



By AbyssThatSmilesBack

## Introduction

In a decayed world, humanity is struggling to survive, separated into small groups scavenging for whatever food, water, and shelter can be found. In this world, there are three notable groups; the Valkyrie, a group of humans who gathered their scientific and military might to try and rebuild what had been lost; the Eschaton, cultists that long ago were granted a holy stone by a stranger, that when the world began to decay retreated underground and began to thrive; and Eshe, a mechanic from an otherwise unknown group just trying to survive.

Or, that would be the case, except for you, you may be a fourth factor in this world that will change its fate.

Here is 1000 CP to prepare yourself for this world.

# Location

Either roll a D6 or choose

## Wastes

The world is decayed, resources are scarce and most take a nomadic lifestyle to survive. This is the destroyed world you awake to, some may call this bleakness beautiful, though it is unlikely that they have experienced it themselves.

## Valkyrie Headquarters

When the world collapsed, a small group composed mostly scientists and the military gathered the resources they could and built this settlement. Although for now it has water, and some food stores, it will one day run out of power to run the water system and its food stores will run dry. At least you will be able to enjoy relative safety for a time.

## Valkyrie Camp

When the Valkyrie first found the underground city of the Eschaton, they quickly set up a military foothold in order to gain the power source that allowed the Eschaton to thrive as the world decayed. Unfortunately, the machines here have begun to fail and view everyone as a target, not to mention the local fauna and flora.

## Holy City

After the cataclysm, the Eschaton had retreated underground to await the day their god would cleanse this world from the decay that had taken hold of the surface. Until the Valkyrie arrived they were able to survive down here fine, so should you, provided you like calamari.

## The Cathedral

The Eschatons seem to have excellent design for their places of worship. This place is a sight to behold, strange elevators make traversal fast, if they are working, and this place seems to be great for various rituals. Unfortunately, this place won't last.

## Nether

There aren't worse places to start, instead of the decayed world, you are in the world of the Eschaton's god. Shifting shadows will try to consume you and so many creatures will try to kill you here.

If you rolled here, you may choose to reroll for free once, if you choose to not reroll, here's +100 cp for the rough start.

# Origins

You can choose your gender freely, and either roll 3d10 + 10 for your age or take your current physical age - 10

Any origin can be taken either as Drop-in or as an inhabitant.

## Nomad

Most of what remains of humanity are nomads, aimless wanderers scavenging what they can to survive. The fact they still survive speaks of their resilience and skill.

## Valkyrie

Despite the destruction of the world, there are those that are trying to repair the world and gather the scattered humanity. Despite their situation they have made marvels of technology, enough that given time, they may actually succeed.

## Eschaton

Those who follow the teachings that have been whispered from the holy stone, call themselves the Eschaton. Controlling strange tentically-magics they retreated from the world until the day they would call their god into it.

# Perks

Perks are 50% discounted for their respective origin, the first discounted 100 CP perk for your origin is free instead

## Undiscounted

### 100 Gargletounge Translator

You are able to perfectly spell using any system of characters, and speak in any language you understand. Additionally, you understand the language of the Shining Trapezohedron.

## Nomad

### 100 Wastelander

You have great skill at surviving, even in truly desolate situations. You also have notable luck in finding food, water, and shelter.

### 100 A Great Asset

In such a small group, everyone needs to be able to pull their own weight. When you are part of a group for extended periods of time, you are quick to pick up skills related to a sorely lacking role. Even with little guidance or resources to study you can pick up the basics, but to progress beyond the mere basics you will need that guidance or studying.

### 200 Unshattered Mind

When you encounter beings with mind-shattering forms, the situation may be stressful, but won't cause your mind to break on its own.

Although accumulated stress could break your mind, you are also skilled in a form of meditation that relieves this stress and makes you more skilled at coping with such situations in the future.

### 200 Leg Days

You have incredible leg strength. You could easily jump over a person of your own height, and, provided you hit the ground feet first, survive a fall at terminal velocity. You could run, duck, dodge, and roll all day without tiring.

### 400 Adaptive

Sometimes you encounter tools that others find unwieldy or difficult to use, you however find adding these tools to your repertoire surprisingly easy. When you pick up a new tool, once you know its purpose, it is easy to integrate it into your pre-existing skills, as if you had almost the same amount of practice with using it in conjunction with all of your other tools as you do in using your other tools.

### 400 Undaunted

There are some truly colossal creatures here, deformed monstrosities that hide their only vulnerable points far out of reach. Well, out of reach for others. You are skilled at climbing, and dodging attacks from creatures much larger than you. Those that would try to break you with their size will find you quite troublesome to deal with.

### 600 Resistance

Throughout your travels you are likely to encounter items that will grant you quick access to power. Some possess a will that tries to tempt you, and others not. Either way, when you reject these shortcuts to power, your potential grows. Your basic abilities' growth ceiling will be pushed a little to allow more growth to make up for passing up the item.

Rarely, you will even discover new supplementary skills for forgoing these items.

This additional growth and skills will disappear if you return to claim the item that granted the growth or use it later, however.

## 600 Nomad Combat Techniques

You are skilled in a strange combat technique; it is as adaptable as you are, able to be used with any other style you are familiar with as these fundamentals adapt to it. It even works, regardless of if you are armed or unarmed, melee weapon or ranged weapon.

What this provides you is two things; a guarantee that if your attack connects, it will do at least some damage to what it hits; the ability to perform Finishers. As you score consecutive hits, you build up a store of energy. Once you have enough you can channel that energy into a single attack to draw out that attack's true potential, dealing significantly more damage than it could under any other circumstances.

# Valkyrie

## 100 Scientific Mind

You are skilled at research and engineering in general, and have a PhD level of knowledge in your choice of a particular subject. Even in situations that you aren't well versed in, you are at least able to follow other's scientific discussions and correlate that to expand your own knowledge.

## 100 Military Strategies

When it comes to wartime, you are quite skilled at training soldiers, devising strategies, and getting others to follow orders. In particular however, you are skilled at managing an outpost with few resources, quite useful here.

## 200 Valkyrie Tech

You have extensive knowledge on the design principles and details of the Valkyries technology. Given the resources you could single handedly design and build the entire suite of weapons, tools, and vehicles that the Valkyrie use.

## 200 Rapid Entrenchment

When you push forward into enemy territory, you can entrench your troops incredibly quickly, even building multiple buildings with full utilities with little time.

Your abilities when it comes to building outside of war are similarly boosted, provided you are guiding the city planning.

To note, this won't help you keep the claimed land more than getting the buildings built would.

## 400 Efficiency

Despite how hard pressed the Valkyrie are supposed to be for energy and any resources, they seem to have more than enough to build armies of flying mechs and turrets. You now know the secrets to their designs, provided you use every scrap of a resource you have you find you need up to 10% less than what you would otherwise need to complete a project, and can be astonishingly efficient with fuel, enough to have a single car battery run an entire mech for a week straight without issue.

Where does that unaccounted 10% come from? Good Question.

## 400 Stealth Operations

One of the Valkyrie was somehow able to slip through the opponents army to attack them where it would hurt the most, presumably in a giant mech.

You are capable of navigating populated environments without notable detection, even if you are in an incredibly conspicuous vehicle that sticks out like a sore thumb.

## 600 Technological Augmentation

The Valkyrie thought that they could harness the Shining Trapezohedron, and possibly augment it for their own uses. You know they were right.

You are able to use technology to harness magical energy sources safely and even augment magical items with technology. This even extends to blending magic and technology to bring them both to new levels.

## 600 Build a Bigger Gun

There are times when it seems that your weapons are just not sufficient, the weapons that had been useful till now, unable to affect the new eldritch enemy, said enemy somehow corrupting your weapons and turning them against you, etc.

No more, when you encounter such situations you can go back to the drawing board and, by eschewing trying to find their weak points and vulnerabilities, you can simply make a better, more powerful weapon. Eventually, given enough time and trial and error, you could design a weapon that has enough raw power in it to simply punch through whatever eldritch resistance your target has and be so alien to them that they cannot corrupt the weapon.

Out of jump, this means that, in a world where werewolves can only be killed by a silver bullet, you could eventually forge a powerful enough iron dagger that can kill that werewolf.



# Eschaton

## 100 Cultist

You are quick to pick up the ins and outs of various beliefs when you encounter them, and are fully familiar with the teachings of the Eschaton.

## 100 Hunker Down

When the world around you is collapsing, you are one of those that are better prepared, knowing what to gather, how to pack, and how to hide your location. Collectively this means you are fairly skilled at surviving extended periods of time, given you had used the time to prepare back in better days.

You are also comfortable with dealing with the cramped underground spaces you will need to deal with when you retreat from the outside world.

## 200 Oh Boy! Tentacles!

Your body is made primarily of tentacles, squirming, and grasping as you will them to. You can even move the base of the tentacles as they attach to the core of your body. In addition to your new form, you are skilled at using it for locomotion, slithering around the ground easily.

## 200 Guerrilla Combatant

In war, you are skilled at tactics aimed at preventing armies from pushing you and yours back. Once you are fully ready, you are a nightmare to deal with, making every inch incredibly costly.

## 400 Ritualist

You have extensive knowledge of the rituals and practices of the Eschaton. At minimum this allows you to commune with the extra-dimensional beings. Given practice, and power you could even open the gate and allow them into the world you are in.

In gratitude for opening the door for them, most beings will allow you to command them, provided you keep the ritual going.

## 400 Strange Meetings

In times unknown, a stranger gifted a holy stone to the Eschaton. This chance meeting, ultimately, precipitated into the events you will soon experience.

When it comes to these chance meetings with powerful beings handing out powerful artifacts, you seem to be strangely lucky. While these occurrences may ordinarily happen only once a millenia, you will likely encounter them once every couple jumps.

Beware though, this grants no guarantee that the being granting its item is your benefactor, or that the item is beneficial to you.

## 600 Corruption

Had they had the chance, the Eschaton could have used the Valkyries tools against them. Seemingly, their rituals and magics could improve the existing weapons by twisting them into more suited forms and giving them a better chance at fighting back.

You are skilled in this particular art. By channeling energy into weapons and tools, you can twist the items form and function slightly to vastly improve their use.

However, there is another way to use this skill, you can twist the flesh of another with a similar technique. When you do so their bodies will twist into powerful monstrosities. Rarely those you corrupt this way will drastically grow in addition to becoming deformed, making them much more difficult to deal with.

Unfortunately, it is difficult to guide these transformations, but perhaps with practice it will become easier to manipulate.

## 600 Embrace

While a twisted form awaits most those who are suddenly infused with eldritch energy, it isn't the only way it can go. You are an example of this.

With the combination of acclimation to smaller infusions and the guidance of a patron, your form, while still vastly improved in power and possibly granting new abilities, remains largely the same as it was before.

You possess far greater physical and magical prowess than you did previously. Although the shape may have remained, you can choose to change your constituent matter into something else, even esoteric options like shadow are allowed.

You may choose a patron that guided this transformation, and in this jump and future jumps, that patron will treat you as one of their favored, whenever your paths cross.

# Items

Items are 50% discounted for their respective origin, discounted 100 CP items are free instead

Lost, damaged, or broken items are returned to you in 7-10 days, depending on shipping.

You get a 500 CP stipend you can spend here

## General

### Free Sundered Game

A copy of Sundered: Eldritch Edition and your choice of device to play it on.

### Free Soundtrack and Artbook

This is a copy of Sundered: Eldritch Edition's soundtrack and artbook.

### Free Food and Drink

A few weeks worth of food and safe water, maybe twice that if you stretch it. Out of jump, you get enough for two meals daily. Comes with a complimentary Thunder Lotus branded can opener that if lost is returned daily.

### 100/200/Varies Modules

Throughout these ruined lands there are small objects that can be found that permit one to gain a benefit by trading away a second trait.

A few examples are Berzerk, which boosts the damage you deal, at the cost of reducing your resistance to damage, or Rebirth, which will allow you survive an otherwise fatal blow, at the cost of reducing the experience you gain.

These come in multiple ranks, ranging from 1 to 4, with, generally, increasing benefits at increased costs. A few exceptions do exist for these rules.

For 100 CP, you get 1 module at rank 1

For 200 CP, you get 3 of these modules at rank 1

For an additional 50 CP per module you can increase the rank of a module by one. Every ninth upgrade you purchase this way is free, making the cost of 3 rank 4 modules 600 CP.

Although you can switch these out fairly quickly, under most circumstances you can only have 3 in use at a time.

### 400 Elder Shard

A shard of a failed ritual that possesses many uses. By infusing it into an item, you can corrupt it, enhancing its abilities, at the cost of twisting it with malevolent forces.

Alternatively, by having a living being absorb it it will shatter into three pieces that will float near them. Each piece has a golden lance that pierces its host. The host cannot die until the three pieces are broken. When all of the pieces are broken this way it will reform into the whole shard.

## 400/600 Holy Stone

Eshe's primary weapon here is the very same holy stone given to the Eschaton in forgotten times, this is either that very same stone or a similar weapon. By using this one gains control of a white and black energy that can be manipulated into various shapes and solidified to strike opponents. When not in use this energy can be stored safely within oneself where it will avoid most detection.

For 400 CP, you get the equivalent of the Shining Trapezohedron, complete with its own will. While it is here in this jump it will be linked to the same patron as the original Shining Trapezohedron, complete with all of the abilities displayed in game. Afterwards, it will become much more subdued, just as powerful as before, but less demanding.

Instead for 600 CP, you may make a choice, either you have a stone equivalent to the above, except you have an outright friendly patron connected to it, or you have a Valkyrie designed prototype weapon that functions similarly powered by a friendly AI with an unknown energy core. Either way, if you purchase this option, you can purchase the second 600CP option at a discount.

## Technology

Items in this section can be bought a second time at a discount to receive an upgraded version of it, details of the upgrade are noted in each item. You may choose if the upgrade is either from the magic powers of the Eschaton or the technological prowess of the Valkyrie.

### 100 Deflecting Shield

This functions as a personal shield that protects you from harm. When it isn't actively expending energy to deflect attacks it will begin recharging on its own.

**Upgraded**, this will in addition to absorbing damage, reflect some of the damage back onto your enemies.

### 100 Gravitational Boots

These boots grant you a specialized gravity field that, so long as you are moving allows you to run up walls as easily if they were flat ground

**Upgraded**, this will remove the requirement to continue moving along a wall.

### 200 Propulsion Engine

This small device allows you to, with short time to recharge between uses, create short bursts of speed, even in the air.

**Upgraded**, this will allow for multiple uses before needing to recharge, along with granting you better control over the direction of the propulsion.

### 200 Leaping Device

These miniaturized jump jets can exert enough oomph in a shot to grant someone using them a secondary jump while they are still midair, though it will take a bit to recharge for another boost.

**Upgraded**, they become capable of granting the ability to hover and glide to greatly enhance a controlled descent.

### 200 Grappling Hook

This hip mounted grappling hook is capable of targeting suitably stable points and attaching itself to them and retract with enough force to launch an adult with some speed as it automatically detaches from this grappling point. Great for getting around fast, if a little jarring.

**Upgraded**, this expands the definition of "suitably stable" to include the living flesh of your opponents, allowing you to do many more high flying stunts. When it detaches it will also create a small explosion to propel you even further.

### 400 Strength Amplifier

This is a set of bands that compress to snugly fit at several points of the body. When you hold a pose momentarily while intending for a specific motion the sensors in the bands will activate and build up tension to aid in that movement, greatly enhancing the strength of the user for that movement.

**Upgraded**, this can build up far more tension before being unleashed, taking longer but creating much more force to compensate.

## 400 Energy Cannon

This is a massive, human sized cannon capable of incredible devastation. There were apparently several considerations put into its creation so despite its size an adult should be able to carry and aim it with surprising little difficulty and can compress itself to a size that once could store it in a pocket, so long as they don't mind it sticking out quite a bit. Despite those considerations no concessions were made for the power of its shots. It fires balls of energy wider than an average human is tall that, due to its cohesion, instead of discharging into the first thing it hits passess through a number of things before finally dissipating, so be sure to aim carefully. Anything that its shots pass through will be heavily damaged as the energy crashes through their insides. The cost of this devastating firepower and light weight though is that it will almost certainly launch its user flying backwards several feet.

**Upgraded**, instead of firing a single ball of energy, it can fire a continuous stream. Do note though, a continuous stream does also mean continuous kickback, so be ready.

## Nomad

### 100 Impossibly Clean Cloak

You get a cloak of the color of your choice, it is comfortable and is well suited for desert environments. As a side effect, the cloak can seemingly never get dirty. Comes with a comfortable and sturdy outfit.

### 400 Warlord Mask

This black lacquered mask holds a special power, when you put more effort into an attack intended to end a combat, this mask increases the size of that attack by 50%, and increases the damage it deals, slightly.

## Valkyrie

### 100 Uniform

You get a military uniform, fairly spartan, but well maintained and functional, along with a lab coat, feel free to mix and match.

### 400 Incinerator

Unlike a normal incinerator, this takes in any material and burns it as fuel to produce energy. Even fragments of eldritch power can be put in and the incinerator won't even flinch.

## Eschaton

### 100 White Mask and Robes

You get a white mask and loose flowing robes, perfect for the cultist on the go.

### 400 Negotiator

This special mask is coveted by those who wish to advance their skills. While this is being used while practicing, the amount of time you need to dedicate to advance is ~20% shorter than it would be otherwise.

# Companions

## 50/100/150/200 Companion Import

You can import one of your own companions into this world. For each 50 cp spent past the first you double the number of people you can import, meaning 1, 2, 4, then 8.

Companions imported this way get 800 CP to spend as they like and a 400 CP stipend on items.

## 50 Cannon Companion

There may not be too many specific people to import here, but feel free to bring along anyone you would like.

## 200 Caravan (Discounted for Nomads) / Squad (Discounted for Valkyrie) / Sect (Discounted for Eschatons)

These three choices are largely the same, for 200 CP you may choose one of them. Each of these options are a group of around 20 people that share an Origin (the same origin as they are discounted for). While you are here they will work together as much as they can, and with you if they can.

Afterwards, you can import this group as a single companion.



# Drawbacks

## +0 Guaranteed Pitfall

At some point, between 6 to 9 years into your time here, you will fall into the underground city of the Eschaton.

## +100 Grouped up

While you are here you are a part of a small group, like the Caravan/Squad/Sect Companion for the group you get a discount for. Each time one of them passes away from a preventable cause will become a traumatic memory for you, if most of them pass away you may never forgive yourself.

## +100 Everyone is Terrible

Save for your companions, and only your companions, everyone you meet here will be single minded in their goals only having any considerations for others in their group and everyone else doesn't even register as a person. At least there aren't too many people to meet.

## +200 Roguelike

Whenever you rest to recover your wounds, or spend time bunkered in a location everything, except for the general aesthetics, around you will change. The road you came on? Gone, replaced by a tree. The wildlife? Suddenly much smaller and scrawnier.

## +200 Crapsack World

This world is every bit as terrible as it seems on the tin, and you get to experience it too. Things will just never seem to go your way and attempts to avert terrible outcomes seem to fail more often than they should.

## +200/+400 Survival Mechanics

Those that live in this world need to scavenge what they need to survive, and now you do too. All of your perks that allow you to gain sustenance from non-food substances or hydration from non-drinkable liquids, and all of your items that give you unlimited or regular access to food or drink, for the duration of this jump will not sate your hunger or thirst. In addition, your warehouse, and locations you control that provide shelter, cannot be used to provide shelter.

What this means is that, someone who could eat a brick to gain brick-like durability, someone who can from drinking poison later create a cloud of said poison, and a water source that heals wounds, all have their secondary effects work, they just don't slake thirst, or curb hunger; and although your warehouse and locations are accessible, they cannot be remained in indefinitely.

For an additional +200, you completely lose access to those perks and items for this jump instead.

If you take this Drawback it also affects your Companions, they get the same CP from this as you do.

### **+400 Frequent Hordes**

During your time here you will encounter large groups of enemies that were waiting in ambush regularly. On the plus side there are going to be many targets for you.

### **+400 Walls only exist for you**

You will encounter many enemies here, and although you would believe that the solid wall you can see and not pass through is real and exists, it doesn't. At least not on the plane your enemies are on, your enemies can see through walls, walk and shoot through them, and of course retreat through them.

### **+400 Embraced**

The world has suffered a second calamity, Eshe has chosen to embrace the power of the Trapezohedron, and released the creatures into the world. You will need to survive in this world where nightmarish creatures have come to cleanse humanity from the planet.

### **+600 Save the World**

This world is in a pretty terrible state when you arrive, bad enough that I can't say that it could recover on its own. You however aren't limited to the tools they are, so this burden will now be placed on you. During your time here you will need to bring the world back from its current state to one that can support the life living on it indefinitely.

### **+600 The Whole Pantheon**

The god of the Eschaton is, as it turns out, not the only god around. Now every one of them is going to be trying to vie for their slice of this doomed world, and their own ways in. You are going to encounter at least one in your time here, and likely at least two.

# Scenarios

You can take any compatible scenarios.

## Resist

In your time here you will need to push back the Eschaton's god, mend the distorted space caused by the failed ritual and ensure that it can never again threaten this world. All while not using any of the god's own power to do so. If you get close to this goal, the god will try a last gambit to stop you, creating a vessel it can pour its power into in your likeness, possessing similar skills, abilities, and items, but possesses the full force of the god behind it.

If you can manage to defeat this doppelganger, you get the following Perk.

### Ht'uimg'aeng'ytagyeh | Humanity

You have proven yourself in a way that will not go unnoticed, and gained notoriety amongst the god's own kind.

What this grants you beyond this reputation is a kind of extra dimensional awareness and presence that is usually attributed to the eldritch gods, allowing you to view nearby dimensions and travel between them with the ease of walking from one room to another. Along with a big boost to your general power, enough that lesser gods are likely to avoid opposing you if possible.

As a last boon, this power having come from yourself means that although gods are now amongst your peers, it doesn't grant you any divinity and any divinity you do have from other sources can be turned on and off without losing access to the power or abilities it provides.

## Embrace

The Eschaton's god has noticed you, and has a bargain for you, if you gather the Elder Shards and use them to allow the god into the world it will grant you phenomenal power.

As this is a quite notable event, the Valkyrie will quickly become aware of your meddling and devote everything to stopping you. Should the Valkyrie fail to stop you, once you attempt to open the rift, the eldritch energies of the rift will cause your humanity to physically eject your eldritch power and reform into your final opponent.

This being is a version of you that lacks your drive to open the rift and will do everything it can to stop you.

Crushing this last obstacle will grant you the following Perk.

### Ng'yehaer'llw'aetaght'litagehph | Your Patron God

Your god is known for having innumerable 'masks' that allows it to pass with just the right amount of notice. In the future, you can act as if you were one of these masks and have all of the authority of your god behind you to take on its role should you choose.

To be clear, you are still you, but if you choose to, you can receive the same respect as your patron god from any that know them. You even have the raw power to back up this claim.

You also have command over the myriad creatures that comprise your gods horde.

You also get a handful of apostrophes and unnecessary consonants that you can put into your name wherever you like.

## **Suddenly, Multiplayer**

When you awake here you will find that there are three other versions of you, all pallets swapped. They seem to have slightly different goals and builds compared to you here, and each of them is convinced they are the original you.

Your goal for this scenario is to get all four of you on the same page and accomplish your goals without allowing them to accomplish theirs.

They are every bit as deceitful as you and every bit as knowledgeable as you. I'd like to give you some encouragement that no one knows you better than you, but... they are you.

By somehow managing this, you get the following Companion.

## **Four Player**

These three pallet swapped versions of you are free to import in future jumps and get the same amount of CP as you do in those jumps. When imported for free, their CP has the following restriction; at least 50% and no more than 80% of the CP must be on the same things you spend on.

# End

Once your 10 years here are up, choose one of the following

## Stay

You are free to stay here indefinitely, should you choose to.

## Continue On

Go to your next Jump, and see what awaits you there.

## Go Home

Return to the world you left to begin this journey.

# Notes

This is Based on the game Sundered by Thunder Lotus Games, the game is a Roguelike Metroidvania with lovecraftian elements

## Modules

Modules are based on in-game perks, and are renamed to avoid confusion. You can find a list of them [here](#) as a reference.

## Holy Stone

The patron of the stone in game is Nylarthotep, and is interested in using you to further its goals, take that as you will. Tried to keep that spoiler as long as I could, but needed to make sure it was mentioned.

Both the Patron and AI of the 600 CP option can be imported companions if you desire, or alternatively be imported as companions in the future.

Why get both? There are several ways to merge magic and technology into a stronger whole, this gives you access to both to do with as you please.

## Negociator

This is actually spelt lore compliant, as far as I am aware.