



Welcome to the world of Timespinner. This is the story of Lunais, a young girl from the Qaelen tribe on the planet Winderia. She has been trained as a Time Messenger, a person who has been given the duty of travelling back in time to warn their tribe of danger. This has the cost of sacrificing the Time Messenger's prior life and existence, leaving them as a person without a history. Her tribe will end up being attacked by the spacefaring empire of Lachiem, who are seeking the Timespinner, the device that allows the Time Messengers to travel back into the past. The Emperor is also seeking Lunais' mother, and will end up killing her as Lunais escapes through the Timespinner. Thus will begin Lunais' epic quest to avenge her mother and tribe, and via time travel, perhaps prevent Lachiem from ever threatening them in the first place.

You will be entering this Jump somewhere (and somewhen) on the planet Lachiem, where Lunais will shortly end up being tossed. It will be up to you whether you seek to help Lunais in her quest, or if you decide to focus on other pursuits. Regardless, you have **1000 Choice Points** to spend.

LOCATION

You can enter this Jump either in the past, in 38 AE during the War of the Sisters, or in the present, in 1062 AE just a few weeks after the attack on the Qaelen on Windaria. If the location option you select is in the past, the Jump will start just a few hours before Lunais appears high in the air above the lake in Greenwood Forest. If the option you select is in the present, then the Jump will start just a few hours before Lunais appears in the former nest of the Azure Queen.

You can freely select your location, or you can randomly roll for it for +50 CP.

- 1) Greenwood Forest, The Past - A fairly verdant area, with giant moths, bats, and rats to keep you company. Hidden somewhere within this forest is the base for the Viletian troops that were left behind when Lachiem seized the portal between Vilete and Lachiem. Lunais will be appearing in the air over the lake here in a few hours.
- 2) Varndagray Metropolis, The Present - A city built on the location where Greenwood Forest once stood. Everything is very high-tech and clean, at least indoors, though you might be asked for some sort of ID to show that you belong here.
- 3) Cheveur Plains, The Past - A vast rolling plain, with many giant wild birds roaming around on it. There is also a very pretty lake with clean, blue waters.
- 4) Lake Desolation, The Present - A desolate wasteland of barren caverns and dead wastes. The area is dry and parched. Lunais will be appearing in one of the caverns here in a few hours.
- 5) Caves Of Banishment, The Past - A deep series of winding underground tunnels. The tunnels show signs of civilized building, though it is unclear whether the buildings are from the Lachiem settlers, or from some older civilization.
- 6) Sealed Caves, The Present - A series of sealed off catacombs deep underground. Special key cards are needed to access them from the outside, so if you are found wandering around here, there will likely be questions about how you got there.
- 7) Royal Castle, The Past - The castle of Queen Aelana, it is crawling with Lachiemi guards and troops. A Lachiemi could probably pass themselves off as belonging, but someone from Vilete would likely start out in a cell.
- 8) Amadeus' Laboratory, The Present - The labs where Lachiemi science is pushed to the limit, often in grotesque ways. You best pray you are here as a visitor, and not as a test subject.

ORIGINS

You may freely choose your age and gender (though I would suggest you start at an adult age). You may pick one of three origins: Time Messenger, Lachiemi, and Viletean.

Time Messenger - You have simply appeared in this timeline, your previous history having been erased. Or at least, that's your story. This is the Drop-In origin, so the 'previous timeline' that you are coming from is your previous Jump. You arrive here with no history or past, but your appearance would allow you to pass yourself off as being from Winderia.

Lachiemi - You are a native of Lachiem. Whether a recent arrival in the past, or a long-time descendent in the present, you have a history here as a citizen.

Viletean - You are from the planet Vilete. If you are in the past, then you are one of the Vileteans that was stranded by Lachiem seizing the portal. If you are in the present, when Vilete is destroyed, then there was some form of weirdness that brought you to this point. Perhaps you were somehow thrown through time from the past to present, or perhaps you are a descendent of stranded Vileteans that somehow resisted the Bleakness and maintained their identity.

PERKS

Perks are discounted 50% for their respective origins. 100 CP Perks are free to their respective origins.

General

Aura (FREE) - You possess the power of aura. Aura is something that bridges the divide between psychic powers and magic, being halfway between both. You can telekinetically manipulate the world around you to a limited degree, light fires, strengthen your body, boost your reflexes, etc. Aura is primarily used via Orbs, which will be discussed later. Your Aura level is slightly above average, by the lower standards of Lachiem, and slightly below average by the high standards of Vilete. In other words, you are overall very average. However, it is possible for this power to grow, given time, training, and use.

As this power is halfway between a psychic power and magic, it can act as a bridge between other powers you have that fall in those areas. If you already possess psychic or magic powers, or if you gain them in the future, this power can draw on those powers' sources for energy, provide energy to them, or be used as a conduit for channeling energy between those powers.

Paradox Proof (FREE/200CP) - For the duration of this Jump, you will not be at risk of being erased or removed from time due to alterations to the timeline. When such changes happen, the area around you will shift to reveal the new timeline, and you will retain general memories of the prior timeline as well as gaining new memories from the new one. Time will bend to ensure that in the new timeline, you aren't in immediate danger following the shift. In this Jump in particular, such a shift will happen moments after someone travels to the past, with any and all changes they make occurring at once.

For 200 CP, you can retain this protection in future jumps.

Time Messenger

Loneliness (100CP) - The path of a Time Messenger is a lonely one, as you must leave behind all that you know, all of your friends and family, to bring whatever message you bear to the past. This is not a problem for you. Your heart has been fortified, such that you can be separated from others for long periods of time with no issue. You can still miss them, but the emotion will be manageable and you will suffer no ill mental effects from separation or isolation.

Close The Circle (100CP) - A lack of history means that there is no true evidence that can be provided to support a Time Messenger's tale. However, people that you meet will find you and your story trustworthy. If evidence is presented that contradicts it, they will still be able to doubt, but in most cases, peoples' first instinct will be to trust what you have to say.

Time Wheel (200CP) - You have been imbued with the powers of the wheel of the Timespinner. You can, with a thought, cause time around you to freeze, leaving you the only thing capable of motion. In this state, you are unable to interact with matter or energy, though you are still able to see, breathe, and move through air. Even if you did manage to find a way to affect frozen objects, they would only be as affected as if you were moving at normal speeds. This power uses up a reservoir of 'time sand', which regenerates very slowly over time, and can also be gained from acts of death or destruction, effectively 'harvesting' the remaining time from an object. This reservoir will grow in time, thanks to usage.

Mental Map (200CP) - In general, a Time Messenger will arrive in the same location that they left, relative to the planet they are on. However, landmarks and such can still change, so they need to be able to work out how to navigate. You have the benefit of a mental map, which fills in with details of your surroundings as you travel and explore. This mental map can help with aiming long-range abilities, and also comes with a sense for hidden doors, false walls, and other geographical secrets.

Memory Echoes (400CP) - Alternate and discarded timelines are never really completely gone, there are always a few traces that remain. You are able to see small floating spheres of light that will occasionally appear in the area nearby you. These spheres represent memories from alternate timelines, and are generally connected to people that you know. By touching these spheres, you are able to relive the memories in an instant. The memories will generally be short, but they can provide key insights into the differences between timelines or key elements about the past. You can also share copies of collected memories with their source, if said person exists within this timeline.

Path To The Future (400CP) - Small actions can have far-reaching consequences on the course of history. You are in-tune enough with time to be able to focus on a choice you are trying to make or a change you want to make in the previous course of history, and you will then be able to see how changes from that act will ripple forward throughout time. These visions will only show the direct consequences of this choice, and must be focused on with specific actions in mind (such as the options of “save this person” or “let them die”). This does not allow for working backward from a desired solution, only looking forward to see how this choice will alter the future. The vision will stop once the choice no longer has any direct effects or if you manually end it.

Time Spindle (600CP) - You have been infused with the potential contained with the spindle of the Timespinner. Through a few minutes of careful meditation, threads of temporal energy can be gathered and woven together to create a portal into the past or future. This portal is locked relative to the planet you are currently on, so you will appear in the same location in a different era. Without the moderating power of the Timespinner, this power is not suited for small or precise jumps. Jumps will start with a ‘distance’ of several decades and only get longer from there, with a margin of error of a couple of decades or more around the ‘target’. This power is drawn to ‘pivotal moments’ in history, times when decisions with far-reaching consequences are being made, which can draw the desired portals off-course.

In addition to the above, once this power has been used to travel to a given era, any attempt to travel to within a decade or two of that era will result in a portal directly to that era, shifted by the amount of relative time that has passed since you left that era. So, if someone were to travel 600 years into the past, stayed there for a week, and then tried to travel 600 years forward, they would arrive in the present, one week after they’d left for the past. If they then tried to go 610 years back a month later, they’d instead end up 600 years ago, one month after they returned to the present.

Note, these limitations only affect this specific form of time travel, and use with other forms of time travel could lead to different interactions. Lots of training and practice can allow for jumps to be shorter as well as becoming more precise, and can even allow for the end point to be ‘shifted’ when arriving in an era that has already been visited.

Lachiemi

Determination (100CP) - The Lachiemi are very goal-oriented, willing to do a lot to reach their objectives. This is partially a side-effect of the Bleakness, but it is also a character trait that allowed them to create an interstellar empire in their future. You now have a large boost in willpower and focus when pursuing a specific task, being capable of ignoring hardship or loss that might come with it, while being balanced with enough awareness to avoid falling into the trap of tunnel vision.

Hardy (100CP) - Lachiem is a hard world to live on, originally being a prison world used for exiling undesirable elements from Vilete. The wildlife can be vicious and the climate cruel, but the Lachiemi are capable of enduring it. You have a large array of survival skills, aimed towards surviving in harsh environments. You are generally more durable, and injuries that you might suffer don't slow you down nearly as much as they might an ordinary human. You can survive on a fraction of the food and water normally required, and are overall harder to kill.

Intelligence (200CP) - Lacking the magical prowess of the Vileteans, the Lachiemi had to turn to science as a means of gaining power. You are well-versed in the technological advancements that the modern Lachiemi have made to achieve the dominance they enjoy. Advanced weapons, genetic treatments, biomechanical engineering. You have a firm, albeit basic, grounding in all of it, with a boost in intelligence to be able to actually comprehend it.

Not So Bleak (200CP) - The Bleakness is a terrible illness, stemming from the extremely low energy environment found on Lachiem compared to Vilete. It is equal parts a physical affliction and a mental one, but you are now entirely immune to it. You will not suffer from the feelings of weakness, irrationality, or propensity for violence that typically afflict those that suffer from it. This also extends to similar afflictions you might face in other jumps, covering similar memetic diseases, as well as afflictions stemming from environments that lack some specific energy source.

Demon Pact (400CP) - A large part of Lachiem's dominance has come from the deals they made with demons. Demons are a power unto themselves, capable of granting magical energy to the Lachiem who lacked the mystical force needed to stand against the Vileteans. However, the demons feed off of negative emotions, and so they twist those that they make such deals with to spread misery and despair. You are now the beneficiary of a deal with a demon, gaining a large boost in magical power, but your nature now prevents them from being able to twist you like they would others. You can still make negative choices on your own, but the honeyed words or distorting magics the demons might use to corrupt you are now effortlessly brushed aside and ignored by you, leaving you with only the benefits of the deal. In future Jumps, you will be able to make similar deals and enjoy this same protection against corruption.

Imperial Bloodline (400CP) - Those who ascend to the throne of Lachiem are generally, in some indefinable way, 'more' than the average Lachiemi. They are greater, more charismatic, more powerful, and now you are an heir to the bloodlines that grant this. You are, in some way, connected to Lachiemi royalty, and it has made you all around better in almost every respect. The actual improvement in any one area is minor, but when taken all together, you are effectively a paragon compared to most others. This functions as a soft un-capper to your physical, mental, social, and mystical attributes, raising all of them to a small degree, and granting you the capacity to improve greatly in those you focus on.

Genza's Masterpiece (600CP) - The scientist Genza hoped to push the boundaries of science, to be able to free Lachiem from the grip of the demons by surpassing them. You are now the beneficiary of the ultimate expression of Genza's lifework. You now have complete control over your body and its cellular structure. You are capable of nigh-effortless shapeshifting, to the point where you can dissolve your body into a puddle of liquid and then reform into an entirely different shape. You can alter the structure of your limbs to form weaponry, and even separate chunks of yourself and control them remotely. You have also been granted a boost in psychic abilities. Your telekinetics can allow for you to control dozens of objects extremely precisely, as well as being strong enough for you to lift and crush heavy machinery. You are telepathic as well, capable of reading someone's mind and pulling images from their thoughts. You can combine this with your shapeshifting to perfectly mimic the form of someone's friend or family member, or to transform yourself into the shape of their greatest fear.

Viletian

Worth (100CP) - Vilete is, or was, a magocracy. Magical power was held above all else as a sign of your worth, with your aptitude determining how far you could advance, and with any weaknesses being a potential avenue for your downfall from society. Now, you are gifted with a complete understanding of your own aptitudes and weaknesses. You are able to see where you are strong, where you are weak, and have insight into how you can cover for those weaknesses to prevent others from taking advantage of them.

Open Eyes (100CP) - Despite what propaganda might have claimed on the surface, Vilete as a society possessed deep divides between classes and large amounts of societal problems that many remained willfully blind to. Not you. Your eyes have been opened, allowing you to recognize and comprehend the structure of any given society you are in, as well as the areas that are causing discrimination, oppression, or other issues, and you can see how they are affecting others on an individual level.

Orb Alchemist (200CP) - The use of Aura is a key part of Viletean culture, and Orbs are an important tool in that regard. They act as focuses for Aura, allowing for standard and empowered effects, compared to what someone could accomplish on their own. You have the knowledge and skills to be able to craft these Orbs, or similar magical focuses. It will generally take materials such as gold, silver, gemstones, or other magically conductive materials. You can also improve these orbs using bits of crystallized Aura in the form of elemental beads, or using similar materials you can discover in future Jumps.

Quest Maker (200CP) - You are capable of giving yourself 'quests', which take the form of a specific task that you wish to accomplish. Once you have set a quest, you will gain insight into what items or actions are needed to accomplish the task, as well as where the items can be found or actions need to be performed. You can only focus on a single quest at a time, but while you are doing so, you will be able to mentally model your 'progress' towards accomplishing the quest.

Plasma Veins (400CP) - Magical might is everything on Vilete, and now, you could stand among the very best they have to offer. It is almost like Plasma, the atmospheric energy that is the source of Viletean's strong Auras, flows through your veins instead of blood. Your Aura is now an order of magnitude more powerful, and you will be able to grow stronger at a faster rate via usage than before.

Portalist (400CP) - Vilete once knew the secret for making portals that were capable of spanning interplanetary distances, and now, you know that secret as well. You have the knowledge and skill to be able to craft portals between different locations in space. Something within the range of a city can be done 'freestyle', using only your own Aura, though you may need to charge up energy beforehand. Longer range portals would need anchors and magical focuses, but you know how to craft such very easily. Through practice and study, the range of your personal portals and permanent portals can both expand, with personal portals eventually reaching intercontinental distances, while your permanent portals could eventually reach between stars.

Charged Atmosphere (600CP) - Vilete's atmosphere was charged with Plasma, which is what allowed their Auras to be so powerful and was the ultimate source of their most powerful magics. Now, the very air around you is changed to mimic the atmosphere of Vilete, specifically, mimicking the presence of Plasma. This takes no energy on your part, and in fact, it causes your Aura to recharge at a vastly accelerated rate, with energy that might have taken an hour or so to recuperate now recovering in a fraction of a minute. Your magic is also more potent, with the effects you create being generally stronger, even for the same amount of Aura being expended.

This effect can extend out from you and affect those in your immediate vicinity, granting them similar boosts in recovery time and potency, but you can selectively choose to exclude people from this effect with focus, and even cause them to be excluded from general ambient magical energy on top of that. It is possible that someone with no magical abilities could be exposed to this charged atmosphere, and could end up gaining an Aura of their own via repeated exposure.

ORBS

Orbs are a special type of item that are used to harness aura. An user will channel aura into an orb, causing it to float around them, and then they can push more aura in to cause some effect. Orbs are also tied to necklaces, which provide a chargeable magical ability, and rings, which provide some sort of passive magical effect. Normally, only two orbs, one necklace, and one ring can be used at a time. However, the orbs offered in this document do not have this limitation, with any number being capable of being worn and used at once, with the only limit being one's aura. An average user could probably sustain six orbs, three necklaces, and three rings at once if they strained themselves.

Each purchase here grants two of a given type of orb, with their accompanying necklace and ring. The orbs are extremely durable, but if they are broken, new ones will appear within 24 hours. The power of the orbs, necklaces, and rings can all improve by usage of the orbs over time or by getting them improved via alchemy. You have an additional **300 CP** that can only be spent on orbs. All discounts are 50% off for the marked origin.

Blue Orb (Free to All) - More of a training aid than a true focus. The only power possessed by a blue orb is to amplify the force of a strike when it comes in contact with something. This increase happens linearly with the amount of Aura that is fed into the orb.

The associated necklace is **Aura Blast**, which allows for Aura to be gathered, and then released in a single large burst of raw energy. This energy will congregate into spiralling spheres of glowing aura.

The associated ring is the **Bleak Ring**, which causes the potency of your Aura to rise when attacking your foes, but also increases your vulnerability to Aura by the same measure.

Blade Orb (50CP, Free to Time Messenger) - These orbs can form a blade when Aura is fed into them. The blade extends straight out from the orb, forming the shape of a sword. The sharpness and length of the sword can be increased by feeding more Aura or improving the orb.

The associated necklace is **Colossal Blade**, which allows for Aura to be gathered, and then shaped into a massive spectral blade, several times taller than you are. When gathering the energy, this blade can be set to ignore certain materials, allowing it to pass through walls or floors without damaging them. This effect doesn't work on worn armor, for some reason.

The associated ring is the **Scythe Ring**, which passively surrounds your orbs with spectral blades that can be used to cut and attack. Can also summon blades around other held or directly controlled objects.

Iron Orb (50CP, Free to Lachiem) - These orbs summon a heavy and blunt hammer head around the orb, which can be swung around to strike with earth-cracking force. The weight and size of the hammer head can be increased by feeding more Aura or improving the orb.

The associated necklace is **Colossal Hammer**, which allows for Aura to be gathered, and then shaped into a massive hammer, several times taller than you are. When gathering the energy, this hammer can be set to ignore certain materials, allowing it to pass through walls or floors without damaging them. This effect doesn't work on worn armor, for some reason.

The associated ring is the **Shield Ring**, which creates an aura shield that hovers in front of you that can block physical blows and can be directed like an orb. Strong blows may be only partially weakened instead of blocked.

Fire Orb (50CP, Free to Viletian) - These orbs summon small burning projectiles, which can be fired straight ahead or in curving paths. The flames dissipate after flying several feet, if they haven't connected with a target yet. The number of flames summoned, their range, heat, and size, can all be improved by feeding more Aura or improving the orb.

The associated necklace is **Infernal Flames**, which allows for Aura to be gathered, and then released in a cone of burning flames. These flames can be directed to a limited extent, and will linger for a time, even without fuel.

The associated ring is the **Pyro Ring**, which causes your Aura to become naturally pyroclastic, igniting enemies and objects that come in contact with it.

Shattered Orb (100CP) - A core surrounded by floating lunar fragments. This orb causes the fragments of stone around it to multiply, allowing for a barrage of stony projectiles, though the stones fade quickly after creation. The duration of the stones, their number, and the control over them can be improved by feeding more Aura or improving the orb.

The associated necklace is **Bombardment**, which allows for Aura to be gathered, and then released in a burst of 'solidified gravity'. The shards created from this pierce through matter, leaving behind trails of force that damage what they pass through. These shards are indiscriminate, and so must be carefully aimed.

The associated ring is the **Silence Ring**, which creates a field of energy around you that dampens energy, including kinetic energy or Aura, that comes in contact with it. Focuses on damaging energy, and the field weakens and fades temporarily after deflecting an attack.

Ice Orb (100CP) - This orb summons a shot of freezing energy, that will create a burst of ice upon contacting a solid surface. The ice is temporary, and will melt away over time. The temperature and durability of the ice, as well as how much ice is made and how far the shot can travel before vanishing, can all be improved by feeding more Aura or improving the orb.

The associated necklace is **Frozen Spires**, which allows for Aura to be gathered, and then released to conjure several large spires of ice from the ground nearby. These spires can stretch several feet into the air, and arise with a great deal of piercing force..

The associated ring is the **Ice Ring**, which causes your Aura to become naturally cryogenic, with shards of ice forming within it, which can then be launched as darts.

Wind Orb (100CP) - This orb can create tightly focused jets of air, which can pierce through targets that are several feet away. The piercing power of these attacks, as well as their range, can be improved by feeding more Aura or improving the orb.

The associated necklace is **Storm Eye**, which allows for Aura to be gathered, and then released to create a spiralling storm of wind blades that will rapidly circle around you and cut apart anything that gets too close..

The associated ring is the **Tailwind Ring**, which twists the air around you to add power to your movements and the movements of your orbs. This can increase your movement speed, and the speed at which your orbs move.

Umbra Orb (100CP) - This orb creates shadowy duplicates of itself that can be controlled to strike out and will explode with a pulse of dark power upon striking a target. The number of duplicates created, how far they can travel, and the amount of force they generate when exploding can all be improved by feeding more Aura or improving the orb.

The associated necklace is **Dark Flames**, which allows for Aura to be gathered, and then released in the form of shadowy balls of flame, which fly around with guided purpose and seek out your enemies.

The associated ring is the **Dusk Ring**, which draws in energy from death and destruction that happens near you, and heals you using this energy.

Gun Orb (200CP, Discount Time Messenger) - An odd technological orb that transforms into the shape of a gun when fed Aura. The resultant gun can fire bullets made from solidified Aura, though they will have to 'de-transform' and then re-transform after each shot. Feeding more Aura or improving the orb can allow for more shots between transformations, as well as allow the bullets to travel farther and hit with more force.

The associated necklace is **Arm Cannon**, which allows for Aura to be gathered, and funneled into summoning a temporary cannon on one of your arms. This cannon will fire several homing 'missiles' of magical energy, and then expend the rest of the stored Aura in a powerful laser beam.

The associated ring is the **Economizer Ring**, which makes your Aura more efficient, allowing you to achieve the same effect for less cost.

Eye Orb (200CP, Discount Lachiem) - A bizarre, fleshy orb with an unblinking eye set into it. When fed Aura, these orbs can shift form, growing bony spikes or fleshy whips that they can attack with. The eye can also transmit back images, allowing for peeking around corners and such. Feeding more Aura or improving the orb can allow for greater levels of shapeshifting, though they will still be orb-like in shape, as well as enhancing the vision of the orb when it transmits images back.

The associated necklace is **Chaos Blades**, which allows for Aura to be gathered, and then channeled into summoning several enormous blades made out of flesh and bone, which will strike out at nearby targets several times before rotting away into nothing.

The associated ring is the **Oculus Ring**, which sharpens your vision, granting you the ability to see Aura directly, as well as revealing hidden or invisible things.

Plasma Orb (200CP, Discount Viletian) - This orb crackles with energy, and generates bolts of homing lightning when fed Aura. Unlike regular lightning, this lightning will prioritize a specific target over conductive material. Feeding more Aura or improving the orb can make the lightning stronger, allow for greater range or control, and can even allow for the lightning to chain between multiple targets before dissipating.

The associated necklace is **Plasma Geyser**, which allows for Aura to be gathered, and then directed into a massive beam of searing plasma, that will carve forward in a straight line for a considerable distance before dissipating.

The associated ring is the **Royal Ring**, which increases the rate at which you regenerate your Aura, speeding up your time to recovery.

Blood Orb (200CP) - This orb doesn't project an attack outwards, but instead latches on to a nearby target when fed Aura, and drains life energy from them, which takes the form of glowing drops of blood pulling free of them and then being sucked into this orb. These droplets can damage foes and objects if they pass through them when being drawn into the orb. The amount of energy drained at once and the range at which draining can happen can be increased by feeding more Aura or improving the orb.

The associated necklace is **Crimson Vortex**, which allows for Aura to be gathered, and then released in the form of a massive sphere of corruptive energies, which damages the lifeforce of anything that ends up inside of it, and can have lasting effects given long enough exposure.

The associated ring is the **Sanguine Ring**, which causes your Aura to drain lifeforce from those that it comes in contact with, drawing energy from them and into you. This drain is small, but can add up over time.

Nether Orb (200CP) - This orb seems similar to the Blue Orb, but has one crucial difference. When fed Aura, it distorts spacetime and dimensions around it, allowing it to hit objects or creatures that are spiritual, metaphysical, phased, or otherwise not fully contained within the physical realm. This distortion can also disrupt other alterations to spacetime, such as portals or rifts. The power of this distortion, as well as the force delivered by the orb upon contact, can be improved by feeding more Aura or improving the orb.

The associated necklace is **Corruption**, which allows for Aura to be gathered, and then released in a spiritual shockwave that does damage directly to the souls of those caught in it.

The associated ring is the **Shadow Seal**, which causes your Aura to become more potent the more you are injured. A few moderate injuries might double your power, while being close to death would increase it by an order of magnitude.

Forbidden Tome (400CP, Discount Time Messenger) - A pair of books instead of orbs, they have potent magic bound up within them. Specifically, a magic for creating weapons out of pure aura. The basic usage will summon ornate scimitars which can be swung around and fired off as projectiles. The form of the summoned weapons can be altered into different forms, allowing for barrages of axes, hammers, daggers, and more. The number of weapons summoned at once, as well as their quality, can be improved by feeding more Aura or improving the orb, and they can potentially be granted some magical properties.

The associated necklace is **Djinn Inferno**, which allows for Aura to be gathered, and then unleashed in a massive meteor that can be controlled to a limited extent, and which creates shockwaves of gravity upon contact with a target.

The associated ring is the **Sun Ring**, which grants you passive regeneration that will heal you over time. At a base level, it could heal you from near-death to perfect health in roughly half-an-hour.

Empire Orb (400CP, Discount Lachiem) - These orbs conjure massive fists made of raw Aura when Aura is fed into them. These fists are capable of being swung and attacked with, as well as used as a normal, albeit large, hands for manipulating things. Their nature as raw Aura allows for them to handle Aura and magic directly, treating it as if it were tangible. The size and dexterity of the hands, as well as the amount of power bound up in them, can be improved by feeding more Aura or improving the orb, and they can potentially be used to create other body parts from Aura.

The associated necklace is **Aura Serpent**, which allows for Aura to be gathered, and then channeled into summoning a large serpent made of raw Aura, which will snake around and lash out at any targets before eventually dissipating. This serpent can 'eat' magic to get rid of it.

The associated ring is the **Star of Lachiem**, which can create 'echoes' of the orbs that you are controlling, which will attack simultaneously with the base orb for very little extra aura.

Radiant Orb (400CP, Discount Viletian) - These orbs release omnidirectional bursts of purifying light when fed Aura, with focus and control allowing the bursts to be shaped into cones, waves, or even lasers. This light is particularly damaging to demons and other 'dark-aligned' creatures, and can pass through mundane objects without damaging them if you wish. The range and intensity of the bursts, as well as the detailed level of control, can be improved by feeding more Aura or improving the orb.

The associated necklace is **Lightwall**, which allows for Aura to be gathered, and then used to craft a shape out of solidified light. By default, the shape is a solid rectangular wall. However, it is possible for other shapes to be formed via focus when the Aura is being gathered.

The associated ring is the **Hope Ring**, which grants an aura of protection to a nearby ally or target, that nullifies most weaker attacks and blunts the power of stronger ones.

ITEMS

Items are discounted 50% for their respective origins. 100 CP Items are free to their respective origins.

General

Potions (50CP) - A set of nine potions and nine ethers. They are enough to heal minor wounds or a single moderate wound, or to recover enough energy for two or three charged spells. They will replenish within three days after use.

Cooking Set (50CP) - A small portable fire and cooking implements, as well as a stock of raw ingredients, including Chevrur Meat, Herbs, and Orange Juice. The ingredients are enough to feed five people for a day, and they restock each day.

Warp Shards (50CP) - A set of four glowing stones. Each stone can be deliberately broken to transport you and up to three others. The location it will transport you to will be either the last place you slept, the location of the last space or time portal you travelled through, or a safe location you have set the shard to. You can pick which option is used when breaking the shard, and you can set the safe location simply by touching the shard while in the location in question. The shards replenish within three days after use.

Twin Pyramid Key (200CP) - A pair of linked glowing golden pyramids, which are connected to a set of mysterious gates scattered around the world. When near one of the gates, and touching or carrying this key, the gate will be registered, and the pyramids can be inserted into the gate to open a portal to any other registered gate. If you have travelled through time, it is possible to register these gates during different eras, which will allow for travel through time as well as space. There must be roughly a century between registrations, however, and when connecting to a gate in a different era, as much relative time will have passed as has passed for you since you left that era. These gates will appear in future Jumps as well, but any registrations of gates from prior Jumps will be lost when you move to a new Jump.

Timespinner Blueprints (600CP) - The blueprints and schematics for the device known as the Timespinner. It is a form of temporal gateway that is capable of precisely sending a user through time into the past or future. The ordinary version has several limitations, the most important of which is that travelling through it is a one-way trip, and results in the removal of the traveller from history, leaving them as a person without a history on the other side. Similarly, until upgraded by Lachiemis science, the portal only allowed for travel through time, not space, and would deposit the user at the same point, relative to the planet they are on, in whatever era they targeted.

This version has altered those restrictions. Firstly, it is capable of travelling through both space and time. Secondly, it has a recall function, which allows a user who has travelled through it to 'snap back' to the device the moment after they went through, re-entering their old timeline at that point. The device does still retain the restriction that the timeline being travelled to will be one where the user never existed, but the recall function means that they can travel between that timeline and this one as they please. The third restriction is related to that, namely that this device can only target a single 'new' timeline per person per Jump, and thus that as they travel around in the new timeline and make changes, they will be making changes to the same timeline, even when they shift back and forth between the old and new timelines. It is possible to bring back objects from the new timeline into the old timeline, or vice versa, but not people. Finally, this Timespinner has safeguards to ensure that no matter how much you mess with time, it will not cause an existential breakdown or destroy the universe (which could be a danger with the normal Timespinner, or that might just be a lie told by the Sandman).

This purchase does come with the necessary materials to make a single Timespinner, which will replenish at the beginning of each new Jump. A Timespinner can only target times and spaces within the current Jump.

Time Messenger

Breathing Mask (100CP) - A simple breathing mask that allows for breathing in both water and noxious gases without trouble. It also makes liquids slightly easier to swim and move through.

Celestial Belt (100CP) - A simple blue belt that can, when worn, allow you to temporarily 'disable' the effect of gravity on you, effectively making you weightless. This has a protection to not cause you to suddenly go spinning off of the face of the earth, but it also does not give any particularly special control over your movement while you are weightless.

Soul Scanner (200CP) - A high-tech visor that scans targets and their Aura. Comes with a linked database that can display their name, information about potential weaknesses, and their current level of health, and can save said information for new or unknown beings. Can detect other forms of magic or psychic powers in the future.

Dream Realm (400CP) - A strange distorted realm that takes the basic structure of your hometown (either in this Jump or from real life). There is a structure within where you can battle hordes of enemies from your current Jump, with no risk if you are killed. You can earn common items between series of bouts, and a rarer item relative to your current Jump by facing off against a powerful boss. You can enter this realm when you sleep, or by a portal in your Warehouse. Finally, in the event the universe you are in is destroyed, you will be safely whisked away to this location, to wait until it is restored again.

Lachiemi

Tablet (100CP) - A high-tech dataslate that comes loaded with information about the world you are in and general historical information. Updates with each new Jump. Also comes with general purpose identification that will pass off as government ID in future Jumps.

Succubus Hairpin (100CP) - A simple hairclip that grants the ability to jump off of air when worn. This works by temporarily solidifying the air directly under the user's feet, giving them a temporary platform to jump off of.

Food Synthesizer (200CP) - A high-tech device that is designed to process raw material into foodstuff. It can be fed any biological matter, and it can then transform it into an equal amount of edible food. It does require either electricity or Aura to operate, or some equivalent energy source, but it can adapt to plug into any appropriate energy source.

Advanced Lab (400CP) - A high-tech laboratory, kitted out with everything needed for high-end scientific exploration. It has an assembly line that can be set-up to transform raw materials into machinery via set blueprints or break down trash into raw materials, vats for cloning and developing living tissue, and offices and workspaces for general development. It is controlled and powered by a central energy core, which also doubles as a supercomputer. It can be accessed via a door in your warehouse, and can be physically inserted into a Jump and accessed directly. Finally, special spacio-temporal support buffers allow it to survive in the event of the universe ceasing to exist, and it will emergency teleport you within itself in such an event, until it is safe to emerge.

Viletean

Jewelry Set (100CP) - A set of tools for crafting jewelry or rings, as well as a small amount of material for making them, such as gold, silver, or gemstones. The provided material will replenish once a month if used.

Talaria Attachment (100CP) - A special golden anklet. When worn, it allows the user to create a field of telekinetic force underneath their feet, which allows them to glide over the ground in a line at a fairly high speed. Though it only goes on one leg, the effect can be created under both feet independently, allowing for the user to switch feet as if skating.

Plasma Cores (200CP) - A set of three large glowing cores, which radiated energy. These cores can be used as power sources, can be drained to fully recharge a person's Aura reserve while gaining a temporary power boost, and can be planted as 'seeds' to grow large crystals which can be broken up and refined into further cores. These planted cores also act to increase the 'plasma charge' of the air nearby, making Aura stronger. If all cores are used up, a new set of three will appear within a week.

Hidden Base (400CP) - A hidden, underground bunker, that is staffed with a set of soldiers. These soldiers lack personalities, but they could aid you in battle, cook, acquire materials or items for sale, tend to medical needs, etc. They do not count as Companions, and are tied to the base itself. This base has a unique feature, in that people that you have bonded with and cared for in the past can occasionally appear for a visit within it. This can include people who have died or who existed in previous Jumps. You can talk and interact with them, but they can't be taken as Companions or otherwise brought along with you. They can only temporarily visit you within this base. This base is also partially hidden from the general structure of reality, meaning that if the universe were to be destroyed, it could still somehow survive, and you would be transported here as an emergency measure until the universe was restored.

COMPANIONS

Familiar (FREE) - You gain a small floating familiar that will follow you around. This familiar can help act as a spirit guide for you, when you are venturing to mental or astral planes, and can have some minor attack abilities that it can use to defend you. If you want, this familiar can simply accompany you without taking up a Companion slot, being treated as an extension of your abilities and perks, and gaining strength as your Aura, magic, and/or psychic abilities grow. If you decide to make them a Companion, they will develop on their own, rather than growing as an extension of your abilities.

Insert (50/300CP) - You can insert or create companions for a price of 50CP per person, or 300CP for a full group of eight. Each companion will gain an Origin, as well as 400CP to spend. You can also spend additional amounts of 50CP to grant all inserted companions in this set an additional 100CP per purchase. Multiple 'sets' of eight can be inserted, but each purchase of additional CP will only apply to a single given set. Every inserted Companion can take a free Familiar, which will effectively share their Companion Slot, but otherwise cannot purchase any Companions.

C.R.E.W (50CP) - The "Companion Retinue of Enemy Wildlife". You gain a half-a-dozen enemy flora or fauna, or robotic replicas of the same, in whatever combination you like. They take up a single companion slot, and, while not intelligent, they can grow and develop over time, all of them sharing whatever perks and such they might gain. Alternatively, a single boss can be taken. The enemies selected, whether ordinary enemies or bosses, cannot be soldiers or demons.

Canon (100CP) - You can take any canon individual along with you, except for Lunais, the Merchant Crow, or any gods. They will be given the appropriate Origin and freebies, and if their canon backstory qualifies them for an item or perk, they will have it as well.

Merchant Crow (200CP) - An atemporal being that has chosen to accompany you. He runs a store, which can sell objects from this Jump, as well as your prior Jumps. His prices are set in bits of "Entropy", little bits of solidified time that you can stumble across in future Jumps if you have him as a Companion. Just be aware, he is a crow, so some of the high-priced shiny things he sells may just have a high price because they are shiny. He will also buy objects from you for "Entropy".

DRAWBACK

You may take up to 600 CP worth of drawbacks. Drawbacks marked with an * can be taken by your companions individually if they wish, to a maximum amount of 300 CP.

Not So Attractive* (50CP) - You are, frankly, not very attractive, and people aren't likely to look past your exterior to see what kind of person you are inside.

Agenda* (100CP) - The original story had a fairly obvious message about inclusivity and tolerance. Now, this Jump seems to be teaching you an equally obvious message, but it is one that you find extremely distasteful. It might be something like "niceness will always be punished" or maybe "everyone should be straight". Whatever the case may be, you will be subjected to a continuous, disgusting Aesop throughout your time here.

The Bleakness* (100CP) - You have a particularly nasty case of the Bleakness, which has bypassed any sort of resistance or immunity that you might have had. You will be plagued with feelings of weakness throughout the Jump, as well as being given to impulsiveness, prone to violence, and exhibiting different versions of mental instability.

Animal Magnet* (100CP) - Animals are drawn to you, and unfortunately, they don't want to cuddle. Companion animals are immune to this effect, but all other forms of wildlife (or robots built in the image of wildlife) will zero in on you the moment you get anywhere near them, and there always seems to be more waiting to charge in to try and attack you.

Nightmare Mode (200/400CP) - All of the enemies that you face seem to be much tougher and stronger, to the point where a tiny Rat is hitting people like the force of a warhammer. Unfortunately, you are not similarly scaled up, and any powers you have that might scale with an enemy will treat them like the weaker versions they might have been, rather than the powerhouses they are. For an additional +200 CP, you and your equipment will be drastically weakened, and locked in that weakened level, with none of your powers being able to 'level up' or 'grow' until you leave this Jump.

Poisons and Toxins (200/400CP) - This Jump features poisons that can attack your body, neurotoxins that attack your Aura, and chaos effects that disrupt time-based abilities. These effects are now all more debilitating, and at least partially ignore whatever resistances or immunities you might have. Beings with the ability to inflict them are now also somewhat more common for you to come across. For an additional +200 CP, all enemies now seem to have some form of poison or toxin or debilitating effect, and they care even less about your resistances and immunities.

Stubborn Pursuer* (200/400CP) - You are being hunted by someone with a great deal of personal power. In the past, it might be someone like Emperor Vol Terrilis or Queen Aelana or the demons supporting her. In the future, it might be Emperor Nuvius Erovia, the Scientist Genza, or the mysterious Amadeus. It could even be someone entirely different, but with a similar level of personal and social power. They will be relentless in their search for you, and it will surely end in your death if you are captured and they have their way with you. For an additional +200 CP, you will find that time twists to prevent you from leaving the era in which they are pursuing you, as well as preventing you from ever managing to kill or remove them as a threat, forcing you to continually flee from them. Alternatively, you might retain the ability to travel away through time, but they will gain that same ability, and will pursue you across the ages, while retaining their 'plot armor' against removal as a threat. If your Companion takes this, the 300 CP limit still applies, and so the enhanced version will only be worth +300 CP for them, at most.

Left It All Behind (300CP) - You have left all of your old history behind when entering this Jump. For the Jump's duration, all of your out-of-Jump perks, powers, items, and other abilities are sealed away and inaccessible. This includes your Warehouse. You can import Companions, but they will be similarly restrained (and won't even get any points for it), and non-imported Companions will not be able to join you.

Demon's Target (300CP) - The demons are aware of your arrival, and they have chosen to pursue you through subtle means. You have a demon assigned to you, which is utterly undetectable by any means you possess, which will be whispering dark suggestions and the like to you throughout the Jump. You will find that old traumas and fears are being pulled to the surface, and that you'll have darker impulses suddenly spring up and twist your behavior if you are not careful. You will be a feast to them, strengthening them in whatever era you happen to be in, which will make confronting them even more difficult than it already was.

Flickering Aura* (300CP) - Your Aura appears to be unstable, with it occasionally suddenly growing much weaker or cutting out altogether. This happens randomly, without warning, and while it pops up to full strength again within a handful of seconds, half a minute at the longest, this sort of sudden shift can be deadly if you are in combat at the time. Worse, this effect can also affect other magical or psychic abilities, and even things like skills or knowledge, leading to you suddenly forgetting how to swing a sword or cook stew for several moments.

Lunais Mode (600CP) - Incompatible with Hidden Boss. Does not count against the Drawback Limit. It turns out that Lunais never existed. Instead, there is only you. You will now have to take Lunais' place as the last Time Messenger of the Qaelen, with your starting location set to the old Azure Queen nest in the present when the Jump starts. You will have to follow Lunais' journey, and accomplish what she managed to accomplish, by travelling back into the past, preventing the destruction of Vilete, ending Lachiem's warmongering ways, and finding a way to prevent Lachiem from being a threat to Winderia. You can still pick any Origin and set of Perks you like, though your actual history will be overwritten with your history among the Qaelen. However, this task will not be as simple as following the steps from the game. The Sandman is aware of the shift and change in history, and he is acting even more overtly than ever to try and disrupt your progress. The actual nature of events will shift, the Viletean soldiers you meet may be different, the solutions to the various problems will be more complex and you will have to work out the correct path on your own. On top of all of that, once you manage to save Winderia, you will end up in the Dream Realm, needing to combat the Sandman and Nightmare for control over the very fabric of time. You will need to push yourself to the point where you can face a true God of Time in his own home turf, and then go on to face an embodiment of all the Fears of Mankind.

Should you manage to succeed in all of this, you will temporarily ascend to set the universe to rights, before being shifted back to yourself. However, you will retain trace amounts of this divinity as a reward. This will grant you a limited form of atemporal awareness, capable of seeing anything on the planet you are on, going forward or backward up to a year. It will also result in the Origin Capstone perks gaining additional functionality.

- **Time Spindle:** Your capacity for gathering energy grows, and your accuracy with the jumps dramatically increases. It takes only a few seconds to gather the energy for a portal, and you can jump in year increments with an accuracy of a few months. Your skill with this and other forms of time travel will always continue to grow with practice.
- **Genza's Masterpiece:** Your unusual biology is now even further enhanced. You can pull on alternate timelines to generate biomass, as well as mimicking biology from alternate timelines to undergo 'high-speed evolution' and do things like develop immunities to a disease or 'test out' psychic enhancements. Your psychic abilities are also measurably stronger.
- **Charged Atmosphere:** Your 'charged atmosphere' can now stretch across a continental range, with your control allowing you to benefit or exclude specified groups or geographic locations. Your spell range has also increased up to a dozen times, and nearby you, the potency of the atmosphere is easily five to six times stronger than the base version.

If you did not purchase any Origin Capstone Perk, you can instead gain the unboosted version of one, for free.

Hidden Boss (600CP) - Incompatible with Lunais Mode. Does not count against the Drawback

Limit. Lunais has been made aware of your existence, and she is convinced that you are, in fact, the one that is responsible for the destruction of time. When you arrive in the Jump, it will actually be right before Lunais faces off against the 'final boss' and the Sandman ends up destroying time. You will have a day, at most, before Lunais will arrive to confront you, and no amount of running, whether through time or space, will be able to prevent that. On the bright side, this version of her isn't the Eternal Mother, capable of rewriting the history of the entire universe. However, this version of Lunais will be fully empowered, capable of, in another timeline, going toe-to-toe with a God of Time and God of Nightmares and coming out on top. Attempts at negotiation or surrender will not work, you will have to find a way to withstand her attacks, or defeat her. And if you kill her, all time will fall apart, so any such defeat would need to be non-lethal. If you manage to hold out through 24 hours of combat, she may start listening to you, and you may manage to talk her down.

Regardless of whether you manage to do so via a martial victory or outlasting her anger, if you manage to win, you will be able to convince her to come with you, once she has dealt with Sandman and Nightmare. The version that accompanies you won't be a full goddess, and will in fact have given up quite a bit of the power she has collected. However, she will still have the entire Time Messenger perkline and item sets, as well as 600 CP worth of additional perks, and non-CP backed versions of all orbs, necklaces, and rings. She will also be accompanied by her familiar, Meyef.

ENDING AND NOTES

Finally, the time will come for the Jump to end, and you will have a choice to make. Will you:

Go Home? -OR- Stay Here? -OR- Move On?

Notes

- **IMPORTANT:** If you ascend to the position of a god during this Jump, outside of the temporary ascension when finishing Lunais Mode, that qualifies as you electing to stay in this world to watch over the timestream, and therefore ends your Chain here.
- During the normal course of the Jump, circumstances arise where the Sandman 'destroys' the universe, effectively un-making it until Lunais can defeat him and restore it. If this should happen during your Jump, it will not count as a Death or Chain Fail of any kind, unless you've taken Lunais Mode and end up losing to the Sandman or Nightmare. If you don't end up somehow accompanying Lunais to the final conflict, you can either be transported to one of the 400CP 'safe space locations' you might have purchased or Paradox Proof will simply cause you to pop up in the new timeline when Lunais wins. If whatever butterflies you've introduced lead to Lunais losing and the universe being unmade, you will simply be booted along your Chain to the next Jump, as if the Jump had ended normally.
- Note that the above only applies to protecting you from the universe being unmade by Sandman. Normal deaths can still befall you, and something like a Harvest Rat eating off your face can still end your chain.
- Certain perks are capable of synergizing together. For example, Time Spindle and Portalist could allow for someone to move their time portals in space, or even reinvent a version of the Timespinner, even without blueprints. Exactly how perks synergize is left up to personal imagination.
- Drawbacks that do not allow Companions to take them individually do not provide any additional CP to Companions, even if the effects of the Drawback will affect them.
- In game terms, the Lunais you fight in Hidden Boss would be Level 100, with Orbs around Level 500 or higher, plus additional perk-like powers. The Sandman and Nightmare you face in Lunais Mode would be scaled up to the point of giving that Lunais a difficult fight, though still beatable.

Changelog

- V1.0 - Created
- V1.1 - Important note about ascension in-jump.