



Anael Jump

Version 1.0

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Welcome to the Troyverse! This omniversal setting is positively stacked with esoteric lore and potent concepts but at its core, there is one idea that is omnipresent and that supersedes all others; joy is at the core of everything.

Joy is the supreme power at the beating heart of the omniverse, it is the truest, greatest power of the greatest divinity of them all; the Archdeity of Eternity themselves. What only some wise, truly well-learned scholars know is that it is prophesied that someday an ultimate, conceptual, living embodiment of joy, one destined to equal Joy, one of the Archdeity's children, herself, will arise. Today is that sacred, holy day, and you are the person who is destined to equal Joy, the archdeity's daughter, the sacred being known only in ancient legends and holy prophecies as the Anael. It is entirely possible that you are not yet at the apex of your power, but one way or another you will one day be second in power only to the Archdeity themselves. Perhaps you ARE the archdeity (at least an aspect of them)? Or maybe they made you in their dreams to be their perfect, one and only true love? Regardless, the omniverse is waiting to meet you.

You now have 1000 Joy Points. Use them wisely.

This is a NSFW jump inspired by the Anael CYOA by TroyX. [Click here](#) to view and peruse the source material yourself, though do know that it is EXTREMELY NSFW, while also being quite Hopepunk in terms of its tone.

Author's Note: This is an incredibly powerful jump based on a CYOA that gives the player power just beneath that of the Archdeity of Eternity, the most powerful being in the Troyverse. There is an origin for a more normal experience, that of the Mortal, but this is intended to be a cosmically powerful jump that could allow those who partake in it to complete their chains (and it does feature an end-jump scenario). Those considerations and that context can be enjoyable for a range of jumpers, be they people who want an easy chain, people who have reached this level of power by themselves and are looking for a unique end-jump scenario, or any other sort of person. That said, if cosmic scale things aren't your speed it's my hope you enjoy the Mortal origin.

Also, this jump is, at the time of its completion, the strongest NSFW Troyverse jump completed by the jump author. It will likely remain that way until/unless Troy releases a CYOA for an NSFW being stronger than the Anael.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump.

Mortal (+200 JP): By taking this origin the **You** that you become when you initiate this jump was, prior to the apotheosis that led to them becoming the Anael (which occurs the second before you become them) was a mundane mortal somewhere in the multiverse. They lived an ordinary life, and did the best they could, but have no special talents or any bit of extraordinary luck. This origin is about individual happiness, small-scale effects, and personal change.

Adventurer (Free): This origin is for those who were adventurers, kings, emperors, presidents, or other people with power (be it personal, political, social, etc.). In case you choose this origin your jump begins with you having just undergone your apotheosis after a moment of triumph. Perhaps you won an election, married the next-in-line to a powerful dynasty, or just built your magnum-opus a weapon or piece of technology of some great power. This origin is about social happiness, medium-scale effects, and societal change.

God (-400 JP): This origin is for beings like gods, powerful monsters, and mighty jumpers. It's well within reason for someone here to be someone from this setting already, such as an ascendant, the Emperor/Empress of Etherscape, a Sorothustran, or perhaps something even mightier, like the Grand Adonis or Living Hyperion. This origin is about cosmic happiness, large-scale effects, and change on cosmic scales.

Starting Location:

1. Anywhere In The Main Multiverse

You can set your starting location anywhere in the main multiverse Troy's CYOAs take place in. You can begin on Veiled Earth, in the Empire of Etherscape, at the End of Time, or even in places like the prime overhell if you want. Though a sensible starting place may well be Veiled Earth. Long ago the actions and politics of an ancient group of alien exiles originally from far away in both space and time resulted in the Solar System containing Earth, Mars, and other local planets, getting shrouded in a **Hyperion Veil** which protects the worlds from overly ambitious outside influence and power.

This specific veil operates somewhat differently than other veils do (allowing outsiders to set foot on Earth and other veiled worlds, though only on the "Supernatural" side of the Veil, as opposed to most Hyperion Veils which wholly keep out outsiders), and it shrouds and protects (most) humans from even learning of the truth of the supernatural.

You have lived a life where you have begun, unless you are a drop-in. If you are not a drop-in then you have a local history that you can configure pretty freely, such as being royalty, a demi-god, or anything that is not integrally tied to some other Troyverse jump (unless you've been to that jump already). Once you decide your specific starting location your mind fills with memories of who **You** were before the jump initiated, and you blink and find yourself in your chosen location under circumstances of your devising.

You remember your build. And then you begin to move, gaining control of yourself in your newfound capacity as the mythical **Anael**.

Perks:

General Perks:

Supreme Joy (Free & Mandatory for this jump): For free, by default, as **The Anael** you wield the power of **Supreme Joy**. This impossible, resplendent power makes you generous, magnanimous, and good-hearted, as well as lets you channel the **Supreme Force** in the omniverse and be its **Ultimate Expression**. Your joy overcomes literally everything, be it logic, concepts, and even omnipotent or invincible beings. This functions similarly to the concept of the **Power of Love** or the **Power of Friendship** but is even more inviolable.

When you utilize your **Anael Form** you are well and truly invulnerable. As the Anael you are completely and totally immune to harm in any form, regardless of the source of harm or type of harm it would inflict. This effect even extends to those you love.

Your joy-powered and Anael abilities are unstoppable and unique to you alone. There are no circumstances (barring drawbacks) wherein your powers can be copied, hindered, stopped, stolen, resisted, mitigated, etc.

Finally you have a hilariously strong plot armor that manifests, narratively, due to the love that the omniverse (in this jump, and the setting itself in your next/future jump and jumps) has for you. The omniverse gives you impossibly good, joyful luck that ensures that while you are in this form only events that would benefit you in some way occur.

In future jumps your Anael appearance and physiology becomes an alt-form you can access and don at will (barring drawbacks that trump and lock away your ability to access alt-forms).

Troyverse Physiology (100 JP): This perk grants you absolute control over your fertility, your attractiveness is boosted enough to make you a 10/10, you are perpetually clean, and you gain an ability to learn languages spoken by others through physical touch. More intense kinds of physical touch can grant you a greater knowledge of languages, but we're applying a very loose definition to the phrase "more intense". If you are giving someone a massage that is considered "more intense", as is engaging in an unarmed brawl, and, of course, dancing and other fun activities can also be considered "more intense". The other person doesn't sense anything supernatural when this occurs.

You can also have hybrid children with others that inherit the best possible traits from both parents (normally, in most jumps with this perk, this effect tapers off and loses potency when it comes to traits like Omega Sparks and Ascensions, and effects and statuses of such power are not guaranteed. **For this jump, this iteration of this perk does not taper off and lose potency. If you have offspring with someone, they are guaranteed to inherit any possibly inheritable trait, unless you or your partner wish otherwise.**). People will also be far less judgmental of your relationships so long as everything is age-appropriate and consensual.

No one can control your gender or sex but you. When relevant, you can ignore any gendered and/or sex-ed language and expectations with this. Your career types also won't be limited based on your gender and/or sex, letting you do stuff like being a male priest of Lolth.

Let There Be Light (200 JP): One underrated facet of the Anael is their mastery and power over light. This perk gives you unlimited power over light, able to use and mold light in any way that you choose. You gain the power to infuse light, conceptually, into others, able to will it to burn away darkness, wickedness, and selfishness. You can also do things like create light from nothing and give people the ability to see.

Lord Of Life (400 JP): This is a power on par with anything located in **Anael Customization Section**. It grants you total power over life itself; you can create life from nothing (though how strong the life you can create depends on your own actual power) and such life is loyal to you and eager to do your bidding, the ability to modify life in any way you choose (again, your own

personal power determines the sharp, ultimately temporary, limits of your powers), and can even control life if you wish to ensure that the lifeforms you create do not behave maliciously or go against your will.

Mortal Perks:

Joy Booster (100 JP): This simple perk bolsters the joy your actions cause in others. All it does is make it so that your actions that cause happiness are a little better in every respect, and causes you personally to more easily spread joy.

Matter Of The Heart (200 JP): Those touched by your benevolent actions want to spread the joy you made them feel. This makes it easier to motivate individual people to do good.

Love (400 JP): The Anael is an entity of love, itself a feeling derived from joy. You are a triumphantly powerful resplendently glorious being of love, capable of inspiring it on an individual scale with as little as a soulful look or a chaste gesture like a small kiss or a light squeezing of the hand. You can also empower the ability of others to induce it towards themselves with a bit of intent, functioning like a blessing.

Benevolence (600 JP): Your joy is a personal thing. In your presence villains repent, let go of their wicked ways, and become devoted to doing goodness. Even wicked serial killers, unrepentant tyrants, and embodiments of hate feel the gentle spear of your goodness as it cleaves through the numbing cold of the bitterness that plagues them.

Adventurer Perks:

Communal Thinking (100 JP): You understand the impact of communities you're in in terms of their impact on others (including those already inside of them). This allows you to think more easily of how to turn those you lead into forces for happiness and agents of goodness. With this your communities will be better at making their global and universal impact trend towards the proliferation of goodness and joy.

Good Begets Good (200 JP): Other communities that feel a positive impact from people you lead will remember it and want to share it. *One Good Turn Deserves Another* and all that. Your actions and leadership can set in motion a chain of events that makes the world a better place.

Humane Society (400 JP): Societies you lead are filled with love and compassion for other communities. The love you spread is more social in nature and those who are led by you are more capable of seeing the goodness, light, and life in anyone, even those wildly different from them.

Joyful Leadership (600 JP): Places you lead slowly become utopias even without your direct leadership. People you trust and elevate simply want to do better, inspired by your goodness, and work to make their homes better places. This effect inspires other communities that

encounter your people to be better themselves, to push global trends towards benevolence, joy, and life.

God Perks:

Natural Impact (100 JP): When you study nature and the cosmos you understand, on a level that is deeper than words, the impact of natural events on the amount of goodness, life, and joy in the universe. You can subtly ask nature and the cosmos to move in ways that are better for life, goodness, light, and joy, and nature will listen.

Cosmic Kiss (200 JP): Nature and the cosmos itself are affected by your presence and subtly moved from indifference towards a more positive attitude towards life. Your presence alone is enough to make gravity less harsh, making its impact on life less keen, and you can naturally improve the health of things like trees or make stuff like the water cycle more conducive to the needs of local farmers.

Lingering Light (400 JP): Your presence excites the universe around you, swaying inhuman and seemingly inanimate forces towards more benevolent displays that positively affect life. This can even reverse damage done to things like the environment, if doing so would be a net good for all of life on a macro-scale.

Sacred Skies (600 JP): Even nature bends to the splendid purity of your joy, and thus the cosmos itself surrenders to your will. Physical laws bend in glorious, laughter inducing ways, and the inanimate becomes animate in your presence to please you and protect life. You can make anything come to life, fill any object or concept with sapience and in doing so fill them with love, joy, and radiant goodness.

Anael Customization Section:

There have been a number of Troyverse jumps with an equivalent to this section. This section is not quite like them. While prices are included here, and powers can be purchased if you wish, there are also customized scenarios for every single one of the eight powers described here, allowing any jumper to earn any or even all of these powers as they wish without spending JP on them (at the expense of not starting the jump with the power you wish to earn this way).

In Your Wake (200 JP): Life blossoms in your wake with plants sprouting where you tread, flowers budding, and trees bearing fruit. This happens even out of season in places where such events should not be supported and supportable by the environment in ways that help the environment, with the new plant life sustaining itself after you leave. The spirits of these plants will often awaken into sapience, developing dryads and other such spirits with sexy bodies that worship you in every way.

Font Of Healing (200 JP): You are a natural font of healing energy with abilities that work on any form of life or sapience (including robots and undead). Your presence is enough to soothe physical pain and cure minor ills. Bruises disappear as you pass by and scars themselves

vanish with the merest flickering of your intent. With a look you cure anything and can even regenerate limbs, while your touch resurrects the dead.

Beautify (200 JP): With the barest touch you can sculpt people and objects, even buildings if you wish, into any beautiful forms you wish. You define “beauty” in this context. Those you sculpt will find their new forms incredibly beautiful and will be incredibly grateful to you.

Bestow Immortality (200 JP): With a touch you can bestow immortality upon other people. They will not age past their prime and if already past it they age back to it. You can even activate an area which automatically bestows this upon other people (and excludes anyone you’d want to exclude), but if you do you must power this aura by regularly making love to those you love.

Natural Harmony (200 JP): Animals consider you their friend and are tame in your presence. You can also harmonize the world around you, making nature less savage while reducing the negative impact of civilization by making artificial objects and bodies more aligned with natural aesthetics and materials while removing all pollution.

Peacemaker (200 JP): With your presence you can remove violent impulses from others and instill in them a desire for mutually beneficial peaceful compromise (which doesn’t prevent them from defending themselves or those they care about). Your presence also calm people internally, allowing for psychological and emotional healing.

Prosperity (200 JP): You can choose to permanently bless an area with fantastical prosperity, making it some variant of utopia forevermore. Logic and luck themselves will bend towards this end such that reality in the area seems to run on the power of friend and love. How large an area you can bless with one use of this power is determined by your origin.

Aura of Joy (200 JP): This is a passive aura which can be toggled on or off and dialed up or down in intensity will spread your eternal joy to those around you, as permanently and as unshakably as you’d like. This turns even hated foes into friends, and ends the impact hate and rage have on those who have felt this aura. In time you’ll learn to spread this joy to inanimate objects and concepts, causing the sun’s rays to be purely beneficial, the oceans of the world to make their water safe to drink, and improving the yield of farmers to make them happy. As this power matures you can gain the power to share this aura with those you love, and those you make love too, as well as your offspring, all of whom are able to share it with those they interact with.

Items:

General Items:

A Mysterious Tower (100 JP): Early on in your journey you come across an opulent tower. When you approach it the thing opens up for you, as if it were made for you. It is a perfect, easily transportable home, responding extremely affirmatively to the power of *Joy*. When you

investigate it you find a note signed “Gone looking for my hubbie, I’ll be back... eventually!” The note is signed “J”. How strange...

Mortal Items:

A Pristine Garden (100 JP): This odd garden is breathtakingly lovely, and inhabited primarily by a beautiful gardener named Selestora and a small group of lovely nymphs and dryads. This lovely woman has a divine-level affinity with life and seems to be the place’s chosen caretaker. The place’s other inhabitants are playful figures who like flirting with you and tending to your *needs* as well as frolicking with Selestora or doing her bidding.

Galaia Milk (200 JP): This is the delicious, ambrosia-like fluids of a beautiful queen of a civilization and species known as *The Galaia*s, well-known for their delicious, hedonistic fluids. The queen is well-known for her simple, but more thoughtful than most members of her race, attitudes towards non-reveling activities and her big-hearted generosity. This is a refilling bottle of her milk, which can sustain any being who imbibes it for a long time as well as fills them with happiness. This milk can also be used as a potent magical reagent. The bottle refills every hour, so anyone who gets it can be constantly buzzed and satiated by it.

Animae (400 JP): This pair of twins are *animae*, the perfect, conceptual soulmates of the person whose soulstuff they are formed from. Normally a person only gets one, an *anima*, but your soul is so powerful it produced two. As the conceptual soulmates of the Anael, these beings have the power to create soul mates for other women by having lesbian sex with them!

Adventurer Items:

A Beautiful Portal (100 JP): This portal is a shimmering doorway to a strange place that is, until you find it, impossible to pass through. The very area around the portal itself is a place of paradise-like beauty and splendor and those who behold it feel the evil and hate in their hearts vanishing. When you find it, you step through the portal with ease and find yourself in the presence of a beautiful maiden bathing in a pool of holy water. In future jumps this leads to similarly blessed and holy places.

Holy Redemptive Order (200 JP): This is a sisterhood of redeemed individuals who were once villains of great power who felt the redeeming glow of your gentle love as you ascended. This group of former-villains are telepathically connected to each other and use their brilliance and power to find each other across the omniverse and then find you, eager to serve you and to be loved by you. They also gleefully leap at the opportunity to redeem others, particularly villainous women.

Beacons Of Gireldor (400 JP): This is a small group of geniuses-turned-bimbos-turned-geniuses-again. These women are brilliant scientists, now, who had to briefly sacrifice their brilliance to save their homeworld from corruption (of both esoteric and somewhat more literal varieties), and they were saved when the Anael’s brilliant, restorative

luminance rocketed throughout the omniverse, fixing and restoring things that were broken or sacrificed if it'd make people happy. They appear near you mere days into your stay here, eager to serve you as scientific advisors and lovers who can devise purifying and restorative sciences for anything you need to fix or restore.

God Items:

The Archangel (100 JP): You have earned the loyalty and love of the angel reputed to be the wisest, kindest, and loveliest of all angels; Metatron. She is a loyal servant, eager to see goodness spread throughout the omniverse at your behest, and she worships you as the living embodiment of joy, serenity, and goodness.

Collection of Cosmic Broodmothers (200 JP): Broodmothers are powerful immortal incarnations of pure fertility. They are constantly pregnant even without sex and can, like the some sufficiently powerful and fertile monsters, spawn all manner of new sapient races. They are eager to be bred by the Anael, and offer themselves, and the services of their offspring, if such an offer will please you and encourage you to sleep with these very embodiments of life and motherhood.

Church Of The Heart (400 JP): This is an order of stunning women (or people of your preferred gender(s)) who have devoted their lives to the concept of the *Heart*, the power of love, hope, and friendship. These individuals have drawn people from the *Heart* and when you emerge as the ultimate embodiment and manifestation of the *Heart* they immediately begin to devotedly and excitedly worship you, eager to do your bidding and spread your glorious truth with the omniverse.

Companions & Followers

Import (50 JP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 HP to spend themselves on perks, and items. Companions cannot take drawbacks.

Narratively... the Archdeity simply decided you'd have more fun with more friends, so the deal he struck with your benefactor has been extended to include a group of your homies, or maybe members of your harem (he's into that, so no judgment from him.).

A Harem of Goodness (Free/50 JP): For free you can select any eight individuals or groups from the base CYOA to accompany you as your harem, importing for free into future jumps as followers (though you can pay to import them as companions if you wish). Any person or group of people in a single character slot counts as one person. You can also include any four people or groups from other CYOAs in the Troyverse for free (Same rules as before, any individual in their own character slot counts as one character, while any group of people in a single slot counts as one character). For twelve more slots to fill your harem with you can pay **50 JP**.

New Friends (50 JP): This option is for companioning other Troyverse beings. Normally this section would have a spiel about power and about how power matters for determining the cost of your ability to companion new folks you meet here. Not so for this jump. This jump is powerful enough that if you can convince someone to accompany you here, they all cost the same.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause a scenario fail, a scenario fail does not mean death it simply means you don't get the rewards for the scenario unless otherwise stated. If relevant you can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

Seeking Beauty:

The omniverse is replete with beauty. One day while pondering the beauty of the cosmos you feel a strange, yet pleasant sensation in your heart. If you focus on it you find that it is guiding you, calling you somewhere. If you decide to follow the thing you will use your Supreme Joy and you will eventually end up watching a beautiful elf-like woman as she uses a curious power to make a building more beautiful! The woman turns, spots you, gasps, and then vanishes. Your power over joy allows you to realize she was delighted to see you, and you are filled with a desire to find her again. Seeking her out is your mission. If you find her, you succeed and are surprised to find her conversing with a friend, **Finnenine**.

Reward:

You have reconnected with the beautiful woman. She explains that she is a wandering mystic who has long studied beauty, and gasped because when she saw you she realized you could not be beautified in any way. She fell in love with you instantly, and is now deeper in love with you after you sought her out. She offers to teach you the power of **Beautify** if it means she can stay with you. As your reward you get the power, and you can take Ainezulie with you on your chain for free (without her taking up a slot in your harem!). **Finnenine** also has a reward for you, if you're interested: she offers to teach you how to combat entropy in living things, and in doing so teaches you the sacred art of how to **Bestow Immortality** on the living.

Paradise Prosperity:

Your travels take you near and far, to grand libraries and into intimate conversations with wise sages. One eventually tells you of a mystical place, a perfect paradise known as **Quentra**. She explains that the place is the result of powerful wish magic and a pure soul known as the Zenith Monarch. You decide that this place is worth visiting. Seeking it out is a challenge though, and to find it you may have to rely on your powers, connections, and even a bit of history, if you are lucky enough to have been to a similar place before. But if you seek it out, you may well find it surprisingly close to home...

Reward:

You find Quentra and are welcomed by its Elurii maidens. They are delighted to meet you, and eventually lead you to their Queen. You are all surprised when you find the Zenith Queen in conversation with a beautiful goddess, the goddess Kallalasi. Both of them are delighted to meet you, and Kallalasi recognizes your title if you share it with her. She asks for permission to weave a tapestry of epic glory and intimate adventure with the story of your destiny, and in exchange promises to teach you a power you'll love: that of **Prosperity**. The Zenith Queen, delighted by this, offers to teach you the power of **In Your Wake**. If you wish to stay awhile, the Queen and her Elurii will joyously fall in love with you and eagerly accompany you on your chain if you'll let them.

Purifying The Overhell:

Your joyfulness and sense of love compels you to do a difficult and long thought to be impossible task in the multiverse of **Your** birth. You desire to dive into the primordial overhell, the hell from which all other hells are birthed, and purify the **Dark Lord** himself. This task will be challenging, difficult, and epic in scale and scope, requiring wits, bravery, and power, as well as a steadfast heart and unyielding courage. If anyone can do it, it is you. At the end of it you will be face to face with both the **Legendary Dragon; Echidna**, and the mythic **Dark Lord**. If you succeed in purifying them, filling their hearts with joy and love they will happily let you into the darkest sanctums in the dimension so your purifying radiance can save even the darkest pit fiends and most hateful fallen angels.

Reward:

In the depths of the Overhell, the Dark Lord frees angelic prisoners, these stewards are the children of **The Creator**, the mythic mother of the multiverse. They thank you for your heroism by teaching you the legendary skill they know, the reason why the Dark Lord locked them up. They teach you the art of the **Peacemaker**. The version they can use is only so powerful, but this sacred aura is unlocked in full in you, your powers over joy able to awaken it to previously unseen degrees. They also happily accompany you on your chain, and so too will the Dark Lord, Echidna, and even the Creator if you'd let them.

Invigorating Ivrisse:

On your journey you find many gods and goddesses, many of whom are delighted to offer you temporary lodging in their homes. One goddess you meet is a particularly fascinating and beautiful nature goddess named Ivrissee. She actually asks to accompany you when you eventually move to depart from her home. She confesses to you that a part of her has grown tired and is struggling with maintaining enthusiasm lately, but that that feeling is lessening in intensity the more time she spends with you. If you accept her request, and see to it that her enthusiasm is restored by spending time with her in beautiful locations you win her heart and she shares sacred powers with you.

Reward:

Ivrisse joyfully shares the power of **Natural Harmony** and the equally important power of **Font of Healing** with you. She also asks if you'd be her spouse and form a pantheon with her, where civilization, joy, and nature are the three most important things in the faith.

Finding Joy (End Jump Scenario):

The mysterious tower you found near your early days in this jump begins to slowly lose its luster as the days in the jump turn to weeks, to months, and then to years. In the final weeks of the jump the tower is found again, this time in disarray. You decide to investigate.

You search through every bit of the tower looking for clues as to the location of its owner, and to the fate that befell her. You eventually find something that suggests that she went to search for a mysterious being named *Gaia*.

If you follow up on this lead you learn that Gaia is the name of the animating spirit of the Hyperion Veil on the world known in multiversal and omniversal records as **Veiled Earth**. When you arrive there you are led to the city of Atlantis. Gaia confides that she has seen **Joy**, who you learn is the daughter of the **Archdeity Of Eternity**, Gaia's creator. Gaia tells you she'll tell you where to go next on your journey, if you help the planet. When you do as she asked, she confides in you that Joy went to the **End of Time**. At this stage you probably huff in annoyance and go after her.

You appear in a ruined megalopolis with advanced sci-fi-like tech. You investigate it until you find yourself in the long dormant heart of the city, and are surprised by a holographic figure that identifies itself as Delphi and then asks you if you are looking for Joy. When you nod your head yes the figure tells you to follow her. She guides you to a teleporter, and tells you that you'll find Joy on the other side of the teleporter. When you step into it you find yourself in a large chapel, and spot a figure in the distance dressed in a beautiful dress. You approach her and somehow **Recognize** her as Joy. She smiles at you and beckons you forward.

Reward:

Joy thanks you for finding her, telling you that she was asked by her family to give you one final test. She then reveals a secret that may well bring light and joy to your heart.

She finally kisses you, in a **You May Kiss The Bride** moment, and sighs into your neck afterward. Joy is your eternal bride, and eagerly happy, forever loving, and ready to spend eternity with you.

She teaches you **Aura Of Joy** in its full brilliance and luminance, as well as has her parent, the **Archdeity of Eternity** give you your spark, if you want it as a sort of dowry. If not she is more than happy to accompany you on the rest of your chain, adventuring with you for as long as you wish. If you ask **Glory**, or **The Archdeity** to accompany you, they certainly can as well.

Drawbacks:

Extended Stay (Varies): This is a handy drawback for any Troyverse jump as ten years here is not very long. Each purchase you select allows you to stay for another ten years and gives you 100 HP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Stereotypes (100 JP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Arrogance (100 JP): Potential enemies are incredibly likely to be filled with arrogance and think they could take you despite the sheer lack of evidence supporting that view. Expect to have to do something about foes, despite how obviously outclassed they are.

Despair (100 JP): Despair is a real force here, and it is determined to undermine you at every turn. Nonetheless, despair is weak in the face of your eternal cosmic joy and so it shrinks back whenever you face it openly, be it when it attempts to worm its way into your heart, or when it tries to sneak into someone else's.

Realism (100 JP): Despite your cosmic power the most common problems you'll face are mundane ones. They may be solved with laughable ease, but that won't stop them from coming.

Remote Reaches (200 JP): Things like teleportation magic just do not work with you. If you're gonna travel the omniverse you have to do it the old-fashioned way.

Real Politics (200 JP): The Troyverse, particularly the Veiled Solar System, tends to have things go right. People tend to be either kind or competent, usually both, and while ambition and cynicism sometimes rear their ugly heads, usually they are overcome. Typically by the power of friendship, love, and this gun* someone found. This drawback darkens that, just a touch. This

isn't enough to overcome the overall happiness and peace of this setting, but more people are more grim, politics are more cutthroat, and at pivotal times despair can creep in if you aren't cautious.

*The protagonist of any given CYOA.

Disruptions Abound (200 JP): Somehow you can never just travel from point A to point B with the appropriate ease. An endless cavalcade of small disruptions will conspire to make you late constantly.

Elemental Morality (200 JP): In the Troyverse morality is actually pretty skewed towards the light. Even demons have good guys, and there are very few pure evil beings. This takes that and ignores it, making morality more black and white, and skewed slightly towards darker stuff (such as all demons and all devils being evil). That said, such beings still cannot overcome your joy, so you find yourself being a much more important focal point here.

Census Troublemaker (200 JP): For some reason your goals and the goals of the Census Takers never seem to mesh. You encounter them constantly and they are always ready to get in your way. Frustratingly, this also leads to a lot of conversations with the Underboss, who at first nicely asks you to leave them alone and eventually gets more annoyed with you.

Dramatic Bastard (400 JP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for a Sorothustran can be a powerfully negative fate.

Cosmic Antithesis (400 JP): This cosmic force embodies some aspect of reality that you aren't a fan of. It turns out that it can sense that and the feeling is mutual. This creature will try to turn others against you and get you isolated, because it knows it is too small to do anything of real importance to you other than isolate you. If you kill it, a possibility due to your overwhelming power, other cosmic forces will view you with suspicion and fear, and may begin to believe what it said about you.

Cautious Baddies (400 JP): The only real defense against the Anael's powers are to avoid them. And this is a lesson that baddies learn quick. Your powers cannot affect what they can't touch, unless you're at a high starting scale, so foes learn to be more shadowy in their tactics and to be less direct in their assaults.

Sly Snake (400 JP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

Age Of Myth (400 MP (Earthly tier) 600 MP (Exciting tier) or 800 MP (Epic tier)): At the start of your time in this jump you immediately know of strange rumors, from word of an eldritch being stalking the world of Mars, to rumors of activity in an otherwise desolate pocket of the multiverse that has been empty for as long as anyone has recorded. This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken.

If you take the Earthly tier of this, that means that characters at around the power level of the Zenith King from A King On Mars begin to appear throughout Veiled Earth and on Mars. This tier causes the Oberon, Zaar, Mulo, Endymion, Grigori, and Incubus to appear at the same time as you, as well as causes Mars to begin to become the center of a lot of mischief.

If you take the Exciting tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding.

If you take the epic tier this full awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Living Hyperion, Joy, Glory, and even, potentially, the Archdeity herself. This does not guarantee you will interact with these figures, but it's entirely possible that you could encounter them.

They Know You (600 JP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

Multiversal Overfoe (600 JP): You have made an annoying rival in the form of an egoistical Multiversal Overdeity who deeply dislikes you. This individual will always want to steal your thunder, or disrupt your life in ways that they think would annoy you. By default this is more a one-sided rivalry on their part, but if you want to get an extra 200 JP you can instead make it so that this foe wants to see you defeated, brought low, and then killed (if such a thing is even possible). Perhaps it's scared of your power?

A Worthy Foe (600 JP): This drawback selects a being of cosmic power, such as The Dark Lord, the Behemoth, or the Enemy, and empowers them drastically. They gain great enough to actually withstand contact with your powers and to give them the powers to challenge your rise to greatness. They will be far more active, dangerous, and hateful than they'd otherwise be, challenging every bit of your goodness with their maliciousness and hate.

Ending:

Return Home:

Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here. Your home is awaiting you, oh joyful one.

Stay Here:

Take another 500 JP and add any final bits to your build you wish, in exchange for making the Troyverse your new home. This is an infinite omniverse, so while you aren't a Sparked Jumper, you can mimic their abilities in many respects and you, as an Anael, might actually be able to contend with them. Who knows?

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, show the true omniverse the unlimited power and glory of the Anael themselves.

Notes & Mini-Changelog

- This jump was started and completed on the same day. Wild.
- Version 1.0 of this was published on October 15th, 2024.
- This is derived from an NSFW CYOA set in the same grand setting as Emperor of Etherscape and the Last of the Omega Lords. The overall name for this setting is the Troyverse, and it is the name the fanbase has given to the collective works of TroyX, a Redditor, and Questionable Quester.
- This jump is the final jump of the OG 3 I planned to do for the Troyverse, with the other two being the Living Hyperion and the Grand Adonis. Grand Adonis ended up being the simplest for me to adapt, so I ended up making it first. A combination of life and also me wanting to become a better jump-maker led to me putting off L.H. until I sat down and did it in about a day and a half. I did Anael even faster.
- The Anael is the second most powerful being in the Troyverse. It is second only to the Archdeity themselves.
- Note, if you want Joy can accompany you from the start of the jump and the tower can belong to Glory if you still want to use it as the start of an end-jump, letting you replace Joy with Glory for all intents and purposes.
- So in MY headcanon, the secret Joy tells you during her scenario is that the world you fixed was actually YOUR world, and that your jump has taken place IN the omniverse of the Troyverse. Basically you were always destined to awaken as the Anael and that you sparked by cleansing your world and turning it into a utopian paradise through the usage of Anael powers. But that's my personal headcanon, you can pretty freely ignore it and replace it with whatever you wish.