



Edge Of Etherscape Jump (NSFW)
v1.0
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The Ouroboros Multiverse is an unfathomably enormous place with an uncountable number of universes within its swirling expanse. Throughout its history, there have been many empires and polities that have had their time in the spotlight, with some even expanding across entire universes at their heights. One empire of note within the multiverse is the multiplanar empire of Etherscape.

Etherscape is, primarily, the name of a nexus of planes that are not only connected to each other historically and culturally but also share one fascinating trait in common: ether. Ether is a unique form of energy found within Etherscape that suffuses every being within Etherscape, particularly those native to Etherscape, and every corner and centimeter of the network of connected planes. It has a multitude of intriguing properties, but far and away the biggest properties of note are the ways that it disrupts non-ether energy of insufficient power (pretty much any generic energy not produced by ascendants or creatures of comparable power) and the fact that it can be used to power both technology and magic of considerable scale and scope due to its nature as something that is an order of magnitude more potent than what mystical scholars have long dubbed "Mana": magical energy found naturally throughout the multiverse and in the veins of most living things. Magic powered by ether can affect entire cities, or go even further beyond (when wielded by sufficiently powerful and skillful wielders of the stuff), and technology the stuff powers include all manner of technological innovations from fully sapient AIs to colossal spaceships of immense power. Beyond those properties, ether also has a number of effects related to sex, sexuality, and other such things. Firstly, ether feels quite good within those native to Etherscape and/or possessing a powerful genetic connection to the place (such as those whose parents are Etherscapians, even if they themselves were not born or raised in Etherscape). It also happens to have a subtle beautifying effect, making those who are more ethermantically powerful more attractive, and it has a tendency to affect conceptions in such a way that the overwhelming majority of those native to Etherscape are females and often women

as well, with gender identity strongly (though far from universally) corresponding to one's sex. The subtle effects of ether on the physiologies and psychologies of those steeped in it have resulted in Etherscape becoming a very sexually liberated place with no discrimination against queer people, no particular adherence to gender roles, and very, very few sexual taboos, with things like incest and public nudity not bothering people so long as everyone involved is a consenting adult.

Etherscape is, secondarily, the name of an empire that unifies all of the planes in which Ether can be located, and at the time this jump takes place in also includes a considerable number of worlds wherein Ether cannot be naturally found due to the escapades of conquering emperors and empresses who sought to expand Etherscape. To understand Etherscape, one must understand the shared histories of the three primary types of wielders and users of Ether: Ethermancers, Manamutants, and Novas.

Ethermancers are those who are born with the innate (usually) power to manipulate ether. Chronologically, these are the first of the three types of ether-wielders to appear, and the earliest records of life in Etherscape's unthinkable ancient past indicate that the eldest of the *Hundred Hegemonies* (the ruling families of Etherscape's various planes) were originally composed of the mightiest ethermancers. This is aided by the fact that ethermancers are the oldest of the three ether-wielding classes.

In the unthinkable distant past, one significant event was the emergence of a diplomatically minded ethermantic queen who was a scholar of immense renown. She knew of *Ascendants*: colossally powerful beings who were among the mightiest undead, dragons, gods, and demons in existence. Some ascendants, even back during this era of Etherscapian and general multiversal history, ruled enormous empires and grew stronger due to the efforts of their subjects. Ambitious ascendants eyed Etherscape for the beauty of its inhabitants, the wondrous power of Ether, and the magical and technological marvels it was producing even during this prehistoric epoch, and worst of all for the people of Etherscape was the fact that ascendant powers weren't disrupted by Ether the same way that other powers typically were. Thankfully for Etherscape, any ascendant who meaningfully eyed Etherscape would have to contend with the greatest common foes of ascendants: other ascendants. And this queen was aware of that fact.

The queen, in a shocking display of diplomatic genius, called for a convening of various ascendants of assorted tiers of power to discuss Etherscape, and they answered. She negotiated a pact that made it so that Etherscape was something of a neutral ground for the ascendants who signed it, that bound the ascendants to keep their hands off of the place, as well as to act in its defense should it be threatened by other ascendants, for the sake of preventing any single ascendant from monopolizing the empire: be they a signatory of the pact or not. This pact is one of the reasons why no ascendant, be they a Sanguinarch, a Cosmic God, an Archdemon, or a Dragon Lord, has managed to conquer Etherscape.

Later on in Etherscape's history, the planes would come to be ruled by families consisting of the greatest ethermancers any given family could get their hands on (though the number of hegemonies in Etherscape is famously and distinctly 100, these early hegemonies do not total 100. They could be less than 100 or potentially even more than 100, but at this point in Etherscape's history, the number is not a cool, even 100).

These families ruled over their disparate territories for millions of years, each ruling over a sizable portion of Etherscape and using their influence to bring the greatest ethermancers not in their families into them through marriage, or simple breeding, and keeping a stranglehold on their kingdoms with raw power when necessary and politics when possible.

All of this concentrated power (both in terms of genetic potency and other, more direct resources such as specialists in various fields coming together and tutoring the elites of the next generation) helped give rise to greater and greater ethermancers before eventually resulting in the birth of an ethermancer of unmatched power, one who would eventually bring all of the original hegemonies to heel through a combination of charisma, strategic genius, and vast, world-shaking power that only grew with each hegemony he managed to bring into his faction. This man eventually became the first emperor of Etherscape, gaining control over the combined network of planes and stunning observers throughout the multiverse by becoming the first person to ever gain control over all of Etherscape. He ruled for millions of years before eventually retiring and then perishing. His children would follow in his footsteps, each leading Etherscape in their own way. Some were better suited to this than others, with the emperor's first heir being comparatively ill-suited to ruling compared to his father and his own daughter (the third ruler of unified Etherscape; its first empress!), who was both a truly brilliant ethermancer and ethertechician (someone who can design ethertech: the powerful technology powered by ether) who designed a still-to-this-day unique AI named S.T.A.R.S.H.R.O.U.D. who can see the future, even through ether, and has been a focal point of the legacies of the most influential emperors and empresses in Etherscape's history. Eventually, some emperors turned their gazes outward and sought to expand Etherscape. Though some succeeded, to some extent, all of the emperors of this period faced the same problem: ether is a natural byproduct of some esoteric property of Etherscape and does not naturally exist outside of Etherscape. In Etherscape, ethermancers have, essentially, unlimited ether with which to fuel their greatest powers. Outside of Etherscape... Well, this is not the case.

This was not something that the ethermancers of the time enjoyed, so they set about to create a workaround for the fact that ether does not naturally exist in places outside of Etherscape. While there were surely many distinct creations attributed to this era of invention and innovation, one particular invention is of special note: the genetic template for *Manamutants*: individuals who are born with a curious ember of ether nestled deep in their souls and embedded throughout their genetics that causes them to be living ether-batteries that perpetually produce ether throughout their whole lives, even if they leave Etherscape. These individuals can share ether with ethermancers through sex (and ether itself is usually located in their sexual fluids, meaning that those who consume their sexual fluids, which includes breast milk, can replenish their reserves of ether in or out of Etherscape).

The template that, when applied to the first manamutants, resulted in their manamutancy was made possible through secretive research into the biologies of various creatures native to Etherscape, such as the supposedly mythical, or at least extinct (who are, in all actuality, simultaneously very real, and very much alive) creatures known as *Etherphages*: vampire-like beings who feed on ether in much the same way as vampires of Earth's legends and myths feed on blood. Though treatment of

manamutants early on in their kind's histories largely depends on the hegemony they happened to live in, many hegemonies initially treated manamutants as members of a lower class, rather than as valuable equals and fully contributing members of Etherscapian society. This caused tensions that threatened to boil over until one particularly savvy emperor diffused the heat by creating an order of manamutants loyal to him that were to serve as an extra set of bodyguards and the like, and reached into his own holdings to give the kin of the manamutants who served him their own lands and planes to form distinct hegemonies to rule over. It is this act that expanded the total number of hegemonies to 100, and this smoothly cooled the animosity between the ethermancers and the manamutants. This marked the beginning of the current period of Etherscapian history, a period of expansion and discovery.

At the moment, Etherscape is ruled by an uncommonly arrogant and decidedly unpleasant emperor. He frequently ignores the advice of his thronemaids, his dwindling allies in court, and even S.T.A.R.S.H.R.O.U.D., and has become increasingly unpopular over the course of his reign. Now Etherscape has had plenty of largely inept rulers throughout its history, but most such individuals are content to follow the advice of those better suited to ruling than they are, or sometimes even unwittingly cede power and influence to their political betters. This man is no such person, and for years the more influential powers that be have been steadily preparing one of his children: an imperial princess, to take the throne... But all of the moves of the quiet, informed, and prepared figures in the background have been complicated by a shocking turn of events: the emergence of the first Nova.

It has been millions of years since the creation of manamutants. Manamutants who've partnered with ethermancers have managed to form incredible teams and have aided the more ambitious leaders of various hegemonies and of numerous emperors in expanding Etherscape and pushing the empire's borders farther than ever, and yet they remain imperfect. Ambitious leaders in all but the most strictly pacifistic hegemonies and orders are well aware of the fact that so long as ethermancers remain dependent on manamutants to utilize their greatest powers for long periods of time outside of Etherscape and so long as manamutants are unable to meaningfully use ethermancy, there will always be glaring flaws in the military strategies of Etherscape. Even in the earliest days of manamutancy, after the discovery that something about whatever properties allow manamutants to produce ether makes it virtually impossible for all but the rarest manamutants to utilize ether like ethermancers do, there have been scientists dedicating their careers, and their very lives, to the creation of a new class of ether-user: people who both produce their own ether and who are simultaneously ethermancers themselves. There have been several emperors who lived their whole lives quietly watching, and oftentimes supporting and funding efforts to create such an individual, and who died long before the one success that has happened to date.

One day, just some decades ago, the current emperor finally sees such efforts bear fruit: a procedure that fuses surgery and ritual succeeds on a man who was, originally, neither an ethermancer nor a manamutant. In the aftermath of the ritual, the man both produces ether internally (and at a greater volume than even hegemonic royals who happen to be manamutants do!) and is a phenomenally powerful ethermancer on par with some of the very strongest ethermancers in the empire's vast history.

This surgery-ritual only worked once, despite truly millions of efforts to replicate its success, and the figure on whom it worked is ambitiously dubbed *The First Nova*. He has become a public figure of some renown and is part of an enormous breeding program. Some of his children are novas, and even those that aren't novas are invariably powerful figures, be they manamutants, ethermancers, or, in some extremely rare cases, members of no class of ether-users. And this breeding program, as well as the existence of the Nova himself, is the cause of a good deal of tension. Some hegemonies have managed to gain nova members either through the breeding program or through outright recruiting, and while novas are not invincible, each nova is an incredible asset and a powerful member of whatever hegemony they have allied with. Hegemonies that do not yet have Nova members or allies of their own are growing increasingly discontent and more and more willing to vocalize their frustrations. Imperial intelligence agencies are also noticing a strange pattern of unrest and upheaval... Barring action on your part, dear jumper, in days a protest will explode in Ethirin that ends with a dead nova: one of the weaker nova children of the First Nova, but also the first Nova to die.

In an alternative timeline, future historians of Etherscape note that this first tragedy officially marks the beginning of the buildup to the assassination of the imperial line: the emperor, his heir, and many other children of his are slowly and meticulously assassinated, as is the First Nova. After the First Nova falls, chaos grips the empire, and in centuries, every remaining nova is assassinated, marking the beginning of a dark period in Etherscape's history: an interregnum that lasts for millennia and is characterized by civil conflict, instability, and an overall worsening of the strongest qualities of the empire.

Despite all of this chaos, one important fact was not known for millennia. Secretly, the crown princess, who was supposed to become the next empress, fell in love with the First Nova and had a son with him. She was secreted away from Ethirin as a group of warriors prepared to try and strike the city's imperial holdings, but she died during her flight to safety. Nonetheless, a small group of those undyingly loyal to the imperial line managed to protect her nova offspring and led him to a portal keyed to a far-off world: Earth, prepared as part of a secret backup plan by S.T.A.R.S.H.R.O.U.D, who only knew that the world would be a place where the nova could escape his enemies. Earth (and the solar system it is part of) is covered in a Hyperion Veil and when the son was led through the portal he was approached by a cosmic being who introduced herself as the animating spirit of the Hyperion Veil: a phase barrier that keeps the supernatural from interacting with the mundane, which would protect the nova from the enemies he has unknowingly amassed simply by being a nova himself. He swears off his powers, and the spirit accepts him and his retinue, granting them what is essentially asylum on Earth. Stripped of his powers, the Nova-child was destined to grow old and die, but not before he fell in love and had children.

Eventually, a member of his bloodline will have the mysterious property of being a Major Veil-Straddler: someone able to see through and interact with the supernatural even within the veil, which allows them to be mystically summoned to Etherscape. Loyalists to the Imperial line, led by a thronemaiden, will call the Last Nova to Etherscape, an action which will end the interregnum and usher in a new age for the empire, but that story is not the story you, as a jumper, will embark on in this jump.

This jump places you at the edge of history: able to allow the dark prologue to the interregnum to occur unchanged and unchallenged, or, if you're bolder, give you the chance to change Etherscape's history and shape a new destiny for the 100 hegemonies, one shaped by your actions, your courage, and a healthy helping of both local and out-of-jump powers depending on when in a chain you place this jump. For the next decade, you'll be free to do your best to either endure or change Etherscape's turbulent future.

Take these 1000 Ether Points to fund your adventures and to seize your destiny.

Author's Note: *This is an NSFW jump set in a setting well-known for its NSFW shenanigans: the Troyverse. It is, obviously, massively inspired by the original Emperor of Etherscape Choose Your Own Adventure, though it allows for fully original adventures set in Etherscape's past. To learn more about Etherscape and to see the original EoE CYOA, click [here](#). That said, much like the Lives of the Omega Lords Jump, this is an original take on an existing setting, and thus, the lore here will not always be a one-to-one match of the lore in Troy's take on and visions for Etherscape's past, and for the purpose of this jump, that's completely fine.*

*Beyond this, the canon Empire of Etherscape is a very gendered and sexualized land. Most births within the confines of Etherscape's 100 hegemonies (and any other place touched by sufficient quantities of ether) result in women, and men are both rare and valued. Harems are incredibly common, with women being every bit as likely to have harems of women as their lovers are to find men who are at the core of enormous networks of sexual relationships. As far as fetishes and the like, everything from BDSM to incest is common, legal, and socially accepted, with people simply not caring so long as all parties involved in any sexual configuration are consenting adults. **Feel free to reorganize the sex-ratio, gender roles, and sexualities of this iteration of Etherscape to suit your jumper's sexual orientation and the like, per both WOT: Word of Troy and the intent of the jumpmaker. If you wish, this place ought to be a sexual paradise that is well-suited to the interests and orientation of your jumper. Any gendered language, be it in an origin (this may be particularly important for the thronemaiden origin), perk, item, or even drawback, is ultimately flavor text (unless it specifically says otherwise), and all origins, perks, items, and drawbacks are fully configurable to be suited to jumpers of any sex or gender. Your retooling of this setting can totally include changing the gender and sex of canon characters, such that if you wish, the emperor can be an empress, the crown princess can be the crown prince, and the first nova can be a woman.***

Starting Location

You can freely select your starting location from this list, or you can get an additional 100 EP by using a D6 to determine your starting location. Jumpers of any origin can start in any of these locations without much difficulty, though the exact circumstances behind why they may be in a given location would certainly vary from origin to origin.

1. Etherin. Etherin is an ancient planet with a history that harkens back to the distant past: some 100,000,000 years ago. This planet is located in what many consider the "Heart" of Etherscape, the actual middle of the cosmic network of distinct planes that comprise the empire. Both technology and magic have come

far enough, in and out of Etherscape, to render distance unimportant, but there is a lot of symbolism to Etherin's centrality and its position as what some would say is the beating heart of Etherscape. There are certainly many in Etherin who are proud of its status and history. Many emperors have used Etherin as their capital, and the planet the plane is located in is one of several that are part of the holdings of the Avos Hegemony.

2. **The Staneeth Expanse.** Etherscape is in the midst of expanding across the cosmos, even extending tendrils of influence and conquest into regions not touched by Ether due to both manamutants and a terrifying new weapon in the form of incredibly potent individuals such as the First Nova and some of his mightier Nova children. The Staneeth Expanse is a stretch of etherless galaxies that have been a part of Etherscape since the very first attempts by the unified empire to reach beyond the planes touched by ether, and it has been an imperial holding for millions of years. Though Etherscape has long since uplifted it (and given even regular citizens incredible standards of living), there have been periodic moments of unrest when some within the Expanse have clamored for freedom and autonomy. Lately, more and more revolutionaries have been rising up here, and they've been slowly acquiring both more popular support and a disturbing amount of material support, necessitating more of an imperial and Etherscapian presence in the region...
3. **Acropolis.** This glorious desert dimension, filled with vast oases, sandy beaches, and tropical tourist-filled cities (which is in Imperial hands and thus is part of the holdings of the Avos hegemony) contains a good deal of fascinating Etherscapian history in the form of colossal towers that each hegemony, and indeed many individuals (both in and out of the hegemonies) have erected throughout the plane's various cities. These towers are simultaneously patriotic and self-aggrandizing, harkening back to an ancient tradition wherein figures of great importance create, or at least sponsor the creation of, towers that celebrate their accomplishments. Each of the hegemonies has at least one tower somewhere on this planet, and these towers are often filled with artifacts that demonstrate the intelligence and grandiosity of those responsible for them, making it possible to find all sorts of research, artifacts, and wonders in these towers, if only one could get inside them somehow. The emperor has the ability to go inside these towers, and unsurprisingly has helped himself to the impressive contents within some of the towers, while also maintaining towers to both his own reign and the towers of his ancestors, which he zealously (albeit impersonally) guards.
4. **Hegemonic Holdings.** Each of the 100 Hegemonies has holdings of note, from the shockingly advanced cities of the mech-focused tel'Meht hegemony to the secretive research labs of the manamutants of the tel'Path hegemony, where they have discovered (and are discovering) secrets that allow for the preservation of ether in the fluids of manamutants. This starting location allows you to pick a hegemonic holding freely and start your jump there. There are plenty of locations to choose from, with almost any environment you can imagine existing SOMEWHERE in Etherscape, and a good deal of Etherscape being perfectly safe even for regular citizens, and especially for members of the Imperial faction or hegemonic royals. That said, there are tensions between some of the hegemonies, and secrets that some of the royal families would rather their citizens not be aware of, so there is still cause to not be reckless in your choices.

5. **Thronemaiden Academy.** This institution almost certainly has a more elegant name in much the same way as Acropolis has a real, and official-sounding name, but at its core, *Thronemaiden Academy* accurately describes this place. This starting location is an institution dedicated to the education and training of thronemaids. Ever since their founding, the thronemaids have been an incredibly popular fixture in Etherscape among the many manamutants that live within the empire. As such, these academies are always filled with prospective thronemaids, thronemaids in training, and actual thronemaids with the disposition, skills, and talents needed to identify and teach those with the potential to become thronemaids. While non-thronemaids are somewhat rare within these academies, it's certainly possible to come across them, be they ethermancers working to supply the thronemaids with their advanced gear, members of the imperial family meeting thronemaids (including, from time to time, the emperor himself), or even specifically selected ethermancers asked to come and practice combat with thronemaids in training. There are countless academies and institutions like this throughout Etherscape, and this starting location lets you begin this jump within the walls of one such place.
6. **Free choice.** If you roll a 6, you can pick any of these options, or even freely select a place that is not appropriately covered here, such as inside of a particular Etherscapian treasure or in a city of the nations and planets of Etherscape's diplomatic allies, such as the Sorothustrans, or somewhere in the Clearbrass Estate of the Cosmic Djinn.

Age and Gender

You can determine your age and gender (as well as sex) freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

None of the origins here are easily compatible with dropping into a jump as per standard drop-in rules and norms. If you have some method of allowing for a Nova, a hegemonic heir, or even an already fully trained bodyguard and lover to be a drop-in into a setting where basically all three origins come with specific, detailed histories, feel free to use that, but by default, this is a jump that would be difficult for drop-ins to drop into.

It's worth mentioning that all three origins here come with immortality in one form or another, which is discussed in the Extraordinary Ether Abilities section of this jump document.

Thronemaiden [+200 EP]

The Thronemaids are the result of a politically brilliant move by the emperor who ruled Etherscape when manamutants first began to exist. This emperor took some of the greatest manamutants of the time and added them to his retinue as the first thronemaids: an order of bodyguards, servants, assassins, lovers, knights, and champions that receive extreme training, standout equipment (including both a powerful suit of custom ethermantic armor and a mighty ceremonial weapon), powerful augmentations, and serve the Emperor (and prominent enough heirs of an Emperor),

while also granting other powerful enough manamutants their own hegemonies from lands and dimensions that had previously been part of the grandiose holdings of the Imperial faction of Etherscape. This quelled tension and ended slowly building conflicts between manamutants and ethermancers, as ethermancers had expected manamutants to serve them as sexy living batteries and in other demeaning roles, while manamutants knew that they deserved equal rights and to be respected as valued partners of ethermancers (and as their own people). This move was seen very differently by manamutants and ethermancers, with manamutants seeing it as recognition of the considerable capabilities of their kind, while ethermancers saw it as the emperor reigning in the ambitions of some of the greatest manamutants and tethering them to a particular family of ethermancers as subordinates. Since all emperors and empresses, to date at least, have been ethermancers, all thronemaids have been manamutants, which allows the order to wildly boost the power of the emperor or empress in moments of desperation or otherwise sufficient need. You are no exception to this bolstering rule.

In the time since the days of the first manamutants, the thronemaids have become a symbol of the Emperor and the Imperial Family. Nowadays those in the Empire and those versed in its activities know that to see a thronemaid is a sign of the emperor's personal attention on a matter and given the immense, oftentimes map-changing power of a mighty enough ethermancer, the mere appearance of a thronemaid on a battlefield can be enough to stop a conflict and to get those warring to see the wisdom in peace. Beyond this, thronemaids themselves are incredibly well-versed in politics, a number of topics of interest to whoever they serve (be it the emperor, his heir, or even his heir's heir), and Etherscapian history. These bodyguards are incredible at their jobs, and you are no exception to this. Barring background-modifying perks, some of which are available in this jump, you are a newly graduated thronemaid assigned to the Emperor, the crown princess, or the secret son of the crown princess.

The many millions of thronemaids that currently exist are led by a small group of seven elite thronemaids. Each of these thronemaids has a special duty, as well as extra resources and privileges that come with their unique station. The leader of the thronemaids is known as *The First Thronemaid*, and the unique stations are the *Enthroned*, the *Personal Bodyguard*, the *Crownguard*, the *Keeper of the Vault*, the *Palace Security*, the *Field Agency*, and the *Head of Initiates*.

Hegemonic Royal [Free]

The 100 Hegemonies... These royal families rule over, at a minimum, an entire plane within the nexus of planes that comprise Etherscape. Some of the greatest hegemonies rule over multiple planes, and some hegemonies have lost territory they once ruled over, reducing their still considerable holdings a good deal. These families are the royal families of the assorted planes they lord over, serving as kings and queens of various places within the larger umbrella of the grander empire, and within their territories, the only faction of the government with, theoretically, more power than them is the imperial family: the bloodline of the emperor (the tel'Avos bloodline).

By becoming a hegemonic royal you become the prince or princess of a hegemony, and one that is more than likely to inherit the crown when your parents see fit to retire, you are setting yourself up to inherit a complex political machine consisting of both the

plane your family rules over and the various state-run industries each hegemony controls and uses as part of their contributions, regardless of how significant or insignificant the hegemony in question happens to be, to the rest of Etherscape. At the same time you are, in all likelihood, an incredible genius at whatever your family specializes in, as being a hegemonic royal not only means that your genes are of impeccable quality but also that you've lived for some time receiving the direct tutoring of the greatest minds within your hegemony and you have personal access to the vast resources at the fingertips of your relatives.

You can opt to be a member of any of the hegemonies that exist, aside from the imperial line (the tel'Avos'), with this origin. This means that you can be a Zarr: a blue-skinned figure who likely has a breeding kink due to how breeding empowers you, a martially mighty Iome: the central military hegemony within Etherscape though every hegemony has some sort of military within their kingdoms, or any of the other canonically mentioned hegemonies, or you can fully invent your own hegemony complete with its own history and culture to be the prince or princess of. For more information on hegemonies, particularly information that relates to the number of hegemonies mentioned and what their specialities are, feel free to check out the notes at the bottom of the jump document!

Nova [200 EP]

Novas are the youngest of the three classes of ether-wielders that one might find throughout Etherscape. They are also, far and away, the least common class of such individuals (though thanks to the tirelessness of the first nova and the comprehensiveness of the imperial breeding program, there are already dozens of novas throughout Etherscape), and every single nova can trace their ancestry back to one man: the First Nova.

As a Nova yourself, you have a special physiology, one that makes you every bit as fantastic at generating, storing, and yes, sharing, ether as the greatest manamutants to ever live and comparable in ethermantic potential to the most powerful ethermancers in history. Not all Novas are so phenomenally powerful, though even the weakest Novas are still head and shoulder more powerful (in terms of potential, if nothing else) than the average ethermancer or the average manamutant. Your unique strength owes itself primarily to one unique fact: you are not just the child of the first nova, you are the secret child of the imperial crown princess. You may or may not have full siblings, but compared to your half-siblings, your imperial blood is immensely powerful, as the genetic material of the most powerful ethermancers in Etherscape's history flows through your veins. It also puts you in line to inherit the throne one day... Provided you live that long, given the chaos to come.

At the moment, your existence is a closely guarded state secret, though not in a way that impedes your ability to live out in the open, just in a way that keeps people from knowing the truth regarding your identity. It is possible that you are a student of a prestigious university, such as an institution in the heart of the Tel'Paht hegemony, or that you live a peaceful life in the depths of Serenity, or maybe you even actively and openly work as a member of the military of Drinn, just using a falsified name. Part of the reason why you can do this at all is a unique quality of your nova nature, perhaps a consequence of imperial blood mixing with the nova powers you possess: it is incredibly

difficult, indeed impossible, for people you wouldn't want to be able to learn about you to attain information on you using methods like scrying or divination, though your allies (provided they actually have your best interests at heart) can do so without difficulty. It's possible this fascinating and unique trait of yours is why an alternate timeline version of either you or someone with a background very similar to yours was able to escape the notice of all but the most informed members of the imperial faction and escape to Earth unnoticed by the thronemaids of the time (aside from those who helped this version of you in the first place). Still, one way or another, your time in this jump is about to begin. Of all of the origins and jumping off points this jump gives jumpers, this origin is perhaps the best suited to changing history, though it will still be quite difficult to avert the chaotic and cruel future awaiting Etherscape even as a Nova.

Perks

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

General [Undiscounted]

Species Selector [Variable cost; if not taken, then you default to being human]

Etherscape is a staggeringly diverse place, and creatures of every type can be found within its vast reaches. This perk allows you to gain an alt-form: your default form for this jump, and the exact nature of your chosen new form determines how much this costs.

For free you can select a species that is more or less as powerful as humans. Examples of suitable types of human-level species for this price tier include things like dwarves, orcs, gnomes, and elves. These creatures can have minor benefits, such as an increased but not earthshaking affinity for magic, physical strength that caps out as marginally stronger than peak human, or a lifespan that is notably longer than a human's.

For 200 EP you can become a member of a species that is much stronger than humans are, able to become "Superhuman" (making you about city-scale in terms of your overall traits). For 400 EP you can instead become "Ultrahuman" (giving you, roughly, planet-scale capabilities, essentially allowing you to do Kryptonian-bathed-by-yellow-sunlight scale actions, with a physique to match, and without a weakness to red sunlight, Kryptonite, and what have you.).

There is one more, higher, tier than these two for the truly ambitious. Etherscape is a phenomenally powerful place, with the very strongest beings being, in the right circumstances, about as powerful as very low end ascendants. If you wish to spend 600 points on this perk you can become a *Ragnarok*. Ragnaroks are the ultimate apex predators of Etherscape, impossibly potent dragon-like monstrosities that have adapted to Etherscape in such a way that they can feed on ether similar to how other creatures can feed on a sandwich or pizza. Ragnaroks, though are thankfully impossibly rare nowadays, are said to be on par with the titanically powerful peak-dragons known as Mythic Wyrms: colossal, mountain-sized (at the smallest) creatures that innately possess continent-shaking magic and psionics and whose powers grow endlessly as they grow older. In future jumps your ability to absorb ether evolves into an ability to consume other sources of supernatural power, such as *Naruto* chakra.

Troyverse Toggle [Free for this jump, 50 EP to keep]

Both the Troyverse generally, and Etherscape specifically, are known for their focus on harem-happiness and sexual shenanigans. After all, in Etherscape, harems are incredibly commonplace, and women outnumber men by a real, almost concerning amount (with two hegemonies: the tel'Zarrs and tel'Glems consisting entirely (or at least in the case of the tel'Glems having every single member of note be a woman) of women by the time of the rise of the Last Nova). This perk is a setting modifier that does a number of things.

Firstly, this perk makes it so that polyamory is legal, widely accepted, and commonly practiced in future jumps you visit, freeing people of strict adherence to the idea of monogamy and baseless, culturally instilled fears of polyamory. Secondly, this perk

transforms specific characters who'd be of interest to a given jumper, making it so that they are members of the character's preferred gender who are attracted to people of the jumper's gender identity and sex. How likely specific characters are to be touched by this depends on the jumper's interest in them, their power (with more powerful characters being more likely to be affected by this), and their narrative importance. This perk would, for example, potentially transform Superman into Super-Lady, or take Optimus Prime and make him Lady Prime, if the jumper who takes this perk and keeps it is someone attracted to women. If they are attracted to men, it might take Pamela Isley and make her Patrick Isley, or turn Kate Bishop into Kyle Bishop.

Ether Enhancements [Free for this jump, 50 EP to keep]

The people of Etherscape, particularly its leaders and the most powerful individuals throughout the empire, are both sexual and often strikingly sexy. Some people not native to Etherscape have long, though idly, speculated about this strange quirk of Etherscapien physiology. The truth is something quite simple. Ether, when inside a powerful person with some sort of biological and/or ancestral tether to Etherscape, makes them more attractive. This is a universal principle that applies to all Etherscapiens but is especially true when it comes to you.

This perk takes into account all of the power you accumulate, even power that is social in nature or comes from something like wealth, and factors it into the boost to your attractiveness you receive. It also updates as you continue your chain, and the precise way it boosts your attractiveness is in line with your idealized self-image, making you sexier without making you deviate wildly from your innermost self, aside from as an evolution of your innermost self.

Political Acumen [100 EP]

Regardless of your origin in this jump politics, both the flashy high-stakes kind that involve getting emperors, kings, and generals on your side, and the intimate, personal kind that are a part of backroom wheeling and dealing and that are not nearly as flashy as confrontations in court or monologues to the masses, will be a pretty regular part of your life unless you flee to the most remote and untamed parts of Etherscape or flee the empire altogether. This perk gives you masterful knowledge of courtly etiquette, customs, and an education regarding the politics of Etherscape that rivals even the knowledge possessed by hegemonic heads and their most informed advisors. With this perk you become a political mastermind, one who possesses an updating database on all topics related to politics that gets updated every jump you visit, and ensures you have the skills needed to always be a powerful political mover and shaker even if you aren't a person with a title or an elected official yourself. If you do have a title, or hold elected office yourself then with this you'll either always be or swiftly become one of the most effective government officials around so long as you trust your instincts, apply your knowledge, and make thoughtful moves.

Thronemaiden

Beautiful Bodyguard [100 EP | Free for Thronemaiden]

Thronemaids are eye-candy. There's a lot more to them than just that, but it's ultimately true that thronemaids are meant to be seen by those who interact with the emperor and the emperor's family. The reasons for this are manifold, but the basic impact of the thronemaids is that their beauty distracts those who seek to take advantage of the emperor, or more rarely wish to do him harm, while they motivate the emperor himself. You now have a permanent version of this that has been weaponized and attached to you with some premium fiat-backing. Your attractiveness distracts, disrupts, and unnerves those around you who seek to do your bosses or you harm, take advantage of you, or your bosses, while also motivating your allies, spurring them on to generally do more, do better, and be the best version of themselves relative to their existing skills and personalities. The more attractive you are the more you distract and disrupt your foes as well as enhancing your allies.

Bodyguard Bullet Time [200 EP | Discounted for Thronemaiden]

This is a very curious thing, but with this you have an ability to take hits that strike other people. Unsurprisingly this is a powerful talent but it does have an interesting limit: for you to take a hit that struck someone else they must be within a certain range of you, a range that increases based on how much you care about them and how much they care about you, unless they have hired you to protect them in which case you can take blows for them regardless of the distance between them and you. You can also take on the pain that those you care for feel, freeing them of the pain and associated discomfort.

Boss's Favorite [400 EP | Discounted for Thronemaiden]

This perk offers a number of boons that are all significant. Firstly, this is a background modifier that can be used to go from being a newly graduated thronemaid who has just been presented to your charge (be it the emperor, the crown princess, or even the secret nova-offspring of the crown princess) to making you one of the top seven thronemaids, and allows you to opt to become anyone from *The First Thronemaid* (and thus the head thronemaid for whichever person you're tasked with protecting, as well as *The Enthroned*: the thronemaid who is expected to be both a secondary personal bodyguard to your charge as well as to publicly make love to them whenever they are doing something like holding court) all the way to the *Head of Initiates*. Essentially, it guarantees that in this and future jumps, your background is capable of being highly prestigious, as something like this is the highest realistic honor that someone with no noble or imperial background could attain in Etherscape.

Another important boon this perk grants you is that it makes you capable of attuning to your bosses with incredible, near-instinctual ease (though if they differ significantly from you, this is still not instant, requiring a bit of work underneath them before it activates). When you are attuned to a boss, you have an unconscious understanding of their disposition and can anticipate their needs, as well as understand how to make them happy and how to persuade them to behave better. This is so powerful that even regular thronemaids with this would be among those that the emperor lusts after and plays with, as well as those rare few whose advice he actually, sometimes, listens to.

Thronemaiden Training [600 EP | Discounted for Thronemaiden]

Over the course of their education, a process which takes anywhere from months to years (though Etherscape has a supply of time-dilating technology to help with this), thronemaids are thoroughly educated in a staggering variety of fields. These fields range from mundane, domestic subjects like cooking and playing instruments to more esoteric topics like the basic details of the mystical specialities of each of the 100 Hegemonies. Beyond this, every single thronemaid is taught, at a minimum, basic skills related to combat and first aid; they receive training and education related to sex and sexuality, and they are thoroughly educated regarding the nature and disposition of whoever they are assigned to protect and look after. In this jump, your education will be keyed to some critical member of the imperial bloodline, be it the emperor himself, the crown princess, or the Nova-child of the princess. And all of this is not taking into account the various supernatural parts of the training of each thronemaid: the imperial augmentations that make a thronemaid's manamutancy as potent as a hegemonic princess's manamutancy, and the ethertech augmentations that sharpen the minds of the thronemaids or that enhance your bodies: from making bodies self-cleaning to making your hair lustrous.

This perk not only cements and augments the thronemaid training you've received, making it updating to factor in new developments such as changes to the personality of your charge as well as pushing your augmentations further so they always match the best possible augmentations (even automatically incorporating them in future jumps) in a setting, it allows you to designate one person in each jump from here on out that you have a thronemaid-level connection to and awareness of. This essentially means that in future jumps, you can pick a new person to become a thronemaid for. If you go from here to Game of Thrones, you could pick Daenerys, if you go from here to DC, you could pick Batman, if you go from here to The Boys, you could pick Soldier Boy, etc.

Those you designate as your charge will have an instinctual trust in you, and you will find that, so long as you are behaving in line with your training and working to protect your charge, your actions are more effective, and you find that you are impressively capable of aiding and bolstering your charge. Beyond this, you are also an adept educator and could easily train others to join you on your mission to protect your charge. **If you wish those you designate as your charges will count as followers who can persist across jumps.**

Hegemonic Royal

Hegemonic Speciality [100 EP | Free for Hegemonic Royal]

As a royal you are entitled to the very best of the best as far as subjects like education go. This perk confers a pair of benefits to those who take it, with the first being that you never have to pay for education again. Any costs your education would otherwise accrue simply don't matter to you, and as far as the institutions and people educating you go they get their pay for educating you. The second benefit of this perk is more uniquely tied to your specific hegemony.

Each of the 100 hegemonies has some sort of speciality. Whether it's the tel'Mehts and their ethermechs, or the continent-shaking power of a tel'Glem ethermancer, the assorted hegemonies have gained power through the application of their specialities. And you possess hitherto unseen, prodigy-levels of talent when it comes to your hegemony's speciality. Whatever the speciality you choose, via picking a canon hegemony or designing a hegemony of your own from scratch, you get your hegemony's particular speciality for free. Canon hegemonies and their special talents are described in detail down in the *Extraordinary Ether Abilities* section of the jump document. If you want to purchase this particular perk more than once and thus gain another hegemonic bloodline power for free you can, but only once more (for a total of two bloodline abilities). This would serve as a background modifier, if you wish, and could allow your parents to be members of two hegemonies who fell in love, and who have raised you with a great deal of love and openness, nurturing your ethermantic talents diligently. If you're a Nova and you purchase this you can only purchase it once. In that case, your background could be that you were raised in the hegemony that corresponds to the speciality you acquired, and they tutored you quite seriously.

Alien Ambassador [200 EP | Discounted for Hegemonic Royal]

Diplomacy is challenging. Even the most talented diplomats can find productive diplomacy draining, though the end results are invariably worth the headaches that come with the process of hours, or even whole days of tense negotiations.

Hegemonic royals have surprising leeway when it comes to diplomacy. It's not unprecedented for a royal family to approach alien royals of significant power, or for alien royals to look to Etherscape with ambition in their hearts and to send open-minded royals missives about forming alliances of different natures and to achieve a range of ends.

Perhaps the most famous diplomat in Etherscape's history is the ancient queen who, in the days long before the rise of the First Emperor, convened a conclave of powerful ascendants and managed to persuade those living forces of nature to join hands to protect Etherscape against the mightiest possible foreign-born foes for the, admittedly selfish, goal of keeping a single pair of hands from dominating Etherscape and claiming its many treasures and uncountable population from serving a single ascendant. You are a diplomat of comparable skill, able to persuade countless dignitaries of alien civilizations to agree to a pact of non-aggression, or even form complex, varied alliances that can and will shape the future of whole galaxies. You are a truly brilliant diplomat, one whose strategic dealmaking can shape the future of even a place as vast as Etherscape. Curiously you've found that the more different someone is from you the

easier it is for you to persuade them to form mutually beneficial alliances. It's possible you, or some version of you, happen to be the reason why the Etherscape of the future has friendly relations with both the infamous Clearbrass Estate and the legendary planet of Sorothustra!

Captivating Crown [400 EP | Discounted for Hegemonic Royal]

All ambitious hegemonic royals dream of becoming a queen or king in the emperor's or empress's harem. This incredible feat is the closest that any hegemonic royal short of an imperial prince or princess could realistically attain, and it comes with unimaginable power and influence. You have the beauty, training, temperament, and are beloved enough by your subjects, and even your peers and rivals, that you are a natural pick for such a role. And you have one special talent that helps you out a lot here: you are capable of allowing people to see what would happen if they picked you for a given role, allowing them to peer into the future and see how you would excel in a position, and understand the benefits that come with picking you for something. This will only show how you'd excel at a given task, and will not show if there are any areas where you'd be lacking or struggling. It's akin to S.T.A.R.S.H.R.O.U.D.'s ability to predict how a specific prospective spouse can make a crisis point a little bit easier to deal with, but without the added bits about how rejecting a prospective spouse could complicate a crisis point. Crowns may captivate you, but your crown will engross others.

Ambitious Ascent [600 EP | Discounted for Hegemonic Royal]

Something about you draws the ambitious and powerful like a warm porchlight on a summer evening draws moths. The more ambitious and/or powerful someone is, the more desperately they're attracted to you. This perk grows stronger the higher up and the more powerful you happen to be, and doesn't lose its potency if the people eyeing you are higher up on a social hierarchy than you happen to be. Those affected by this will be eager to court you, throwing increasingly luxurious gifts at you and going out of their way to seek your attention and approval. With this a villager lucky enough to meet a power-seeking prince could easily become the next queen, and as a hegemonic royal yourself, one who is naturally incredibly likely to meet the emperor, the crown princess, and the like, this perk will have plenty of people eating out of the palm of your hand. You will find opportunities aplenty in the days to come.

Nova

Evasive Ether [100 EP | Free for Nova]

The ether coursing through your veins offers you an unusual form of protection. It is impossible for those who you do not give permission to use divination to see your future, scrying to learn about you, and any other sort of magical or otherwise supernatural means to discern information about you. You are blessed by ether, and so your allies can still use magic and the like to learn about you and see your future, but your ether is a protective thing, and it knows who is a true ally versus a secret foe trying to deceive you and intelligently applies its protections. The ether in you also radically empowers your magic and powers, making them harder to supernaturally counter and strengthening your ability to supernaturally counter the supernatural powers your foes try to use against you, especially magic.

Power Pacification [200 EP | Discounted for Nova]

This is... rather intriguing. There's something about the ether you radiate that causes those hostile to you but who are weaker than you to find it harder and harder to actually move against you. Even those who most want to see you dead will need to be comparable in power to you to be able to act on their hostilities so long as they are within the range of this power (which scales proportional to your overall level of power: the stronger you are the wider the range on this ability). People weaker than you who want to see you dead, or even defeated, find it difficult to move against you, and the difficulty increases based on the difference in power level between you and them. People who'd be attracted to you, or are attracted to you, are hit even harder by this. This is strongest when it comes to direct threats on your life and safety but if there is a truly enormous difference between yourself and your foes then this effect will become stronger when it comes to dealing with things like rivalry and envy and other ways your foes want to see you brought low. At its most powerful, against those who are maximally susceptible to this power (individuals who are both weaker than you and attracted to you) would find themselves actively working to protect you even if they previously hated you.

It's true that a lone nova is still just one person, and that an army of determined would-be assassins can eventually succeed in bringing them low but against you cannon fodder are well and truly useless. If someone wants to bring you down they had better deploy their best and hope their best is good enough... A daunting prospect given your colossal power. This also confers a similar, though weaker, effect that protects those you love who are within range of the ability (with the weakening being inversely proportional to how much you love them: if you truly and deeply love someone within the range of the ability they'll be almost as protected as you are by it).

Spousal Sovereignty [400 EP | Discounted for Nova]

In Etherscape, the common practice of polyamory is both a normal part of life and a fairly critical part of various levels of the government of the empire. One powerful example of this is the intersection of polyamory and the imperial family's governmental powers.

The emperor of Etherscape will almost always have a colossal harem, usually at least thousands of spouses strong, and the largest harems in imperial history have had

millions of members. There are four ranks of authority among the members of the imperial harem, and in descending order in terms of importance, they are the Queens, Ladies in Waiting, Concubines, and Mistresses (and this rank belongs to those who are recognized sexual liaisons but not actually wives). As per Etherscapian tradition an Emperor or Empress traditionally has four Queens (or fewer, though this is something that thronemaids and political advisors would highly caution against), and the overall power and authority given to Ladies in Waiting and Concubines is determined by their number (with the fewer LiW and Concubines there are meaning that being a member of either group is more noteworthy).

This perk confers two powerful boons, with the first being that polygamy and the like are always an option for you. Those you date and/or court will always prove to be surprisingly open to polygamy, and while individual tension between lovers of yours can certainly arise, it will never be because of polygamy itself. The second boon is a fascinating power you now gain, which allows you to confer authority to your lovers based on how you rank them in terms of the power you wish to bestow upon them. This authority comes with immortality (the good kind: eternal youth/no more aging, and immunity to degenerative conditions), an increase to their feelings towards you, and a boost to their overall charisma that both scale with how much authority they've been given and your own overall power and influence. If you dub someone a queen, then they gain authority second only to yours. If they become a lady-in-waiting, they gain an incredible boost to their authority, and if they become a concubine, then they gain a noteworthy, though not life-changing, boost to their authority. These buffs to their authority are obviously strongest in places where you reign supreme, but even in places wherein no one recognizes your authority, the buffs to their charisma and their immortality persist. **Additionally all of your spouses count as followers and persist across jumps.**

Inheritance [600 EP | Discounted for Nova]

Ether is a curious, surprisingly fickle thing. It's entirely possible for the children of two powerful ethermancers to not be an ethermancer, and while the decidedly artificial nature of manamutants makes it possible to predict whether or not someone is a manamutant in advance, novas are not so lucky... Until you came along.

This perk confers a series of important effects to those who purchase it. The first benefit is that from here on out, at the start of jumps, you can both pick your parents (within the bounds of a given origin) and select what, if any, of their abilities you inherit. This is so powerful that even ascensions and the like can be conferred this way, something that is normally beyond the scope of Troyverse inheritance perks.

The other important effect this perk grants is that by possessing it you can control what you, and any other contributing partners, give your offspring. You can give them anything you possess that is tied to your body and soul, such as perks, alt-forms, and yes things like ascensions and your nature as a nova. You can also control what your partner(s) gives them, which is potentially every bit as powerful depending on the nature of the partners you attract. This perk also makes you subtly more attractive to those interested in breeding, and who draw power from such acts, and these sorts of creatures abound throughout the Troyverse and other such settings.

Extraordinary Ether Abilities

Each origin gets a distinct physiology for free, with Hegemonic Royals being able to choose which of the two applicable physiologies they snag, while both Thronemaids and Novas have their physiologies chosen for them as part of their origins. Beyond that, Hegemonic Royals and Thronemaids get two powers compatible with their physiologies (Manamutants cannot take powers marked "Ethermantic" and Ethermancers cannot get powers marked "Manamutations", Novas can pick any of the powers.), and Novas get four. Anyone with the Hegemonic Speciality perk gets one Hegemonic ability (which will be marked as such) for free.

Sexual abilities also have rules that match the other powers on this list; Thronemaids and Hegemonic Royals get two sexual abilities for free, and Novas get four such powers for free. You are, of course, also free to purchase extra powers using your budget of Ether Points as you see fit, so long as you are not otherwise disqualified from getting the power in question. **All three of the following physiologies freely come with immortality, the eternal-youth/"you stop aging when you wish" kind that comes with full immunity to age-related diseases, conditions, and degenerative health problems, as well as a "You do not need food, drink, or sleep to survive" clause.**

Manamutant Physiology (Mandatory, and Free, for Thronemaids, Free for Hegemonic Royals who must choose between this and Ethermancer Physiology, incompatible with Nova Physiology and Ethermancer Physiology)

Manamutants: those with embers of ether placed in their souls that allow them to generate ether and store it in their bodies. Adult manamutants can share ether with others through sex, making them valued by ethermancers with dreams of extraplanar glory.

As a manamutant, you have the ability to generate and store an infinite amount of ether deep within you. The overwhelming majority of manamutants struggle to use this ether in any identifiable capacity beyond their ability to share it with others via sex, though you are one of the extremely rare manamutants who can reach into yourself and manifest the ether in your veins in two ways. The first way you can manifest your ether is as a barrier that protects you and those of your choosing so long as they remain close (and as you mature, and practice this skill the ease with which you can manifest this barrier, its solidity, and its maximum range can all improve and increase). The second way you can manifest your ether is in the form of a melee weapon and a ranged weapon. At the start of each jump you can determine what weapons this power lets you manifest. In the case of ranged weapons with normal ammo, like a mundane real-world gun or bow you can use material ammo or expend tiny bits of ether to generate the relevant ammunition. **A nova could purchase this particular bit of manamutant physiology for 100 EP.**

You have the manamutant power to share ether through sex, and those who drink or otherwise absorb your sexual fluids find their ether reserves restored. **In future jumps your ability to generate ether improves, causing you to generate other forms of magical energy types and internal resources, and you can share them with others via sex as readily as you can share ether, which empowers them in much the same way as you having sex with an ethermancer empowers them.** It is very difficult to figure out how to use ether inside of you as fuel for your powers. The right OCP could

almost certainly do it, but by itself this physiology does not grant that ability, that is the innate speciality of the nova physiology.

Ethermancer Physiology (Free for Hegemonic Royals, incompatible with Manamutant Physiology and Nova Physiology)

Ethermancy refers to the usage of ether as a substitute for mana, allowing ethermancers to cast spells and otherwise manifest a range of supernatural powers. As an ethermancer you are skilled in the art of using ether to cause the supernatural to occur.

Ethermancers have a number of quirks about them and the way they enact the supernatural that matters. In Etherscape ethermancers make use of the ether that suffuses the environment around them as their fuel. As an ethermancer you gain automatic knowledge of how to convert spells you know such that they become compatible with ether, and thus gain properties that both make them quite disruptive to other forms of magic, as well as resistant to being countered or disrupted themselves. Beyond this those with the most ability to design **Ethertech**: technology infused with and powered by ether are ethermancers, though skill with ethertech design is very separate from ethermantic prowess and it's not unheard of for someone who is a prodigy with the other to possess nearly no actual skill with the other, beyond having the capability to use it in theory.

Ethermancers outside of Etherscape struggle to use ethermancy, though there's nothing about ethermancy that actually precludes an ethermancer from learning and mastering other forms of magic and the supernatural, at least those that can be learned in the first place. It is also possible to create ether outside of Etherscape, though this skill is quite difficult to learn in the first place (an exiled member of the tel'Rix noble family has devised an alchemical method for turning sexual fluids, even those not belonging to an Etherscapien, into ether), but barring such a specialized skill, the partnership of a manamutant, a nova's physiology, or a constant supply of ether-infused fluids it will prove difficult to use ethermancy outside of Etherscape... **Thankfully by purchasing the ethermancer physiology you gain firsthand knowledge of this technique, and thus can use your sexiness to stay topped up when it comes to ether.** How much ether some sexual fluid gets turned into depends on the overall power of the person the sexual fluid is derived from, meaning that gods and the like are likely to produce highly valued sexual fluids while regular footsoldiers will produce just enough to cast a spell or two.

An additional boon of becoming an ethermancer this way is that you have internalized the powerfully disruptive nature of ether. You are a wickedly talented disrupter and counter when it comes to magic and the supernatural, with you innately understanding how to abruptly end the supernatural effects others use to bolster themselves and to weaken you, and you can expend ether (either in the environment or inside of you as per a manamutant or nova's fluids) to directly end supernatural things around you like spells, even curses or buffs that affect you or other people. How much ether this takes depends on the potency of the effects you're seeking to end. **Novas can purchase this ability for 100 EP.** This effect does not work on things that are themselves the result of ether, so you can't, for lack of a better phrase, counterspell someone being healed by ethermancy, an illusion created by ether, or the like.

Nova Physiology (Mandatory, and Free, for Novas, incompatible with Manamutant Physiology and Ethermancer Physiology)

And then there's this, the holy grail of ether-based physiologies. This class of ether-manipulator has the base ether-generation, storage, and sharing abilities of a manamutant, as well as the ether-usage abilities of an ethermancer, all of which are amped up to truly terrifying degrees.

As a nova you are unmatched when it comes to the sheer potency of both halves of this physiology. You generate ether at shocking speeds (and the "Your ability to generate ether improves in future jumps to produce other types of magic and the like" property of being a manamutant is also something you possess), and when you have sex with an ethermancer they become incredibly charged up with the ether you pour into them. Your ethermancy is enormously powerful, and at a minimum your ethermantic spells can be scaled so that they can affect whole cities at once even if you cast them normally so long as you are using ether as the fuel for the spell, due to ether's properties as a mana-substitute that is an order of magnitude stronger than regular magical energy. If you focus, or are supercharged by just having had sex with a manamutant the scales of your spells only skyrocket.

One special property of being a nova that is worth mentioning, that either no one knows yet or that only extremely few people (such as the heads of the tel'Dzek and the tel'Knir hegemonies) know is that it is nearly impossible to fully cut off a nova's connection to their powers. The tel'Dzeks are experts at a ferocious skill that allows them to render an ethermancer powerless (though this is temporary) and if this skill is used on a nova it only weakens their connection to the ether nestled in their soul, which can absolutely be enough to allow a nova to be killed but is far from a guarantee in of and itself. As a nova yourself you are, now by fiat, immune to having your powers nullified. Any attempt, no matter how powerful (unless it is somehow tied to a drawback), to render you powerless will simply not work on you. Typically a tel'Dzek can weaken a nova with this technique of theirs but by virtue of your imperial blood this technique is completely powerless against you and from here on out so are all other such techniques.

Sexual Powers

All of the following powers are sexual abilities, ones that are tied to an Etherscapien's chakras: their vital energy. While any Etherscapien can possess sexual powers: a sign of possessed awakened chakra, it is more common for more powerful locals of this nexus of planes to have them than regular citizens, with novas being guaranteed to have some and ethermancers and manamutants being decently likely though not guaranteed to have them. Chakra-based powers are incredibly difficult to overcome and are notoriously difficult to even detect, making them a handy secret tool in the back pocket of someone sufficiently tantrically powerful. As a reminder manamutants and ethermancers get two powers here for free, and novas get four for free (and only novas and ethermancers can get the *Enchantment* power, and only novas and manamutants can get the *Magnified Mana* power).

Fertility Control (50 EP)

This power confers multiple effects but the simplest is that it guarantees you perfect, unsurpable control over your fertility such that even ascendants cannot overcome it (the only thing that could is if you were affected by a drawback). The simplest

application of this power is that you can decide when you get pregnant, or impregnate someone else, regardless of other circumstances (including their own fertility, such that their own infertility would not be an obstacle. Any other issues are smoothed over via fiat-backing) as well as determine things like how many children you conceive at once. A second facet of this ability is that pregnancies you cause and/or experience are incredibly easy, safe, painless, and highly pleasurable: down to making your partners more horny while they are pregnant (or doing the same to you if you got pregnant). When you get pregnant or cause others to become pregnant you can cause a tattoo to appear on your belly (or the bellies of those you impregnate) that telepathically links you to your partner and causes you or them to begin to lactate immediately.

Body Redesign (50 EP)

This feature transforms your form into one that matches your desired self-image, but only so long as it's roughly humanoid in shape and size (though variation is possible, allowing you to be anything from an impossibly handsome human to a mighty and enormous winged humanoid). This feature also enhances the size of your sexual assets, no matter what they happen to be, while magically enhancing them such that they are not an inconvenience to you. As a final boon you are shockingly attractive to those of your preferred gender(s), and since this is an ability derived from chakra it is impossible to dispel or counter.

Excessive Fluids (50 EP)

You are capable of inducing an orgasm (personally, not from other people) at will, as well as lactate on command. When you orgasm, or lactate, the fluids you produce are as copious as you wish for them to be, all the way up to allowing you to fill a swimming pool in one go. Beyond this your fluids are highly nourishing (able to feed anyone regardless of their dietary requirements), tasty, and induce pleasure (with them inducing more pleasure if they are inside of you). This is a particularly handy ability for manamutants and novas as being able to produce more fluids makes it easier for them to replenish ethermancers.

Eromantic Physics (50 EP)

This power is essentially a porn-biology power with all the bells and whistles that come with that such as being able to fit large insertions into sexual orifices easily, the ability to make people feel pleasure regardless of size differences, unlimited sexual stamina, and genitals that are keyed to provide (and receive) stunning amounts of pleasure.

Pheromones (150 EP)

A powerful charisma boost keyed to people of your preferred gender, these pheromones make those of your preferred gender more attracted to you, and more agreeable to you (especially to non-sexual orders or suggestions you give them). This is another chakra-derived power and thus is incredibly difficult for your foes to counter or somehow disable.

Kismetic Offspring Predetermination (100 EP, discounted if you have Fertility Control, discounted if you have Inheritance, and free if you have both)

This peculiar power gives you far more influence over your offspring. One especially important way this gives you influence over them is this allows you to determine their sex and gender, as well as allows you to make them grow to full adulthood as quickly as

you like. Beyond that this fiat-backs their loyalty to you, making them fully loyal and devoted to you, and can cause them to become stunningly beautiful or handsome and desirous of you. Finally this improves their chances of inheriting your particular class of ether-wielder, be it making them a nova, an ethermancer, or a manamutant.

Magnified Mana (150 EP, only purchasable by Novas and Manamutants)

This sexual power wildly enhances the quality of the charging up function of having sex with you. This power also enhances your ability to be charged up when you have sex with manamutants if you are a nova. Finally this power has the curious effect of making sex with you incredibly, earthshakingly pleasurable to those affected by its ether-related traits making you desirable for more than just charging up or the like, allowing you to make your lovers pass out from pleasure. In this jump this power is limited to ethermancers, but in future jumps it opens up to all types of magic users.

Sexual Psychometry (100 EP)

Every time you have sex with someone you learn something they know that you do not. You do not have precise control over this, but you can direct its general direction via intent, allowing you to be more likely to learn something about an area of interest or focus when you have sex with them. You can suppress this, but otherwise it triggers every time you have sex with someone.

Enchantment (150 EP, only purchasable by Novas and Ethermancers)

Those who possess this power have knowledge of a ritual (which centers around sex) that, if performed with another person who can use ethermancy (a nova, an ethermancer, or even an artificial ethermancer as per tel'Xing infusion) allows the person leading the ritual to share an ethermantic power with them at the ritual's end. This power is a copy of a power the ritual leader possesses, at slightly less strength than the true power, and the power can last for up to a decade. Each person can only benefit from one ritual-derived-power at a time. In future jumps this power evolves such that you can use it to give any person capable of a given school of magic magical powers tied to that school (such as allowing a conjurer to be able to conjure a dragon, or conjure a mansion), though it is otherwise subject to the same basic rules as the base version of this power.

Blessed Genetics (100 EP)

Blessings: the domain of the divine, and one of the most reliable tools in a god's arsenal when it comes to getting worshippers. In the future a rather peculiar, and quite potent, goddess of life, fertility, love and lust domains is destined to be drawn to Etherscape due, in part, to the abundance of instances of her domains within the empire. This goddess will possess the power to bless her own offspring, as well as the offspring of others, to be far more powerful than they'd otherwise be, as well as more attractive and in-tune with the domains of life, love, fertility, and lust. You possess a peculiar, though somewhat weaker, version of this same power. You can bless your offspring to make them dramatically more powerful in every respect based on the connection you share with their other parent, with the quality of the blessing growing stronger the more attracted to and in love with them you happen to be (and this is expansive enough that even if you have a child with someone as a result of obligation, or as the result of a one-night stand they'll still be noticeably stronger for it).

You can also bless offspring of other people, with the quality of the blessing increasing in potency based on your feelings towards their parent(s), and it becoming much stronger if you have sex with them during the blessing process (and you can do this while blessing your offspring as well: by having sex with their other parent while blessing them). The offspring you bless will be born possessing a powerful loyalty to you, and when they mature (which can happen instantly, if you wish) they will be powerfully attracted to you, with the attraction scaling to match the potency of the blessing.

Powers

These powers are more generalized abilities than the purely sexual-in-nature and/or execution powers than the powers listed earlier in this section. Most of these powers will be purchasable by novas and ethermancers, but the familial section of this bit of the jump document will have plenty more for manamutants. If a given power does not list who it is purchasable by, anyone can purchase it. If you do not use your freebies here you can pocket them and use them in the hegemonic specialities section.

Novas have a special ability with regard to the lion's share of these powers: ether can be expended to supercharge these abilities (exempting *Political Acumen* and the *Ancestry* powers.), radically enhancing their capabilities temporarily. This does come at a cost, however, in the immediate aftermath of supercharging an ability with ether your stores of ether will take a hit and abilities (including passive ones) that rely on ether will be weakened a touch (how weakened depends on how powerfully you supercharge an ability), until their natural stores of ether recharge overtime or they have sex with a manamutant.

Arch-Ethermancer (Free, only for novas and ethermancers)

Exempting truly special powers that are part of the slate of abilities possessed by ethermancers, most "Ethermancy" is simply magic that is powered by ether instead of by mana. All ethermancers are capable of a breathtaking array of feats due to the immensely varied nature of magic itself. This power is simply a broad mastery of ethermancy, such that you can perform feats on par with archwizards, high druids, and popes in other settings, capable of emulating arcane, natural, and divine magic but with ether. This magic can be cast freely, requiring as little as a thought to occur and does not need resources, arcane words, or what have you. Generally if a 20th level D&D wizard or cleric could do it you could as well.

Ether Blast (50 EP, only for novas)

An extreme example of one of the simplest ways to destructively use ether, Ether Blasts are ether concentrated into projectiles of pure destruction. These blasts completely unravel their targets and essentially the only defense against this form of attack is immense, conceptual defenses such as the kind afforded to divinity, and even then these defenses only reduce the damage done rather than immunizing someone to the attacks. You can toggle every facet of the form this attack takes, such as how it looks and where it comes from (and change these choices on the fly) allowing you to use this attack as a form of laser vision, or as projectiles that are expelled from your fingertips, or what have you. These blasts are perfectly under your control, only hitting and harming those you aim them at leaving other targets untouched. They are also perfectly aimed every time, and it would take something on par with an ascendant to dodge or block them. You even possess control over how much harm they do to their targets, able to stun people with

them as easily as you can annihilate whole buildings. Each blast is powerful enough to annihilate a continent at the most, and you can fire millions of blasts per second. A blast has a maximum range of a star system's worth of distance and it can travel that range in an instant.

Metacreativity (100 EP, only for novas and ethermancers)

This immensely powerful ability is the power to transform raw ether into a staggering variety of objects. Typically the average ethermancer, and indeed even novas who don't specialize in metacreativity or otherwise possess particular talent for it can only create small, non-complex objects that last for exactly as long as a given metacreative focuses on them. Some metacreatives, either those who pour their heart and soul into this discipline or who possess an incredible affinity for this talent are capable of miraculous feats, such as creating a forcefield generator that lasts for decades after its creator forgets about it. In the future there will come one generational talent whose mastery of metacreativity is so profound that she, when she focuses and pours her all into a creation, creates true, complex life, with souls and everything!

This is a common skill that many ethermancers and novas have some small degree of talent in but by purchasing this as a power you find that you possess colossally prodigious skill in this discipline such that even from the start you can create objects as complex as space-faring civilization level battleships in an hour or whole dyson spheres with a year's worth of focus. Such herculean tasks are accomplishable due to your ability to focus on multiple things at once without a loss in efficiency or focus, and an ability you possess to pause progress on these feats without having to start over from scratch. If you purchase this as a power you start off not quite capable of the future genius's master-level feats but as you practice with this power you become capable of greater and greater miracles, eventually culminating in you matching her most amazing works. Your creations are incredibly resilient and enduring, protected both by your skill with this power (which increases their durability passively) and by your concentration and focus. You can restore and repair something you've made with metacreativity with just a passing thought and a flicker of intent.

Invulnerability (50 EP)

Total invulnerability to anything equal to or weaker than the forces that one would endure if they stood in the heart of a supernova. This is comprehensive invulnerability, rendering you immune to diseases, magic, esoteric attacks, and anything else that would harm you unless it meets and beats that powerful damage threshold.

Super Strength (50 EP)

Your strength is such that you can easily toss planets around and you are given the full suite of secondary powers needed to make effective use of this ability (including, and especially, the power to perfectly control your strength so you don't hurt those you care about).

Super Speed (50 EP)

This freedom of movement power grants you flight, the ability to move (and think, and learn) at 1,000 times peak human speed and offers the secondary powers needed to safely use this power such as protecting those you take with you from the physical forces at play when super speed happens. Beyond this, in outer space and other such

environments you can easily hit faster than light speed. This super speed is absolutely compatible with things like powers that require concentration, and allows you to use such powers at 1,000 times the speed you otherwise would, which makes one second into 16 relative minutes and allows you to do things that would otherwise take an hour in four seconds.

Technopathy (50 EP, only for novas and ethermancers)

Technopathy refers to the power to supernaturally control technology. Some ethermancers, and a few nova, have truly explosive affinity with technology, and it seems you are one such figure dear jumper. With this you have the power to mentally touch and control technology. You can control both an enormous quantity of technology (as much as one million ethermechs and the like) and you possess incredible fine control over what you are manipulating even across vast cosmic distances so long as your focus isn't broken and you don't relinquish control. At first you need to touch the technology to first establish control but as you gain experience with this power this requirement gradually disappears. This power also works on magitech (and ethertech is considered magitech) but magical parts of technology are harder to control, though your nature as an ethermancer or nova means you can control the magical parts of ethertech with as much ease as you can control the technological parts. This power also makes you more attractive to machines, robots, artificial intelligences, and other such lifeforms, and renders them vulnerable to any sex and sexuality perks you possess they'd otherwise qualify for.

Spatial Warping (100 EP, only for novas and ethermancers)

Ethermancy is good at a lot of things but one area where it especially shines is magic and technology related to space and dimensional manipulation. This ability makes you a terrifyingly potent space-manipulator, able to expend ether to do things like make a space smaller or larger, open portals to distant locations, and otherwise freely manipulate space on scales that are, initially, galactic in range. It's possible this range will increase over time or as you grow more proficient with the powers that this affords you.

Life and Death (100 EP, only for novas)

Ether has a curious relationship to life and death. It is entirely possible, fairly easy even, for ether to be bent towards restorative purposes, and it is not difficult for talented ethermantic healers to heal even entire groups of people. Ether is also powerfully suited to being used to achieve destructive ends, with ether easily unmaking reality and unraveling life itself. Curiously, ether has a strange effect on the souls and bodies of those who are blessed and beloved by the stuff, with it being strangely difficult to resurrect someone imbued with ether, be they a mighty ethermancer, a particularly genetically potent manamutant, or even a phenomenally powerful nova, and the more ether in them the harder it is to resurrect them.

Life and Death is a two part superpower possessed by novas with the greatest connections to the aforementioned cosmic forces. Someone who possesses this power can heal hundreds of people with minute expenditures of ether, and snuff out tens of thousands of lives with equal ease. This power is so potent that it can easily overcome the general rule about those with ether being harder to resurrect, and even a single usage of it can resurrect a dozen people at one time. If someone has been dead for an

exceptionally long time it is more draining to resurrect them, and people can reject being resurrected which will prevent them from coming back at all unless you enormously outweigh them in terms of personal power.

Manasprite Ancestry (50/100 EP)

Manasprites are native to the imperial holding of Neidon Kal: a whimsical, surprisingly suited to faerie-life plane. These curious creatures are either the descendants of faeries who wandered into Etherscape or well and truly native faeries who organically evolved within the plane they call home. You are descended from them, possessing their powerful affinity with sealing and binding magic (and this magic is usable even if you are a manamutant, as this isn't ethermancy though it is a curiously similar thing) and their ability to fade from view, making you an exceptional spy. As someone who is only descended from them, their genetics long mixing with the genetics of your other ancestors, you do not inherit their dependency on proximity to Neidon Kal.

Alternatively you can choose to be descended from *Ethermuses* instead. These strange creatures are humanoids native to Serenity: a beautiful, peaceful, art-centric holding within the possession of the imperial faction of the government. Muses are capable of bestowing blessings of creativity that radically inspire those who accept them, and you are particularly adept in this odd power. Those you inspire receive greater inspirations based on how attractive they are, how attractive you are, their attraction to you, and whether or not you've had sex with them (with the boosts being greater if you've fucked them, and being even greater based on how often you've fucked and whether or not you fucked them while blessing them). Beyond this you can make a blessing as specifically focused as you wish, with it being even greater in potency if it's more specific. People can receive more than one blessing, but can only benefit from one at a time.

Either choice costs 50 EP, but you can buy both for 100 EP if you wish. If you use a free choice here you automatically get both benefits.

Etherphage Ancestry (100 EP, only for novas and manamutants)

Etherphages are, to the common citizen of Etherscape, scary stories that parents tell to get their children to behave. Etherphages are strange humanoids with an almost vampiric ability to drain ether from all sorts of sources, be it ether in an ethermantic spell shot their way, the energy stores powering an ethermech, or the ether present in all lifeforms native to Etherscape. These terrifying creatures were said to be nearly immune (though, very importantly, not fully immune) to anything powered by ether, able to tank even titanically powerful spells and turn the ether within them into sustenance (though each etherphage has a maximum amount of ether they can hold at once, and once this cap is reached they lose their powerful resistance to ether). Etherphages grew more and more thirsty for ether as they grew older, and their endless thirst drove them mad, turning them into dangerous threats to anyone and everyone in Etherscape due to their near-immunity to most local forms of combat. Etherphages also had a rudimentary ability to radiate ether and do simple, direct feats like fire energy blasts of the energy, or infuse their attacks with it, this stripped them of the spent ether, leaving them all the more desperate for even more ether.

The more well-educated scholars in Etherscape are under the, purposefully cultivated, impression that etherphages are extinct and have been since the days of some of the

earliest emperors. The heads of each hegemony, as well as the imperial faction, and the heads of a number of critically important government agencies know the truth: one etherphage still lives: Seteniri: *The Last Etherphage*. This paragon of her kind has an unyielding, impossible will and has surrendered herself to governmental authorities, who keep her alive by suspending most of her body in stasis and feeding her hundreds of tons of ether-rich fluids every day. It is known that a big contribution to the creation of manamutants was research into her ability to drain and store ether, and other valuable research into her has facilitated other curious discoveries regarding the nature of ether. This power gives you her ability to drain ether (which feels as good or as painful as you wish on a case by case basis, allowing you make it tortuous for some people while making it feel heavenly to others) and marks you as a descendant of either hers or another, incredibly powerful etherphage.

By selecting this power you can drain ether (and in future jumps other types of magic) out of things and creatures that have them, gain an empty, internal pool of energy that can be filled by absorbing ether (and other magic types in the future) and whose contents can be used at will by you without draining other reserves and without making you thirsty. This comes with the powerful resistance (though, again, not full-immunity to) ether and other forms of applicable magic in the future, allowing you to turn enemy attacks into sustenance. You can also slowly spend this pool's contents to survive, if you were to need such things to survive otherwise.

Omaxxing (150 EP, only for novas and manamutants)

Hmm... The fact that you possess this strange talent is a real head-scratcher. Ethermancy is good for a lot of things. One thing that it is impressively good at is facilitating cloning. Clones made of ether are linked to the original via a sort of hivemind, and subservient to them, as well as retaining all of the powers of the original (though all clones share the same pool of energy as far as things like magic and the like go). Like a certain figure destined to shake up the Etherscape of tomorrow you have no known maximum number of clones you can command at once, though initially the process of creating an ether-clone is taxing on your mental stamina and stores of ether. As you create more and more it gets easier and easier to do, even once you have upwards of a million or more of you running around. Depending on how you view timelines and the like, one of your descendants may grow up to be a real trouble-maker...

Hegemonic Specialities

All hegemonic specialities cost 200 EP, but purchasing the *Hegemonic Speciality* perk from the Hegemonic Royal origin gives you one freebie keyed to your hegemony of origin.

Absolute Annu (200 EP)

The Annu hegemony is a highly sophisticated and incredibly powerful hegemony that has the rare distinction of having a royal family that places equal importance on both prominent manamutants and powerful ethermancers. This is due, in significant part, to their immense understanding of the genetics at play when it comes to the supernatural. You possess an understanding of the interplay of genetics and the supernatural that is unmatched and makes you a brilliant strategist when it comes to figuring out how to improve and refine supernatural powers through breeding programs, genetic modification, and the like. This also gives you the brilliance needed to create advanced

cloning facilities, even ones that are capable of perfectly cloning beings with powers that make genetics *strange*.

Meht Madness (200 EP)

Ethermechs are marvels of modern engineering, spectacular machines that have an astounding variety of uses. The Meht hegemony are the best and the brightest when it comes to designing ethermechs, with their designs dominating plenty of battlefields in Etherscape and abroad (though the ethermechs that operate outside of Etherscape are complex machines that typically require two pilots: one ethermancer and one manamutant). This speciality makes you a prodigious ethermech designer, making you a phenomenally brilliant engineer, schematics maker, and gives you a powerful sense for how to both design and, equally importantly, actually use ethermechs.

Xinq Excellence (200 EP)

A curiously meritocratic hegemony, the tel'Xinqs are an ethermantic family that has created and heavily invested in the development of an intriguing brand of ethertech. This common sort of ethertech, common now (and within the holdings of the Xinqs) at least, can be used as part of a process by which anyone native to Etherscape can be infused with ether in such a way that they artificially gain the ability to use ethermancy. This process doesn't work on manamutants, but it can boost existing ethermancers and novas. You are a master of this process, capable of creating magitech that can both give people powers and the abilities, and while for this jump this is limited to ethertech and ethermancy in future jumps this evolves to broadly encompass any form of magic or powers you possess, allowing you to gain the means to technologically share powers and the like.

Glem Greatness (200 EP)

The tel'Glems are known for one interesting fact about their hegemony: they produce the most powerful ethermancers in the empire discounting the strongest members of the imperial line. To reflect this you are naturally earth-shakingly strong when it comes to ethermancy (and in future jumps other arcane power systems). Simply by virtue of your genetics you possess incredible, quite truly world-changing power when you go all out. You also happen to know one special ethermantic spell: one that lets you fuse with other people. If you fuse with someone the two of you merge together, blending your strengths and becoming a whole new being with the combined power of both of you. Fusing requires mutual consent and fusing also allows you to interact with each other freely in a dimension all your own. What you do in this space does matter, as at least one pair of practitioners of this technique are able to get pregnant while in the space and their fused form will go through the pregnancy for them. Fused creatures can use the powers of both halves of the fusion and it is possible for more than two creatures to fuse together. Fusions persist across jumps, and those involved in them count as followers for all intents and purposes. This perk also gives you the ability to enhance yourself based on the adoration of those who follow you, with it enhancing your strength and the speed at which your magical energy pools regenerate. That last bit is odd... It's almost like there's an ember of divinity within your soul?

Veph Vocation (200 EP)

The Vephs are the hegemony that is the most advanced technologically speaking, with their ethermancers being truly brilliant ethertech designers. You are perhaps their most

brilliant ethertech designer to ever live, possessing an astoundingly keen mind that is constantly churning out blueprints and schematics for magitech that could address whatever problems you focus on. While the Vephs do not design military-focused ethertech you are under no obligation to follow this tradition, but you do find that the technology you create is noticeably better when it's not military focused and has few, if any, military applications. Still, even your weapon designs are a cut above the rest and when you turn your mind to non-military technology you find that you are spectacularly brilliant, capable of creating tech that can change Etherscape. You're also quite skilled at refining designs made by others, with your particular skill at refining someone's designs improving if they are attracted to you and you are attracted to them, and improving massively if you've recently had sex with them.

Zarr Zanniness (200 EP)

The blue-skinned Zarrs are a curious hegemony of ethermancers. They have found ways to draw power from the ether of their unborn children and devised techniques that make their ethermancers more potent the further along in a pregnancy one happens to be. If you're a man this takes into account pregnancies that are ongoing that you are responsible for. This version of the Zarr quirk also takes into account how many total pregnancies you've endured and/or been the cause of and gives you a small but impossible to suppress boost to your ethermancy (and in future jumps all of your schools of magic and supernatural powers).

Paht Prodigy (200 EP)

The ethermantic Pahts are a family that understands that the real way to master ethermancy is through rigorous academic discipline. You are an uncommonly gifted student of the supernatural blessed with an incredibly sharp mind able to study magic, ethermancy, and other such things with an inhuman wit and a mind that catches even minor fluctuations. Not only are you naturally powerful in terms of ethermancy, but you are such a keen student of the arcane that you can apply your intelligence and wisdom to each spell, giving them more oomph based on how clever and smart you are. Additionally you are a gifted researcher, one who can easily make breakthrough discoveries regarding the nature of all sorts of supernatural powers. You may, someday, even discover the origin of ether itself! Beyond this you are an especially gifted teacher, one more than capable of teaching others how to draw out their maximum potential. Those you teach, who are adults, find themselves increasingly attracted to you and if they act on those feelings, and you reciprocate, then they gain an even mightier boost to their potential and actual talent when it comes to using their powers: be they ethermancy or other, stranger things.

Poth Preservation (200 EP)

Ether: the lifeblood of Etherscape. Ether is essential to every ethermancer, to the mystical disciplines throughout Etherscape, and is a natural fact of life within the empire. But outside of Etherscape ether is incredibly rare. Unsurprisingly this is a bit of an obstacle for ethermancers, and to a lesser extent other natives of Etherscape outside of the empire itself. Manamutants help with regards to this obstacle a great deal, but assigning a manamutant to every ethermancer is obviously unrealistic (and a logistical nightmare). The tel'Poth hegemony has been absolutely essential when it comes to figuring out how to take the sexual fluids of manamutants and keep the ether that can naturally be found in such emissions from fading away in minutes or hours (at the

longest). You are an especially skilled preserver, capable of finding the ether in any and all bodily fluids, and you know how to preserve them indefinitely: a level with the skill that is noticeably beyond any of your contemporaries or even your siblings or parents. In future jumps this evolves into a skill that allows you to find the magic in the bodily fluids of any magical creature. This means that you can brew beverages and potions that restore someone's ability to use magic (by refilling their internal stores of magical energy), or even strengthen magic users altogether (though this is permanent, the individual improvements are incremental, with it requiring many drinks over a long period of time before you or anyone else experiences a noticeable buff to one's magical stores)!

Disruptive Dzek (200 EP)

The manamutant hegemony of the Dzeks possesses a macabre secret: they have mastered the dark art of disrupting other people's connections to ether. This scary skill means that they can prevent ethermancers from using their ethermancy, leaving them far, far weaker than they'd otherwise ever be. The Dzeks use this skill to weaken ethermancers and make them vulnerable to assassination. You are an experienced assassin, a veritable master of this profane skill and you can use it with terrifying ease. In future jumps your master of the Dzek art of ethermantic stripping evolves into a school of techniques that lets you strip other magic users of their magic, no matter the sort of magic they use. This is a frightening power, jumper, keep your mastery of it a secret lest you be feared and ostracized.

Otherkin Othe (200 EP)

The tel'Othe hegemony is notorious throughout Etherscape for a number of things. Their central, your really, claim to fame, is that a mastery of genetics that rivals the genetic prowess of the Annus, though the tel'Othes have long taken their fascination with genetics in a very different direction than their rivals have. The quirk of the tel'Othes and their hegemony is that each Othe devises their form as they see fit, taking genetics from a thousand different species and imbuing themselves with what bits they like from each species. As the future head of the Othes, or someone who has otherwise been critically trained and trusted by the Othes you have an astounding awareness of genetics and know how to manipulate genetics in such a way that you can enhance the functions of your body and the bodies of others through genetic enhancement and modification. You know how to design technology that can help with this, and your magic is especially good at shaping and reshaping bodies, both permanently and temporarily.

Champion's Choice (200 EP)

There are one hundred hegemonies. Each one contributes something of note to the empire. Canonically only a dozen and some change hegemonies are namedropped, and of those namedropped hegemonies not every single one has a talent or speciality specifically mentioned. If you'd rather go out and devise your own hegemony and hegemonic speciality this is the section where you devise that and essentially give yourself a small area where you are an incredible genius. Enjoy some examples of what would be acceptable per the intended limits of this perk (these could be canon in the jump itself but are intended to give readers an idea of what is in line here)!

The tel'Jinq hegemony is a hegemony that stays out of the limelight but has one overwhelming speciality: they are the finest blacksmiths in Etherscape. Their weapons are magitech artifacts that are the strongest in the hands of ethermancers who can channel ether through them to exact all sorts of incredible effects. As their crown prince or princess you are a uniquely skilled magitech blacksmith, capable of creating swords that can cut through anything or armor that could withstand a few blows from a fully enraged Ragnarok. If you are making gear for people you are attracted to you become even better at making the gear, and if the gear you made is used by people attracted to you it gets even better as they use it, and both of these boosts synergize if the people you're making gear for are people you've recently had sex with.

The tel'Myst hegemony is a hegemony that is quite loyal to the emperor and the imperial line. This hegemony is an order of mystics but not ones devoted to producing powerful ethermancers or anything like that. They study ethermancy itself and both record all kinds of spells performed using ether and also constantly push and refine our understanding of ethermancy itself. As their heir you have a special talent for understanding magic, dissecting it, and pushing it further and further, giving you skills when it comes to things like inventing new spells, making sense of long lost and forgotten magic, and reverse-engineering spells and the like.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 EP items for free, with subsequent purchases being 50% off, and all other purchases for that origin are discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete. They can then be imported into future jumps as desired.

Thronemaiden

Thronemaiden Equipment [100 EP | Free for Thronemaiden]

Thronemaids possess two quintessential pieces of equipment: their armor and their ceremonial weapon. A thronemaid's armor is a surprisingly complex piece of ethertech that has a number of distinct abilities and functions, despite its skimpy appearance. Thronemaid armor functions, protectively, primarily through skintight forcefields that intelligently and reactively appear when necessary to shield the thronemaid in question. This armor is bound to a given thronemaid and can appear or disappear (sent to a pocket dimension keyed to the armor itself) at will according to the thronemaid's desires. It also possesses vast sensors which are attuned to her mind and allow her to interface with nearby technology. The armor also protects the wearer from scrying, divination, future sight, and a slate of similar powers (including mind-reading), and removes the bodily needs of the thronemaid. It even has a teleportation feature allowing for free teleportation to anywhere on the same planet as the thronemaid, as well as to a number of other locations such as key places in Etherscape, and to the side of their charge (be it the emperor, the crown princess, or the nova).

A thronemaid's second essential piece of equipment is their ceremonial weapon: a beautiful, often handcrafted, weapon with a number of handy features such as the ability to shapeshift and take on two alternate forms (such as a shield, or a gun, if the base form is a sword). The other feature is that no one will ever question the presence of the weapon unless it is used against them, allowing for a thronemaid to carry her ceremonial weapon anywhere without judgment or being stopped.

This "Item" fiat backs your thronemaid equipment, granting them self-repairing properties, making them impossible to truly lose, and also ensuring that they can incorporate other items into themselves in the future.

Symbol of Authority [200 EP | Discounted for Thronemaiden]

This little relic is a shapeshifting thing that always takes the form of a symbol of those you work for. When you display it openly those who identify you will always understand who your bosses happen to be, and by speaking with it on your person and in mind you know exactly what your bosses would want to say and would want you to do. If you tell

the truth regarding what they'd want and move in accordance with their desires you find that the effectiveness of what you do is greatly boosted, with this boost scaling even higher the more you like your bosses and the more your bosses like you.

Time Dilation Training Suite [400 EP | Discounted for Thronemaiden]

It takes time to properly educate and train a thronemaiden. This is, unsurprisingly, a challenge that the brilliant scientists in the imperial wing of the government of Etherscape have thrown a lot of manpower into solving and one inventive solution they've come up with is the creation and employment of time dilation technology. Time dilation allows for beneficiaries of the technology to experience months in days, and entire years in weeks. This means that such individuals can become trained at incredibly fast rates, allowing for even something as complex as training thronemaids to occur at supernatural speed.

This item is a gigantic complex that is filled with all of the resources needed to train thronemaids. This includes thronemaid followers who specialize in the maintenance of the time dilation technology in question and others who specialize in the education of future thronemaids. Deep in the complex there are time dilation chambers that are reserved for your personal use but you find that they are the most effective when it comes to training and education, with the quality of training and education you attempt being wildly enhanced. That said you can use these private chambers and their time dilation technology how you see fit.

Hegemonic Royal

Specialized Artifact [100 EP | Free for Hegemonic Royal]

Every hegemony has something of note that they contribute to the empire beyond warm bodies for its grand military and potential lovers for the emperor. From the Mehts and their mech madness to the Annus and their brilliance for superpowered genetics as well as cloning. This item reflects the hegemony you are a part of in some significant way, and it could be a personalized amulet that casually replenishes one's stores of ether if you are a Poht, or it could be a space station complete with a cloning facility if you are an Annu. This item reflects your hegemony and it can grow in power and versatility as you do, and as your family rises and gains more and more power and influence.

Symbol of Family [200 EP | Discounted for Hegemonic Royal]

This symbol is your family's royal seal and reminds people of the power of your bloodline. Those who see it understand what it means for you to take to the battlefield and to be personally present, knowing that the might of your family is embodied here and now in front of them. The greater the respect accorded to your family and the greater the collective power you all wield the more of an impact this has on onlookers. Those whose values and interests line up with your family's values and interests are especially affected by this, and those you are related to find themselves unable to remain hostile to you (though those with especially strong wills can resist this, to some extent). All of the hegemonies have some degree of relation to each other through millenia of intermarriage, clandestine trysts, and sometimes not-so-secret orgies and the like so this can go a long way towards stopping interhegemonic violence.

Acropolis Tower [400 EP | Discounted for Hegemonic Royal]

Tradition is a fascinating thing. Tradition is a powerful force in Etherscape, with it being one of the central forces that keeps hegemonies from clashing with each other, as well as it being the driving force behind the greatest source of intrigue and tourism to Acropolis: the beautiful towers that dot the skylines of each city. Each of the 100 hegemonies that rule the distinct dimensions of Etherscape owns countless towers throughout the plane but now you are the personal owner of one spectacularly beautiful tower. This tower is a monument to your glory as both a hegemonic royal and jumper.

This tower is filled with the greatest treasures you've managed to acquire during your time jumping, exhibits that denote your greatest successes, and notes on your most amazing moments in this jump, past jumps, and updates as you travel to new settings. This tower has a number of uses such as serving as luxurious housing for you and your family (complete with state of the art security that scales to match your power and incorporates magic, technology, and any other such things native to the jumps you visit, without losing anything it's acquired over your journey), serving as a monument to your brilliance, producing weaker copies of some of your signature items (but ones you can share with those loyal to you to empower them), and empowering your allies, yourself, and those loyal to you who spend time in or around the tower. Owning this item also causes others to be inspired to create towers for themselves and their families in future jumps, which serve as places wherein you can easily discover whatever wonders of technology or magic exist in a given setting. This item comes with a small, replenishing army of both ethermancers and manamutants, ones who are trained in the particular ether-based speciality of your family (as well as a few recruited from other hegemonies

with synergistic specialties, such as someone who comes from the Maht hegemony also having a few soldiers from the Veph hegemony). Slain soldiers respawn a week later.

Nova

Royal Dossiers [100 EP | Free for Nova]

As a nova you are expected to marry many beautiful and/or handsome people and have as many offspring as you wish (and expect your spouses to try and talk you into having many offspring). As you become more and more well-known you will be hit on, approached, and courted by all sorts of individuals who are attracted to you personally, who long for the power you already possess and will surely come to possess in the days to come, and who wish to see what kinds of children you could make with them.

This item is a two part thing, with one part of it being a suite of folders that contain all sorts of information on royals, celebrities, and the like, that details both their personal lives and strategies that would allow you to court them, if you wished. The second part of this item is a suite of folders that contain information on those who are attracted to you (and a lesser amount of information on those you are attracted to, though if the attraction is mutual then this reveals considerably more information than it would otherwise), complete with strategies on how to woo and court them. This item could come in incredibly handy for those who seek a personal harem...

Symbol of Power [200 EP | Discounted for Nova]

This is your own personal symbol, designed by taking into account the various facets of your personality and interests to form one aesthetically pleasing sigil. This mark shows anyone who sees it the weight of your power, and those who are drawn to your power, or whose interests align with yours, will be more susceptible to your charisma, influence, and made generally more agreeable as well as less hostile towards you even if they came to you planning to be foes or to actively harm you. When worn this symbol imbues your abilities with more weight, making them more impressive, harder to counter, and altogether stronger. The stronger you are the more impressive the symbol becomes, as it scales to match you and grows as you grow. You can create more copies of this and share it with others, which imbues them with some of your authority, power, and charisma, and makes those who behold them know they are your servants (it also reinforces their loyalty, and when they use it they cannot betray you).

A “Failed” Procedure [400 EP | Discounted for Nova]

Now this is special. These are the notes for the procedure which happened to your father, the First Nova, but yours are a little different. This modified version of the procedure works... With some important caveats.

This document outlines the precise steps it took to transform your father into a nova and has proposed changes to the procedure that outline a way to make it work again but it requires an existing nova's consent and willing participation. This is, at its core, a ritual that allows you to take one person a year and make them a nova through a ritual that involves an immense amount of sex. Such created novas are incredibly loyal to you and the more they use their powers the more loyal to you they'll become. There's also notes for rituals that allow you to share other things with other people, such as alt-forms or perks, and these rituals also require your willing participation and eager consent throughout. You can only share alt-forms once a year, but you can share as many perks as you wish. These rituals only work with you, specifically, so you can't turn someone into a nova and then share the ritual with them to allow them to turn others

into novas, though someone brilliant enough could, someday, figure out how to engineer rituals that achieve similar ends using these notes.

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend EP to import companions into this jump, giving them 600 EP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 EP per person you do this for, or you can spend 200 EP and create or import 8 such individuals.

New Friend [Cost Varies]

This is the option to recruit someone you met here. By taking this, you get one “slot” you can fill with a would-be-companion of your choice who agrees to join your chain (and who will be with you when your jump ends as you move to your next one) within some perimeters. If you spend 50 SP here you can use this slot on someone less powerful than a Nova. If you spend 100 SP here you can recruit Novas. If you spend 200 SP you can recruit Ascendants and stronger creatures, provided you persuade them to come and join your chain.

Thronemaiden Cadre [200 EP]

This is a slate of 100 thronemaids that are fully trained and completely prepared to protect and serve you, regardless of your status in relation to the imperial family. 7 of these thronemaids are followers you personally customize in terms of personality, appearance, and kinks, and they serve you as the heads of your thronemaids, with one serving in each of the seven essential roles for thronemaids from the enthroned all the way to the head of initiates. Yes, the head of initiates can train thronemaids but with just this purchase they lack the sort of advanced resources that other HoIs have and may struggle to train future thronemaids in a decade. Dead thronemaids respawn in a month, and any trained thronemaids in future jumps follow you into future jumps as followers. The original seven elite thronemaids can be imported into future jumps as companions if you pay to import them (and otherwise follow the rules for companion importation in said jump(s)).

Scenarios

Failing a scenario only means you don't get to keep whatever rewards it promises.

Tantric Treasures

Etherscape has had a profound history and like many civilizations has been home to an impossible number of gifted artificers, enchanters, scientists, and magitechnologists. It has also been the site of countless invasions, wars, and tragedies. All of these things make it the home of an untold number of treasures.

The thronemaids, being the intricate organization that they are, have a dedicated officer whose duty is to locate, secure, and protect these treasures: the *Keeper of the Vault*. As you become more and more famous throughout Etherscape the Keeper of the Vault will one day approach you and ask if you want to join the thronemaids on a mission to secure one of treasure that they believe most properly belongs with them. If you accept this request you embark on an adventure with the thronemaids that leads you to a remote hegemony's holdings where the local princess requests your help in

locating this relic. Completing this mission is enough for you to complete the simplest, easiest iteration of this scenario, but for the remainder of the jump you'll be approached from time to time with offers to join the Thronemaids on excursions in pursuit of ancient treasures. There's a maximum of eight missions you can join, and every two such missions you complete the rewards for this scenario become significantly better.

Reward:

If you complete only one mission your reward is simply whichever of the eight treasures you locate which becomes a fiat-backed item of yours, complete with whatever boons come with such a status as determined by other items you own and any applicable out of context perks you bring with you.

Regardless of flavor text all of these artifacts work perfectly for you and those you designate. For the duration of this jump the artifact you use seems to be a copy of the actual artifact, which is tucked away inside a secure vault deep in one of the imperial palaces but these "Copies" are perfect in every way.

The **Imperial Scepter** is a beautiful rod that is a symbol of the emperor's authority and might. This item multiplies all of your powers in every way, at least doubling their potency and growing in might as you gain new followers. Additionally you can pick one power from the *Extraordinary Ether Abilities* section of this jump document that you qualify for and didn't pick, and while you wield the scepter you can use that power.

The **Throne of Power** is an immensely magnificent power augmentor that boosts ethermancy of all sorts to nearly cosmic degrees. Beyond that you can teleport to and from it at will, and if you need its enhancements but can't sit in it then someone you've recently had sex with can sit in it and so long as they are seated you'll have access to the power up it offers.

The **Mystic Cockring** is a piece of sexual jewelry that harmlessly and aesthetically clings to you, making your manhood (or pussy) look even more impressive than usual. It not only enhances your sexual prowess by an impossible degree, making even a normal person capable of satisfying a minor deity of sex in bed, it also affords you access to one sexual power from this jump document that you didn't pick while you wear it. You can allow someone else to wear it and it gives them the same benefits, if you'd rather it be worn by a lover instead.

The **Emperor's Dreadnought** is the youngest of the treasures you might find while out adventuring with the thronemaids. This high tech vessel is meant to serve as a symbol of the emperor's power, a personal flagship fitted with the most advanced tech possible. It is capable of tanking a planet-killing laser, and it can freely travel between planes and universes. It automatically updates to match the most advanced capabilities of spaceships and such vessels in future jumps if it didn't already surpass them, making it incredibly versatile. It is also undyingly loyal to you, due to the nature of the vessel's virgin AI and the fact that it derives its fuel from making itself solid-light and having sex with you.

The **Shadow Amulet** seems to be the creation of a curious ascendant with powers over darkness, detection, and magic, maybe a shy cosmic god or a mysterious sanguinarch.

This amulet protects the wearer from all forms of supernatural detection by anything weaker than a cosmopotent ascendant (cosmopotent ascendants are so powerful that they can affect an entire universe with a single usage of one of their powers), and the amulet can turn someone completely invisible rendering them undetectable by all senses.

The **Tantric Tiaras** are a set of 1,000 beautifully crafted tiaras. When worn by ethermancers you can temporarily boost the power of their ethermancy (even if you are not a manamutant!) by having sex with the wearer of one tiara and when worn by manamutants you can receive a boost to your own power by having sex with one (even if your powers are not ether-based!). If one of the wearers of the tiara is impregnated by you all of the wearers will be (provided you'd want this to happen). You can also wear a tiara yourself and get the effects outlined depending on your nature as an ether-wielder. If you're a nova and you wear a tiara then you can pick which of the buffs you get. A given tiara can also shapeshift to become a different kind of accessory, if you'd rather not wear a tiara.

The **Legendary Weapon** is a powerful shapeshifting melee weapon that is now attuned to you. It has an anti-magic property that lets it cut magical spells in half (and in so doing counterspell them and dispel their magic harmlessly), and it comes with an ability to grant you incredible swordsmanship skills (or the skills needed to wield whatever melee weapon form you give it) as well as a fully psychic and supernatural danger sense. This weapon can also be used to knight people, and those who are knighted by you and are loyal to you find that their magic is immune to all forms of anti-magic.

The **Temporal Oscillator** is a curious thing that lets you rewind time for any who wishes to marry you and edit one thing about their past each. Past possessors of the relic have used it to turn their brides into their daughters, and this relic has been associated with a number of hegemonies but most infamously the tel'Zarrs.

For every 2 relics you go on missions to attain you get an additional reward in the form of an extra 100 EP to spend on this document as you see fit (starting at +100 if you only do two missions, and escalating to +400 if you complete every mission and get all eight treasures). If you complete all eight missions and snag all eight relics you get two additional rewards.

The first reward is a perk: **Treasure Hunter**. You are uncommonly gifted when it comes to both learning of ancient relics and lost treasures and actually setting out and acquiring the treasures. When you acquire a treasure you find that it works for you even if it should only work for people who meet specific criteria and people actually let you keep and use treasures you find, often giving them to you as thanks for finding them or otherwise not getting you in trouble if you do something like pillage a lost tomb so long as the tomb isn't of one of their ancestors or the like.

The second reward is an item: **A Secure Vault**. This vault is a copy of one of the ones used by the keeper herself, and it's rumored that that vault is modeled after the master vault of an ancient dragon lord ascendant (who, in some rare cases, can actually derive power from the vaults they store their hoards in!). This vault can produce flawless copies of items you own once per day per item (letting you do something tricky like

reproduce legendary potions you make, or sending out copies of powerful robots you have made) and also subtly empowers you based on the value and power of the items stored within the vault. This item defaults to being a warehouse attachment but you can also affix it to any properties you own.

Edge of Extinction

Etherscape is standing on a perilous precipice. The current emperor has a love of hedonism that befits Etherscape but is too proud and makes dangerous moves that endanger the lives of normal Etherscapians as well as slowly but surely increases anger towards him. And anger is not a rational thing. Though it certainly doesn't help that the imperial line is not without its own share of observers and would-be-foes.

One particular slate of observers are the members of the so-called *Balance of Power*. This secretive organization is originally the brainchild of a hopelessly naive and idealistic emperor and has been given free rein to operate in the shadows of Etherscape as well as enough resources and ethermancers to be so well-hidden that only the most ancient immortals in the empire still remember the organization, and fewer still understand the purpose of it. And at the moment its activities are... not good.

The Balance of Power were quiet observers and occasional saboteurs of various projects throughout Etherscape's history. Their central goal is to keep Etherscape safe and they view foreign foes as some of the most dangerous enemies to have, despite the various ambient protections Etherscape has in place against such enemies. Throughout the history of the various projects that led to the emergence of the First Nova the Balance of Power subtly sabotaged what they could, even killing prominent ethermantic scientists and manamutant researchers if necessary. Nonetheless the financiers of the projects kept financing new works and eventually there were just enough successes to produce the miraculous success of the procedure that worked and created the First Nova. And this has sent the Balance of Power into overdrive.

They have revisited their chaos calculations and assessed the situation throughout Etherscape and come to a dire conclusion: Etherscape's situation is unsustainable. In the time since they revisited their math and found Etherscape to be in dire straits, at least according to their mathematics, they have subtly and at times not so subtly arrayed hegemony against hegemony and quietly studied the nature of novas, learning obsessively from public appearances of the First Nova and by studying data obtained from researching his children. They believe, firmly, that nova can die. Darkly, they believe that nova should die, for the sake of keeping the uncountable masses of Etherscape safe and free from foreign rule. And they are on the cusp of setting in motion violent plans that will, if their calculations are accurate, result in short term instability that, though violent, will eventually stabilize and which will distract foes long enough for them to turn their eyes elsewhere. Their plan? To directly assassinate a nova and inspire the various hegemonies to turn their attention towards Etherscape's most popular family.

A few days after you first enter this jump the BoP will set their plans in motion. Their specific target is a nova named Nora, who is one of the younger children of the First Nova who is also a nova herself. She has the protection of a small contingent of bodyguards and is a beloved daughter of the First Nova. She only possesses one

standout ethermantic power: *Life and Death*. This is part of what has put her in the crosshairs of the BoP since novas with Life and Death are capable of both killing their foes from a distance and resurrecting their allies. A supercharged nova could even resurrect other slain novas!

Their assassination attempt occurs in the middle of a protest in Etherin's capital city, and barring intervention on your part (or the part of your allies) it will occur successfully. Thankfully even if it actually occurs, if you yourself (or a companion) have Life and Death (or any other such ability or item that allows for resurrection) you can resurrect Nora. Regardless of how you are able to question her, asking the young nova to describe her attacker and the moment of the attempted assassination she tells you that she describes a dark haired woman with amber eyes and a strange set of chains that cover her body. At the same time Nora's parents, profusely thank you for your help. It takes some time to discover the truth regarding the origin of the attacker but, with help from the First Nova and his family, you discover the origin of the attack, and the identity of the attacker: it was a plot spearheaded by the Balance of Power and executed by a special agent within their ranks named Herash. Depending on how fast you were able to discover this and report it the BoP may have had the time needed to launch attacks on other novas, though if they learn that their initial attempt failed (and if Nora is resurrected they consider their attempt a failure) they will likely step back and reassess the situation. If they succeeded at assassinating Nora they will likely proceed with their initial plans, which include hiring several tel'Dzeks to assassinate more novas, as well as further influencing the emperor into the sort of foolish, inconsiderate decisions that alienate his allies in the hopes of further isolating him.

The end goal of this scenario is to expose the agents of the Balance of Power, and to reveal to the public both their existence and their deeds. Doing this will prove to be difficult but you are far from alone, with allies both in the nova family and throughout the imperial faction of the government of Etherscape, as well as any allies you've managed to gather through the power of your charisma and the appeal of the movement you gradually manage to gather in the wake of your investigations. It is not impossible that you manage to capture even Herash herself and get her to confess to her organization's misdeeds, but that alone is not enough to end this scenario.

If you wish to end this peacefully it's possible for enough novas with the Life and Death power to come together and resurrect the emperor who first assembled the Balance of Power. It'll take many novas, possibly more than exist at the start of this jump, but a large enough group of novas with the power coming together at the site of the emperor's tomb in Aerremgard can succeed in both entering the tomb and resurrecting the distant figure. Those who decide to pursue this route need only bring influential members of the Balance of Power to the tomb and get them to speak to the emperor who founded the organization. The emperor will be dismayed at the thought of the deaths of novas, and will order the members of the organization to stop this nearly profane violence against such living miracles: novas. Etherscape's former ruler, upon learning of the existence of such miraculous creatures, will be astounded by their power and want to see what Etherscape becomes in the future.

A less peaceful end could involve a long campaign of secretive, but decisive internal warfare against the BoP. This series of confrontations eventually leads the jumper and

their allies to lairs throughout Etherscape, before leading to the depths of a mobile moon where the heads of the Balance of Power live and send shadowy, subversive commands to their agents throughout the empire. In this case the final battle against the Balance of Power becomes an all-out brawl as the three heads of the organization unleash their full power in a desperate attempt to, in their view, evade a grim future. When their last members have been bested they are taken into imperial custody and their fates are to be determined via a very public trial where their crimes are exposed and aired to the public. This also ends the scenario.

Reward:

No matter the route you take to prevent the extinction of the novas, the family of the First Nova join you as followers (who can become companions via importation) and lovers. At some point they come together and resurrect Nora, even if you cannot. You also get 200 points to spend on this jump document.

If you take the peaceful route, you gain an incredibly repentant and sorrowful Herash as a follower, as well as her **Chains**. Her chains are a powerful sealing device that only one person can control and that can lock away the powers of those who are wrapped in them, even if only lightly. She teaches you how to reproduce them.

If you take the less peaceful route you earn a perk for your efforts: **Shining Blade**. This perk makes you an incredibly skilled detective and intelligence officer, particularly when it comes to transparency and the like. You are superhumanly skilled at tracking down and defeating secret organizations, and when you fight to shine a light on darkness your efforts are bolstered by fate, making it much harder for members of secret organizations to harm you, and making it nearly impossible for them to defeat you.

Coronation Day

Etherscape continues to be mismanaged, with its most powerful faction being poorly run and many hegemonies a single incident away from declaring war on their neighbors and rivals. Someone needs to step up to the plate and reunify the empire. And honestly... Who is better suited than you to take control of Etherscape and lead it to a new, brighter day?

This scenario is no joke as to complete it you must become the emperor. This scenario is open to jumpers who use this jump regardless of their origin, but obviously origin choice and the completion of previous scenarios could help make this much, much easier as this requires the backing of all one hundred hegemonies, as well as the support of the majority of the imperial faction of Etherscape's government. Taking this scenario, which is doable at all times, serves as a jump extender that ensures you stay in the jump until you complete the scenario or give up, and also locks you into a destiny that will ensure you fight powerful foes, go on epic adventures, and either become the emperor or die trying (or give up, but that's not as dramatic and cool sounding).

To gain the support of the 100 hegemonies will take clever wheeling and dealing. Some hegemonies, such as the Byyus, are happy to support you if you just promise to make their princess into even a concubine, but other hegemonies will have you embark on quests to prove your worth. In some cases completing scenarios will help here, with plenty of hegemonies opting to back you if you find fantastical treasures, and some

hegemonies backing you out of gratitude for you saving the novas (and in the hopes of someday getting novas themselves).

Partway through your efforts to gain the support of the hegemonies you'll get reports from your allies that something strange is occurring in Acropolis. When you go there you're surprised to find a massive tower that did not exist just weeks ago. According to your friends it sprang up overnight and the first floor is publicly accessible. You are compelled, one way or another, to enter the tower and as you do you are impressed to see that the first floor is a place dedicated to the earliest days of Etherscape, the beginning of the divided epoch. At the end of a long hallway is a stairwell leading up but it is blocked by a powerful ethermantic barrier... Until you get close to it. As you close in on the barrier it grows weaker and weaker and when you are close enough to reach out and touch it the barrier dissipates completely. The tower is a dungeon and the rest of the floors of the place are filled with ethermantic powers and traps. The final chamber in every fifth floor, the one before the next stairwell, will be guarded by ethermantic humanoids who silently wield powerful weapons made of ether crystals. Each time you fight one of these ethermantic humanoids their powers get more advanced and their weapons grow more modern. Historically aware jumpers get a curious sense that they should recognize the figures they are fighting but only true scholars of Etherscape's history will note that some of the figures seem to resemble emperors and empresses of old.

Climbing to the top of the tower allows you to set foot onto a beautiful garden with an impossibly serene view of Acropolis. In the middle of the garden is an ethereally pretty woman. She flashes you a smile and tells you that she'll see you again when the time comes and you are suddenly banished back to the first floor of the tower.

Following this encounter the tower disappears. You return to your primary mission. When you gain the support of the final hegemony you officially call for a move to force the emperor to retire. This is an extreme move but since you are backed by the hegemonies and the other allies you've made throughout your journey the emperor is forced to consider it.

As befits his state of immense pride, coupled with his colossal power, he decides to challenge you to a duel. If he wins you are banished from Etherscape forever. If you win then he steps down and retires to an imperial holding to live out the rest of his days. The emperor is the single most powerful ethermancer in Etherscape's history (so far) , exempting yourself depending on your build. Despite his pride he is a foe of truly immense power and ethermantic skill and winning the duel against him will take focus, skill, and perhaps even a bit of luck. If you lose he may well kill you, or, if you're attractive enough, try to court you. If you win the duel then he is bound, by ethermantic oath, to stay true to his word and the empire is yours, completing the scenario. The emperor disappears to a remote part of Etherscape where he and a small imperial harem will live out the rest of their days. They will not be a problem for you.

As you are officially named Emperor of Etherscape the woman from earlier appears in the throne room in whichever holding you decree your capital, and introduces herself. She says she is named Etheria, and she has come to join your harem. She is a brilliant, lovely being, and in a way a prize almost as valuable as Etherscape, with a soul that is in

line with yours and an astounding array of abilities keyed to ether, including the ability to spread ether to places untouched by it through her connection to you. Curiously, she cannot enter places that lack ether but the more you two love each other the easier it is for you to spread ether into new worlds, through sex with her and via an aura possessed by offspring the two of you have (which you eventually attain if you have enough sex with her and an abundance of children with her).

Reward:

Etherscape. Etherscape is your reward. There are some extras that come with earning Etherscape and getting it fiat-backed, but the central reward for accomplishing this colossal scenario is that Etherscape at its height follows you along your chain. Every hegemony, every princess, every technological, magical, magical-technological item created by ethermancers, so long as they are located in Etherscape at the time your time here comes to a close, follows you. Your citizens are excited to see the omniverse at your side and spread the glory of Etherscape, in your name and the name of their ancestors and descendants alike. You can freely import this empire into future jumps in its entirety or you can selectively pick which parts get imported freely. **As an additional benefit places Etherscape conquers that are still under its control in future jumps become fiat-backed parts of your empire as well.**

The next reward is the love of Etheria. She is a joyful, blissful lover who is passionately devoted to you and to Etherscape in general. As she falls more deeply in love with you she slowly reveals that she arrived in Etherscape from a distant future, one where ascendants ignore the non-aggression pact signed by some of their peers and pillage Etherscape anyway. A legendary hero is one of the survivors of the initial ascendant assault on Serenity, one of your descendants according to her (if you happen to have taken the nova origin), arises and creates the circumstances needed for ether itself to gain true consciousness and a soul. This miracle, born of tragedy, creates a new humanoid of unparalleled power; Etheria. Etheria is so powerful that she could see the past, present, and future of Etherscape, and she saw that you were on a mission to take the throne and reunify Etherscape, causing her to feel a flicker of attraction to you and the spark of ambition within your soul. When she appeared in Acropolis and watched you challenge her guardians: life-like ether constructs modeled after emperors and empresses past and future, she began to fall further in lust with you. She is ether itself and can both give you the powers of a nova if you aren't one (as well as imbue others with nova powers as well), and manipulate ether to such an extent that she creates dense clusters of ether so powerful that even ascendant powers are suppressed by it. She is capable of any feat related to ether that anyone has ever done and as new feats using ether are performed she gains the power and knowledge needed to pull them off as well. Etheria is a follower who can be imported into future jumps as a companion.

The first of the final two rewards is a simple EP infusion to the tune of 600 EP to be used on this document. The final reward is a perk, though which perk depends on your origin. If you are a thronemaiden or hegemonic royal you gain the **History Overturned** perk: this perk makes you stronger when you seek to do feats that have never been done before. This is derived from the fact that you have changed Etherscape by making its latest emperor not someone from the tel'Avos bloodline, thus freeing its destiny from being tethered to this specific bloodline and their ambitions and lusts. This perk also allows you to permanently change the past if you are sent back via time-travel, freeing

you from being someone who is unable to create a brighter future at the source. You have an instinctual understanding of what needs to be done to change the past in a significant and bright way, creating whole new timelines with your intervention. History Overturned protects you and your loved ones from being negatively affected by the consequences of your time-travel-based antics.

If you are a nova you instead gain the **Ascendant Ambitions** perk. This perk makes you a natural ruler, one destined to be a tremendously charismatic and wise king, emperor, president, or other figure of great and significant power in all future jumps (at least if you want to be). It also tethers your social power and personal power, causing you to grow personally whenever you grow socially, to an equally impressive extent. As you attain new titles and conquer new lands your power will grow, and you will always exceed your empire in greatness, glory, and potency.

Drawbacks

Another Universe [0 EP]

This is a supplement toggle. With this, you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]

For each purchase of this, your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that, you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points; if you block access to 3 of the four, you get 600 points; and if you lose access to all four options, you get a full 800 EP. Companions can still be imported and receive builds, but they won't be able to be active during this jump if the companion lockout is selected.

Ether Addict [100 EP]

This is surprising, and quite rare. You have an addiction to ether, though yours is nowhere near as bad as an etherphage's addiction. Your addiction means you need to have sex with a manamutant, consume ether-rich fluids, or otherwise drain ether from an appropriate source, daily or else you start to get irritable. If you go long enough without feeding your addiction you begin to physically age (aging a year per every week you go without feeding your addiction), but this won't weaken you, it'll just make you less attractive and worsen your mood. If you opt to make this drawback worse you can take an additional 100 EP for it, then your aging worsens to a year a day you go without feeding your addiction, and you get physically weaker the longer you go without feeding your addiction.

Ambitious Bedwarmers [100 EP]

Something about you attracts people who lust for your ... power. A striking number of people who choose to lay with you are purely social climbers, desiring nothing more than the power attached to your name. Be careful not to get attached to your lovers, jumper, unless you decide to become the biggest, most respected name in Etherscape, your lovers will abandon you at the drop of a hat the second someone more successful, more powerful comes along.

Worldly Weakening [200 EP]

Ether's disruptive properties seem to have a curious effect on you, specifically, dear Jumper. Your out of context powers, which if you were a nova would naturally be at least partially protected from ethermantic disruption, are especially susceptible to ether's disruptive effects on powers alien to Etherscape. The stronger the abilities you use the less they feel this effect, but this is still really frustrating to adjust to and ethermancers specializing in countering abilities are especially good at countering you specifically, with even normal ethermancers able to disrupt some of your otherwise more powerful abilities so long as they are not on par with powers at the scale of some middle-tier ascendants (able to affect whole galaxies at once). Such abilities are tough to disrupt even with this drawback, but of course using such wide-scale powers comes with problems of its own...

Supernatural Resource Management [200 EP]

Now all of your supernatural powers, regardless of their origin, use energy that you must take from the environment. The only real exception to this is ethermancy if you are a nova. You know how to create the energy needed to use your powers, but one way to do it is to have sex with people capable of using those powers.

Imperial Ire [400 EP]

Without this drawback the emperor and the imperial faction (sans your mother if you are a nova) start off neutral towards you. Now with this drawback they don't. The emperor loathes you, perhaps fearing your power, envying your attractiveness, or both fearing and desiring your beauty and hegemonic influence. One way or another you should expect the imperial faction of Etherscape to be cold towards you, which will worsen over time as you become more famous and gain more influence. The emperor could easily deploy assassins against you, and likely will over the course of your stay in this setting. If you don't have a means to slow his aggression, or plans to stop (and maybe usurp) him then this will become a greater and greater problem over time.

The Hundred Headaches [400 EP]

Each of the 100 hegemonies has its own etiquette, tactics, and specialities, and by taking this drawback you'll likely see what it's like to be on the receiving end of these tactics. The hegemonies loathe you, and while winning them over is doable it'll be much harder than it would otherwise be.

Sinestra The Etherphage-Sanguinarch [600 EP]

Oh? Well this is unfortunate. Jumper, many believe that etherphages are extinct. Those wiser than the commonfolk tend to be are under the impression that if any etherphages still exist they've worked tremendously hard to stay hidden. It turns out that those folks were correct. One Etherphage was so good at staying hidden that she managed to evade

notice until she *Ascended*. This shadowy monster has become a Sanguinarch: an ascendant that is an impossibly powerful form of undead, mixing traits of vampires, lichs, and in some cases even ghosts and wraiths. She is rising in an unpoliced corner of a weak hegemony and beginning to build her dominion. This ethereal menace is deadly, capable of easily killing even the emperor in direct battle, but she is socially weak and that is a fatal weakness when the one who suffers from it is a sanguinarch. Her vampires are quite weak, and so far her efforts to establish her dominion have been pitiful and stopped, but she is learning with each failure. If allowed to run rampant she will eventually succeed at beginning to turn small patches Etherscape into her dominion. This will empower her, momentarily, but it may also set off the ascendant non-aggression pact, which will lead to the arrival of a cadre of envious, and powerful other ascendants eager to see her brought low. A clever jumper could find some way to exploit her weaknesses, but facing her in direct combat is inadvisable. Of course the right kind of jumper could take *other* approaches to dealing with her...

Nidhogg The Ragnarok Ascendant [600 EP]

You know what's worse than a ragnarok? An ascendant ragnarok. This titanic, planet-sized monstrosity is perhaps the first of his kind to ever ascend and he has become a *Dragon Lord* ascendant: a mythic monarch of dragons, though he only commands a small force of them (albeit with the important note that though small his forces are strikingly varied, consisting of every type of dragon with all of the relevant dragon lord modifiers, such as his forces containing undead dragons, hydras, demonic dragons, and multielemental ones, all of which are quite common). He is, very surprisingly, quite weak personally but his dragons are predators and terrifying even with some of their most potent powers being disrupted. The key to defeating Nidhogg may well be to face him directly. Historical records indicate that one particular hegemony had the most success facing ragnaroks in the past, maybe teaming up with them may allow you to face Nidhogg down and live to tell the tale...

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-Tiny changelog: this document was created on March 24th, 2026. On that same day, the intro text and formatting were completed, including the addition of the *Extraordinary Ether Abilities* page. On March 25th, 2026, I went ahead and shared this WIP to a few different spaces so interested pals could read it, though it was still early in development, so it was marked version #0.3. On March 28th all of the base perks were completed and

the version number of this document was updated to 0.5. Work was done to this jump document throughout March 30th and partway through the evening the jump was completed, published, and shared to all sorts of spaces. To reflect this the version number was updated to 1.0.

-Scenario ideas: Quell the chaos that will eventually lead to the Interregnum if not stopped in advance, and become the Emperor or Empress of Etherscape, which involves discovering the actors behind the chaos (the shadowy organization known as the *Balance of Power*. The reward for this scenario is the full, unvarnished Empire, which will follow you). Preemptively invent Etheria (without the *Day of Judgment* Crisis Point happening. Etheria becomes a follower and lover, and can eventually invent a ritual to allow you to infuse a place with ether, which allows her to enter that place and causes pregnancies that happen in it to produce ethermancers).

-Okay, so hegemony stuff: I believe there are 18 canon, named hegemonies and hegemony-adjacent groups. Of these, one is the Avos "hegemony" which Iolathani is technically a member of, which is the canon name for the imperial bloodline (and thus they have historically been an ethermancer bloodline until the imperial princess gave birth to a nova son, and then of course the player character nova-emperor is a nova). Iolathani is noted in her little profile blurb as using the "fal" signifier to mark that she's illegitimate/not making a claim regarding legitimacy, while still using the Avos name and is herself a member of (and indeed the princess of) the Dzek hegemony. The other really weird one is the Khri hegemony, which is mentioned in the capital blurb for *Serenity*, the potential capital place for emperors who want to be associated with arts and/or peace. It is never explicitly said whether the main princess of the Khri is a manamutant or an ethermancer, and they do not have an outlined, explicitly revealed, bride candidate in the harem section of the CYOA, which means that players of the CYOA can decide whether or not the Khri are ethermancers or manamutants and otherwise customize the personality and interests of the Khri princess. I'll do the briefest possible rundown of the remaining hegemonies, along with any notable talents or quirks of theirs, right now.

Tel'Annu (Both manamutants and ethermancers; geneticists specializing in producing powerful offspring of both ethermancers and manamutants, their heirs are twins: one of whom is an ethermancer and the other of whom is a manamutant)

Tel'Eurn (Manamutant, money folks)

Tel'Meht (Ethermancer, specialists in ethermechs)

Tel'Vald (Ethermancer, honorable knights and warriors)

Tel'Xinq (Ethermancer, capable of infusing regular people with the ability to use ethermancy via ethertech)

Tel'Knir (Manamutant, information specialists)

Tel'Glem (Ethermancer, they are really, really powerful ethermancers among the most powerful in the empire. In the time of the Last Nova: the player character of the base EoE CYOA, the queen of the tel'Glems has merged with a deity from beyond Etherscape and become a goddess who has limited access to her divinity even in Etherscape despite not being an ascendant goddess, due in part to both the ethertech science she wields

and to the half of her that is a native ethermancer. As of the time of this jump, the tel'Glems are primarily noteworthy just for being extremely, exceedingly powerful ethermancers.)

Tel'Veph (Ethermancer, they specialize in making nonviolent, non-military ethertech)

Tel'Zarr (Ethermancer, they grow stronger the more pregnant they are, and they have the beginnings of a technique that would empower those who can impregnate others based on how many of their lovers are pregnant, with it working better regarding pregnant wives who have more power)

Tel'Omax (Ethermancer: this hegemony straight up doesn't exist yet (as they form in the wake of a coup against an incredibly unpopular hegemony just decades before the Last Nova is called to Etherscape, but their talent is ethermancy, and their queen is a hitherto unseen prodigy when it comes to cloning herself)

Tel'Paht (Ethermancer, they specialize in training ethermancers to be better at using their ethermantic talents)

Tel'Poht (Manamutant, they specialize in storing and transporting fluids containing ether, which, when consumed, function as something akin to mana potions and otherwise empower the spells cast using ether)

Tel'Iome (Ethermancer, military hegemony with an incredibly powerful fleet)

Tel'Dzek (Manamutant, they are the ones who have the most skill when it comes to disrupting ether, making them deadly in battle against ethermancers and allowing them an edge, though not an insurmountable one, when they catch novas off guard)

Tel'Othe (Ethermancer, though they are credited as having played a pivotal role in designing manamutants, and their interests are genetics but generalized rather than genetics with a hyperfixation on the intersection of genetics and ether like the Annus)

Tel'Byyu (Manamutant, weakest of the royal hegemonies, though still a royal hegemony and a force to be reckoned with, just not as powerful as other hegemonies)

-With the exception of the tel'Omax hegemony (because it doesn't exist yet), you can opt to be a member of literally any of these hegemonies, or just make one up. Still, it's worth noting that some of the distinct abilities and talents of the hegemonies are available as purchasable traits in the Extraordinary Ether Abilities section of the jump document, and by choosing to be a member of a specific hegemony, you get that hegemony's talent for free.

-With this jump, I'll have done THREE completely original Troyverse jumps. In two of them (the newest two, Lives of the Omega Lords and this one), the intros are really long. That's a weird coincidence. I suppose it's a hallmark of mine to be really verbose.

-It's kind of wild that this is the first time I've ever written out something like the Troyverse toggle. I may need to make it a staple of future NSFW Troyverse jumps.

-Even in this jump the Troyverse toggle is enough to, for example, let the First Nova be a woman and keep the gender of the crown princess the same. If you're curious as to how this works with them still having kids magic and technology to allow this kind of goofiness is common throughout the Troyverse, and canonically exists in Etherscape specifically, as mentioned in the description of the Zarr hegemony.

-The Thronemaiden Training capstone perk for the Thronemaiden perk is a big thing, but essentially, its most important points are that it allows you to continue to be a thronemaiden in future jumps, but keyed to the new setting and character you opt to be a thronemaiden for. It's a nice little educational headstart keyed to the new setting (and it also includes any relevant magic and augmentations that would be good for bodyguards), and something that allows you to become the bodyguard, lover, and all that fun stuff for a character of your choosing in each jump you visit.

-I originally opted for the Manamutant physiology to ONLY be the base manamutant ability (the power to generate and store ether) but I decided, after some thinking, to be a bit nicer about it and give anyone who takes it Shelanvaranda's ether-manifesting powers (and a bit of a boost by letting you also create a ranged weapon) as part of the base power.

-Initially I confused the Etherscapians in Planeslord Initiation and Three Fates of Sex when I was writing out some of the text in the Ethermancer physiology power. The one in PI is a tel'Glem, and the one in TFoS is a member of a NOBLE (not royal) family who is herself an ethermancer who figured out how to turn sexual fluids into a small, but real, supply of ether. Which is an insane skill. When I first started writing this note I was under the followup mistaken memory that a scenario I had written in my CYOA EoE jump mistakenly. When I factchecked myself I saw that I was actually correct in the scenario and had two separate scenarios: one for the tel'Glem and another for the tel'Rix. Wild.

-I'll go ahead and mention something Troy mentioned over on QQ. The Avos "hegemony" isn't really a thing. I use the word choice "hegemony" with the Avos bloodline in this jump document but that's more because of a lack of good word choice. The Avos' are not their own distinct hegemony in the same sense as like the tel'Dzeks are, but they do possess holdings and the like of their own that make them comparable to and, very decidedly, a regular hegemony.

-I decided to allow the non-external ether powers to be purchasable by manamutants, so as to not shaft thronemaidens so hard. By "non-external" ether powers I mean ones that don't produce supernatural changes to the world around you, so pure physique stuff like super speed, invulnerability, and super strength are eligible but things like castable magic, super blasts, and the like aren't. I'll also say in my headcanon that these rules apply to normal thronemaidens as well, though thronemaidens with some measure of ether-enhanced physique are incredibly rare (just like how the manamutants who can manifest their ether on par with Shelanvaranda are quite rare). Still, this means that the thronemaidens a jumper can acquire with this jump are significantly enhanced compared to the thronemaidens in the base CYOA, which is fitting since this jump is pretty dangerous even for a nova whereas the original EoE jump and CYOA are both strikingly safe unless you go out of your way to piss off major players and alienate your allies. Of course if you want your thronemaiden jumper to be *built different* I won't mandate that the rules that I discussed here are some sort of universal, fiat-backed principle mandatory to using this jump, but something your benefactor toggles on or off when you first come to this take on Etherscape.

-The big parts of an etherphage's ability to drain ether and the like can be taught by a properly prepared etherphage, but it takes either purchasing the ancestry or having some of uncapper for the ability to evolve in future jumps and allow you to drain magical energy that isn't ether. This general rule of things that are, theoretically, learnable skills being acquired during the jump itself not getting the same evolution if you buy them with ether points is pretty universal, though if you snag an uncapper somewhere eventually all of the evolvable ether skills could gain their universal magic stuff at some point anyway. Uncappers, man.

-In addition to the creation of several original powers I also modified a few powers to help give them new functionality. One major example of this is that I modified technopathy to make it initially require a physical touch to be able to control technology but I also made it so that possessing the power gives you enhanced affinity with robotic, mechanical, and even AI-type lifeforms.

-Metacreativity is my favorite of the base, non-sexual powers a nova could get. I've, due to my profound nerdiness, done the math to see how silly the synergy between metacreativity and super speed gets, and found that in a minute someone with both can create 14-15 spaceships. A normal nova with just metacreativity can only make 24 in a day (and make no mistake this is still the stuff of nightmares). If someone with both MC and SS decides to spend an hour creating spaceships they create a truly terrifying total number of around 900 spaceships. These aren't like... personal-type x-wings or what have you, these are titanic, mile-long cruisers. If you spend one full day creating spaceships with the buff provided by super speed you make 21600 spaceships. And this synergy gets even more horrifying if you possess something like multiple streams of thought.

-I had to write out "and in future jumps this boosts all of your magic stuff" or some variation of that a thousand times so if I forgot it anywhere and it feels like it SHOULD count then just assume it does. The ethermancy and manamutancy perks are all intended to boost your other stuff once you leave this jump so as to ensure you don't just forget about all of the cool stuff you snagged here.

-When possible I added sexual components to the powers and hegemonic specialities to keep them in line with the general vibe of Etherscape. I probably could have done more but I'm satisfied with what we got.