



[Fortuna] is a game of choices. The universe is there for you to explore. Remember one thing.

You will have a duty during your stay here: you will have to reach Fortuna to end your jump.

Fortuna is a planet that teleports through the universe. Many years ago, the Fortuna v1 starship fell there, carrying a very special chest they had obtained.

That chest, the Fortuna chest, will give you a wish.

Not a truly, omnipotent wish. Once, someone asked for their species to stop doing a very stupid thing they were doing. The chest gave him a mind control device.

The wish will always give you a “thing” and it has to be logically possible.

Even then, the chest is still something very, very powerful.

The path to Fortuna is very dangerous. The universe always seems to become much more dangerous once the journey begins. Fortuna is always broadcasting a distress signal, coming from the ship.

Thanks to the Sun God and the mistakes of a Player, this universe will end soon. “Soon” may mean 70 years or 1000 years, depending on when you came here.

So, to aid you in your journey, take this. You enter this world during one of the five canonical Fortuna games of the Player. Rodney Ootkins’ run, Kelda Zelshy’s run, Crimson Ootkins’ run, Latta Spice’s run and Clay Brimstone’s run.

+1000 CP

Origin

Captain (Free)

So, you are the captain of your own ship now. You are going to Fortuna. You get a ship.

Crewmember (+100 CP)

You got on this crew for some reason. Who knows, maybe you want to die. Maybe you just saw an ad and you have no idea where this ship will take you.

Ship AI (Free)

You make the ship work. You control it, so it doesn't explode, doesn't randomly fly towards a black, doesn't just stay there in the void until the entire crew dies of thirst or starvation, and most importantly, you time the hyperspace jumps. People tend to not trust you.

Player (300 CP)

Usually, a player just sits behind their screen, deciding what people do, where you go and then rolls the dice of fate. Not this time. You are the player, working alongside the canon one.

You will travel alongside the crew, watching them while being safe inside your own dimension and you will guarantee the crew gets to Fortuna. You get a copy of the whole party's wishes once the game is over, even if you can't decide what they will be. However, if the crew dies or gives up, you fail the jump.

Location

You start in the ship of the captain during the run you have chosen, if you are a Ship AI or a Crewmember. If you are a Captain or a Player, you start with a ship, in the planet first visited during your chosen run.

Perks (Undiscounted)

Cosmic Body (Free, Mandatory, Captain/Crewmember-Only)

You get to be a member of a species in this universe! You gain unique benefits depending on what species you choose, such as the Aftiks' Auto-Translate, Notails' Disease Carrying or the Extrals' Space Rip. After the jump, you gain this form as an alt-form. Your age will be determined by the species' adult age. You can also choose your gender for free.

Stats (Free, Mandatory)

You get 27 points to put in your stats. The stats are Strength, Intelligence, Charisma, Endurance, Agility and Luck. They cannot go above 10. All stats below 5 vanish post-jump.

Fortuna (Free, Mandatory)

Cannot be used outside of this jump. Your luck is now determined by a luck value. In addition, Fortuna will roll her dice to determine your fate through it...

Miracle Roll (Free, Mandatory)

When you are in mortal danger, you get a miracle roll. This d20-based roll can save you... but can also doom you to a much worse fate, if you roll a 1. Your Luck stat increases the possibility of a good result. Can be turned on and off after the jump. You start at a 20 to obtain a miracle to save yourself, and the number is lowered by your luck score beyond 5. A score of 10 means you need a 15, a score of 6 means you need a 19. Just remember that Luck here is not true luck, just a way to measure how much the goddess Fortuna likes you.

Psychic Powers (Variable)

You can gain a type of psychic power such as telekinesis, pyrokinesis, eletrokinesis, telepathy... with a decent level of skill. You can purchase this skill again to gain another type, or to increase your skill with one. If you belong to a species of powerful psychics, like a Tegyp, you can take this for free, with all that power. If the species you chose has psychic powers but not all the time, you can choose powers they normally have by 200 CP.

Wild Universe (300)

Strange things happen in the universe, and with this you'll run across more strange, if sometimes disturbing events. Can be toggled off.

Note: 100 CP perks and items are free for their origin and the others are discounted at 50%

Perks (Captain)

Leadership (100)

You can lead people. Not a charismatic leader that can make an army follow you to hell, through you could eventually learn how to do that, just a leader suited for dealing with a crew.

Ship-Find (100)

You will always find a way to continue. If the bus breaks, you can find parts to repair it. If the ship is destroyed, you can eventually get a new one.

Everything is Going to be Alright (200)

You can calm someone down and convince them that things are going to be fine. This is a mundane skill, and cannot be used if you are in a situation one could not be normally calmed down.

A Little Gift (200)

If you reach a place that people don't usually go, like a mountain, you may choose to put a "gift" in there for the next person. You may choose what the gift will do in a general sense. The gift will always survive for that person.

Destiny (400)

You can't fight it. You have a destiny you will fulfill, or you will cause the destiny of others to happen. You can set a destiny every jump, and you won't die until it happens.

Hybrids ever After (400)

You get the skill to collect DNA from two creatures of any species and create hybrids. This takes months and the hybrid will have to mature like a normal child of one of the species.

Karma (400)

Doing good deeds will increase your luck. The original drawback of lowering your luck with bad deeds isn't completely there. Doing bad deeds will lower your luck, but it will never go below the "default" value.

Laughter Kills (600)

Every time you tell a funny joke, everyone near you laughs. If the joke is funny enough, they can die, laughing until they suffocate. This affects even people that don't need to breathe. People with sufficient endurance can resist. Athena also likes you a bit more.

Black Cat (600)

Once a day, you affect everyone who sees you, so their luck is lowered to the worst possible value, for an entire day. This affects anyone that looks at you while it is active. Lasts for 1 hour.

Re-Roll (600)

If you are in a situation determined by luck, normally you would roll the dice to determine your fate. You get the power to Re-Roll any of these results. You always know when fate is about to give you a bad result, then change it.

Perks (Crewmember)

Weird but OK (100)

People will tolerate your weirdness. Not everything, but people won't judge you for carrying a security blanket around anymore.

Break a Leg (100)

You always know the perfect one-liner to say in any situation.

Quickdraw (200)

You ignore agility when using ranged weapons. You will always get the first move, regardless of how fast your opponents are.

Come Work With Us (200)

You can recruit people to your groups with ease. This includes possible companions.

Sanity Swap (400)

With this you can swap the morale of a person or a whole crew of people with their sanity. This does not lower or raise either trait, just swaps them.

Imaginary Friend (400)

You have an imaginary friend who will commonly raise your morale while lowering sanity. Using the Fortuna chest, you may want to make it real... Post-Jump, it can be imported at no cost.

All for One / One for All (400)

Choose one of these two powers. All for One: when activated, you have to pick a stat and a character. All other characters will have the stat reduced to 1 while the character picked gets the total of all those stat points added to them for a short time. Two uses per day. One for All: When activated, pick a stat. This stat will then be distributed evenly between all crewmembers for a short time. Also two uses per day. Both ignore the rule of 10. You can buy this perk twice but it second loses the discount.

Chip Magnet (600)

Your Charisma is boosted to a 10 with robots and AIs. Robots and AIs will commonly find you very attractive. If your Charisma is already 10, it becomes 20 instead. If it was already 20 for some reason, it's now 30. Have fun with your supernatural charisma.

Achilles Rage (600)

You become conceptually invincible, but you MUST kill at least one person during the rage. You will also have one weak spot, that if hit directly will likely instantly kill you. This is commonly the heel but this is not always true. Conceptual death attacks are simply ignored, unless they hit the spot. AoE does not count as a direct attack.

Cosmic Friends Forever (600)

This perk makes you friends with Mors. Forever. You get a 50% discount at his shop. That's the whole perk.

Perks (Ship AI)

Navigator (100)

You can control ships and navigate through both space and hyperspace.

Robot (100, Mandatory Ship AI)

You are a robot. Your body is made of metal, and you need energy to survive. Choose a robot type. You gain the shape of that robot. The robot becomes an alt-form post-jump. You can also swap bodies by transferring your AI core through them.

Everyone Dies! (200)

You can deal with death quite well. Your best friend could die in front of you and you would not cry. You could smile through your mother's funeral. Does not affect your own fear of death.

Hard Shell (200)

Your body is extremely tough. You get 9 Endurance at a minimum. If your endurance was already 9 or higher, it goes up by two points. This ignores the rule of 10.

Fusion (400)

You can fuse with other AIs. Your mind is also fused, and the personality of the fusion will be a mix of both. Stats are the highest possible, plus 1. All powers are shared.

Overclock (400)

You can boost one of your stats by +3, ignoring the rule of 10. This can also be used to boost a perk by 25%. Every time you overclock there is a 20% chance of instantly passing out before the buff can be applied and a 7.5% of causing damage to yourself, even breaking a limb if really unlucky.

True Form (400)

You, similarly to a Somnus or Mors robot, have a true form. You can't swap bodies anymore. This form is large and monstrous and will activate when you desire, boosting your powers, but you can't enter it yourself- your robot body will have to be seriously damaged and on its last legs to activate it.

SUPER HAPPY FUN TIME HOUR (600)

Similarly to an older Thanatos unit, you don't control the ship, you are the ship. This grants you hyperspace travel and spaceship-grade weapons. Your robot form is now giant and much more sturdy.

V1 (600)

You get 35 stat points, Custom Shell, and a line of robots and ships based on you will be created. You get to choose a domain. You have supernatural skill in things relating to the domain and you gain the power to rule over it. Other gods with the same domain can counteract you. You also get a unique ability relating to your domain, in the same level of power as Artemis' ability.

Divine Chosen (600)

You can declare somebody your Godhead. Godheads get weakened copies of some of your powers, and these copies may grow, but they cannot become as strong as yours are unless you allow it. You decide what powers they get. They also get a +4 bonus in a stat. You can alternatively choose a whole species every Jump to be your Consort. In your presence, they get a 100 CP perk you previously bought. If the jump only has one species, choose a nation or group. You can't have both options.

Perks (Player)

Custom Shell (100)

This perk grants the user a customized appearance. It will not grant any stat bonuses.

The Room (100)

You have a completely white door in your Warehouse. It leads to a room that is shaped by whatever is happening at the moment, and it can be used to observe the outside dimension, and set a person to watch.

Whisperer (200)

You can subtly influence somebody's decisions through telepathy. This can only be used during a decision. Can only be used in one person at a time. This can be used in anyone you perceive, even through a camera.

Roomtrap (200)

You can teleport someone to The Room! The Room will take shape to resemble the person. The teleport is reversed if you die. You also can't roomtrap someone if they are in your general area, you will need to be watching them from your Room.

Artistic Gift (400)

You have the power to summon drawings of anything, on any size smaller than a house. You don't even need to know what the thing looks like. It's still just a piece of paper.

Flirt with Fortune (400)

You can flirt with Fortuna v1 to get a massive bonus to your crew's luck for a while. If you keep doing this Fortuna may take a liking to you and follow you as a companion. Outside of the jump you can do this with the entity that handles fate in that world. Don't do that with Tzeentch, it won't end well.

Even More Plot (400)

Cutscene vision! For no reason at all every other area or so you will see an event that happening now, or happened in the past! Culture is all about knowing the history of the people around you. Enjoy being constantly interrupted. If you bought Roomtrap, you can trap the people in the cutscenes. You'll want to be careful if you do it with anything in the past, in fact many times it might reject you doing it, knowing that even speaking to the person at that moment would rip the universe in half.

Divine Thief (600)

Killing gods tends to have consequences. Now, the prize may be worth these consequences. You can absorb powers from gods you kill. Their duties also become automatic, so you won't have to slave away moving moons after killing Artemis!

CHAOS ROLL (600)

You can activate a chaos roll. The chaos roll can be aimed at anyone or anything nearby, or even the entire area. The results are completely and utterly random, ranging from instantly killing your opponent to transforming the area into cake. However, you will never be harmed by it, and you can set the area of effect. This area cannot be bigger than a city.

Extreme Gambling (600)

You can make and accept bets for anything. Even normally untradeable things like traits, perks, powers and skills. You will need to bet something equal in value to what you will take.

Items

Inventory Ball (Free)

This is an inventory with 10 slots. Don't put anything alive in there.

Necromancy Kit (200)

This kit contains instructions and ingredients to resurrect the dead. They'll never be the same, and anyone from this universe who finds out what you did will hate you. They will permanently gain the Abomination Drawback for no points. If it is used in a Companion, they gain it for the entire jump they were resurrected. If you can use it to revive two people and fuse the two into one similarly to the Fusion perk. Refills once a month.

The Fortuna Chest (1000)

This chest is the original Fortuna Chest, capable of granting a single wish per person. You cannot use it yourself, but it may have other uses... note that the restrictions of the chest are still active. Post-Spark you can use it once a week.

Valentine (100, Free Captain)

A puppet. People really like it... for some reason.

Deck of Blessed Cards (200, Discount Captain)

This deck will summon monsters and items when you draw a card. Who knows what's inside?

Ship (400, Free Captain)

A ship of one type. Comes with the fuel tank at 100%. If you have the V1 perk, you get to design your own!

N-30's Spear (600, Discount Captain)

This spear flips the stats of everyone in the area. 1 becomes 10, 3 becomes 7... It also comes with N-30's mask. Self-Loathing not included. This also allows for N-30 to be recruited as a companion if you ever find yourself in Prison Planet.

Endless Keg of Booze (100, Discount Crewmember)

Are you ready to party until you get to Fortuna? If lost or stolen, you get a new one!

Scramblers (200, Discount Crewmember)

This bag contains three scramblers which can be used to subdue most robots or disable most machines. Refills every week.

Life-Changing Clock (400, Discount Crewmember)

The life changing clock is a clock, which if you hit someone with it, or yourself, will change them or you forever! It's random how though... only works two times before breaking. You get a new one every jump.

Lucky Clover (600, Discount Crewmember)

This clover will make you very, very, lucky for a single minute, then it will disappear. You get a bag with 10 clovers. One spawns every four months. You can't activate it, they sense bad luck then activate themselves. Otherwise, it's a perfectly mundane clover.

Backup Shell (100/400, Discount Ship AI)

A perfect copy of your own robotic body. Can be bought if you are a ship, but will cost more.

AI Weapon (200, Discount Ship AI)

Your favored weapon. Can be anything you want. It's integrated to you and very accurate. If you buy V1, its damage output becomes enough to kill bosses. If you took War, Battle or Death as your domain, it can kill Zeus in one shot. You can also import a weapon and give it these properties.

Janus Ship (400, Discount Ship AI)

A ship that can time travel. Causing paradoxes will generate rifts in space and possibly destroy the universe. Is also illegal everywhere and will be shot on sight.

Fortuna Dice (600, Discount Ship AI)

Roll the dice yourself to determine your fate, instead of relying on Fortuna! Works in future jumps. Dice rolls on mental commands, can't be stolen.

Crafting System (100, Discount Player)

You can fuse 2 items into one. This takes exponentially more time the more powerful or rare the objects are. Fusing magical weapons or similar items can even take years. Very good for fusing random garbage into useful stuff.

The DLC (200, Discount Player)

You have a CD with the Amaterasu Fortuna DLC. It allows the Egyptian, and Shinto pantheons to exist in this universe! Fanwank them at will. If you took V1, you can choose to belong to one of these pantheons! You can buy this twice to get access to the Norse and Babylonian pantheon, or thrice to get access to Daemons and Angels too.

The Helper's Chains (400, Discount Player)

These chains can be used to bind anyone for 50.000 years. When the time is over, they will turn to dust. You get a new one every three jumps. If you bind yourself, you get the power to bind up to 10 people at once.

Helm of the Sun God (600, Discount Player)

This helm can feed power to someone, and kickstart their transformation into a massive monster with similarly massive powers. If the victim was already powerful, the monster will be a true god. If a god is used, the monster will be a universe-ending beast. You get it back at the end of your jump once it is used, destroyed, lost or stolen. If you somehow use it in the Sun God, the universe ends immediately.

Companions

Crew Import/Export (50/300, Free for Captain)

This allows you to create crewmembers. One for 50, and 8 for 300. They get the origin, all their freebies and 300 CP. You can also replace a crewmember with a companion that gets the same benefits. A non-captain is limited to one use.

Ship AI (Free Captain)

Grab an AI from one of the canon types. He'll pilot your ship if you have one.

Canon Character (50)

You can bring a non-god canon character with you! They still have to be convinced to come, and you can only bring someone from your chosen run.

Patron God (200, Player-Only)

You get a single, non-Apollo AI god to guide you. Post-jump you can recruit them as a companion for no additional cost. Can be purchased multiple times. Mors can be bought for free if you got CFF as a Player.

Limbo God (600)

The worst gods ever. Now you have one of them as a patron, but they will have to be convinced first. If you can't convince them, they will try to kill you. Remember that they are all powerful reality warpers. Don't worry, you get a refund if they don't want to be your patrons.

THE SUN GOD (800)

You get Greek Apollo as your companion. If you bought Artemis as one of your patrons, you can get him at a discount. You will have to free him from his giant universe-killing snake form before you grab him, if you want him to have his Sun God powers. If you can't free him, you just get regular Greek Apollo. Enjoy your overpriced god!

Drawbacks

You cannot take more than four drawbacks. You are limited to 800 points in drawbacks.

Another Run (+50)

You will have to go through another Fortuna run after you finish the first. Can be taken four times, but all four count as one for limit purposes.

Cryptic (+100)

You speak in riddles, code, and you tend to be extremely hidden about your words. Due to this, it becomes extremely hard for people around you to understand what you are trying to say. This cannot be taken with Cobalt's Tongue.

Cobalt's Tongue (+100)

You cannot always control what you say and will sometimes say rude or hurtful things without meaning it. You may also agree to things you do not want to.

Universal Level Marketing (+100)

You will be trapped in a contract to sell various goods, and you gain a stock of them to try to sell to anyone you can. This will usually put people off by bringing it up at bad times, or even trying to recruit people under them the selection of goods can be used by your crew, but a heavy fee will be deducted from the crews' budget if you do so. The only upside is that if you do sell anything they get points.

Liar (+100)

You are, just like a certain drakon captain, a compulsive liar. You will lie whenever you get the chance. Sometimes you will lie for no reason other than that you can. While lying might help them get ahead, if you are not careful, you can be caught in a web of your own lies. This cannot be taken with Cryptic or Cobalt's Tongue.

Poor (+200)

You don't have as much money as most people. You start out poor and commonly life will find a way to make you lose any money you get soon after getting it. Your crew is likely to lose money faster.

Florida Man (+200)

You are Florida Man. You will feel the need to randomly go about things and plans in extremely strange ways.

Alone (+200)

You repel people. For whatever reason if you head somewhere it's likely the area will be abandoned. People will try to avoid you if possible. You cannot buy any companions anymore except for the Ship AI and you cannot be anything but a Captain. That Ship AI will never talk to you. You will have to go to Fortuna by yourself. You cannot take this with any drawback that costs less than 600 points.

Rock Bottom (+200)

All stats are set to one, from that point onwards you can only gain stats and are not affected by afflictions that might reduce them.

Series of Unfortunate Events (+300)

You are walking hand-in-hand with death wherever you go. Circumstances will twist themselves to ensure that you will be forced to make a life-and-death roll at least once per planet, regardless of situation or other effects.

Well, Aren't you Special? (+300)

You are an abomination. You have been killed and brought back to life, sometimes along with someone else thus fusing the two in to one being. While being an abomination brought you back to life, and you get +2 in every stat, it made you aggressive and mad, sometimes flat out a monster. Over time, you will slowly become more and more corrupted in action and mind, losing everything about them that made them who they were in the first place. Better get to Fortuna soon!

Obvious Weak Spot (+300/500)

You have a specific part of your body that is easily distinguishable, like a discolored patch of fur, a large gap in armor/carapace, or an exposed organ. When this body part is struck by an attack, that attack will bypass all defenses and cause massive damage. You can make this a self-destruct button (If you are a Ship AI) or a one-hit kill area for 500 CP instead.

Material Self (+300)

Your personality will become attached to objects you own, such as clothing and weapons. If you lose the object, they also lose part of yourself. You lose all perks you got before, unless you are holding an item from the same jump these perks came from.

If all possessions are taken from you, you become an empty husk, losing all desire, fear, and personality. Spending too long in this state will cause chain failure.

Irredeemable (+400)

You have next to no redeeming qualities, regardless of your previous personality or perks. You are unable to understand what a horrible person you are no matter how much it is explained to you. You heavily drain the moral and sanity of anyone around you and when it is time to attack everyone is looking to you, or accidentally shoot their own teammate.

Puppet (+400)

You rarely have any thoughts for yourself. You will live for others or a master and commonly will do nothing unless directly ordered to. When you lose their master or puppeteer you may become helpless or cling to the nearest leader. You can't be a Captain or a Player.

Human (+400)

Oh. This? You cannot take Robot, Custom Shell or Cosmic Body. You cannot be a Player or a Ship AI. You belong to the single most hated species in the universe. Your Charisma is something around -99, except when you speak to tourists and gods. No one will even want to be in the same planet as you. Notails become savage animals in your presence. You will be stuck in a spacesuit for the rest of the jump. You have 99 Endurance. You can't take any more drawbacks. This forbids you from taking Player. If you took Ship AI, the points are halved and you are a **Prometheus** AI instead.

Uncontrollable Bloodthirst (+400)

You become extremely volatile. If an open wound is detected, you will enter a frenzy and attack the individual until either the victim or you are dead, or until you are forcibly restrained. Outside the frenzy, you become extremely fond of violence, the more gruesome the better, and constantly seek the smallest bit of justification to attack anything that bleeds or can feel pain. If you took Irredeemable, you gain 10 additional stat points.

Final Destination (+600)

Ever feel like the whole universe wants you dead? Now you do. You automatically fail any roll that would cause injury or harm to you, and Re-Roll's cooldown is tripled, if you have it. You don't get Miracle Roll. This can be taken with Alone, bypassing the point limit.

Sun God Run (+600)

You have to kill the Sun God to end the jump. If you get to Fortuna and it stays alive, you reincarnate in the next crew to canonically reach Fortuna.

Lock-on (+600)

You know the drill. No Warehouse and no perks that you didn't buy here.

The Final Moment (+1000)

This bypasses the point limit. This changes the moment you arrive to the Player's final run. The fabric of reality is nearly broken and glitches plague the universe. You have to reach Fortuna and obtain the spear Gimeur, which can kill the Sun God. It can only be used to deal the finishing blow, and you will have to best the giant universe-slaying beast before that. You get Mors as your patron for free, as he does not want the universe to end like this. Good luck! This cannot be taken with any other drawback.

Scenarios

Note: All Scenarios invalidate the normal Fortuna Run. You will have to use your crew to this objective in order to finish the jump. You can only take one scenario.

[Repair the System]

"We the people, in order to establish a more perfect union, did away with those other O-classes because...honestly, they were some real jerks."

Requires being a full Notail.

Notail society is ruled by the O-Classes. Their O-12 system has roots in the original O-class system. When the O-class system first started, along with every class system, notails would be randomly picked to be the O-class by O-1. The O-class were the top class, able to make decisions that could change the course of notail society but the O-class were also the class that went on the deadliest missions. Being picked to be any O-class was both a reward and death sentence for most, but was seen to be an honor.

They were the representation of the people, and thus would be dying for them.

Every O-class would go to the monthly meeting with O-1, and then after they would be sent on their death mission. If the O-class member came back from the mission they would be allowed to stay for one more month and see one more meeting before once again being sent to their death.

Something odd happened over time though. Month after month, after year and year, sometimes a notail would keep surviving the death challenges. Given enough time the O-class spots would barely change month to month, with mostly everyone figuring out a way to survive. The system would no longer work, as people practically took over some slots. A new system was made, one that gathered the best of the best, but O-12 would decidedly always run on the same system. Every month a new O-12 would be added to the roster, regardless of whether the previous was dead or not.

If the O-12s reached 12 members, every member but O-1 and O-12 would be wiped off the board and the old system would reign again. If yet again all O-class slots became taken by notails who survived for more than five months, the other system would win and the notails would not be required to be sent on death missions once again. This system was meant to go back and forth, and it did in the early years, but slowly over time the permanent O-classes system would rise faster and stay longer.

It's been over 5000 years since the last system flip, and some of the O-classes don't seem to shy in coyly hinting that they sabotage a few O-12s.

Goal: Have the O-12s vote out the other O-classes and take over notail society. This will require 12 O-Classes. You will have to keep every one of them alive for 12 months. All of the other 10 O-Classes will be trying to prevent this.

Reward: The new notail O-12 Council will grant you the greatest ship to ever exist. Fortuna... v2. This ship is flawless. Its speed magnificent, its shields unbreakable, it holds every weapon available for every ship in the Cosmosdex wiki. And it has zero fuel costs.

[Skinned Heaven]

"From dust you came, and to dust you shall never return."

Requires the Human drawback.

Humanity. It's scary how humanity was normal. Just how normal it was. Until it happened.

Something happened.

Nobody knows what.

But it did.

Did humans deserve this?

You need to know.

Goal: Discover what happened to your species.

Reward: A human spacesuit. It is completely indestructible.

Additional Goal: Locate Earth.

Reward: Earth's Forgiveness. In any version of Earth you visit, the planet will love you. This has effect even in worlds with a non-sentient Earth.

[Tear It All Down]

"All in all it's just another brick in the wall, all in all you're just another brick in the wall..."

Requires being a full Notail.

The notail society won't change, you know. You can't hope that the O-12 will make it change. The problem isn't, and never was, the O-Class system. The problem are the classes. All of them.

To notail society, everything is about the survival of the fittest and smartest. According to this, if someone dies, that person should have been stronger, or their genes should have better. They create their children using a machine and a whole class, the B-reeder class, that carefully gathers and mixes genes to create the perfect batch of children in these machines. Children who are deemed "incorrect" are either disposed of right away or are sent to labs where they will be experimented on for as long as they live.

Children are born in batches where every child in a class for that year are nearly genetically identical, there is very little room for failure. If one notail in the class is doing poorly compared to those they were born with this is considered a great failure on the notail's part and will be brought up over and over.

Careful gene selection modifies their very ways of thinking to fit their jobs. They are taught early on that messing with the gene pool by having natural children is a great issue and to never do so. Such aggressive teaching causes many to opt for romantic solitude,

In the case that a notail is born from the actions of two notails this notail is known as a "natural born" and is classless. While natural borns are free to hang around notail society and attempt to fit in with a class they are never to be put up to the same standards as non-natural born notails. If a natural born fails a job other notails will casually say something along the lines of "It's ok if you fail, it's no problem, your genes just aren't correct."

Notails who gain genetic issues later in life, mostly those who end up unable to work due to them, are strangely overhelped by other notails who see them. Yet many notails who end up in such conditions would rather waste away in their homes. It might be because notails will often say how sorry they are, how the person was a mistake who never should have been born. How as they help this notail take their bags home they remark that they hope that the B-class who made them gets fired for making such a huge mistake. It might even be because of how many notails note how free they and society will be from their ailment when they die.

While rumors of notails who gain issues later in life being taken in and turned into D-classes is hugely false, that doesn't mean these notails don't deal with horrible conditions. Conditions caused by "well-meaning" notails whose "friendly helpful remarks" equate to "you are a mistake who shouldn't be alive." These notails will either learn to shrug away all comments, become reclusive, or succumb to much worse.

The depersonification and objectifying of the individual means that it's either get up and fake normality or perish. "Only the slowest of the herd gets killed" is what a notail would remark. Notails are unable to put themselves in the shoes of the other because as stated before, it's all a number game and if someone is doing worse than the rest of the swarm and it's not a genetic issue then it is their fault and theirs alone. The mask of the notail which covers their true face is the epitome of this idea. Notails are unable to tell what emotions another is feeling

by looking at them, making sure that empathy is at an all-time low. Anger, distress, anxiety, every emotion is removed when the mask is on, and the only thing left is a smile to tell everyone that they are fine. They are happy, and always will be.

Everyone is just an object. Just another cog in the machine.

Some, people, however, have chosen to be more. The α -class.

A group of notails that escaped notail society, they desire one thing above all. They want to make the world that tortured them burn. They want to tear it all down, and every day, as more and more notails hear their words and run away from their homes, their numbers grow.

They stayed on their lands, and they waited. Now, they will stop waiting.

Goal: Help the α -Class so their revolution is successful. Notail society must be destroyed.

Reward: The City. This city is the home of all α -Class, and they will come with you to every jump as followers. α -Quiet and β -Melody, this city's leaders, also come with you as regular companions.

[Curse Continuous]

"Hello Hello, I'm Kyle, Kyle Continuous. Would you like to play a game?"

Cannot be taken by a Player

Kyle is not a wholly physical creature, he's more accurately understood as a curse that overrides people's natural state of being with his, though make no mistake he is the same being regardless of what shape he takes.

You are now cursed.

You will begin to hear a rhythmic ringing, that will only increase in intensity as the curse progresses.

Next, a strange black liquid will begin to issue from assorted orifices on your body, at first in small amounts, but relatively swiftly begin to issue to the point where dealing with it is mostly impossible. The liquid has many strange properties, such as blocking light and obscuring vision quite unpleasant ways, and being attracted quite strongly to you.

The third step begins whenever the black liquid has fully encapsulated you. Soon after, a bright light will begin issuing from seemingly nowhere near you. This light will grow in intensity until it becomes too much for most observers. This is when the final physical changes occur, as Kyle's horns will grow upon your head, and his eye light appears. From now on, you are no longer you, Jumper. You are Kyle Continuous.

This will lead to Kyle obtaining all of your powers, and continuing the chain in your place.

Goal: There is only one way of saving yourself. The Sun God. You will start at Maya, putley homeworld. You have three months. If you throw yourself into the god's maw, you will kill both it and Kyle in one fell swoop. Don't worry. After dying, you will proceed in your chain with everything you bought here.

Reward: You can infect one person at a time. If you die, their body will slowly shift to become an exact copy of yours and you possess that body.

[Last Stand]

"The slaughter, the abominations, the deaths - they're all just sacrifices to be made for the cause. The truly irredeemable never believe they're the bad guy."

Leon is a being driven by what he sees as a vital, pressing cause. He is forever haunted by whispers and flashes of a great horror in the future, and believes that there is a coming

cataclysm of terrible magnitude. The only way for life to survive this coming is through the ultimate unity - conversion or amalgamation into the form of a technorganic infection, the clockworks.

Leon's clockwork army has taken over most of the universe. United in a hivemind led by the prophe himself, no one can stop them, right?

Wrong. Five people can do this, this Last Stand. You will invade Leon's base and poison him with the Clockwork Cure, permanently killing the Hivemind.

You, the Jumper.

O-5, the Clockwork Hunter.

O-6, formerly known as Hero, the Notail President.

Hawkmoth, the Fighter Fairy.

Vulcan v1, the Roman Fire God.

Your powers are brought down to a lower level. Your level is now equal to an AI God.

Goal: Beat Leon. Save the universe.

Reward: These five warriors will come with you, as Companions. All of them take two companion slots together, and one if each is brought separately to a jump.

Got to Fortuna? Grab your wish and choose:

[Go Home](#)

Did this place strike a nerve? Well, you're free to go home. Keep everything you collected.

Stay Here

Did you like this? You want to make this world a better place? Then you're free to stay. You keep all your perks and all drawbacks are revoked. Remember that the Sun God may be still around.

Next Adventure

You can't stay in one place? Fine, keep going!

Author Notes

CFF also gives you a free 1-Up, but revives you as a technorganic monster resembling what you were before. Mors will also treat you much better if you bought this. Post-Spark it works as many times as you want unless your body is completely destroyed.

Inventory ball is a ball.

Fortuna Dice is a six-sided dice that somehow can be used like any kind of dice.

Crafting System manifests as two circles that you put objects in.

Stat clarifications:

10 Agility gives you speed of 130 km/h and bullet time level of reflexes. 1 makes you move like a slug.

10 Strength gives you strength to turn a normal human to gibs in one punch and to lift a billboard with ease, then throw it 20 meters away. 1 means you can barely lift a paperclip.

10 Intelligence gives you genius-level intelligence and tactical skills. 1 means you cannot read and you can't understand basic logic.

10 Endurance gives you power to survive several grenades going off in your face. 1 endurance means you shatter like glass with a slap.

10 Charisma makes you convince an army to jump from a cliff. 1 charisma means you make everyone who you talk to hate you.

10 Luck makes so you can find superweapons in trash piles. 1 means you will find yourself in a car accident every week.

Changelog

1.1

Added clarifications in the author notes.

Some Mandatory perks can be toggled on and off.

Nerfed Laughter Kills and increased their price.

Increased Chip Magnet's price. Boosted it a bit.

Chaos Roll was reworked.

Divine Thief/SUPER HAPPY FUN HOUR's price was increased.

V1 and True Form gained restrictions.

Weapon import is now possible.

N-30's spear gained companion recruit option.

Lucky Clovers can't be consciously activated.

Added Another Run.

Explained Miracle Roll.

Added Stat Clarifications.

Detailed win conditions.

Patron Gods can only be taken by Players.

1.2

Added fluff

Added more drawback restrictions.

Modified Obvious Weak Spot

Added the End options

Added Scenarios.

