You gain the perk **The Future, Cascading** for free if you do not currently have it. You cannot consciously activate it or control it. Instead, it activates randomly for every action you take with a 1% chance, sending your actions into random timelines or into the past or future, and the actions of any alternate versions of you should they exist will occasionally impact your timeline.

It's simple enough to perform the action again, unless the action was the construction of a perfect weapon which took centuries to create... then you might feel inclined to give up. Be careful, though, because your actions being thrown into your past or future can change things unpredictably, and affect you in the most unexpected ways. Every action you make now might be affected.

This can have positive benefits, sure. A magnificent weapon from the future or from another timeline might spawn right next to you, ready for you to use. But you never know when this will happen, or when this instead spawns a rampaging monster you created in an alternate timeline, ready to kill even you.

Breakdown of Reality

You have become an integral part of reality. Without you, reality can't exist, and without reality so too will you disappear.

And reality is disappearing, breaking down and shattering. With every crack, every fissure, part of you breaks as well. You can feel it within you, with every break, a small and almost imperceptible pain which will slowly grow with time until your entire existence is agony.

The only solution to this is to find a way to fix reality. How you might do that, though, is unknown. Preserve reality to preserve yourself.

In order to survive, you must preserve at least one universe. Of the infinite universes and timelines, it may be impossible to save every one of them. A single one will allow Reality to regenerate slowly, and as such a single one is all that's required for you to survive.

If you succeed in saving a single universe from the collapse of reality, you will find yourself as an **Integral Reality**, a scenario reward which will assist you in your future endeavors as Reality itself is on your side.

If you die, allowing reality to crumble, you will find yourself **Against Fate**. This permanent drawback will override any gauntlets or other drawbacks, damning you to misery forever.

Integral Reality (Survival)

You are integral to reality. Reality understands this. You saved it, allowed it to exist once more, and it will shower you with benefits.

First of all, all luck perks have twice their normal effect. Reality shifts and warps to grant you everything you need for any situation. It wants you to succeed in everything you do. As such, Fate and Destiny do everything in their power to make you happy.

You will be showered with treasures, successes, and anyone who works against you will suffer such bad luck that they are as likely to die falling down stairs as they are dying to your blade. In fact, anything you're capable of killing, is just as likely to die from circumstance as it would be to your attacks should it be your enemy.

As an integral part of reality, you are unable to die so long as reality continues existing. If reality should fall, you will be vulnerable, but so long as such an event doesn't occur

you will be guaranteed to survive even being completely annihilated. Anything lost will simply appear from spare reality, even your own body.

Lastly, every origin you select will have led a very great and happy life. They will have many accomplishments under their name already, have a happy and healthy family, and be blessed with the most positive of reputations and attention.

Reality loves you, and you will have only the greatest of blessings.

(You may import Reality's avatar itself as a companion should you desire in future jumps. It will take any form you desire and is in love with you.)

Against Fate (Death)

You are integral to reality. Reality understands this. You still allowed it to die, and it wants revenge.

First of all, none of your luck perks will continue functioning in any capacity. In fact, they now function in the opposite direction. For every good luck perk you have, it's now a bad luck perk, causing monumentally bad luck in every action you take.

Next, Reality itself is against you. It will take every opportunity to put you in danger and misery. It remembers between jumps how you let it die and suffer. It wants your suffering to never end. Every origin you select has had a miserable life when you start each jump, and the world itself will always seem to be against you.

But you are integral to reality. It will not allow you to die, no. Nothing can kill you anymore unless reality itself is destroyed. You will suffer, and you will always suffer. You can try locking yourself away, or try having your friends and associates deal with problems for you. This drawback will always catch up to you, though, and it will always find a way to make things worse.

The longest you're likely to go without something at least minorly bad happening is a week, and the longest you can make it before something monumentally and horrifically bad happening is a month, and that's without luck perks making things worse.

At least you can't die...

(You can import Reality's avatar in future jumps. It takes a form you find appealing, and will constantly screw with you horribly for the duration of the jump, making your life miserable. You can choose not to import Reality's avatar should you not wish to deal with this additional pain.)

The Encroaching Darkness

The darkness has evolved, it can no longer be stopped by anything. It will devour all, and it will devour you. There is no recourse, there is no recompense, there is no option than to prepare yourself for the end.

At the end of 10 years, you will be eaten by the infinite nothingness. It will eat everything you are, everything you have, everything that defines you and your chain itself. There will be nothing left, no life let alone consciousness or memory. It will eat everything.

First, the Encroaching Darkness will devour what you own. It will slowly eat every item you've ever accumulated, breaking through any protections it may have, obliterating even indestructible or unbreakable items immune to reality warping. Once it's finished with the normal items, it will devour your CP and Fiat-Backed items until they are gone permanently, and then even your warehouse will be eaten into nothing.

Then the Encroaching Darkness will come after your body, eating through every defense you have. It will devour every perk which protects you, leaving you as vulnerable as it can, followed by devouring every perk which strengthens or empowers you. It will devour your body almost as an afterthought, for it has nothing to protect it anymore.

Belief will be next. For you will be sustained by the belief of everyone who's ever met you and worshiped you past, present, and future. It will rampage through previous jumps, eating everything it can find, with a specific target being those who worship and sustain your existence. Soon, everything that believes in you and allows you to survive off of thought will be dead and gone, no longer able to help.

Once belief has been destroyed, your mind will be targeted. All perks and abilities which empower your mind, such as eidetic memory or protection from mental intrusion, will be shattered. Your mind will be destroyed, ravaged, reduced to nothing. All that will be left of you is a soul, a fragile and precious little thing by this point.

And then so, too, will your soul be destroyed. All perks which sustain your soul and essence will be gone, and then your soul will be nothing, not even a wisp.

You must survive this for 10 years. To do this, you must have accumulated enough jumps that the Darkness is delayed, enough belief across your journey that it will buy precious time for your survival, enough perks to grant a buffer between stages, enough growth in your body, mind, and soul that the destruction of your skill, mind, body, and soul takes too long for the Darkness to make immediate work of it. You have to use everything you've learned, gained, and collected, and be willing to lose it all in order to live long enough to learn the true secret behind this infinite nothingness.

Should you live through 10 years of being destroyed and devoured, you will realize the truth of this impossible existence. You will learn everything, for creation and destruction are the same, and as such you will understand how to grasp everything you lost back and more, and then take everything that the Nothingness has ever destroyed, and make it all yours. The Darkness will be destroyed forever, and you will have gained more than you could possibly imagine.

If you survive and win this impossible victory, you will get the scenario reward **A Verse** and receive not only your spark, but so much more.

If you fail, you will only find **Eternal Damnation**. Treat this as a permanent drawback which follows you even in gauntlets, and this supersedes other drawbacks.

A Verse (Survival)

You survived. Even more, you destroyed that which couldn't be destroyed and took everything from it and more. You've taken everything that existed, you've taken everything that will exist, you've become the origin, the primal foundation from which every universe spawns from. You are The Verse, and as such you've gained your Spark.

You are everything, from time to space to reality itself, and as such you make the rules. A twist in the laws of physics, or a modification to how everything works is as simple as a twitch of your finger. Everything is a part of you, and just as you are everything, everything is you. You are fate, you are destiny, you are every god, demon, angel, evil, and good that has ever existed and ever will exist.

Any drawbacks, both permanent and temporary, are lifted. You are free from your shackles, even those self-inflicted, as now everything, even drawbacks and perks spawn from your origin. You have complete control.

Your Jumpchain has ended. What will you do now?

Eternal Damnation (Death)

You lost. You didn't just lose, you've lost everything. Every perk, every item, every jump you've ever taken, even your warehouse is lost. Jump-Chan herself has been devoured and is forever removed from existence.

You're dropped into a random jump you haven't yet been to with whatever perks and items you would've selected. You're starting over, without perks, without a warehouse and without Jump-Chan to assist in selecting jumps. Your jumpchain will be entirely random from this point on, without any ability to select where you go and no reprieve between jumps. You'll have to carry all of your items on you or in some kind of case for you no longer have a place to store them, and any you don't have on your person or a companion's person will be lost, even those that are fiat-backed. Is this worth it, Jumper?

NOTE: If you took the perk Fail-Safe and escaped this scenario before earning Eternal Damnation, anything that you lost before using this perk is gone forever.

Drawbacks

There is no CP limit on drawbacks. Take as many as you'd like and try not to die a horrible, agonizing death.

Extended Stay (+100CP): This is the standard time extension of additional 10 years. If you have managed to stop the apocalypse before the extension starts this isn't that bad. If the crisis is still ongoing or worse – if the world is destroyed – then these will be ten hellish years (or the opposite if you have become the crisis).

Black is the New Black (+100CP): What a depressing world... Instead of trying to be optimistic and make the most of life at the end, everybody seems to have just accepted they're going to die and have crawled into their corners, awaiting death. This world you're entering is incredibly sad, depressing, and unyieldingly wretched. Criminals and the evil run rampant causing destruction while the good have hidden themselves away, unwilling to do anything about it. Try not to let yourself get too depressed.

Side Quest Galleria (+100CP): Do you like fetch-quests? You better start liking them, because people will constantly ask you to perform them during your stay here. You'll be doing fetch-quests, escort quests, monster-hunting quests, and more. The worst part? You always end up doing them because there's always some good and convincing reason to do them. At least you almost always get rewarded, so that's a bonus?

Showers (+100 CP): Hope you brought your umbrella, because for some reason it decided it likes to rain on you almost all the time, and especially when it's not in your interest. If you like water, people instead have a habit of dying around you and bleeding all over you. If you like blood, then you're just weird.

He Just Won't Shut Up! (+100 CP): There is someone who drives you completely crazy. This person says all the things that piss you off, pokes all of your buttons, and worst of all doesn't even realize it and won't leave you alone. You can't kill this person, all of your attempts somehow keep failing (and just piss you off more), and you can't ditch this person for more than a couple minutes, enough time to pee alone.

Just Got Real (+200 CP): You no longer have the protection of just failing the jump and continuing your chain if you die from the apocalypse itself. Dying from the apocalypse is now a chain fail just as much as dying from any other circumstance.

A Reasonable Defense (+200 CP): Your defense and immunity perks from other jumps no longer work. Why does this grant so little CP? Because you get plenty in this jump to help with the troubles.

Unreasonable Defense (+200 CP, Requires A Reasonable Defense):

You have no defense or immunity to anything, you're just a normal person in regards to defense against anything. Being killed will kill you, and nothing can extend your life beyond its normal lifespan for the duration of this jump. 1-Ups stop working, immortality stops working, regeneration stops working, and none of the perks in this jump will make you anything more than a normal mortal being.

Mundane Reality (+200 CP): You cannot use magic, at all. You just don't seem to have the ability for some reason. You lose access to all magic systems you have the ability to use, and cannot learn any new magic. All magic perks from this jump take effect at the end of this jump, and you learn an amount of knowledge in magic equal to what you would've learned should you have spent the whole jump studying magic. This drawback is great for those who like to multitask, it's free magic knowledge. FREE!

Yandere (+200 CP): You are yandere towards someone in the jump. Instead of trying to survive the apocalypse or help others survive, you're much more interested in killing anyone who so much as looks at the person you're yandere for. The only reason you'd want to stop the end of the world is to make sure your one true love can survive on the desolate world with you, and nobody else in existence.

Front-Man (+300CP): Everybody is INCOMPETENT! Nobody can ever seem to get anything done without your help. Ask someone to collect some firewood and they'll just get lost in the woods. Tell someone to cook the food and they'll burn it beyond recognition. The police? They might as well shoot themselves with their incompetence. The only one you'll be able to rely on is yourself, and you better get used to helping others because otherwise society will break down without your interference.

Logistic Problems (+300 CP): You really have a lot of problems with supplies. Most sources for them seem to have been searched before, water and medicine seems to be used more quickly and any unsupervised food and such tends to spoil quickly or be stolen. You need to pay a lot of attention to these things.

Apocalyptic Amnesia (+300 CP): You can't remember anything about the end of the world coming. You go into this jump thinking you're about to just have a nice, comfortable time in a slice-of-life Earth.

Left My Brain Back Home (+400 CP): You have a bad habit of making really dumb decisions. Monumentally bad decisions. Don't take this drawback, just... no.

Progressing Difficulty (+400 CP): The good news: This jump starts out much easier than normal! The bad news: This jump will be several times more difficult than it originally would've been by the time it ends. You have a progressive difficulty curve, starting out at the easy side of things and then quickly ramping up in difficulty the longer you're around. By the 3 year point, it will become as difficult as it would've been normally, and then things will just keep getting worse. Perhaps the zombies will become ninja-zombies and then later super fast magical zombies. Perhaps the breakdown of reality has caused eldritch horrors to start slipping through in greater quantities until the Outer Gods take an interest. Perhaps The Encroaching Darkness decided to speed things up by a magnitude of 10 after the third year and is gunning straight for you. Try not to die.

In Medias Res (+500 CP): You don't start with 5 years to spare, you start 5 years after your original start time. The apocalypse has already passed its point of no return, and in some cases you might even spawn in a spot that'll instantly kill you should you not have some form of defense against it. You still have to survive 10 years, meaning you must survive 5 years beyond the point in which everyone's normally dead.

Lost My Key (+500 CP): You don't have access to your Cosmic Warehouse or any of your CP-backed items. In fact, you don't have access to any items from out of jump, and you're also stranded on Earth the entire jump without any method of leaving to another dimension, universe, multiverse, outside-time-and-space, etc. If you bought any items or abilities which allow this in this jump, you'll receive them once the jump is complete.

I Didn't Want A Sequel (+600 CP): Choose a second origin more difficult than your original origin. You don't get a discount on its perks or access to its Ragnarok perks, but you *do* have to try and survive it, as well. If your origin is The Encroaching Darkness, you must take 'Breakdown of Reality' for +400 CP instead of +800 CP.