



Cosmic God Ascension Jump

Version 1.0

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Throughout the multiverse there are countless divinities, gods and goddesses of all stripes and domains. The power of individual gods or even groups of divinities is as diverse as they are. The deities who dwell at the top of the divine mountain are known as Cosmic Gods.

Cosmic Gods become cosmic divinities by hearing sacred sounds, the **Logos** the Divine Sounds And Mystic Words of Creation. A Cosmic God hears fragments of the Logos and in doing so learns spiritual secrets and esoteric principles related to aspects of reality which they instinctively bind to themselves and gain the power to draw strength as well as significant influence over them.

This binding is what allows a cosmic god to gain power from distant examples of their domains. A cosmic god with power over fire draws might from even campfires occurring on the other end of the multiverse started by children who don't know of them as well as drawing power from infernos started in their names. Take hold of this power and use it to shape the multiverse as you will.

You now have 1000 Divine Points

Author's Note: Welcome to the Troyverse, this is a vast, at some point conceptually powerful setting. This particular jump is immensely powerful, on par with the Sanguinarch and Transynth jumps, and is based off of the Cosmic God Ascension Choose Your Own Adventure. This particular method to enter the Troyverse allows you to become a cosmic-scale divinity, one capable of (with the right build and/or the right circumstances), affecting entire universes with one use of your abilities. You are on the cusp of a cosmic adventure that'll last a decade and if you are the adventurous sorts can take you from the heights of a cosmic god's divine paradise to the sickly depths of the Overhell if you wish to experience the heights of depravity or stop the unrelenting march of evil and sin throughout the multiverse.

This jump will incorporate a healthy amount of divine lore from across multiple of Troy's Choose Your Own Adventures, and so anyone who wants to experience them blind would be wise to do that before coming here. Please consider this a **Spoiler Warning** for assorted Troyverse lore.

Origin:

Cosmic God (Free):

Cosmic Gods are the apex of the divine, they stand at the zenith of reality and the strongest Cosmic Gods give even manifold ascendants and Dragon Lords pause. To be a Cosmic God is to be akin to being an embodiment of an idea. A Cosmic God of Life overflows with vital energy, while a Cosmic God of Death brings the end wherever they go.

Cosmic Gods usually embody one or more of the following twenty domains: Love, Lust, Fertility, Life, Death, War, Creation, Knowledge, Science, Magic, Psi, Fire, Air, Water, Earth, Spacetime, Order, Chaos, Light, and Darkness. They draw considerable power from each of their domains, and even the weakest Cosmic God or Cosmic Goddess is a mighty pillar of power capable of fighting small legions of foes, while the strongest Cosmic Gods and Cosmic Goddesses can fight against entire universes of non-ascendant foes and come out on top. Some cosmic gods do not have domains but they are exceedingly rare.

Cosmic deities arise from all corners of the multiverse, sometimes even coming into existence as fully formed ascendant divinities. That said some origins are more common than others amongst the holiest of holies and the darkest of the divine. Those who become almighty cosmic divinities arise, on occasion, from mortal backgrounds. In some cases they steal a snippet of the holy song of creation from a deity, occasionally an ascendant themselves, in rare cases they hear glimpses of a song sung by a divine voice while between realities or as their soul transitions to an afterlife. Perhaps the most common origin for mighty cosmic deities are angels who serve divinities, sometimes cosmic ones, rising through the ranks before hearing a fragment of a sentence in the first language of the multiverse and ascending themselves. Sometimes a legend will arise who at the moment of the first of many mighty triumphs hears a sacred sound and transforms, or even seizes a quiet utterance from deep in reality itself, and upon touching it undergoes a spontaneous ascension.

All of this is a way of saying that as far as your age, gender, sex, and all of that background stuff goes you can feel free to customize the more specific details of your own history pretty liberally.

Starting Location

You can freely pick which place you start in, or roll a dice to make the choice for you. If you have new memories, your memories will give you knowledge of a plausible backstory explaining your presence in whatever location you start in. If you don't want to start off in a random appropriate location, you can opt to start off in your divine realm (which you will be able to customize in this jump doc)

1) Pandeus: This is a fascinating, holy place. In the universe this sacred space is located; it is a gleaming golden city of the gods. It is filled with pantheons from throughout the universe and it is hidden away in a corner of the universe. This place is kept safe by a series of powerful treaties, followers of the gods who live here, and by the careful eye of the Emissary, a watch deity who watches over the city and the Bifostic; a bridge that can connect Pandeus and any other place in the universe.

2) A Shattered Realm: This strange place is by and large a ruin littered with bodies, destroyed architecture and infrastructure, and vestiges of both arcane and holy power. It seems some great battle was fought here, and very possibly not long ago. As you explore the place you come across records of a recent battle between the plane's native defenders and alien, hateful invaders. If you search far enough you may find a message left behind by one of the plane's few refugees, telling you and anyone else here who finds it to find her at the "End of time"...

3) Aerremgard: This curious place is one of the many realms of an ancient empire known as Etherscape. This realm is saturated by ether, a local energy field which interferes with non-ether powered magic and technology making it uncomfortable to non-ascendants and those not naturally used to the strange energy, and it is a place of ancient ascendant neutrality due to a pact from millions of years ago. Now some ascendants are able to use it as a neutral meeting

place, and Aerremgard is the most celestial and heavenly of all of its dimensions. There's a lot of opportunity to be had if you can find a way into the ancient pact...

4) Heaven: A paradise-like afterlife connected to a powerful deity whose primary worshippers live on the principal world in the Veiled Solar System. This realm is filled with the souls of deceased mortals whose faith and natures resonated with Trinity, the goddess who governs this particular afterlife and who is notorious among the gods of her homeworld for both her power and for her rather picky nature concerning who gets into her afterlife. Angels also dwell here, doing the bidding of their goddess and helping the souls who dwell in this place.

5) Deo Cartem Accord: Very possibly the largest governing political body in the multiverse, the Deo Cartem Accord is a gargantuan political body governed by demigods and beings on their level of power which includes a small number of ascendants (most of whom are not especially mighty individually). This enormously influential body governs a sprawling empire whose citizens enjoy near-utopian lives and whose rulers aid each other and non-violently expand their empire over time. You begin this jump in one such community that has very recently applied to and been accepted into the Deo Cartem Accord.

6) Elsewhere: This option is for people who wish to have freedom in terms of selecting their starting place. You can erect your divine realm almost anywhere in the multiverse, and in so doing make that place the capital for your faction of pious followers. This option does not allow you to start in one of the other multiverses in the Troyverse, in the lands of The Enemy, or in some sacred inviolable land like another cosmic deity's divine realm.

Cosmic God Perks:

Origin Perks:

Ascended Advantages (Free): Every type of ascended being gains a number of advantages that elevate them above the vast majority of non-ascendant beings. This perk confers those advantages to you, so long as you are in an ascendant state which as a jumper you can access at any time so long as you are not confined to your body mod or suffering from a power loss drawback. **After this jump your Cosmic God form & nature becomes an alt-form accessible at any time, while being a jumper's default form in their time in this jump.**

Cosmic gods are immortal, eternally the age they wish to be (which they can change at will due to their shapeshifting), they do not require eating, sleeping, or breathing to continue to live. They are naturally resistant to mind control (eventually freeing themselves from any mind control strong enough to actually work on them short of something done by a creature as mighty as the creator of the multiverse herself), nearly outright immune to supernatural abilities performed by beings weaker than ascendants, as well as being nearly immune to timeline tampering. They are capable of flight at speeds that allow them to move across a planet in an instant, and they are masters at overcoming resistances and immunities so long as their possessors are not fellow ascendants (or greater beings). Ascendants are talented shapeshifters and all Cosmic gods are capable of skillful shapeshifting as well. Cosmic gods by default can shapeshift to any

form ten times larger or smaller than their base and can emulate most abilities beneath superhuman in terms of their potency (anything on par with Spider-Man's physical feats). Cosmic gods possess enhanced brains capable of unthinkable multitasking, which is part of how such beings maintain influence over the regions they influence or rule over (most often indirectly), and use their remote powers (which is their ability to use their ascendant abilities through objects and places connected to them or through their followers).

These beings cannot be predicted with magic or supernatural means and cannot even be scried on in the present, barring efforts by other ascendants and other favorable conditions. Cosmic Gods, like all ascendants, are not constrained by time or space and can travel through both with ease as well as possess a nearly unstoppable connection to their powers and traits, which protects them from efforts to weaken, steal, block, or copy them.

Godly Groupings (Varies): As is the case with other divinities there are tiers of power even among cosmic gods. Each tier comes with an advantage or disadvantage as well as affects how much respect and fear a cosmic god garners among their peers (including other types of ascendants with sufficient knowledge of cosmic gods). The benefits of Greater Divinities and Supreme Celestials are mutually exclusive, so if you want unlimited access to rank X greater megapowers you don't get the second free domain unlock.

Cosmic demigods (+350 DP) are the weakest of the cosmic gods and widely speculated to be perhaps the weakest of the ascendants at least as far as their personal power goes. They are still ascendants and can fend off all but the very strongest non-ascendant gods, but most will be fairly lacking as far as ascendants go. Cosmic demigods can only pick one of the following options: **Favored Race**, **Angels**, or **Divine Realm**, and fill out the appropriate section. Any options from the other sections cannot be taken, and you do not get any extra points from taking the drawbacks that keep you from taking them.

Lesser gods (+250 DP) are much stronger, as a baseline, than cosmic demigods, and can fill out two of the following sections: **Favored Race**, **Angels**, or **Divine Realm**. These deities are respected by other cosmic gods, and not quite as looked down upon by other ascendants as cosmic demigods are.

Major gods (+0 DP) are the standard by which other cosmic gods are judged. This tier's advantage is that it can fill out all three of the **Favored Race**, **Angels**, and **Divine Realm** sections of this document. If you take any drawbacks blocking you from those sections you get the picks you would normally get for doing so. Other ascendants view you with healthy respect, at least by default.

Greater Divinities (50 DP) are rarer than major gods and the other, lesser tiers of power. They are treated with immense respect by other ascendants, oftentimes including those stronger than them, and they can be feared or beloved by those weaker than them. Greater divinities can unlock one additional domain for free, maximize two power sources for free, and can purchase

the final tier ("Rank X") of a single greater megapower, instead of only being able to purchase it up to the third tier.

Supreme Celestials (100 DP) are the rarest of all cosmic gods and among the rarest of all ascendants (exempting the transynth, which is a unique being in the cosmos at the time this jump begins, barring OOC things, if it even exists at all). They can purchase rank X of any and all greater megapowers. Being a supreme celestial is really good for empowering stuff that is unique to this ascension, such as making the effects of your domain powers more impressive and also allowing you to more easily attain rank X greater megapowers.

Divine Domains (Varies): You can opt not to take this perk at all, but doing so makes you an incredible oddity. You have heard the divine voice and been empowered by it, but without attuning to any facets of reality... Odd.

If you take this perk then you join the vast majority of Cosmic gods and draw power from one or more of twenty "domains". "Domains" refer to facets of reality, things that affect the multiverse in a range of ways.

The "Love" domain, for example, refers to every kind of love from things like familial love to the love one may feel for members of their faith. This domain moves people to protect people and ideas and to destroy those who would harm their loved ones and ideas they cherish. A cosmic god attuned to the domain of love draws power from every instance of love throughout the multiverse. It does not matter if it is a patriot's love for their country or a mother's love for their child, these feelings empower the cosmic god all the same. And they empower every cosmic god attuned to love in the multiverse.

One of the reasons why cosmic gods garner respect among other ascendants (the wiser ones at least) is that they, like archdemons, have the ability to passively grow in power through no direct actions of their own. A cosmic god attuned to a domain will always be able to sense and will passively draw power (unless they've shunned the domain power source) from instances of their domain occurring anywhere in the multiverse. Some factors can cause cosmic gods to draw more power from specific instances of their domains, such as them being more attuned to it than some of their peers and the instances being caused by followers of a specific cosmic god, but every cosmic god that shares a domain will draw at least miniscule droplets of power from their domain. In future jumps this means that you will sense and draw power from any instance of a domain you're attuned to throughout the entire setting unless the setting you're in is larger than a single multiverse. Cosmic gods of life in the Star Wars galaxy feel every instance of life in the entire setting, including ones beyond the central galaxy in which the lion's share of depicted events take place.

Sufficiently intelligent and powerful ascendants know how to hide instances of domains from cosmic gods keeping them ignorant of them as well as preventing them from drawing power from them but doing so is difficult even for profoundly powerful ascendants and as a cosmic deity gains greater tiers of attunement over a domain it becomes harder and harder to keep

them ignorant of instances of a domain. A domain that a cosmic god is attuned to grants them something extremely close to specifically focused omniscience with regards to the domain.

Attuning to a domain occurs in levels. Each cosmic domain has four tiers of attunement. You can attune to one domain at the first level for free regardless of whatever tier of cosmic god you happen to be, but greater divinities can attune to two domains for free. Each tier of attunement costs 50 DP, so you can maximally attune to the domain whose first attunement level you received for free for the total cost of 150 DP, and any other domains would cost 200 DP to attune too maximally. Additionally, each tier of attunement you possess in a domain grants you a unique ability of some sort and allows you to extract more power from each instance of said domain in the multiverse (as well as makes it harder to hide instances of the domain from you).

If we stick to the domain of love, this means that someone who has the first two tiers of attunement to the domain of love draws more power from instances of love than someone who is only attuned as far as the first level of the domain, and someone who is maximally attuned to love draws more power from love than both of the previous hypothetical cosmic gods of love.

Each domain you acquire even the introductory level of attunement over gives you both a perk of your choosing and the ability to do miracles related to said domain. Someone with a tier of attunement to love can cause non-ascendants (or even ascendants depending on the difference of power between the two ascendants) to fall in love, make people love the idea of something, and do other feats related to love with ease. A divinity of light can produce light from nothing, manipulate light in a range of ways, and do other such feats with ease. How strong these unlisted abilities will be depends on your degree of attunement to your domain, your personal tier of power as far as cosmic godliness goes, and your relationship with the domain power source, but this is still a significant ability.

Each time you gain a tier of attunement to a domain you can pick a perk, and once you purchase the final tier of attunement you gain a **Mastery** perk which makes it nearly impossible to hide instances of your mastered domain from you, and confers a unique ability based on the domain to you. Many of the perks you'll be able to choose related to individual domains relate to abilities you can grant your followers. If you do grant your followers these abilities or bonuses you can revoke them at will no matter the distance between you and you can also set some sort of condition or test for your followers that determines if they are eligible to use them at all, which can include automatically revoking them if they fail some sort of continuing condition such as a god of lust giving someone beauty and then revoking it if said individual does not have sex once a week (or any other condition you opt to set). If you gain a rank in a greater megapower through a domain ability that rank can be used to attain rank x even if you are not a supreme celestial, unless it is explicitly said that does not work.

Finally, for now, some domains also harmonize with each other. A harmonization occurs when a cosmic god has ranks in two similar or affiliated domains, and causes the cosmic god to draw more power from both domains and gives them more power over both domains as well. This doesn't serve as enough of a boost to allow a deity to fight a deity of a greater tier over the

domains, but if two deities are of the same tier and have the same level of attunement over a domain and one has a domain that harmonizes with the domain they are clashing over and the other doesn't, then the one with the harmonization will have more power.

Love is one of the classic domains and is immensely powerful. Worlds have been torn apart due to love, or grief of lost love, and love can mend bridges as easily as it can burn them. It harmonizes with **Lust** and **Fertility**. Once you attune to love you can choose to gain the gift of **Loyalty** which causes those who serve you to never betray you of their own free will and gain incredible resistance to mind control (as well as experience a direct boost to your own ability to shrug off mental influence) and you can bless those whom you love with great prosperity and fortune. You could also gain the power to be a **Guardian** which will cause you to become much more effective when you are protecting someone or something you care about. Exactly how much this boost to your effectiveness is depends on how deeply you care about whatever is being threatened, how much danger they're in, and how powerful the threat to them is independently how much danger it's putting them in, and you can share this ability to become more effective when your loved ones or cherished ideals are threatened with your followers. Other than mastery and its boons, the final boon you can gain is **Reciprocity** which ensures that those you love will return your love. Loving you causes instances of power sources related to them to give you massively magnified power, and if you love them they themselves gain substantial empowerment based on the depths of your love for them. Your followers, if you bless them, can have similar effects on those they love and are loved by. If you **Master** this domain when someone or something you deeply love is in dire peril all of your greater megapowers will temporarily be boosted to rank X (or boosted even further beyond if a power is already rank X), even if you are not a supreme celestial, and you can act to protect whoever or whatever you love. The danger must be real, not caused by you trying to game this power, and your boosted powers only work at their boosted capacity to protect the thing or person (or people) in danger. Nonetheless, those who threaten your loved ones or cherished ideals will either learn not to do that or suffer your wrath.

Another mighty domain is **Lust** which relates to desire, pleasure, and passion. This potent domain harmonizes with **Love** and **Fertility** and is often confused for love, indeed many cosmic gods with more than one domain embody **Love** and **Lust** as a representation of that. Someone attuned to this domain can become **Beautiful** so much so that it becomes extraordinarily difficult for their foes to bring themselves to deliberately harm you (even ascendants!), though those with sufficient willpower can and will do so. Most ascendants have the required willpower to do so, and many beings will be able to defend themselves against you but if you do not strike first many other beings will find themselves overcome by a desire to see no harm done to you. This also boosts your charisma and any abilities to mentally influence other beings you have. You can grant your followers scaled down versions of this beauty, which will still be enough to bespell those who see them. You can also gain power from **Desire** which greatly amplifies how much power this domain grants you and gives you greater influence over non-sexual desires, such as greed, some types of obsession, hunger, thirst, and longing. You can stoke or douse these feelings, and in doing so gain potent manipulative powers. Finally, before mastery at least, you can choose to enhance your relationship to **Pleasure** which allows you to draw might from

satisfaction no matter the form or source, which enhances how much power you get from the fulfillment of lust, and you can satisfy needs or thirsts both mentally and physically (though this helps more with the mental kind). If you **Master** this domain you can conceptually control lust, making it a force that redirects anyone and anything, which can be used to raise your charisma to conceptual levels and allows you to do things like get inanimate objects, intangible forces, and sapient beings to obey you. This is strongest and most literal in a radius the size of a universe around you when you focus on it and use it as an active ability, but this also magnifies the effects your presence has on others passively, enhancing every facet of your charisma to a great extent.

The third domain is **Fertility**, a plentiful domain that governs growth, reproduction, evolution, and fruitfulness. This domain harmonizes with **Lust**, **Life**, and **Creation** and having power over it lets you affect reproduction in virtually any way you want. To begin you can choose to **Be Fruitful and Multiply** which lets you multiply things up to an order of magnitude, and reaches conceptual levels. With this you can magnify how much damage you deal, power you receive from your power sources, crop yields, the number of offspring someone is going to have, etc. That said, as mighty as this power is, the more significant the thing you want to multiply is the harder it is to do so and you can't multiply something that's already been multiplied. And you can undo any multiplication you've done at any time. Next up you can control **Bloodlines** which lets you alter even metaphysical lines of ancestry, choosing for traits someone has to get stronger, weaker, or remain static in power as their lineage progresses. Amusingly you can also choose to have any ability you use on a single target affect anyone in the target's bloodline at the same time as it affects them without any additional effort or cost. You can regrow someone's limb and have someone in their family who lost the same limb regrow it, or cure cancer or diabetes in someone and have that reverberate throughout their family, or you can blind someone and have that effect spread through the family. The third ability you can gain is that of the power to spawn **Eidolons** which are intelligent, tangible constructs made of your power and essence which are something akin to one-parent offspring. If you wish you can also use the power and essence of others, giving them additional "parents". These eidolons can have any form you wish, and are naturally devoted to you. You can even give them vestiges of ascendant traits you have, but it's very unlikely that anything will take to them to the same degree as it's taken for you, but it'll be very easy and effective for you to use Eidolons as centers for your remote powers and through any actual biological offspring you have. With this your followers can also create eidolons, but most of your followers will only be able to spawn one eidolon. If you **Master** this domain you can use your fertility powers over an entire universe with ease (letting you target something on the other side of the universe with **Be Fruitful and Multiply** for example), and their limits are lessened.

The next domain is **Life** and this profound domain synergizes with **Fertility**. This governs vitality, growth, health, life cycles, and refers to all sorts of life, not merely biological organisms. Once you attune to this domain you can become **Vital** which gives you one rank of the Giver of Life greater megapower for free (and this free purchase can be used to boost a non-supreme-celestial's GOL to rank X!). Beyond that, you can sense and manipulate life energy in a range of ways, allowing you to do things like heal others, or also do things like take

life energy from one being and give it to yourself or another. This draining is better for empowering you than for killing foes, but that distinction will only really matter if you're facing off against another ascendant, as you can easily drain non-ascendants dry. If you wish, you can become **Resilient** instead, allowing you to be much tougher and more durable than you'd otherwise be, as well as enhance your natural regeneration to allow you to recover from what little damage you do take much faster. This can be shared with your followers, even allowing you to give them immortality! If you have the invulnerability greater megapower then you can use this to become even tougher, and while it's not quite on par with a direct tier of that power it can make you even more difficult to harm. The final pre-mastery ability is **Web of Life** which lets you understand ecosystems, to the point that you can understand any being's relationship to other beings in its natural habitat and you can understand artificial ecosystems as well, which lets you alter them, and have the awareness and knowledge to predict what effects will arise from your actions. You and your followers know how to mutate, evolve, and otherwise change living, biological organisms. If you **Master** this domain you can use your **Life** perks over an entire universe with a single use, letting you drain or heal life all over one cosmos in one go, and your Giver of Life greater megapower can affect beings greater than ultrahumans but only if you use it skillfully and put in effort matching the effect you want to cause.

Continuing to the next domain of **Death** which harmonizes with **War** allows us to see the other side of reality as far as living beings go. The death domain is that of endings, from the ruination of planets to the final words of a final novel in a series, by becoming a cosmic god of death you gain mighty power over endings, finality, entropy, and transitions. Even endings are only the beginnings of something else, after all. The first ability you may select as a divinity of death is **Slaying** which gives you one rank of the Hand of Death greater megapower for free (which can boost you to rank X even if you are not a supreme celestial), and gives you a passive ability to bring even conceptual death to your foes and targets. This is so powerful that even things that lack weaknesses and an ability to die can be ended, even other ascendants (but only if you are stronger than they are) and you can intuitively sense weaknesses with uncanny ease and accuracy. You can bless your followers with similar powers. The next ability is **Undeath** which refers to your ability to command the undead with ease. You can raise the dead as undead beings, you can command existing undead beings, and you can even turn or destroy them with ease. You can sanctify areas so no undead arise there, and how many undead you can affect with any single usage of your undead powers equals the scale of your Hand of Death power, but if you don't have that your range is planetary. You can also grant wide-ranging necromantic powers to your followers. The final perk prior to mastery that one can get is that of the **Underworld** which gives you a vast, growing underworld to rule over. Souls you claim in some way, as well as the souls of your worshippers naturally come here when they die, and other souls will also naturally find their way here if you'd allow them. These souls can be used in any way you wish, and this underworld need not be inside of your divine realm if you'd rather it not be (instead being attached to it). If you **Master** this domain then you can use your death abilities over an entire universe with a single use of them (exempting Hand of Death), and with skill and effort Hand of Death can be used to affect beings greater than ultrahumans.

Moving on the next domain is that of **War** which harmonizes with **Death**. This valuable domain is that of conflict, battles, arguments, and disagreements. The first skill this domain grants is that of **Offense** which makes you a master at seizing victory and specialize in winning conflicts you initiate. This power grants you and those you bless with it instinctively knowledge of how to best win conflicts you begin, and also grants you one free rank in Divine Blast and Super Strength, allowing you to potentially go past rank X in those powers or reach said rank as a non-supreme-celestial. After that power is the power of **Defense** which makes you much better at winning conflicts that you did not initiate, and can be used to give others bonuses to their protective, defensive abilities, as well as enhance your own. With this power you are better at using your remote powers for protection, and you gain one free rank in Invulnerability, a mighty greater megapower. The next divine power you can attain by attuning to war is that of **Strategy**. Being a strategist lets you ascertain, instinctively, how to best win conflicts (if they can be won), and can smooth over logistical issues on your behalf as far as the needs of your troops go. You can also improve the strategic skills of your followers with your blessings. If you **Master War** then you can incite or suppress conflicts all over a range around you up to a universe large in one usage of this ability, quelling rage as easily as you can make people feel zealous wrath.

The next domain is **Creation** which harmonizes with the four elemental domains; **Fire**, **Water**, **Air**, and **Earth** as well as **Fertility**. This is a stunningly diverse domain, covering everything from artistic creation such as painting and drawing to architecture, weapons manufacturing, construction, and all sorts of crafting. This domain grants you beyond mortal mastery of crafting skills and knowledge. To begin this domain grants you **Creatio Ex Nihilo** which lets you create something from nothing in direct defiance of entropy. This comes with a free rank in the Creation greater megapower. Next comes the **Divine Artifice** power which gives you a free rank of the Create Artifact greater megapower and elevates your crafting. The final pre-mastery ability is **The Master's Touch** which allows you to bless your followers with enhanced creative ability, and streamline how long something's creation takes as well as boosts how fast you can create things with the Create Artifact greater megapower. **Mastery** of this domain gives you an additional free rank of the **Creation** greater megapower, which also boosts your ability to create strong objects and items with this ability, so long as you use skill and effort in doing so.

The next domain is **Knowledge** which harmonizes with **Science**, **Magic**, and **Psi**. This is one of the more cosmic domains, and with it you gain awareness of all manner of secrets as well as the ability to draw power from any instance of the sharing of knowledge in your local multiverse, which can be as simple as someone learning someone else's name or as profound as learning when someone learns the secret history of a mighty goddess. The first ability this can give those who attune to it is **Seer** which gives you two free ranks in the Know Secrets greater megapower and also allows you to bless your followers with knowledge, vision, and cognitive abilities of all sorts. The next power is **Secrecy** which buffs your natural Blanking ability (the power which makes scrying on you difficult, and gives you awareness of when others try to scry on you, as well as makes it so that they don't know that you represent a blind spot in their abilities) by an order of magnitude, and even makes it easier for you to affect others with the power. You are given the ability to memetically hide and erase information and knowledge of all kinds though how difficult it is to do depends on the nature of the knowledge you wish to erase as well as who

you're trying to erase it from (and other factors like how well-known it was, and how significant the knowledge is). **Dissemination** is the final pre-mastery ability and it refers to a supernatural, ascendant ability to spread knowledge to an extent that you can control with ease. You can also bless your followers with boosts to their learning speed and memories. If you **Master** this domain your knowledge perks are significantly boosted and you gain two more free ranks in the Know Secrets greater megapower!

Moving along we've got **Science**, a domain that takes knowledge and applies it, which often produces more knowledge along the way. This domain harmonizes with **Knowledge**. It's worth noting that all instances of technology fall under this domain, which means in some settings it can be incredibly powerful. The first ability science cosmic gods can gain as they attune to this domain is that of **Advancement** which dramatically improves your ability to advance your own abilities, other people's abilities, and technology. You have a stunning gift for improving other people's abilities, and can even advance a world's technological levels from nothing to post-singularity with frightening efficiency. You can also bless your followers and improve their ability to innovate and advance to be greater. The next power is **Science Supremist** which gives you the power to prevent technology from working and also stop attempts to jamming technology, allowing you to protect your followers while disrupting your enemies. Additionally you are able to bless technology, making it stronger, safer, and more enduring. You can bestow a weaker version of this to your followers. The final pre-mastery ability is named **Mad Science** and it refers to your ability to bend or break physical laws in the name of ensuring your technology and sciences continue to work even in places where they shouldn't. This comes with the risk of backlash if something goes awry, and the risk increases the more of the existing physical laws you and your forces break. You can also bless your followers and their tech to work even in places where they shouldn't, which is risk free. If you **Master** this domain your powers derived from it are enhanced and you can seize control of all of the technology in a universe though the more technology this is the more of a strain this is on you and you can curse people so that they can't use technology and locations so that technology doesn't work in them, up to an entire universe at once.

Next up is the mystical domain of **Magic** which can take on many forms throughout the multiverse. This domain's harmony is that of **Knowledge**. With this domain every spell, every ritual, every incantation and more all supply you with bits of power. One very handy bit of knowledge here is that even by attuning to this domain you can grant and remove magic from non-ascendants and can increase the innate magical and mystical energies in a place. The first power this domain can grant you is **Divine Archmage** which can give you the Divine Spellcasting greater megapower. The next power is **Mystic Supremacy** which grants you (and those you bless) immense skill in anti-magic and counterspelling things as well as the creation of antimagic fields, as well as gives you and your faction resistance to having your magic undone. The final power is **Metamagic** which, as it sounds, gives you the power to tweak and adjust the rules magic operates by as far as yourself, your followers, and even regions work by. This is especially effective when it comes to empowering your magic and the magic of your followers by making spells cheaper, faster, or just more effective, but it can be used in a variety of ways. If you **Master** this domain your powers are enhanced, and become vast enough to

affect an entire universe at once with a single use of your powers, and you gain the ability to concoct rituals that can cause virtually any effect on almost any scale you wish if you can successfully execute them (which means enduring the assaults of the beings who'd sense your rituals and seek to stop them from occurring).

From there we're going to **Psi**. If you're looking for harmonizes, look no further than the domain of **Knowledge**. Psi includes any sort of mental abilities and you yourself gain psionic powers of all sorts that are superhuman in scale and potency. Additionally this domain improves your willpower and your resistance to mental abilities. The first power this domain bestows is **Psionic Power** which lets you have a free rank in either Telekinesis or Telepathy, two psionic greater megapowers. This also bolsters your awareness of your surroundings, boosting them to a range equal to the scale of either Telekinesis or Telepathy, whichever is higher, which means you can have preternatural awareness of your surroundings out to a range of a whole universe around you if you have a high enough psionic greater megapower. The next ability you can get is **Psychic Supremacy** which allows you to much more easily block out psychic abilities or ignore attempts to block such abilities, and you can bestow this upon your followers. The final pre-mastery ability is **Awakening** which lets you strengthen the willpower of others and also awaken immense psionic potential in them, or even enhance existing potential. You can also weaken their willpower and psionic abilities or potential. Your own willpower becomes virtually impossible to negatively affect, and you can draw on the collective willpower of your worshipers and other followers to fuel your psychic powers. When you **Master** this domain you can gain the willpower to rewrite reality through sheer force of will, your psychic abilities are boosted (to the extent that you can affect a universe at once with a single use of these abilities), and you are given another free rank in Telekinesis or Telepathy.

The next domains are interconnected: **Fire**, **Water**, **Earth**, and **Air**. All of these domains harmonize with **Creation** and **Spacetime**. These domains also share powers they can grant cosmic gods who attune to them. Attunement and powers must be purchased separately for each of them. Once you pick an element or elements to attune to you can pick between **Elemental Power**, **Elemental Summoning**, and **Elemental Attunement**. If you **Master** one of these domains you can tap into the conceptual aspects of your element such as passion for fire, speed for air, defense for earth, and change for water, which can be a highly flexible ability to have, and you gain a free rank of Elemental Mastery for whichever element you picked, which can push you past rank X and give you truly universal scale control of an element. **Elemental Power** gives you two free ranks of elemental mastery for your chosen element, all but guarantees that you can beat out other ascendants with some sort of elemental power over your element unless they are cosmic gods with the same element as a domain, and makes it easier for you to tap into adjacent elements (metal and wood for earth, fire and air can both control lightning, and water can do things like manipulate blood and other liquids). The next power is **Elemental Summoning** which gives you an effective free rank in the Creation greater megapower for your attuned element (and nothing else) and lets you do things like create and summon elementals and elemental constructs of great power, complexity, and intelligence, such as making cities from earth, solidifying wind to make weapons or barriers, summoning fire servants that can create infernos, and more. The final power here is **Elemental Attunement**

which grants you immunity to your element, and causes you to be healed or empowered by it. This also lets you grant your followers superhuman mastery of your element, and strip those who gained such powers through someone else of their powers (you can grant your followers element-bending abilities with one of these domains and without this power but not as strongly).

Continuing along we're able to discuss the domain of **Spacetime**. This domain harmonizes with all of the elemental domains: **Fire**, **Water**, **Earth**, and **Air**. The free abilities this domain grants are things like the creation of pocket-dimensions for storage, and the ability to blink distances short distances, as well as granting others lesser versions of those powers. The domain of spacetime can grant you **Space**, **Time**, and **Motion** as pre-mastery abilities. **Space** gives you powerful spatial manipulation abilities letting you bend and twist space like clay, make things bigger on the inside, manipulate distance, turn areas into labyrinths, and so on. You also gain either two free ranks in the Super Speed greater megapower or one free rank in the Teleportation greater megapower. **Time** gives you vast temporal manipulation abilities beyond your innate ones as a cosmic god of Spacetime, letting you stop time indefinitely (and selective exclude anything you want), reverse or speed the age of things, and other such abilities. A single use of this can affect a planet, a galaxy, or a universe depending on your overall power level as a cosmic god and your mastery over this domain. You are also much more able to travel through time than other ascendants, and can cross centuries in moments. The final power, **Motion**, gives you vast power over motion, letting you freeze people, objects, and locations, and can infuse things with speed, making them much faster (this is especially powerful as a tool to use on your servants and followers, making them travel much, much faster). If you **Master** this domain all of your abilities here are greatly enhanced, and you gain one free rank in BOTH the Super Speed and Teleportation greater megapowers.

We can now discuss the domain of **Order**. Order is an esoteric domain that lets you organize reality and give order to chaos, letting you instill discipline in reality itself. Many who learn of you and this domain will flock to you, desiring peaceful, structured lives as opposed to chaotic messes of existence. The first ability this can grant you is **Unity** which makes your followers much better at cooperation and far more likely to try and work together. You also benefit from this directly, as when you collaborate with others, especially those on your level, you get massive boosts to the effectiveness of the result, way more than should be possible. Next up is **Stability** which gives you great power over economies and social logistics, and lets you draw power from the structure of such things. You can bless rulers and societies such that they will be better in every respect, and you can give your followers blessings that make them much more resistant to hostile powers that would alter them in some way (which is basically any kind of power other than things that bolster their foes or EXCLUSIVELY gather information), and you have an enhanced resistance to such things yourself. The final pre-mastery power is **Destiny** which lets you alter fate and grant destinies, but only for specific purposes and in self-consistent ways (so you can make someone have a villainous fate with this, but not if you also make them face trials that make them heroic and kind hearted). Your followers become resistant to fate-tampering by your foes, and you can even boost your own fate which makes you more effective in every way, but only when you aren't dealing with other fateless beings. If you **Master** this domain you can seize control of anything with a pattern, provided you can understand said

pattern, and you can do things like erase the benefits of order from your foes (letting you force empires into disarray, and cause armies to fall apart), as well as disorganize the body parts of your foes or inflict disorder on their minds.

The opposite of order is the next domain: that of **Chaos**. This domain is revered by anarchists, freedom fighters, many artists, and those who simply wish to go where the wind guides them, and while some fear this domain and what it embodies this domain is as often positive and life-affirming as it is a tool for destruction and wickedness. The first ability you can gain here is **Independence** which gives you vast powers over independence and individualism, and causing your followers to become self-reliant and sufficient, and even making your Innate power source much more effective for you if you've not shunned it. The next ability is **Novelty** which causes your followers to be filled with creativity and boosts the effectiveness of their efforts to try new things, and this effect is massively enhanced for you. The final power is that of **Luck** which makes you remarkable at shattering fate and destiny, letting you do away with things like prophecies and the weight of fate, and you can even manipulate luck around you or inflicting good luck or bad luck on those around you (which you can use to manipulate events and outcomes, and when done this way you get a hefty amount of influence over outcomes). If you **Master** this domain you become adept at empowering others with your domain, and stealing the benefits of it from those who oppose you, and your chaotic powers become able to affect an entire universe at once.

From here we can get bright and discuss the domain of **Light**. This bright domain is one that lets you control brilliance, letting you do things like control lasers, heal with a glance, create illusions, and more. The first power here is **Radiance** which enhances how much instances of illumination empower you and also grants you enhanced influence over light, letting you do things like create massive, detailed illusions that can be intelligent, create vast constructs out of hard light, and more, on the scale of entire planets with a single use of this power. Your followers are also empowered and nourished by light, and you can bless them with lesser versions of the other abilities this lets you use. Next up is **Honor** which lets you derive power from duty, honor, justice, and truth, and lets you divinely enforce oaths, cut through illusions, lies, glamors, and even weak reality-warping as well as give lesser versions of these powers to your followers, and you yourself become stronger when you do a duty larger than yourself. The final power for this domain before you master it is **Selfless** which lets you get great additional strength from and power over selflessness and altruism and even empowers you when you use your powers to help others. You also gain the power to sacrifice stuff to temporarily empower yourself or others (and this improves the effectiveness of the Sacrifice power source for you), and as usual you can share lesser versions of these powers with your followers. If you **Master** this domain your relevant abilities are massively enhanced in power and scale, to the point that you can affect an entire universe at once with these abilities, and you can seize control of all light within a universe at once (including figurative light, which lets you control selfless and altruistic people).

The final domain is a bit edgier but no less vital than the others: that of **Darkness**. Darkness, while associated with wickedness even conceptually, is morally neutral and can be the comfort

of sleep, the joy of a cool night after a hot day, and unconscious relief from waking pain, as easily as it can be any sort of wicked thing. The first power you can choose to get is that of the **Void** which directly empowers your influence over and how much power you get from darkness as well as lets you summon darkness and shape and control it on scales vaster than multiple planets side by side. With this you can create constructs from darkness, fire blasts of entropy, drain energy from others, and do things like blind people or render areas imperceptible. Your followers grow stronger and gain sustenance from darkness, and you can grant them similar but lesser powers over it if you wish. Next up is **Deceit** which lets you draw power from cunningness and trickery, and boosts your charisma and cunning, as well as gives you a strategic eye that lets you spot weaknesses and foil plans with ease. You also gain an aura which causes foes of yours in it to be less likely to succeed at their plans, and you can lie so convincingly that your lies will temporarily trick reality, altering it for a short time until the universe realizes your deception. Your followers can be blessed with similar but lesser powers as well. The final ability here is **Self** which gives you influence and power over, and power from, all forms of selfishness, to the point that your followers' veneration of you is enhanced, making your worship power source greater still. If you **Master** this source, your powers here are enhanced to the point that they can cover an entire universe at once with a single use of this ability, and you can seize control of all of the darkness in a universe, allowing you to command the selfish, cunning, and tricky.

Synergies (Varies): Some domains have special synergies that can produce unique powers. These powers are free to cosmic gods who opt to master the required domains, and costs either 50 DP or 100 DP depending on the following criteria: if you attune to both/all required domains then this costs 100 DP, but if you master one or more of the domains (but not all) then this costs 50 DP. To get the most effectiveness from this you need as many levels of attunement to any required attuned domain as possible, with these perks being maximally powerful if you master every domain involved.

Heart (Life + Love + Lust + Fertility): This perk is a pseudo-domain of its own, granting you immense power to cause positive change throughout the multiverse. You can warp reality in ways that are positive, allowing you to become a friend to all things, with inanimate objects and raw energy refusing to harm you.

Omni-Kinesis (Fire + Water + Earth + Air): This grants you two free ranks in either the Telekinesis or Transmute greater megapowers.

Magitech (Science + Magic): Your followers and you have discovered a key to blending science and magic into a synergistic system that is much stronger than other, non-ascendant backed, takes on magitech.

Crystallomantech (Science + Magic + Psi): A fusion of magitech and psionics that is as far beyond magitech as magitech is ahead of systems that focus on science or magic individually. This system is highly powerful and incredibly efficient.

Shield of Devotion (Love + War): You and your followers have discovered how to further protect those you love and care for, and can even take damage on each other's behalfs (this is especially powerful when you do it, seeing as you have protections and restorative abilities beyond those of your followers). This effect stacks with the **Guardian** ability that those who attune to the Love domain can attain, and if you have SoD & Guardian then your counterattacks and preemptive protections of those you love benefit from the enhancements this perk grants you.

All for One (Chaos + Darkness): This is an ability to exert a drain, which can be as draining as you wish, on your followers and/or power sources that will weaken them but empower you. This reduces them in every way, even affecting how easily you can use your remote powers through them, but which boosts you for as long as the drain is active. For some reason a minor but widespread drain on your followers and power sources boosts you way more than it should.

One for All (Order + Light): Your followers are supernaturally skilled at the creation of utopias, sometimes directly bending natural laws to finagle ways to turn their homes into utopic paradises. They tend to be morally upstanding (in ways that please you) and their cooperation is massively boosted, and this perk also boosts them in every way making them stronger, smarter, more attractive, and more charismatic.

Knowledge is Power (Knowledge + Spacetime): Pick any single greater megapower and gain a free rank in it. This can be used to gain a rank X greater megapower even if you are not a supreme celestial.

Power of Friendship (Love + Order): Collaboration is a wildly powerful tool for you, and also a potent tool for your followers. You can draw on your bonds with others to magnify the potency and range of your abilities, which allows you to do feats that even other cosmic gods would consider miraculous.

Empowerment (Life + Creation): The range and scale of the Giver of Life and Creation greater megapowers as well as your life and creation domain abilities are increased by an order of magnitude. Any sapient life you can create can be significantly enhanced further beyond what other cosmic gods with similar builds but who lack this perk can do. This also stacks with the mastery domains of Life and Creation.

Life & Death (Life + Death): Your powers over Life and Death are enhanced, and you can gain an additional free rank in either Giver of Life or Hand of Death, which can be used to push you to rank X in either power. You can also push past the limits of what you can effect with these abilities, which itself stacks with the mastery abilities of either or both domains.

Shadow (Light + Darkness): You have found a way to blend the power and energies of light and darkness, and you and your followers can create and manipulate a shadow energy that is both and neither light or dark, which can be used to produce more powerful effects and constructs than light or dark energy can on their own.

Harem (Love + Lust): While Love and Lust are enemies as often as they are allies, you have attained balance between them and can have a harem of true loves. You can also teach your followers how to strike this inner balance as well, which allows them to have a harem of true loves. You and your followers can gain empowerment based on your lovers; their number, their power and importance, and the depths of the bonds you share with them.

Wonders (Creation + Science/Magic/Psi): To attain this perk you must have unlocked Creation and at least one of the other three perks, but if you have this you can create miraculous masterworks with ease that are stunningly powerful. For each of the three domains: Science, Magic, and Psi, you have attuned too you gain one free rank in the Create Artifacts greater megapower, which means if you have attained attunement to all three of the other domains you can attain rank 3 of the Create Artifacts greater megapower for free.

Master of Reality (Knowledge + Science/Magic/Psi): This perk follows a similar rule for the **Wonders** option above it, and with it you have attained a profound understanding of the systems underlying science, magic, and psionics, which you can leverage to make blocking any of the three that you have attained attunement to much, much harder whether it's an ascendant trying to block your magic or a civilization dealing with your follower's psionic abilities. This perk only affects the domains you have attuned too, but those it affects are stunningly difficult to foil or defended against, and you and your followers have magic, science, psionics that are much more effective and efficient.

Music of the Spheres (Order + Chaos): You gain massive power over fate, destiny, fortune, and luck, in scale and in precision. This is massively strengthened by **Destiny** and **Luck** from Order and Chaos respectively. This is an immensely powerful ability, but it is difficult to use maximally effectively unless one has a highly analytical mind. With high enough levels in Order and Chaos this can even affect ascendants, but if you try to use it that way you need to be around their same level of power to even subtly nudge their fateless natures to follow your whims, and must be much stronger than them to use this to affect them significantly.

Sacred Sources (Varies): All ascendants draw power in some way from a range of sources and Cosmic Gods are no exception to this rule. This section of the document goes over how it is that cosmic gods actually grow in power beyond the baseline of whichever cosmic tier they happen to inhabit including and beyond the domains they are attuned to. Cosmic Gods have eleven sources of power; Innate, Worship, Invocation, Sacrifice, Souls, Artifacts, Favored Race, Pantheon, Domain, Rituals, and Temples. Each of these power sources can be modified in two ways; any source can be maximized or shunned, though they can also be left unmodified. If a source is maximized or left alone then instances of it that are pertinent to you passively empower you, giving you energy and power whenever they occur (in the case of domains) and continually sending you power and energy so long as you possess them or are responsible for them (in the other cases). If you shun a source you lose the ability to gain power from that source forever but you gain more divine points you can spend here to purchase other things. If

you maximize a source you gain dramatically more power from it in the long run, in exchange for paying some points right now.

Innate is the power source that is derived from one's connection to themselves and to their divinity. By default this power passively powers cosmic gods and ones with the standard connection to this source are sure of themselves, having tethered their divinity to their innermost selves. Those who **Maximize** this source (150 DP) have an absolute sense of self and draw more power from their own innate divinity than non-cosmic-gods can even fathom. **Shunning** this source (+150 DP) is dangerous, since it not only makes you lose a source of might it also means that if all instances of your domain are shuttered away from you and you lose all of your other power sources you could truly perish.

Worship is a more personalized power source than one's connection to their domains. Worship is personalized, and differs from worshiper to worshiper and deity to deity. This power source is valuable, and worshippers give you a steady stream of energy. If you **Maximize** this power source (50 DP) every worshiper gives you a torrent of energy. If you opt to go a different route and **Shun** this power (+50 DP) then worshippers are beneficial pragmatically as agents of your will but they do not empower you conceptually.

Invocation is the first of the highly unusual power sources for cosmic gods. As a cosmic god your name contains power even beyond others with unique and powerful names of their own, and when your name is invoked sincerely you sense it. These invocations of your name empower you slightly but also allow you to use your remote powers whenever your name was sincerely mentioned with increased ease and power for a short time. If you opt to **Maximize** this power source (50 DP) then even whispered mentions of your name are enough to be detected by you, and cause your remote powers to be further enhanced in both potency and their ease of use (as well as for longer than if you don't maximize this power source), and even those whispered mentions of your name are enough to send a significant amount of power your way. If you **Shun** this power source (+50 DP) then those who fear you can say your name freely, and others will feel safer knowing they can say your name and not get struck down the moment they do.

Sacrifices are another distinctly divine power source. Any sort of sacrifice in your name grants you some power, with the quality of power being based on the quality of the thing sacrificed. By default the two things that provide the most energy when sacrificed are lives and virginities. If you **Maximize** this power source (50 DP) any sacrifice will send you geysers of power, and extraordinary ones will grant you vast oceans of power. If you **Shun** this source (+50 DP), that which is sacrificed will only have utility based on the actual thing sacrificed, so a sacrificed life will only be useful if ending that life would have been helpful to your cause rather than providing you esoteric power.

Souls, a common power source for ascendants, give you power even while a claimed soul is still in its owner's living body. For the most part cosmic gods get less umph out of souls than archdemons do, but if the cosmic god is a cosmic god of death and has an underworld then they

get just as much. If you **maximize** this power source (50 DP) you get intense energy out of souls. If you **Shun** this power source (+50 DP) then you get no internal power from souls, though they can still be put to good use in your armies or in your temples.

Artifacts refer to any item of great power (be they biological, mystical, technological, etc.) all of which grant you strength merely by you owning them. Greater items give you more strength. If you **Maximize** this power source (50 DP) then how much power you derive from artifacts is vastly boosted, with legendary items giving you oceans of power while items of universal-scale can nearly double your power. **Shunning** this power source (+50 DP) means artifacts in your possession are only useful as bargaining chips and tools to achieve your goals.

Another highly unusual power source is that of the Favored Race. A cosmic god's Favored Race is a special species that they possess an unusual connection to, such as being the creator of said species, being a member of said species before they ascended, or being the patron of said species. Regardless of how you flavor it for your specific jumper, what it does is cause the energy you gain from other power sources used by said race to be magnified. With this any sacrifices from members of your favored race are more powerful (unless you've shunned the sacrifice power source, obviously), as well as temples they erect or consecrate in your honor both generating more power for you and further amplifying power sources that occur in them. Instances of your domains caused by your favored race are more powerful as far as the energy they send you. Things like that. If you **Maximize** this power source (50 DP) then the amplifications caused by them are much, much higher. If you **Shun** this power source (+50 DP) then they make for skilled servants and agents and nothing more.

One of the more unique cosmic god power sources, and one of the reasons why they are respected and feared by other ascendants is the pantheon power source. Cosmic gods can form pantheons which will themselves grant them more energy in addition to the less unique benefits of collaboration and unity. How strong each pantheon is, which helps determine how much power a cosmic god gets from this power source, depends on the number of gods in one's pantheon, the individual power in each divinity (their divine tier), and their connection to the Logos (how attuned they are to their domains). If you **maximize** this source (50 DP) then you more efficiently draw energy and power from the pantheon itself. This doesn't deprive others of power, it simply makes you an expert at seizing every morsel of energy. If you **Shun** this power source (+50 DP) then you don't get power solely for being a part of a pantheon, though obviously there are still pragmatic benefits to that.

Domains are the most iconic and well-known of a cosmic god's power sources. You draw power from instances of your domains throughout the multiverse, be it a god of knowledge gaining power when a child learns how to read or a goddess of life gaining power when new life is conceived. Sufficiently equipped beings such as, for example, other ascendants or perhaps a particularly clever omega lord, could hide away areas and keep you unaware and unpowered by instances of things but doing so would take incredible means. Instances of your domains that occur in your territory, in your presence, or in your name send you more power than ones done far from your influence, by people who don't know you. If you **maximize** this power source (100

DP) then you draw more power from your domains than people of the same level of attunement as you to a great degree, but this does not bolster your influence over the domains nor give you any other powers. If you **shun** this power source (+100 DP) then you do not draw power from domains but you still sense instances of them and can still have perks related to ones you attune too.

Rituals are not free by default, costing 100 DP to even get at the standard level. The cosmic gods with this power source have the ability to prescribe rituals that, when performed in your name, grant you power based on the power sources incorporated into them. A cosmic goddess of fertility with this power source can create a ritual which involves a priest chanting her name while sacrificing the first crop of a harvest, and that will grant her power based on the fact that a priest (and thus a worshiper) of hers invoked her name and sacrificed something to her (assuming she has not shunned the worship, invocation, or sacrifice sources). Each power source incorporated into this adds a significant amount of energy to it. If you **maximize** it (which costs an additional 100 DP) then power sources used in the ritual grant you power as though they were maximized, and if the sources are maximized how much power this sends out is further increased. It is free to **shun** this source, and if you do you can still create rituals for your followers but those won't grant you any new energy or magnify the energy they'd normally give you.

The final power source happens to be temples. Temples are useful for cosmic gods because they grant you a steady trickle of power and boost the power that is provided by other power sources that occur in their vicinity. If you **maximize** this power source (150 DP) it has the effect of making your temples tremendously more powerful making even simple shrines to you gleam with sacred power (and outperform even opulent churches devoted to other gods), while massive cathedrals are even more resplendent. This boosts every facet of temples, such as how far away power sources can be while still being magnified for you, and how much each magnification happens to boost the power generated by a source. If you **shun** a power source (+150 DP) then temples are still inspiring to your followers and organized places of worship but they are not otherwise useful.

Power From Passion (300 DP, discounted if you attune to either love or lust, free if you mastered both domains): On occasion a cosmic god will know more *intimate* words of creation than other cosmic deities do. It seems that you are one such individual. These words are sensual, loving, passionate things, and knowing them colors your powers if you'd allow it too. This perk represents something akin to a new power source for cosmic gods who take it, one that acts a bit like a temple or favored race in that it magnifies instances of power sources tied to it. This new power source can be called Intimacy, and it revolves around romantic and sexual intimacy. Sexual "sacrifices", rituals involving sex, having romantic and sexual relations with your pantheon, your favored race's sexual acts, all of which give you much more power than they would have previously. This also stacks with other boosts, such as the **Reciprocity** ability from the love domain. Additionally those you defeat who are of your preferred gender are more likely to be aroused by your might and want to serve you, if you'll let them, while those who defeat you who are attracted to your gender/you will be more likely to want to keep you as their

servant than to sell you off or dispose of you. Finally, those who love you or find you attractive, and those whom you love, or you find attractive are easier for you to use your remote powers through.

Domain Passion Perks (50 DP each, only available if you've attuned to said domain, free for domains you master if you take Power From Passion): This is a collection of perks that combine passion with the domain(s) you've attuned too. **If you master love or lust then you can take one or two of these perks for free, but again only for domains you've attuned too.** Love and Lust do not gain additional powers from here due to how chalk full of passion power their powers already are.

Life: You, your priests, and any of your worshipers that you allow can use sex to heal, de-age themselves and others, and promote health in others. This extends to turning sexual fluids into potions, balms, and the like. The sex does not have to be with the person you're targeting, as sex that is not used this way will create energy that pools inside of you and those you permit to use this power that they can use at will.

Fertility: You can harmlessly birth anything, if you possess the anatomy to give birth, or your seed can impregnate just about anything you'd want to impregnate if you have the ability to produce seed, or have both effects if you have the requisite anatomy. You can be selective with this, and you can toggle it at will.

Death: Those that you or your followers (that you allow) have sex with will ascend upon death to become an angel of yours or to become another kind of spirit to empower and serve you. Additionally sex that involves your followers (that you allow to benefit from this effect) or you empower everyone involved by boosting their necromantic skills, powers, and their skills in lethal combat and killing.

War: The more skin your followers or you show the more protected anyone benefiting from this will be. Fully nude even mortals like ordinary humans can reach ultrahuman (planet-scale) levels of durability while those greater than mortals gain greater boosts to their toughness. Additionally the more faithful someone is in you, and the greater your connection to them, the greater the protection they gain. As far as your empowerment from this goes it's enough to grant you one effective rank in the Invulnerability greater megapower (but only if you're completely nude). This can grant you the effects of rank X of this power even if you aren't a supreme celestial.

Creation: While creation deities can create things from nothing, it is much easier for them or at least for you and other equally *passionate* cosmic gods to create something out of something... Specifically you can use your sexual fluids (and breast milk if you can lactate) to create things. Doing so is much easier than creating something out of nothing, and this has the effect of granting you one effective rank in the Creation greater megapower when you do it. You can also release impossibly huge amounts of sexual fluids (and breast milk if you can lactate) on command. You can share this odd power with your followers, including enhancing their fluid production, or even just that part if you want.

Knowledge: Whenever you have sex with someone you learn everything about them plus whatever they know about anything. It would take ascendant level protections against divination to block this. You can grant this ability to your followers as well. And while you are having sex with someone or for a short time after your divination powers are amplified giving you the effects of the Know Secrets greater megapower to a greater rank than whatever your current rank is, which allows you to reach rank X (conditionally and temporarily), or go beyond rank X (which makes you better at penetrating defenses meant to stymie this power) if you already have it somehow.

Science: Your followers and you discover a way to use sexual fluids as the key to new fields of ero-science, allowing you to use sexual fluids as a fuel source, as a chemical agent, and as a key facet of various scientific formulas for all sorts of technology. This doesn't actually change your sexual fluids, or the fluids of your followers, it only grants you knowledge of new ways to use the fluids.

Magic: By incorporating sex into your spellcasting your followers and you can increase the power and efficiency of your magic. For all intents and purposes you gain the effects of one free rank in the Divine Spellcasting greater megapower when you add sex to the magical mix, which allows you to gain the effects of rank X of the megapower if you have rank 3 in it, or go even further beyond if you have rank X already.

Psi: Greater pleasure makes psi powers (be it yours or your followers, at least those you permit to benefit from this) much stronger. The greatest psionics who worship you can orgasm on command and during those orgasmic moments become capable of stunning psionic feats. You can also orgasm on command and while you orgasm you gain an effective free rank in Telepathy or Telekinesis (you select which one when you take this perk), which as usual will allow you to get rank X in the chosen greater megapower or go beyond it if you already have rank X.

Elements: You can manipulate sexual fluids as though they were one of your chosen elements, similar to the Elemental Mastery greater megapower, and you can convert sexual fluids into your domain elements, which are easier to manipulate than natural instances of your element(s) will be. This has the effect of granting you one free rank of the Elemental Mastery greater megapower, and can push that power to rank X if you aren't a supreme celestial and have rank 3, or push rank X past it to a truly universal level. You can also grant your followers sexual fluid manipulation and conversion.

Spacetime: You can teleport anywhere any of your lovers (that you've had sex with) have been (in the current jump, in case that's relevant, i.e.: you have sex with a companion from another jump), and this form of teleportation is nearly unblockable. You can share this with your followers but that's not nearly as unblockable. During and immediately after sex your travel abilities are amplified, effectively giving you one free rank of Teleportation, which can momentarily push you past rank 3 or even past rank X if you have X already.

Order: You gain extra divine power from the depths of your bonds with your lovers (which stacks with things like the **Harem** synergy perk) and from the bonds your worshippers have with their lovers. The deeper the bonds the more power you get, and this is especially true when it enhances any power sources in which two or more deeply bonded lovers are working together. For example if you are attuned to the creation domain, and two bonded lovers who worship you create a piece of art and sacrifice it to you that piece of art will be much more beautiful and generate much more power.

Chaos: You gain extra divine power based on the number of lovers you've had, and the number of lovers your worshipers have had. If you have the **Power from Passion** perk any of your sources which involve sex are enhanced, but only whenever it involves two or more people having sex who have never had sex with each other.

Light: You gain extra divine power when you or your worshippers selflessly pleasure someone else (read: get dommed by). This is enhanced by the **Power from Passion** perk.

Darkness: You gain extra divine power when you or your worshipers are sexually serviced by others (read: when you dom them), this is enhanced by the **Power From Passion** perk.

General Perks:

You do have a discount here to reflect the mono-origin nature of this jump. You can discount one perk of each price tier, and any discounted perk costing 100 DP is free.

Sagacious Saint (100 DP): You are filled with cosmic wisdom. You know things about your domains beyond instances of them and can share this wisdom with others, granting you tremendously enhanced teaching skills related to your domains and those you teach will be much, much easier to convince to worship you. This effect is more pronounced when teaching people weaker than you but you still gain some elements of this perk when teaching people stronger than you just to a lesser extent and they won't be convinced to worship you but could be convinced to become your loyal follower(s). Intelligence boosting perks and abilities related to knowledge make this perk's effects stronger.

Amazing Aura (100 DP): You possess a toggleable aura which naturally and subtly warps the world around you in ways that touch on your domains or your greater megapowers if you completely lack domains. This is not especially powerful, but it is real and the effects it produces are noticeable to those who pay attention. Cosmic gods of light will naturally strengthen light sources, while cosmic gods of life will passively heal life around them and so on and so forth. These small instances of your domains provide you with miniscule amounts of power but their real utility is that you can strengthen the aura with a flicker of intent and amplify what it does to your surroundings. Mortals who notice its effects will believe you if you say that you are the cause and will more easily be awed by your abilities.

Spiritual Speech (100 DP): You are a master of the Logos and this has an astounding effect on your speech. When you speak your words are sacred, spiritual things that naturally resonate within the hearts of those who lack your profound knowledge and presence; non-ascendants. Non-ascendants who hear you find themselves moved even by your simplest utterances and they will seek the higher meanings behind your words. Any abilities and/or talents which rely on speech and vocabulary are massively enhanced by this perk, including and especially things like music, uttered magic, and greater megapowers like Cosmic Syntax.

Baron Of Blessings (200 DP): You are uniquely good at conferring status effects such as blessings, and are exceptional at removing the effects of curses laid by other beings, even other ascendants that are on roughly your level. Your blessings are much more powerful, much more controlled, and you are capable of doing things like curse-breaking and bane-busting with frightening ease.

Pure Purpose (200 DP): You are capable of stoking the fires of fervor in those you have even casual interactions with. Something about you fills people with passion and piety, and this makes it incredibly easy for you to find those who feel hopeless, despondent, or otherwise directionless and even passively turn them into pious, proper worshippers of yours especially if you unveil your true powers in front of them and show them your glorious might. If you want you can tamper this down at will so they'll instead become loyal followers but not actual worshippers.

Generous God (400 DP): Cosmic gods are curiously generous beings. Their generosity is not like that of mortals, it's not quite as freely good-willed, but it is much, much more powerful. You have taken the natural gift that cosmic gods excel at, the ability to share powers, and have stretched it so conceptually that you can share perks with your followers and still control access to said perks. You can share your versions of your perks that match the strength of the people you're imbuing them with (so mortals getting strength boosts will get ones that fit their nature as mortals). You can also impose worthiness tests to your followers and can create conditions and terms those who use your powers must abide by, to the extent that those who fail to meet these criteria will lose access to those powers.

Pantheonic Partnerships (400 DP): Your nature as a jumper has allowed you to take and internalize another facet of cosmic divinities: pantheons. You have a way to add people to your pantheons even when they shouldn't be eligible, so long as they are vaguely similar to you in some capacity, be it adding other ascendants to pantheons (such as Dragon Lords and Archdemons), and can share this ability with your followers. This means that clerics can form pseudo-pantheons of their own, and draw power from each other and aid each other, and you can feel and feed on the energies produced by them as though you were in the pantheons yourself.

The Power Of Faith (600 DP): You have a very rare, very particular gift: you know how to reliably turn lesser beings into divinities. You can only turn people into non-ascendant divinities, but this is still an incredible power and a stunning bit of knowledge to possess, as you can turn

anyone into a divinity, even if they are fully mortal and live on entirely mundane worlds. And more than that, you can do this safely without risking someone's life or their moral character, and you can even use this to turn demigods into full gods without making them go through dangerous trials. Those you convert gain immortality, the power to grow stronger through worship, domains tied to their personalities, become loyal to you as they undergo their apotheosis, and join your pantheon as subordinate deities who naturally tithe a portion of the power they receive through worship to you. The method by which you can give others divinity differs from jumper to jumper but invariably involves some degree of ceremony in a way that touches on your domains or greater megapowers.

Legendary Divinity (600 DP): Something about your divinity transcends realities. As you enter a new setting you can infuse it with your presence, which lets you draw on things like instances of your domains before you first appeared in a new jump, and also warps reality so that you are known at least by some, some of whom will be sages and wise-people who'd have come across your name in tomes and ancient treatises on faith, and others of whom will be those who are most like your existing worshippers from past jumps and will naturally venerate you even before a jump begins, and as you first emerge in a setting some of those who you'd like to worship you will naturally, serendipitously arrive near where you first emerge and will be awed by even slight shows of power, which will allow you to easily sway them to your worship.

Divine Realm

Your divine realm is your personal capital, your holy sanctum from which you rule over those who have come to you in the afterlife, those who choose to live in your shadow, and the angels who've sworn to follow you (be they created by you or adopted by you). This place can be customized aesthetically and architecturally however you wish, but you can also invest points in it to earn some special, noteworthy upgrades to its utility, defensibility, and other handy traits or make it a bit less powerful and through weakening it in various ways earn additional points. Additionally your divine realm follows you in some capacity throughout your chain, and by default one instance of it emerges in a jump's nexus of afterlives or in your warehouse/warehouse equivalent.

Exterior Size: How large do you wish for the exterior of your realm's confines to be? If you wish to earn 100 DP, you can have it be **city-sized**, if you wish to earn 50 DP it can be **continent sized**. If you wish to earn or spend no points it can be **planet sized**. If you wish to spend 50 points it can be **solar-system sized**, for 100 points it can be **galaxy sized**, and for 150 points it can be the size of a **galactic supercluster**.

Interior Size: How about the interior of the realm? If you wish to earn 50 points it can be **half the size of the exterior**, for free it can be the **same size** as the exterior, for 50 points it can be **twice as large as the exterior** and for 100 points it can be **ten times** the size of the exterior.

Please note: this section does not take into account any sort of infinitely growing spaces

like an underworld, as per the *Underworld* Death Domain ability. Those types of areas cannot be gamified to work towards goals other than their stated purpose(s).

Defenses: What about the defenses of the realm? This determines how easy it is to sneak or force your way in without an invitation, but does not determine the strength of your followers and cosmic angels (who are themselves a powerful form of defense). If you opt to **gain 150 points** then anyone of any power can sneak in sans permission, if you want to **get 50 points** then someone with advanced mortal technology or powerful magic can get in, if you opt **not to invest or gain points** from this then powerful foes can force their way in. If you want to spend **50 points** on this then it would take an extraordinarily powerful non-ascendant army to get in without your permission, for **100 points** it would take multiple powerful cosmic gods or other ascendants working together to bust in, and for **200 points** it would take multiple cosmopotences (ascendants that affect entire universes with single bursts of their powers) working together to get in.

Respawn Rate: Barring destruction by some unfathomably powerful being, perhaps one as mighty as a Legendary Dragon or the Dark Lord themselves (or the incredibly difficult to do destruction of your realm), you will eventually respawn if destroyed. By default you will respawn in your realm, but if your realm is rendered inaccessible or destroyed then you will respawn elsewhere (taking one increment longer than you would normally, so if you get the free version of this trait and your realm is destroyed you'd respawn after a thousand years instead of a century). So long as you only do this once per jump the timer that ticks down while you're in a jump is suspended, so one death won't result in a chain fail, and if you have other unused one ups you can use them in lieu of this so you don't have to wait.

If you opt to **gain 150 points** you respawn after one billion years. If you opt to **gain 100 points** it takes you a million years to be able to say that you don't die when you are killed. If you **want 50 points** it takes you a millennia to come back. If you **don't want to spend or gain points** it'll take you a century to return. For **50 points** it takes you a year (and you can safely use this to respawn twice without it being a chain fail), for **100 points** it just takes you a day, and **for 150 points** you respawn instantly and you can die three times without it being considered a chain fail (barring other 1 ups).

Disposition of Souls: The souls of all worshippers of cosmic gods go to their gods when they die, barring truly exceptional circumstances. What this determines is the nature of the experience of your worshippers when they join you in death and what, if anything, they can do in your realm. Deceased followers of yours may be allowed to roam any part of your divine realm you wish for them to be able to visit, and you can at will cause them to enter a pocket-space dimension that is infinitely large and they'll be able to experience a customizable dream-like reality you can design. All of this is for free. Additionally, if you opt not to invest points in this facet of your divine realm then while exploring your divine realm your deceased followers are ethereal and unable to interact with anything on their own.

If you invest 50 points here then your deceased followers are tangible and sensate, and as active as you wish for them to be. They can directly experience what your realm has to offer and can serve at your pleasure. Any area you give them permission to live in will grow on its own to accommodate the souls who live there and to allow for souls to live together.

Enhanced Power Sources: Your divine realm can serve as an amplifier to your power sources. By default this particular option is not active, and if you opt **not to invest points** in it then it doesn't activate, but investing **50 points** makes it so that all instances of power sources you receive and draw energy from originating in a realm (or extension as per Divine Architecture) send you ten times the power they should, and if you invest **100 points** you receive 1,000 times the amount of energy and power you should from power sources. This includes power sources occurring in your realm, as well as things like souls acquired while the person in question is in your realm.

Power Suppression: Your realm is yours, and as such only those you permit should be able to utilize their abilities. This trait of your realm allows you to suppress the powers of those who are not your servants or aligned with you, with the maximum limit of suppressed powers depending on how much you invest. If you **invest no points** here this trait is not active. If you **invest 50 points** anything beneath planet-level (ultrahuman) is suppressed, and if you **invest 100 points** anything equal to or weaker than a cosmopotence can be suppressed.

Eminent Domain: **For 50 points** you can gain one rank of the alter reality greater megapower whenever you are in your divine realm, and if you otherwise have ranks of this greater megapower then your ability to use the power is boosted to the next tier so long as you are in your realm.

Divine Architecture: This is a complex power, but at its core what it does is allow you to extend your realm into new locations by visiting the places you wish to transform and performing a short ritual in said places. These places are transformed into extensions of your realm, the size of which you determine based on how many points you invest, and the rate at which the transformation occurs is also determined by your willingness to pump points into this ability.

If you invest **zero points** in both the rate of transformation and the size of the transformed area you get a large fortress after a year has passed since you performed the ritual. If you put **50 points** in the size of the area you get an area the size of a large city and if you put the same amount of points into the rate of transformation it takes six months for this transformation to complete. For **100 points** in size you get an area the size of a continent, and if you put that same energy into the rate of transformation you get a transformed area in hours. For **150 points** in area you can turn a planet into an extension of your realm and if you put the same energy into your rate it only takes minutes for the transformation to occur. You can mix and match these rates, so you can invest 150 points in the size of the area, while investing no points in the rate of transformation, thus giving you an area the size of a planet as an extension but it'd take a year for the transformation to be completed.

Additionally, you can turn small spaces such as jewelry into extensions (that are larger on the inside than the outside, obviously) if you have the Divine Spellcasting or Alter Reality greater megapowers. Your realm has portals leading to each of these extensions which you and any followers you authorize can use to fast travel once the areas have been completed.

Greater Megapowers:

Greater megapowers are the powers that are accessible to every kind of ascendant, and they operate off of the base rules for such powers. Greater megapowers are as simple to activate as wishing them to activate (unless the specific power says otherwise), are nearly impossible for non-ascendants to block, dodge, or tank unless the non-ascendant in question is much greater than the ascendant in question. There is no hard limit to how many times a day a greater megapower can be used (though like a muscle some greater megapowers can exhaust you if used strenuously for long periods of time), and using them costs nothing (barring materials in the cases of some greater megapowers). **This is the first jump which will feature pricing and descriptions for the fourth and final rank, "Rank X" which is, for the most part, universal in scale.** If a price is unlisted then it is 50 DP per tier, exceptions to this rule will be listed explicitly, as some powers cost 100 DP per tier or even 150 DP per tier.

If you have greater megapowers through some other mechanism, such as having gone to the Archdemon Ascension jump, you do not have to independently repurchase greater megapowers here. IE: If you have rank 2 Invulnerability and want rank 3, or can purchase rank X, then you can simply pay the 50 DP it'd cost to attain rank 3, or the 100 DP to purchase Rank X (assuming you qualify for it, as in are a supreme celestial or can purchase one rank X greater megapower by being a Greater Divinity).

Invulnerability: Per rank 1: You can shrug off planet-destroying amounts of damage. Rank 2: You can shrug off galaxy-destroying amounts of damage. Rank 3: You can shrug off enough damage to destroy galactic superclusters. Rank X lets you shrug off universe-shattering amounts of damage.

Glorious Presence: Rank 1: In a planetary range around yourself you can fill people with fear or reverence towards you, which can inspire them to obey you or even worship you. This can be made passive and if this is done then this ability costs energy to maintain but exceedingly little (which will almost certainly be balanced out if you have shunned both the worship and fear power sources) Rank 2: This range extends and becomes galactic in scale. Rank 3: Galactic Supercluster scale. Rank X: Universe radiusu.

Super Strength: This is standard, albeit conceptual in practice, super strength (and can be used to do acts like punch holes in reality and fight avatars of concepts). Rank 1: You can lift, throw, or otherwise physically interact with several planets worth of mass. Rank 2: You can lift, throw, or otherwise physically interact with several galaxies worth of mass. Rank 3: Several galactic superclusters worth. Rank X: Several universe's worth of mass.

Super Speed: You have speed (and flight) fast enough to cross cosmic distances in an instant. Rank 1: Cross a planet in an instant. Rank 2: Cross a galaxy in an instant. Rank 3: Cross an entire universe in an instant. Rank X: Cross many universes in an instant.

Boongiver: You can bestow a range of boons that bolster every facet of a being which last as long as you'd like. The number of people you can affect with one use of this power and the maximum quality of boons you can bestow are determined by the ranks you have of this power. Rank 1: You can bestow a planetful of people with minor boons. Rank 2: You can bestow major buffs to a galaxy worth of people. Rank 3: You can bestow buffs of such profound power they can be superhuman-quality to a galactic supercluster of people. Rank X: Superhuman buffs to a universe of people, ultrahuman buffs to a galactic supercluster's worth of people.

Cursegiver: This power lets you give curses to people. Curse means "negative effects" in this context. The number of people you can target with a single instance of this power and the maximum strength of the curses you can inflict are determined by your rank. Rank 1: You can curse a planetful of people with minor curses. Rank 2: You can curse a galaxy's worth of people with major curses. Rank 3: You can inflict crippling curses on population's equal to that of a galactic supercluster. Rank X: crippling curses to a universe of people, or self-perpetuating curses to a galactic supercluster's worth of people.

Elemental Mastery: This ability can be purchased multiple times, once per each of the four classical elements (Fire, water, air, and earth). Each time you purchase a new element you decide what level of power over that element you wish to have, with each rank determining how much of an element you can manipulate and how precisely. This does not let you create the element out of nothing (That's Creation), but you can manipulate chosen elements to a great degree. Rank 1: You can control planetary amounts of the element with fine control or galactic amounts clumsily. Rank 2: You can control galactic amounts with fine control or galactic supercluster amounts messily. Rank 3: A single galactic supercluster's amount of your chosen element with fine control or multiple galactic superclusters messily. Rank X: Multiple galactic superclusters worth of the chosen element with incredible precision and control.

Know Secrets: You possess incredible divination abilities, a suite of them really, and how precise and powerful they are is determined by the rank you have in this ability. Ascendants can protect information from you, depending on their relative power compared to you and your rank in this power. Rank 1: Anything known by at least one person or which there is at least some surviving record of can be learned by you. Rank 2: You can divine any (unprotected) knowledge regardless of whether or not there are surviving records or living knowers of it still. Rank 3: You possess near omniscience around yourself and anywhere you have sufficient influence in, such as your divine realm or your dominion (if you are a sanguinarch). Rank X: as rank 3 but the radius is anywhere from a galactic supercluster up to universal and you have a personal presence that gives you a universal radius.

Alter Reality (100 Points per rank): This stunning power allows you to warp reality in and immediately around areas where your influence is high. In these areas you can emulate up to

rank 3 of other greater megapowers, but these effects do not survive outside of the areas you can use this power in, so you can emulate a diabolic blast but if the target manages to slip out of the area you can use alter reality in the emulated blast dies and doesn't hit them when it hits the edge of your alter reality range. Rank 1: You can only do this in areas where your influence is greatest (divine realm, around yourself, in areas where domains you are maximally attuned too have recently happened, etc.). Rank 2: a planetary range around areas where your influence is strongest. Rank 3: A range up to a galaxy's distance away from areas where your influence is strongest. Rank X: Galactic supercluster range beyond the bounds of your strongest areas of influence and you can emulate rank x greater megapowers within.

Divine Blast (100 Points per rank): A super attack ability that lets you fire blasts of destructive ascendant energy that can instantly hit any target in range (provided they don't have something like the teleport or super speed greater megapower as these blasts hit instantly and have perfect accuracy) and can even overcome things like the equivalent rank of the invulnerability greater megapower. These blasts can come from any part of you, can take any shape you wish, and can be selective in what they harm and destroy. Rank 1: Your blasts can destroy a planet from across a solar system. Rank 2: Your blasts can destroy a galaxy from across several galaxies. Rank 3: destroy a galactic supercluster from across the universe. Rank X: You can destroy a universe from anywhere in the multiverse.

Giver of Life (100 Points per rank): You can resurrect or flatly create life that is up to ultrahuman in strength with a thought. You can heal or resurrect beings beyond ultrahuman with this but you cannot create them with this. Rank 1: A planetary population from across a galaxy. Rank 2: A galactic population from across a galactic supercluster. Rank 3: A galactic supercluster's worth of people from across the universe. Rank X: An entire universe's population from anywhere in the multiverse.

Hand of Death (100 Points per rank): You can snuff out entire mortal (or immortal but not ascendant) armies at once, able to target anything at or below ultrahuman in scale with no difficulties. This does not need an attack, only your intent. Rank 1: You can annihilate multiple planetary populations at once from across a galaxy. Rank 2: Multiple galaxies's worth at once from across a galactic supercluster. Rank 3: Multiple galactic supercluster's worth at once from across the universe. Rank X: An entire universe's population from anywhere in the multiverse.

Creation (150 Points per rank): You can create something from nothing. The maximum size of the thing you can create depends on your rank, and you cannot create something stronger than an ultrahuman without making it appropriately large and without requiring it to have the ability to use an amount of energy equivalent to the strength you wish it to have. Rank 1: You can create a planet or the equivalent at once. Rank 2: You can create a galaxy or the equivalent amount at once. Rank 3: You can create a galactic supercluster or the equivalent amount at once. Rank X: an entire universe or an equivalent amount at once, and creating an entire universe from scratch with its forces, dimensions, and such exhausts you for a bit.

Transmute (150 Points per rank): You can transform anything (up to a max size determined by the ranks you have in this power) into anything else, short of turning something into something stronger than planet-scale unless you make it large enough to justify that strength (which means you can't turn something into an ascendant, at least with just this). Rank 1: Anything planet-scale from across a galaxy. Rank 2: Multiple galaxies worth of things from across a galactic supercluster. Rank 3: Multiple superclusters worth of mass from across the universe. Rank X: Multiple universes' worth, from anywhere in the multiverse.

Create Artifact (150 Points per rank): This peculiar power requires appropriate materials but with the right raw ingredients you can easily and swiftly create stupendous artifacts. Each rank gives you a solid baseline but is not an exhaustive list of the possibilities you have with this power. Rank 1: In a day you can create thousands of handheld planet killing weapons or a planetful of lesser artifacts. Rank 2: In a day you can create thousands of galaxy bombs or a galaxy's worth of planet killing devices. Rank 3: In a day you can create weapons which can obliterate galactic superclusters, and you learn how to create godspheres (sapient machines which can reality warp galactic superclusters at once) but it takes you half a jump to create even a single one. Rank X: In a single day you can create thousands of godspheres, or enough compact planet-killers to outfit the population of an entire universe with them.

Telepathy (150 Points per rank): You possess stunningly powerful telepathy, allowing you to mentally communicate with, read the minds of, and even control other beings with how far your range and amount of people you can commune with being determined by the rank you have of this power. Rank 1: A planet's worth of people from across a solar system. Rank 2: A galaxy's worth of minds from across a galactic supercluster. Rank 3: A galactic supercluster's worth of minds from across the universe. Rank X: A universes' worth of minds from anywhere in the multiverse.

Telekinesis (150 Points per rank): You have surgically precise telekinesis and can manipulate multiple things with no problems up to your rank's amount of goods, as well as non-physical goods. Rank 1: A planetary amount from across a galaxy. Rank 2: A galactic amount from across a supercluster. Rank 3: A galactic supercluster's amount of goods from across the universe. Rank X: A universe-sized amount from anywhere in the multiverse.

Teleportation (150 Points per rank): You can teleport yourself and an amount of goods determined by your rank across a vast distance in one instant. This can be stymied and protected against, but such protections would have to be powered by ascendants and designed to stop ascendants (or equivalently powerful beings). Rank 1: You can teleport a planetary amount of people and goods across a solar system. Rank 2: You can teleport a galactic amount of goods across a galactic supercluster. Rank 3: You can teleport a galactic supercluster amount of goods across a universe. Rank X: Universe-sized amount to and from anywhere in the multiverse.

Divine Spellcasting (150 Points per rank): This ability allows you to use magic to replicate the effects of greater megapowers, and strengthens your magic so that you can do this without

being susceptible to the weaknesses of magic (the fact that it drains a store of an energy you have limited, albeit great quantities of, and can be dispelled without the same sort of ultra powers as greater megapowers, by strong enough (even non-ascendant) beings), if you don't do this at your maximum rank. Normally this is susceptible to Anti-Power and to, in strict theory, anti-magic, but its extraordinarily difficult for such things to overcome this. You only have the ability to cast magic that affects an area on the scale of your rank or lower that said, you can cast unthinkable numbers of spells at the same time and short of using magic right at your scale's limits you can keep going very freely. Rank 1: Your magic can affect a planet at once. Rank 2: Your magic can affect a galaxy at once. Rank 3: Your magic can affect a galactic supercluster at once. Rank X: Affect an entire universe at a time and you can even thwart Anti-Power.

Anti-Power (150 Points per rank): This power can grant you immunity to other greater megapowers of the same rank and can be used more easily to prevent powered beings in a range of spaces and with a range of personal power from using their powers, with its maximum range and the maximum strength it can tackle at once being determined by how much energy you invest in it. Rank 1: You are immune to rank 1 greater megapowers or cancel the powers of a planet of superhumans (people on roughly city scale). Rank 2: You are immune to rank 2 greater megapowers and can nullify a galaxy of ultrahumans (planet-scale beings). Rank 3: You can nullify up to a galactic supercluster of everything except the strongest cosmopotences and you are flatly immune to everything up to and weaker than a rank 3 greater megapower. Rank X: You can nullify universefuls of everything but cosmopotences and gain immunity to everything up to and including rank 3 greater megapowers. You also have high resistance to rank X greater megapowers (which can become outright immunity if you're much, much more powerful than the other cosmopotence), and if you are much stronger than another cosmopotence you can potentially nullify them.

Reality Warping: This odd power is not a directly purchasable power but is **attained automatically** if you have at least one rank in all of the following powers: Creation, Transmute, Divine Blast, Giver of Life, Hand of Death, Telepathy, and Telekinesis. Alternatively both Divine Spellcasting and Alter Reality can substitute for one, each, of the other powers if you have all of them but one or two. This power's rank is the lowest rank you have in any of the prerequisite powers. This omega power is able to do anything the synergizing powers can do and is immensely heavy in terms of erasing, blocking, or otherwise overwriting, allowing those who possess it to do all sorts of incredible and wicked feats.

Cosmic Syntax (150 Points per rank): This is a power unique to cosmic gods. This is a power that requires the weaving of words of creation to form utterances of immense power that can alter reality similarly to **Reality Warping**. That said, while this is as heavy as **Reality Warping** is, you can only use this to create effects related to domains and greater megapowers you have, and that ties this power's power to your levels in your domains and the ranks you have in greater megapowers that are relevant to the utterance in question. In exchange these effects are stunningly hard to undo, even for ascendants with **Anti-Power** or **Reality Warping**. You can undo this, but others would have to work together to even stand a chance, even if they

themselves have **Cosmic Syntax**. Each rank sets the rough scale of which your effects can reverberate outward with a single usage of this power. Rank 1: multiple planets from galaxies away. Rank 2: Multiple galaxies from galactic superclusters away. Rank 3: Multiple galactic superclusters from universes away. Rank X: Multiple universes from anywhere in the multiverse.

Divine Servants (Priests & Paladins, Cosmic Angels, & Favored Race):

Cosmic Gods inspire fervent worship and are frequently adored by vast throngs of mortal and immortal beings. As the newest Cosmic God, and a jumper, you are sure to inspire mass worship throughout the multiverse and even those who don't worship you may agree or outright desire to serve you. This section of the jump doc goes over three specific types of worshipers and servants: priests and paladins, cosmic angels, and your favored race.

Please note: Your ability to use all of the options here depends on the tier you chose in the Godly Groupings perk. Anyone who chose Major Deity or greater can fill out every part of this, but if you chose beneath that tier of power you will have to sacrifice something here. This permanently blocks off access to this section, unlike taking a drawback which would only block access to something for the duration of this jump (meaning you can still buy options here, but you'll only be able to use them on your next jump, if you took the drawbacks rather than selected a lower tier which would permanently prevent you from gaining these things).

Priests & Paladins (Free To Establish): It costs no points to have orders of priests and paladins. Priests, for the most part, are better at channeling your power to create miracles, while paladins are, for the most part, less good at miracle work and better at martial abilities and organizing your followers pragmatically and secularly.

Miracles (Free to all, even people who cannot take other options from here): A cosmic god's miracles are not themselves magical or psionic in nature instead being both divine and ascendant in nature. This means that you can decide who can use them, you can use them yourself, and you can control their nature. A cosmic god's miracles are invariably stronger and more profound than a non-ascendant divinity's miracles will be in almost every case (theoretically the strongest non-ascendant gods can perform more impressive miracles than the very weakest cosmic gods, but even then a cosmic god's miracles have a degree of inviolability that a non-ascendant divinity's would not have). The sorts of miracles you can perform depend on your overall cosmic tier, your domains, and your power over your domains (read: level of attunement).

Assuming you have angels and/or a favored race they are better at channeling miracles than others who may try. Their miracles are also more powerful. In all but the rarest cases (or when it involves someone you've specially blessed) there won't be massive differences but the differences can themselves make a difference on a battlefield or in a dire situation.

The sorts of miracles your priests and paladins, angels, and also any other followers you imbue with these powers, can perform on your behalf will be decided in part down below.

Requirements (Free): You can establish parameters necessary for people to join your priesthood or the orders of paladins devoted to you. It is common practice for cosmic gods to have different kinds of orders for men and women (for species and cultures that have a bimodal view of gender and sex) or have different species have different kinds of clergy and knights. You can establish any requirements you wish for these orders, such as making some only accessible for kings and queens who rule kingdoms in your name, or making some orders be completely closed off to royalty and nobility. You can also establish more than one of each type of order, such as establishing both sisterhoods and brotherhoods of priestesses and priests or having orders of paladins that specialize in construction and defensive and ones that are more crusader like. You can establish these orders internally and your followers will intuit how to best reflect that even without direct guidance on your part, but you can also directly tell your followers what to do and they'll try their best to bring your vision to life.

Availability (Varies): Miracles themselves do not use up any power from you, but it does cost power for you to make the channels to your stores of energy that your followers tap into to perform miracles. How commonly can your followers, be they priests and paladins, angels, or specially blessed individuals, use your miracles?

If you wish to gain power from this you can make your miracles **Occasional** which grants you 50 DP. This means you have devoted less energy to the availability of your miracles, which makes it far rarer for your worshippers to be able to directly channel your miracles. This can be frustrating for some followers, but it will also increase the firmness of the beliefs of those who see your clerics perform miracles. If you want to neither gain nor lose power from this you can make your miracles **Common** which means that those you allow to use your miracles can routinely use them, which will inspire common members of your faith and will make joining priesthoods or orders of knights devoted to you appealing and can also inspire those in such orders, showing them your might. Now if you don't mind spending power you can make the availability of your miracles **Overflowing** which costs 50 DP but makes it so that even the lowliest acolytes of your orders are able to perform amazing miracles on your behalf with stunning regularity.

Demands (Varies): How strenuous is it for your followers to actually execute miracles? Do you make it as easy as possible for them, or do you make it require foresight and time?

If you want to make it as demanding as possible you can construct and demand lengthy and complex **Rituals** (+50 DP) for them to be able to channel your powers. These rituals save you energy, also count as power source rituals (per the Sacred Sources perk), and can help remind your followers that your miracles stem from something greater than themselves. If you don't want to gain or invest points from this option you can make your demands be simple **Spells** which are a middle ground between the energy and time of a **Ritual** or the ease and instinctiveness of an **Invocation**. These spells may involve brief chants, foci, things sacrificed

for the miraculous power, and other such things but won't take longer than a few seconds in all but the most impressive cases. If you want your power to be as easy to access as possible you can spend 50 DP and make the demands be a simple **Invocation** (which will also count as an instance of the invocation power source) of your name or relevant title (when done with intent), and your most skilled followers need only think the titles or names they know you by to channel your miracles! This also inspires loyalty and devotion, serving as a reminder of the fact that the power they are using is yours.

Cosmic Angels (Free): Unless you are a demigod or lesser god who has not chosen the cosmic angels as one of your options it is both possible and free to have a host of cosmic angels. Cosmic angels are a subtype of angel that serve cosmic gods, in much the same way as prime angels are angels who served The Creator. Many different types of angels exist throughout the multiverse, and they are almost always living channels for the divine, agents, servants, worshippers, lovers, and sometimes offspring of divinities throughout the cosmos.

You may have, unless you cannot per other options in this document or willingly forgo of your own volition, a heavenly host of your own. These angels can act in any capacity you command, being messengers, spies, diplomats, guardians, and warriors as you command. They are immortal, eternally in their prime, derive sustenance from you as members of your host (and thus need no nourishment) and will follow you on your chain as followers by default. Members of your host also serve as potent channels for you to use your remote powers ability through, with bigger groups of angels being easier and easier channels depending on the size of the group in question.

By default you have enough angels to police any territory you hold, but if you wish them solely as your sole police force they'll likely be spread too thin. Things like the appearances and personalities of your angels, on a broad level, will be affected by your domains and preferences, mixing synergistically whenever possible. You can also directly decide certain facets of your angels at will when selecting this option, and so long as it doesn't confer a significant advantage (such as deciding that your angels are invincible or something to that effect) you can give them a range of abilities and traits, such as giving them wings, making them beautiful, or deciding their sex ratio (If you make them all one sex, it's worth noting that all of their offspring will be angels by default unless you decide otherwise, be it creating half-angels, or having them be angel-blooded members of the species of the other parent).

One important note is that when one of your cosmic angels, including ones that were not born cosmic but that you adopted into your host, are slain they do not perish in a permanent sense. They are shunted from wherever they are to a place in your divine realm where they begin to recover. Over the course of a period that will last at minimum a year and a day, and at most a decade they will recover and then be able to step out of the realm and back to wherever they want to go.

When you take this option you decide if your angels are free-willed or absolutely loyal. If they have free will they are effective, but can rebel or leave your service if made unhappy. If they

don't have free will they are absolutely loyal to you but are not big into taking initiative and they are not the most creative angels in the heavens.

Base Power (50 DP): Before any other factors influence the base power of your angels they start off as superhuman in physical ability and intellect with decently quick self-regeneration allowing them to heal from any wounds that do not kill them outright or have the ability to bust through superhuman healing. By default some of them will be archangels who are ultrahuman. If you take this option all of your angels will become ultrahuman as far as their physique and intellect go.

Self Determination (50 DP): This option allows you to have the best of both worlds when it comes to angelic intelligence and will. If you select this your angels have initiative and creativity as though they were free-willed while lacking the ability or desire to rebel, and you can still grant them a sort of pseudo-free-will which allows them to be independent enough to act on their own but not ever want to rebel.

Greater Megapowers (Varies): For free your angels have rank 1 of any greater megapowers you have, while archangels have rank 2 in any greater megapowers you have rank 2 or higher in. If you wish to improve that, you can spend 50 DP to have it so that all of your angels have rank 2 in any greater megapower you have rank 2 in (or higher), and if you spend 100 DP your archangels have rank 3 in any greater megapowers you have rank 3 or rank X in.

You can also buy greater megapowers not for you but for your angels, which gives them (but not you) the power to the rank you buy, even rank X (but you can do this once, though it doesn't count against your limit of being able to buy one rank X power, if you yourself are just a greater divinity) but you can only do this if you are a greater divinity and supreme celestial.

Angelic Focus (Varies, But First One Free): Your angels have a primary focus which you decide here. This focus determines their speciality and the miraculous abilities that come the easiest to them. It's worth noting that for the most part, and by default, a cosmic angel's miracles are only about as powerful as a mortal archmage's as far as power and precision goes, but they do not require components, spells, and are not magical. They draw directly upon your ascendant nature and thus are as inviolable as your direct, personal uses of your abilities are. Individual angels will also have different levels of innate synergy with each focus, with some being naturally great at using their focus or foci while others will find it more difficult. It's worth noting that the examples in the descriptions that follow are only some of a focus's abilities and miracles, thematically appropriate miracles of all stripes are also bestowed through this.

Each focus has associated domains, and if you select a focus for your angels that is associated with a domain you've attuned too that attunement will strengthen the ability of your angels to tap into that focus, with how much it strengthens it being based on your level of domain attunement and whether or not you're attuned to multiple domains associated with that focus.

You can take one focus for your angels for free, and afterwards each additional focus costs 50 DP.

Offense (Associated Domains: War, Death, Fire): This focus confers expertise in battle and a range of abilities that relate to assaulting enemies, like conjuring weapons made of light, the ability to fire energy blasts, and improved strength. Their blessings make others skilled warriors when it comes to seizing targets and overwhelming foes.

Defense (Associated Domains: War, Order, Love, Life, Light, Earth): This focus is about defending places and people and gives your angels strategic mastery when it comes to securing places and keeping people safe. They have more endurance, regenerative abilities, and can summon powerful force fields and barriers to keep themselves and your faithful safe. Their blessings allow other, lesser forces of yours to withstand enemy assaults, the elements, and overcome all sorts of adversity.

Mobility (Associated Domains: Spacetime, Chaos, Darkness, Air): This focus is about speed and travel. If you attune to the Spacetime domain your angels can deftly teleport to wherever your worshippers are, and even without that domain angels with this focus are capable of an assortment of tricks to ensure that they can move places quickly, even able to boost the speeds of others.

Support (Associated Domains: Knowledge, Fertility, Lust, Creation, Water): Your angels are skilled at healing, buffing, and debuffing. They can create food and other valuable supplies, and can summon them, as well as being highly charismatic and able to convert others far more easily than angels of the other foci can. Their blessings enhance leadership, organizational skills, and charisma.

Favored Race (Free): This is a species you have chosen to bless with your favor and patronage. This can be any existing race, such as humans, orcs, elves, or dragons, or you can create a whole new race from the ground up. A race you bless with this ability and this privilege will naturally generate in settings you visit, be easier for you to create with greater megapowers, and will be more easily swayed by you. Instances of your domains caused by these individuals also naturally generate more power for you. Selecting this race is free, but if you wish to empower them you can select options for them down below. It's worth noting that this won't instantly affect existing races in future settings you visit, so if you for example select orcs as your favored race and make them have a high/futuristic tech level and then go to Pathfinder Golarion's orcs won't instantly become science-geniuses but ones you create or personally uplift will find it stunningly easy to match the specifics of what you select here, and so will their children and so on and so forth.

Physique (Varies, Discounted by Life Domain): This refers to things like the physical health, physique, and dexterity of your favored race. If you want to gain 50 DP (or 100 if you have the life domain unlocked) then this is on the lower average (weaker than humans), if you wish to neither gain nor lose points (or gain 50 DP if you have the life domain) then this is average, and

if you want to make your species on average superhuman then this either costs 50 DP or is free if you have the life domain.

Mind (Varies Discounted by Knowledge Domain): This refers to things like the sapience, learning speed, and mental flexibility of your favored race. If you want to gain 50 DP (or 100 if you have the knowledge domain unlocked) then this is on the lower average (below that of humans), if you wish to neither gain nor lose points (or gain 50 DP if you have the knowledge domain) then this is average (your race is human-level in terms of mental things), and if you want to make your species on average superhuman in terms of their thinking then this either costs 50 DP or is free if you have the knowledge domain.

Tech Level (Varies Discounted by Science Domain): This refers to the tech level of the average civilization created by your favored race if left alone. If you wish to gain 100 DP then this can be low/ancient (or gain 200 DP if you have attuned to the Science domain), if you wish to gain 50 DP (or 100 if you have the science domain) then this is medieval/renaissance, for free (or to give you 50 points if you have the science domain) this is modern levels (America in the early 2020s), for 50 points (or for free if you have the science domain) this is high/futuristic levels, and for 100 points (or for 50 if you have science) this is unthinkably advanced.

Magic Affinity (Varies Discounted by Magic Domain): This refers to things like the average mystical skill and potency of members of your favored race. If you want to gain 50 DP (or 100 if you have the magic domain unlocked) then this is on the lower average (weaker than humans, who form the baseline for mortals and for whom most members have the capability to at least learn simple magic), if you wish to neither gain nor lose points (or gain 50 DP if you have the magic domain) then this is average and matches human potency with magic on average, and if you want to make your species on average mystically superhuman then this either costs 50 DP or is free if you have the magic domain.

Psionic Affinity (Varies Discounted by Psi Domain): This refers to things like the average psionic potential of your favored race and any innate boosts they may have to their abilities to use psionic abilities. If you want to gain 50 DP (or 100 if you have the psi domain unlocked) then this is on the lower average (weaker than humans), if you wish to neither gain nor lose points (or gain 50 DP if you have the psi domain) then this is average, and if you want to make your species on average superhuman psionically then this either costs 50 DP or is free if you have the psi domain.

Items

Some items will have descriptions that note that they are **Realm Wonders**. These items are the ultimate manifestations of a power source and will perpetually provide you with power stemming from that power source so long as you have not shunned said power source. By default they will reside in your divine realm though if you lack one they'll be fitted into your warehouse or equivalent. If you also lack one of those then these items will appear in a place under your rule or the rule of those who serve you.

Mono-origin discount rules apply here as well: You get a single discount on one item of each price tier.

Divine Saturnalia (Realm Wonder) (50 DP): This is a vast area containing an environment of your choice where a lavish ceremonial festival that will occur eternally is in full swing. This place is a masterful area of worship, where you are the recipient of endless adoration and praise, though what exactly happens here depends on your commandments and will, so it can be anything from endless performances and retellings of grand moments along your chain or it can be something wholly less family friendly. A portion of this area will always be a set of divine gardens, among the most beautiful in the multiverse, tended to by the finest architects and botanists in the multiverse, whose works have been sanctified by you and any lesser gods in your retinue. Those who come here will find their souls filling with peace, and will be grateful to you for allowing them to visit, and in time this gratitude will become incredible devotion, in all but the most steel-hearted.

Astral Choir (Realm Wonder) (50 DP): One of the greatest choirs in the multiverse sings endlessly hymns and chants to you, from a tower inside of your divine realm where their every need is tended to and they are immortal. They sing one of the most beautiful songs in existence to you, and their voice reminds listeners of the one owner and ruler of this place. Many mighty entities, some of whom are primordial beings who harken back to the beginning of existence, would pay vast sums if they thought it'd get them a chance to hear these songs, giving you an opportunity for vast profit if you take them up on their offers.

Celestial Brazier (Realm Wonder) (50 DP): This is a one-of-a-kind brazier created by a truly legendary artisan, perhaps yourself or your greatest disciple or creative follower. This artifact radiates power and it tremendously amplifies the power you gain when Sacrifices are placed in it, occur in it, or near it, and some of your most loyal and zealous followers ensure that this object is constantly being fed splendid sacrifices be it ones they obtain on adventures or create themselves for the explicit purpose of feeding the brazier's fires.

Well of Souls (Realm Wonder) (50 DP): This is a primordial spark from the very beginning of the multiverse, an ember from the first fires or some other element, that constantly radiates souls formed from the purest soulstuff that exists. So long as you have not shunned the Souls power source this empowers you every second of every day, and if you have maximized the Souls power source and/or have the Underworld Death domain perk then this empowerment is stronger. Merely possessing it gives you a free rank in the Giver of Life greater megapower, while if you have the Creation greater megapower this is enough to let you create sapient life from the souls this item radiates.

Hall of Paragons (Realm Wonder) (50 DP): This amplifies the effects of the Favored Race power source, and it is a gargantuan corridor filled with an uncountable number of brilliantly carved statues of the greatest members of your favored race to exist in any and all settings you've visited. So long as someone's status exists they are empowered, even if they are dead

and in your realm, and the empowerment makes them equal in power to one of your archangels. Any power sources derived from a member of your favored race who has a statue that is intact the power source is even further boosted, so if you have a statue of an artist and the artist is alive creating things and you're attuned to Creation their instances of your domain are even more radically boosted than they'd otherwise be. Beyond that, even if you lack a favored race you can have statues of any of your followers be created which would not make them better founts of power for you but would empower them to be equal to one of your archangels in power.

Essence Pavilions (Realm Wonder) (50 DP): These pavilions are grand centers of activity related to any domain you have attuned to, constantly providing you instances of the domain(s) in question. If you have attuned to the domain of love this could be a romantic and picturesque park where families fall further in love. If you are attuned to the domain of water this could be a massive beach and a vast ocean where aquatic beings live in harmony and sing your praises.

In My Name (50 DP): This "Item" is a mark you can give to billions of your most loyal followers. Those who have it will become immortal and gain a superhuman physique (if they lacked one, if not this is a comprehensive boost to their physiques). Each champion gains a greater megapower of your choice at rank 1 which can only be used to advance your goals and in your name. You can empower them by separately buying rank 2 of any greater megapowers you wish for them to have, and if you wish to specially bless truly special champions you can buy a small fraction of them rank 3 greater megapowers, but your champions cannot have Cosmic Syntax which is too essential to a Cosmic God's logos for them to share it. There is no true maximum limit of people you can grant this too, but it must only be used on a small fraction of your total followers.

Mirror Throne (Realm Wonder) (100 DP): This is a powerful throne that is a solidified word of creation and is virtually indestructible. This amplifies your Innate power source, and boosts the rate at which you gain innate, quintessential power. It also makes for a splendid throne and a symbol of your perpetual power even if you don't sit in it.

Living Hyperforge (Realm Wonder) (100 DP): This is a sapient forge that is, of its own volition, loyal to you. It constantly produces superior mighty artifacts of all kinds, ones which outpower those found or created elsewhere unless another ascendant is involved, and these artifacts also passively give you stunning amounts of artifact power so long as they are possessed by you or your followers, or in a location controlled by you. If you have the Create Artifact greater megapower and use the forge then they feed each other, and you create even more powerful artifacts at an even faster rate.

Aurora Tower (Realm Wonder) (100 DP): This tower conducts the ambient power of the logos in such a way that it increases your affinity with your pantheon, causing it to generate small amounts of power based on your friendships and romances with other sufficiently powerful beings and even lets you share the excess energies generated by other wonders with the rest of your pantheon.

Runic Crystal Orrery (Realm Wonder) (100 DP): This is a stunningly powerful, meticulously constructed ritual chamber meant to be the most perfect ritual chamber in the multiverse. This space can be used to perform any ritual you wish, but when not in use by you for specific purposes or by ritual wardens you elect to oversee other specific rituals, those who dwell in your divine realm work to perform the finest, most complex rituals they can to generate stunning amounts of cosmic power for you, or to otherwise achieve passive goals of yours and your followers.

Metasancitic Nodex (Realm Wonder) (150 DP): This is the largest, grandest single temple in the multiverse and it is a stunning divine achievement equal to 100 of the 666 ancient temples stolen from the followers of the Creator and pulled into the ancient and wicked city of Dis by the Dark Lord long ago. It tremendously increases how much power you gain from power sources that occur within or near it, and it even enhances the effects of other wonders inside of it or in the shadow it casts. If you own this it is extremely likely that this is your home, as this is the center of your power and your power is amplified so long as you are inside of this place.

A Seat On The Council (200 DP): You have earned a seat on many divine councils throughout your life and you have earned this trophy as a result. It is an artifact symbolizing your wisdom and influence, and it has a more direct effect of ensuring that you get seats on divine organizations far more easily even when you are purposefully hiding your power. With this you can ferret out secretive divine groups with ease, and quickly make good first impressions when it comes to other divines. In this jump this can be used to gain influence in spaces like the Deo Cartem Accords or among the gods and “gods” of religions on the veiled solar system world known as Earth. Those who physically behold it feel the weight of your presence and sense the radiant power

Sacred Ship (200 DP): Gods deserve to travel in luxury, and you deserve more luxury than many of your peers. This vessel is a perfect ship built to your specifications and blessed by you and any other gods in your pantheon. It is a mighty vessel and aesthetically pleasing in ways that astound even you, filled with all sorts of luxurious features like a temple inside of it and portals to your divine realm as well as advanced, cutting edge holy technology built by techno-theologists who study the intersection of science and the divine. The ship grows in power as you do, and is piloted by a truly intelligent artificial intelligence with a soul that fervently worships you.

Holy Spear (400 DP): Or unholy... and not necessarily a spear. This is a weapon created in a mighty ritual that involved elements of all of your domains by a secretive group of your worshipers who sought to create something beautiful and powerful enough to get your notice, and boy did they. This radiant object is a living weapon attuned to you and it embodies your radiant power, and can grow as you do. It is a stunningly powerful weapon that is as destructive as your greatest offensive greater megapower, and is as enduring as you are, capable of channeling blasts of your domains and withstanding your world-shattering power.

Spiritual Shield (400 DP): This is an object created in the wake of a cataclysmic battle between cosmopotences. While the exact details of the battle, including the results, are not clear, what is clear is that this radiantly powerful shield is a swirling vortex of ascendant energies created by two things of equal force and opposite natures touching and mixing into something impossible. This shield will, effectively, double your durability by making it so that your foes have to hit twice as hard to break through your baseline durability. This shield will morph into a skintight suit of armor as well, if not needed but in your presence and can morph back and forth of its own volition.

Domain Embodiment (600 DP): This is the ultimate embodiment of a domain of your choosing so long as you're attuned to the domain in question. This one of a kind item can be a perfect potion, one that can cure any wound no matter how grievous or cure any sickness if it's an object of life, or kill any being who downs it in its entirety if it is a relic of death, depending on your decision. It can be a map that leads someone to any location, or allows you to find any individual provided they exist, if it is an object of knowledge. You can change what domain it embodies between jumps.

Holy Map (600 DP): This divine map both creates sacred spaces and also points you to where the divine are hiding. With this you can find any divines of your level or lower (which means this can be stunningly powerful if you are a sufficiently mighty divinity), and this object passively absorbs sacred energies radiated by you and stores them away. At will you can use this map to turn any terrain around you into divine space where clerics, angels, gods, and cosmic gods are empowered, or weakened if you are stronger than them and oppose them, and you can use this to create land where the divine is natural. This can have a stunning range of effects on life in this area, ranging from people being born with minor abilities based around your domains, to angels arising spontaneously if a land is infused with enough sacred power or there being random instances of your domain and minor miracles occurring on their own. You can also use this to absorb energies radiated by other deities, which it can then mix with your energies to create lands with stranger powers and properties.

Companions & Followers:

Import (50 DP): You can import a companion and they gain all the freebies, discounts, and the Cosmic God origin themselves, as well as 600 DP to spend themselves on perks, items and Greater Megapowers and divine servants all their own. They will automatically join your pantheon and cannot be on or above your **Godly Groupings** tier. Companions cannot take drawbacks that alter the setting but can take drawbacks that temporarily alter or lessen their capabilities.

Please Note: followers and companions you meet here who are not members of your pantheon (as per **Pantheonic Power**) do not get perks from this jump, instead already possessing unique abilities of their own related to their in-jump backgrounds. In future settings they can get their own perks as per normal if you pay to import them or they can be imported as followers for free.

Original Companion (50 DP): This is a character here, in this jump, that you recruit. It can be any non-ascendant and anyone not like The Dark Lord or the Creator or stronger. This guarantees a favorable meeting but persuading them is up to you. If they are a nova, an omega lord, or any other such CYOA character, they retain their powers in future jumps but still need to be paid to be imported with points. If they say no to accompanying you, your points are refunded and can be spent on other things or you can attempt to recruit someone else.

Pantheonic Power (Varies): The pantheon power source gives you the ability to form permanent alliances with other cosmic gods. By selecting this option you can create fully original cosmic gods at any tier of strength beneath yours (as determined by the **Godly Groupings** perk, so if you are a supreme celestial members of your pantheon can be greater divinities or weaker), who get 600 points of their own to use here who will meet you shortly after you begin this jump and be persuaded to join your pantheon over the course of several meetings.

Heavenly Host (Free): Your angelic host follows you on your chain. You can determine the precise nature by which this operates, whether it is angelic followers of yours simply continuing to exist in your divine realm while you transition from jump to jump or a whole new host of angels spontaneously spawning when you appear in a new place, or some mixture of the two (such as you having the ability to mark specific favored angels of yours to follow you along while the rest are replaced). These are followers by default though specific angels can be imported as companions if you pay the import cost in a future jump.

Courageous Clergy (Free): Some of your clerics, paladins, and members of your favored race, both leaders and ordinary members of all three groups, will follow you as followers along your chain. They will be initially driven by a goal of spreading members of themselves (in the cases of your favored race), but will also want to make people worship you. After some time they'll settle into the settings they now occupy and begin to live out normal lives unless you give them tasks or goals.

Please note: the following companions are not cosmic gods unless their description says otherwise. They are mortals (unless your favored race is naturally immortal), demigods, angels, and prime angels with one exception, Quetzalcoatl. They count as followers here, and can be imported as companions in future jumps. Their powers from here are retained in future jumps.

Hostmatron Angel (50 DP): These unusual angels with profound connections to the domains of Love, Life, Lust, and Fertility, are said to have originated in the dark labs of Kleosheba, the infamous manifold Ascendant (an ascendant who has undergone more than one ascension/is multiple types of ascendants) of Desire (Kleosheba is an Archdemoness, a Cosmic Goddess, and a Sanguinarch). These angels, which can be of any gender of sex and can breed with almost anything but when bred by a Cosmic God or Cosmic Goddess will give birth to an impossible number of angels who will be loyal to their ascendant parent. Their angelic children are improved over regular angels, even ones in the service of an ascendant divinity, possessing

greater megapowers that are an order of magnitude stronger than they should be, and being much more attuned to their angelic focus/foci as well as being better at angelic foci that they are not trained in. You can customize the specifics of this angelic follower's personality and appearance, and if you repurchase this option you can have more than one of these kinds of angels in your service.

Katarina The Silent (50 DP): Katarina is a woman of extraordinary, world-shaking piety. This quiet, initially unremarkable seeming priestess is a twenty-something-year-old who is a member of your favored race (unless you wouldn't want her to be), with curious powers. She can bless artifacts, temples, and people, and those blessed by her produce increased power whenever they generate power for you, the blessings persisting even after they leave or she does. Living beings she blesses find that their worship is extra strong, and when they die their souls passively produce more power for you. She counts as a small group of angels as far as the ability to use remote powers around her goes and her miracles are stronger than miracles caused by other priests of yours. She has no designs for immortality, but will accept it to continue to serve you, though she'll also be just as happy to serve you in your divine realm.

Gabriel (50 DP): Gabriel is one of the prime-angels, a faction of angelic beings who once served The Creator of the multiverse herself. Many of these angels continue to look for The Creator or wait for her to return, their loyalty to her matched by very, very few throughout the cosmos. Some prime-angels have made the somewhat controversial decision to decide their fate themselves. Upon meeting you he decided to become a member of your faction, joining your angelic host. Gabriel is amongst the youngest of the prime angels, and despite that he has the experience, wisdom, and maturity of their oldest leaders. He is a teacher, philosopher and artisan, and has rank 3 of the following greater megapowers: Giver of Life, Transmute, Creation, Create Artifact, and Know Secrets.

Semael (50 DP): An ancient, though not in comparison to some of his fellow prime angels, angel that is millions of years old. Even among the prodigiously powerful prime angels Semael might be the greatest warrior and strategist of their forces. He is at his best when commanding warriors and participating in conflicts. He possesses rank 3 of the following greater megapowers: super strength, super speed, divine blast and fire elemental mastery.

Ahzrail (50 DP): A mysterious, quiet prime angel who appeared beside you one day in the midst of a day of godly activities and has served you loyally and piously ever since. He did not say goodbye to the other members of his heavenly host, and is incredibly quiet. He is a powerful archangel of death and is older than most of the multiverse's death gods. When he is commanded he will vanish for a while before eventually returning, having completed his mission. If he cannot do it, it is possible the task is impossible for he is very talented at figuring out how to fulfill his orders even though his methods are mysterious and usually seem illogical. He possesses Hand of Death, Curse-giver, and Anti-Power at rank 3.

Demigoddess Harem (100 DP) (Discounted if you have Power From Passion): This is a group of demigoddesses or demigods that you have gathered and have persuaded to become

your lovers. These individuals are devoted to you and while they are not ascendant their connection to you is profound and they are powerful in their own right. You can use your powers through them with stunning ease and they count as members of your pantheon despite not being ascendant (which is normally not how that works but your passion has made it possible). They also passively magnify the power sources that they are responsible for, be it domains, invocation, worship, or any other sources that stem from them.

Micael (100 Points): Micael is a truly ancient prime angel, and he sees something in you that he has not seen in a long time. He made the incredible decision to cut ties with the rest of the prime angels and has decided to serve you. He is an inspiring leader, mighty warrior, and pragmatic advisor. He has Divine Spellcasting, Invulnerability, Glorious Presence, Telepathy, and Boongiver at rank 3 and has an incredibly rare ability even for archangels: he can share rank 1 versions of the greater megapowers he knows with other members of your heavenly host.

Julienus Sunnic (100): An immensely charismatic priest who is sincerely devoted to you and spreading your worship. He is a member of your favored race (if you have and if you'd like him to be). He is incredibly skilled at stirring others to great fervency when it comes to worshipping you. He has an unheard of ability to make it so that any worship, sacrifice, invocations of your name, power generated by members of your favored race, or temples that he oversees count as one step higher in terms of their power output, letting you gain power from the aforementioned sources even if you shunned them (counting as normal), letting them effectively be maximized if they were only left normal, and further boosting them if they are naturally maximized. He does not wish to be immortal, instead hoping that he will come to your divine realm upon death (but he's only 40 so unless your favored race is particularly short-lived he's got time). If you allow him to do so, either as a living worshiper or upon his death, then his ability to boost power sources is retained but while he is in your divine realm he can instead boost souls, artifacts, your pantheon, rituals, and temples, but only in your realm (or the realms of other members of your pantheon).

Oldred Angel-Blood (200 Points): An exceptionally powerful member of your favored race with angelic blood running through his veins. He could even be one of your non-ascendant offspring or descendants if you wish (or the non-ascendant offspring or descendant of someone in your pantheon who has decided to throw his lot in with you as opposed to his divine parent or ancestor!). He is somewhere between 20-30 and has incredible charisma, courage, prowess, and wisdom. He wishes to be an immortal demigod and hopes to serve you and be deemed worthy of such a privilege, and will in likelihood be the most powerful and skilled paladin in your service. The moment he is accepted he throws himself into the masses of your faithful and moves to organize them to be as useful as possible, taking into account any preferences of yours and any more strategic information you divulge to him such as which sources of yours are maximized and which are not. His skills are so good that you can use him to unlock a free power offered to those who have attuned to Order, Light, War, and Knowledge, though without attuning further to the domains and only if you at least initially attune to them yourself (though this can be used to gain two perks for free if you unlock one of those domains as your free

domain). If you decide to disregard his wishes and he enters your divine realm his spirit will empower you as much as quadrillions of other souls, but he is an immensely skilled leader who can easily spread worship of you far and wide if allowed to dwell in the mortal plane.

Quetzalcoatl (200 Points): Quetzalcoatl is a stunningly mighty legendary dragon, a member of the faction and sub-species of dragons that are known far and wide as the first dragons in the multiverse, remembered even in worlds untouched by the greater multiverse in fragmented and unconsciously recalled myths. He is also an ascendant, a supreme celestial cosmic god who has earned the title of “Supreme Celestial of Wisdom” in much the same way that the feared and desired manifold ascendant Kleosheba is known as the “Ascendant of Desire”. Quetzalcoatl is the most sagacious and introspective of the legendary dragons, rivaled only perhaps by Qinlong the legendary dragon of life. It is Quetzalcoatl's study of the Ouroboros, the sacred primordial that The Creator worked with to create the multiverse, that has led to him hearing the divine voice and mastering numerous words of the Logos becoming a uniquely mighty and wise cosmic god. That said he eschews many facets of cosmic godhood, refusing worshipers, followers, angels, realms, and other things that might distract from his pursuit of wisdom. Nonetheless he values his domains and is a fierce and powerful defender of instances of them. As a legendary dragon he is unbelievably massive, larger than entire universes put together, but he possesses the power to create and send out avatars which are of more normal, comprehensible sizes. He has allied with you, perhaps even having avatars in your divine realm, and happily shares wisdom and guidance when asked. He is a master at ferreting out secrets and can easily be persuaded to share what he knows.

He has maxed the following power sources: Innate, Domain, and Rituals, while shunning the following sources: Worship, Favored Race, Invocation, Sacrifice, Souls, Artifacts, Temples and Pantheon. His domains are all maxed and they are Light, Knowledge, and Air. He has rank X in the following greater megapowers: Air Elemental Mastery, Know Secrets, Invulnerability, Glorious Presence, and Cosmic Syntax, as well as rank 3 in Boongiver. He has no divine realm or angels, as well as no formally empowered priests and paladins though it is likely that there are individuals who wish to follow him.

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 scenarios results in a death, unless stated otherwise. If you lack usable 1-Ups this results in a chain fail. You can take on associated drawbacks, if you wish, which amps up the

difficulty of the scenario and still gives you extra points. Required Drawbacks are... well, required.

The Creator's Jumper (First Jump Only):

This scenario is meant to serve as a lore explanation for an entire chain. It is not, at all, a traditional scenario.

This scenario occurs at the end of the decade or however long you wish for your "jumper" to be here, and it is initiated by you greeting a mysterious stranger in your home, be it a temple on a world you are fond of or something like the metasantic nodex. This stranger, a blonde woman, congratulates you on your rise to power and success and introduces herself by snapping her fingers and causing the two of you to disappear from your home.

You appear in a place you know a great deal about but have very possibly never visited: Aeon, the city at the heart of the multiverse. This splendid place is nearly empty, inhabited only by the ancient order of angels who have dubbed themselves the Prime Angels, the lost creator's most loyal servants, the first of whom were created by her personally and some of whom may well have left the order to serve you. You stand in the middle of a grand throne room tended to by some of the aforementioned angels. Your stunned silence is met with a smile from the woman, and since neither of you speak it takes a moment for an angel to notice. When one does it lets out a startled sound but recognizes the woman and immediately falls silent again, but is now kneeling before her. This sound draws the attention of the other prime angels who spot the woman and immediately kneel, recognizing her as their queen, the legendary and lost creator herself.

She turns to them and thanks them for their service, before turning to you and making you an offer. She explains that she is impressed by SOMETHING about you, some trait emblematic of your time in this first "jump" and that she is in need of agents elsewhere in the OMNIverse. She then tells you a powerful secret that only a very tiny handful of individuals and groups have figured out on their own: other multiverses exist, ones older and younger than this one, elsewhere in the... space that constitutes the sum totality of existence. She has created other multiverses, but says that other beings like her exist, ones greater and weaker than her. She tells you that she wants you to learn and to go out to those spaces through means she can perform on your behalf and grow. And someday she wants you to come back here and share what you learned and gained with the multiverse. If you accept the scenario is completed.

Reward: The reward for this is that your cosmic god is now a jumper. This is meant to be an explanation and diving board that lets someone have a narrative reason for using this jump as a first jump, if they wanted to do something like embark on a Troyverse chain. The Creator is kind and benevolent but she won't force or expect you to be, at least not for this, and she believes that even evil beings have purpose and can serve as agents of change in ways that are oftentimes unintentionally positive. That said, seeing as the Creator is now your benefactor you

can expect to occasionally have the opportunity to be a heroic agent and be rewarded for such endeavors.

Prime Unity (Required Drawback: Prime Division):

Something has occurred to the host of angels known as the Prime Angels. These odd primordial angels are all as powerful as cosmic angels, and some are outright as strong as ascendants, and shortly after you become **Cosmic** their host, already fractious, falls apart and they scatter. Some angels stay together in small groups, while others individually flee their paradiscal home of Aeon and try to seize control of wandering angelic groups to gain some semblance of a family. One of the angels in your host suggests that this may well be the time to try and gain some of them as allies, and if you have any prime angels in your faction already such as Gabriel or Xathanael they beg you to try and recruit the hundreds of members of their now fallen heavenly host.

There are hundreds, perhaps even thousands of prime angels of varying dispositions and levels of power and some are subverted, dominated thralls of the Hierarch who are hunting divinities and angels to forcibly corrupt and recruit. Even finding them is only possible for an efficient or well-equipped cosmic jumper, and recruiting them will be even trickier. As you gain the trust and allegiance of more and more of them you will eventually piece together what happened to the angelic host... It seems that someone going by the ominous title of the **Prometheus Hierarch** attacked Aeon with weapons made of strange metal that wrecked part of the city and slew some of the angels. Those who tried to fight back were captured by strange devices. Some of the wiser angels have spent time since the attack learning about the Hierarch and have learned that his technology is advanced enough to require attacks just short of ascendant to be damaged, and it seems that their abandonment of the city made him lose interest in them. If you want to reunite the host you'll have to take the fight to the Hierarch... And the longer you go without addressing the enemy the more aggressive his forces will become, especially if you save angels under his control or that he was hunting down.

If you opt to assault the Hierarch, you can find allies in strange places. It's possible that some of the forces of the newly emerged Omega Lord (if you took the required drawback) would be interested in defeating the enigmatic warlord, and you can make things a bit easier, or at least less personally risky, by aiding the Omega Lord's lieutenants in clearing a way to the devious warlord before confronting him in personal combat instead of deploying just your own forces to try and defeat your foe. In the final battle his forces will include technologically enslaved prime angels. Somehow his armor has been empowered by various energy sources such as protodimensional flux, and the shadowy sciences of the forces tasked with protecting the Seven Seals in a distant universe, and it is all but impervious to anything but direct attacks by beings on at least the scale of power of the Omega Lords. Nonetheless defeating the warlord allows his technology to be destroyed, and for the angels to be freed.

Reward: In addition to the loyalty of the prime angels, who'll serve you as loyally as they did the creator when she was present, you'll also gain the perk **Faithful Foster Father** which makes

holy, sacred, angelic and other such beings naturally like you, and in cases when groups of such figures are looking for guidance or friendship they'll be driven by various events to you. This perk also improves your ability to give helpful guidance to figures like the angels.

Saving The Shattered:

This scenario begins when you begin the jump, assuming you start in the Shattered Realm, or if you hear about the End of Time at some point during your jump. It's completely optional and if you do not complete it nothing happens.

The scenario involves heading down to the **End Of Time** the ruins of a great megalopolis once home to the Omega Lords, but this task does not actually involve them in any meaningful capacity. Whether the city is empty or not (which will be determined by whether or not Omega Lords are active here, itself determined by a drawback or by your own nature as a jumper), you will meet She of the Sown Seeds here. SotSS is a goddess attuned to fertility, life, lust, love, beauty and healing, and she needs help. Her realm was attacked by the forces of the hateful being known as **The Enemy**, and they destroyed the realm while looking for some being who fled the realm when they first appeared.

SotSS will try any method to recruit you to help her. If you agree your task will be simple: repair the goddess's plane. How that can be done is up to you, but when the realm is restored to its past state of splendor SotSS will gratefully ask you to stay and help her guide the place into a new golden age.

Rewards: You can take the revitalized realm as a sort of pseudo-divine-realm, which will always be a utopic paradise where you are at the head of a local pantheon. You can also have SotSS follow you as a free follower who will support you and aid you in endeavors related to her domains.

Envious Edifice (Associated Drawback: Eye of the Dark Lord):

Sometime after you begin your time in this multiverse you are out on an adventure somewhere and are surprised when your divine attunement to your divine realm causes you to suddenly see a magnificent building appear in the heart of your holy home. The structure is resplendent, stunningly beautiful, and it is clearly meant to be some sort of holy temple. When you investigate it you find that it is completely empty, and also utterly devoid of traps or any sort of weapons or defenses. It is an empty, opulent home fit for even a cosmic god. And so for a time your followers use it, pray in it, worship and praise you in it. And everything seems fine, in fact everything seems great. The temple is wildly powerful and strengthens you more than any other temple in reality seems too.

Things change, at least a little, the next time someone who is not in your flock visits your divine realm, especially if they are some potent ascendant, even if they are in your pantheon. Even if you are not an archdemon attuned to envy you can sense the envy the person feels towards

you. It is strong, concerning so, but the rest of the encounter goes off without a hitch. This time. And so you might well chalk it up to a coincidence, or someone being reasonably envious of the mighty amplifier you possess. But over the next few weeks this will get more and more intense, and eventually a visitor will snap. In your divine realm you are maximally strengthened and at the apex of your power at any given point in time, so you should be able to handle this, but when the dust settles and the offending creature apologizes you realize that this is something beyond mundane envy. So you investigate. Certain things can make this easier to do, such as being an archdemon yourself, having attuned to the domain of knowledge (or war), and various OOC solutions may allow you to realize what is going on even before another ascendant or ascendant-level being embarrasses itself in front of you.

The origin behind this temple is complex but it involves the machinations of the Court of Vanity, a faction of mighty archdemons who dwell in Dis, a city vaster than many universes in size. Their archdemons of envy studied the temples in the Temple District of the same city and built a replica of those temples and then refined it using knowledge they gathered from ascendants of faith, knowledge, and architecture. They wanted to see what sort of mischief a structure like this could cause if given to some ascendant and by chance (and the subtle machinations and manipulations caused by agents of the Dark Lord) they opted to send it to you.

Gaining this knowledge and acting on it in some way such as by using it to force the Court of Vanity to punish the envy archdemons or to gain a treat with the demons is enough to mark this as complete. The archdemons are unified, at least to outsiders, and annoyed that you discovered the plot of some of their members, but they are also amused by the whole thing and tell you to keep the temple if you wish. If you're a good sport about it they might even offer to construct more objects for you that are sure to induce envy in even other ascendants.

Reward: The temple in question is the Metasanctic Nodex, and by completing this scenario you gain a fiat-backed copy of this item for free. Additionally you can gain a fiat-backed reputation as an investigator and deal-maker depending on how you handle the first active part of this scenario. If you strike a deal with the Court of Vanity you'll gain a reputation as someone who appreciates a good prank, which can be very helpful when dealing with various Troyverse factions, and you can gain a fiat-backed group of demonic followers who are skilled crafters and who aspire to create all sorts of artifacts for you that are as functional as they are beautiful, as well as stunningly valuable, and that invariably induce envy in those who behold them.

Drawbacks:

Drawbacks here only affect you for the duration of the jump, and do not lock out purchases. When you select drawbacks that limit your choices, they will override any relevant purchases for the duration of this jump, but after this jump such restrictions will be lifted so if you take a drawback blocking you from using a divine realm and purchase things for it then after this jump you'll be able to access it as normal.

No Angels (+100 DP): This drawback prevents you from possessing a host of your own. This also makes angels much less fond of you, but they'll still respect you enough to not antagonize you unless in defense of something they value.

Indifferent (+100 DP): Normally members of your favored race are affected even more spectacularly by your presence than members of other species are. This perk not only stops that, it makes it harder for you to earn the loyalty and devotion of members of your favored race, though it is still possible for individuals, settlements, and even countries or worlds of your favored race to become loyal to you if you actively work for it.

Secular Sources (+150 DP): You may not maximize any aspects of your power sources, taking at most all normalized power sources for the duration of this jump.

No Realm (+150 DP): You do not possess a divine realm. This means that any regeneration you need to do, from death/destruction, takes an increment of time longer than it should, and it also means that your angels do not have a central marshaling base, unless you can somehow convince some kingdom or empire to let you occupy some space in their territory.

Conceptually Divine (+200/+400 DP): You have a reputation befitting a cosmic god. People always believe you are an embodiment of the domains you're attuned to. For this amount of points this reputation can be overcome, with hard work, but it is persistent and a tricky thing to challenge. This isn't UNIQUELY a disadvantage, but it will absolutely color your stay here. For 400 DP this reputation IS true, for the most part. You ARE an archetypical embodiment of the domain(s) you've made the decision to attune to. You can fight this, when it truly matters, but in your day to day life be prepared for your attuned domains to be a significant part of your motivation and to color how you react to things.

No Favored Race (+200 DP): For the duration of this jump you cannot derive any benefits from having a favored race, effectively making it so that for the duration of your stay you did not take that power source.

Eye Of The Dark Lord (+300 DP): You unlucky ascendant... The Dark Lord has taken an interest in you. The Dark Lord is the second most powerful being in the multiverse, the only being stronger than it in canon is the Creator herself. They have every power source maximized, every sin mastered, and every greater megapower at rank X (invariably a rank that allows some degree of universal-scale application of the power in question). For the first part of the jump their interest in you will be passive, but as you grow in power and effect more change in the jump their interest will grow and their interventions will become more common. You are guaranteed to have a face to face encounter with them at least once during your stay here.

Prime Division (+300 DP): Early on in your stay you encounter a host of warriors that harry and harass your followers. This is strange. What's even stranger is that the group of warriors seem to be angelic! When you share this news with your followers they are alerted to the oddities of it, right as you begin to sense various angels attacking other divinities thanks to things like

domain-awareness. It seems that powerful angels, including some that prime-angel followers of yours know by name, have gone berserk. If you and your followers go to Aeon you find the city partially in disrepair and abandoned by its angelic protectors... It seems that something has subverted some of the mightiest angels in existence and is compelling them to go berserk and attack other angels and even gods! Whenever you encounter angels that are not affiliated with your host or the host of some other deity you personally know there's a real chance that the angels have been subverted and are under the control of some force hostile to divinities.

Limited Megapower (+400 DP): You may only take (or rather, you may only use) Greater Megapowers worth 100 DP (rank 1 of several greater megapowers). This completely blocks off some greater megapowers for the duration of this jump but does not permanently prohibit you from using them since drawbacks only last for the duration of one jump.

No Domains (+400 DP): You may not attune to any domains during your time here. This means that you do not grow in power from instances of domains, and you do not have access to any of the boons available to those who've taken the time to attune to a domain. This makes greater megapowers and other such things far, far more valuable at least for the duration of this jump.

No Hiding (+400 DP): In the Troyverse a viable strategy is often to hunker down and make a place a bunker or use some sort of defensive strategy to make yourself unassailable, such as by using the veil to hide behind for a decade. This drawback ensures that that strategy is simply not viable. It works on a number of fronts but primarily comes up with narrative reasons to stymie your strategies, such as Gaia herself disliking you and shunting you out of the veiled solar system, or a collaboration between enemy ascendants is strong enough that it can overwhelm the defenses you erect in territory you control if you linger there too long.

Age Of Myth (+400/+600 DP): At the start of your time here you will hear of the emergence of a new type of ascendant: a "Transynth". You will also hear there is a new Emperor or Empress in Etherscape, and a rumor that a new Omega Lord has appeared in the distant, temporal outskirts of the Multiverse. By taking on this drawback the Troyverse comes alive and all of the different characters from the disparate CYOAs begin to appear one after another. For 400 DP this only summons the folks from the ascensions or lower, but for 600 DP this causes there to be greater beings, such as new cosmopotences, manifold ascendants, and during the last two years the Anael, the Grand Adonis, and the Living Hyperion, all three of whom are immensely more powerful than the ascendants. These characters have the powers in their cyoas, but are also more alignment neutral than they are in their CYOAs (aside from the Anael, which is an embodiment of joy, benevolence, and life). This has the effect of putting different forces on high alert and making them much more cautious during your last two years here, as well as possibly immediately dominated by a powerful newcomer who may or may not be friendly to you.

Competitors (+600 DP) Cosmic gods are not necessarily friendly or hostile to each other. While many view their peers as competitors, or with some degree of wariness, others are friendly and happy to have equals, with some types of cosmic gods being much more friendly than others depending on their chosen domains. With this drawback all cosmic gods become much, much

more wary of you, and even the friendly sorts are unreasonably cautious, while the less friendly are more likely to be outright hostile or to perceive any seemingly hostile actions as belligerence on your part. You will inevitably anger at least some of the only other beings who can fight you, your fellow cosmic gods. And many ascendants know each other, and converse, and so you may find even other ascendant types to be outright paranoid around you, or on very rare occasions immediately hostile.

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 your ascension(s).

Stay Here:

Take another 500 DP 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 probably won't reach the heights of power some jumpers attain before or after sparking, you, as a cosmic god, will surely be a mighty foe and a powerful contender for the throne in the heart of Aeon.

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, show the true omniverse the glory of the cosmic gods.

Notes & Mini-Changelog:

- This is a sister jump to the [Transynth Jump](#) and the [Sanguinarch Jump](#). It is inspired by the [Cosmic God Ascension CYOA](#) by Troyx.
- There are some departures from the original CYOA in this jump, such as the decision to make domains have four levels of attunement rather than five and also the choice to not have opposing domains make each other more expensive given the discrepancy between point totals in the jump versus the CYOA.
- Version 0.3 of this jump was first shared on August 23rd. This is the first version that has enough features to be deemed shareable, but so long as it is in this phase it is not considered jumpable by the jumpmaker.
- The way that I make jumps is somewhat goofy. I tend, when making jumps in a setting that I've already made a jump for, to copy and paste an existing, completed Google Doc and then erase parts of that doc that don't help while looking to see what text I can preserve or minimally edit. In this case I copied Archdemon Ascension's google doc and am using that as my template. If you see references to that that look out of place, highlight them and let me know. I am keeping the Eye of the Dark Lord drawback on purpose, so a few retentions will be intentional. For anyone curious, this is part of why I can create WIPs as quickly as I can when I have days where I can sit in front of a computer and just work. This is how I create the lion's share of jumps that I make.
- This jump is absolutely gonna be a long one. The twenty domains alone are gonna be a lot of pages.

- Words of Passion is canon, and some of the perks are incredible. Knowledge's passion perk is just wild.
- Pantheonic Partnerships is inspired by a series of similar perks from Generic Psionics and Generic Hedge Mage, as well as is an extension of the Pantheon power source and ability that Cosmic Gods have.
- On August 26th we transitioned to version 0.8 of this, which means we've translated many of the mechanics from the source material and added both remixes and original content. We're still a bit away from the completed document but we're approaching completion.
- Later on on August 26th the jump was completed and officially published. Updates are both possible and likely at some point in the future.