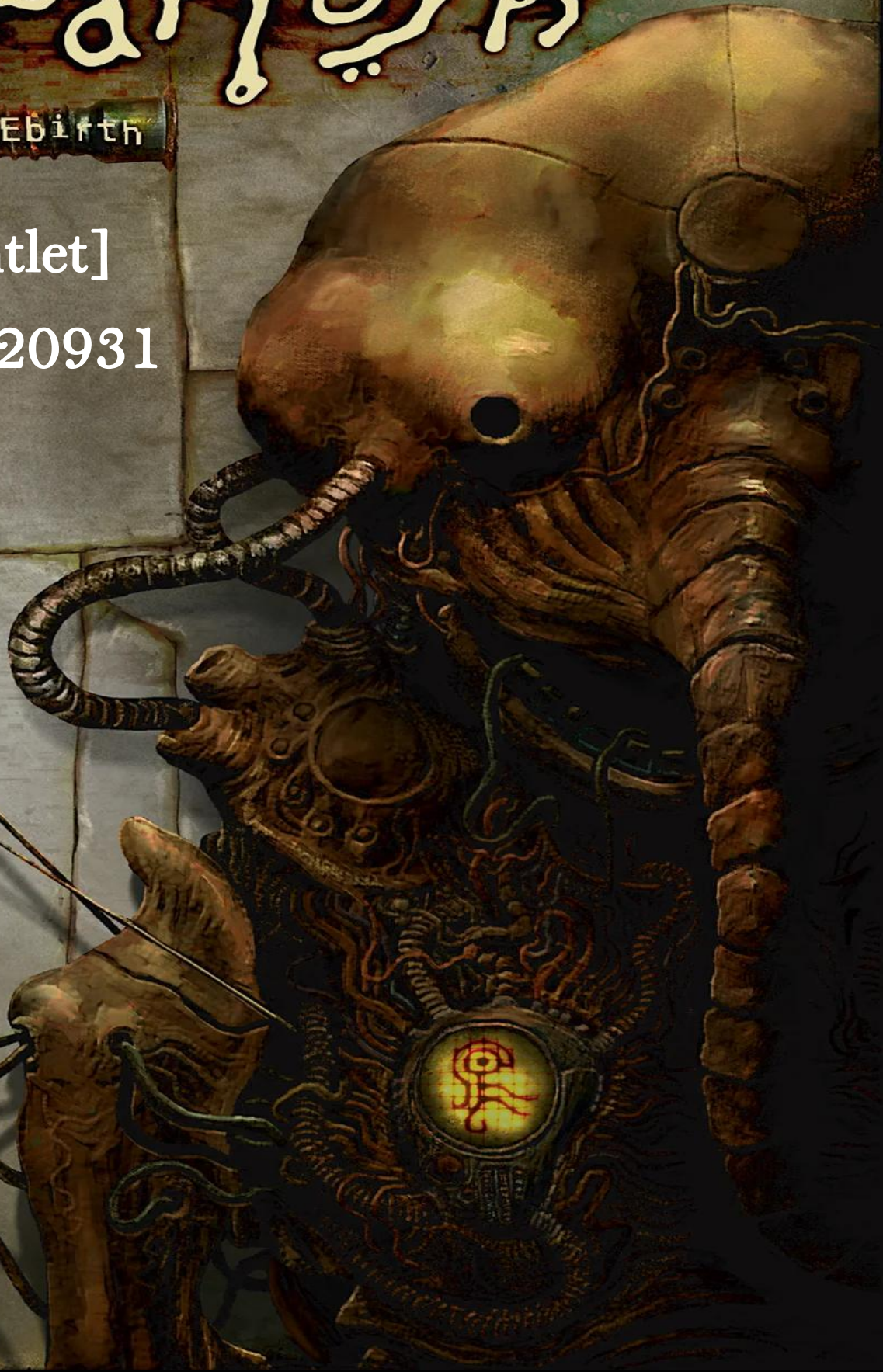


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[Gauntlet]

By u/TJ20931



Introduction

"Pre-Order Message"

We at JUMPCHAIN.CO™,
Thank you for Pre-Ordering our newest title to be released,
As well as the newest Project from Plastiboo.

With every pre-order copy of 'Godhusk' come with the items as listed,
And a message from Plastiboo himself for buying this game.

Hello Dear Reader & Purchaser of this copy of Godhusk,
It means so much that you would pre-order my newest game.

From the bottom of my heart, thank you.
And of course, such good will cannot go without being rewarded.

Oh, which can be found within the 'Godhusk - Rebirth Game Guide'.

So please enjoy the forsaken and broken world on the Silver Whale™. - Plastiboo

You can find your exclusive code for a free starting amount of 10000CP at
the back page of the included 'Godhusk - Rebirth Game Guide'

And without further a due.

We hope you enjoy,

*"For only those who adapt can survive in this forsaken world ruled by
rotting machines."*

~ [Redacted] ~



THOSE WHO LIVE WITHOUT BODY,
THOUT MIND, LIVE THROUGH THE
EYES OF THE SELF-PROCLAIMED
SEKER OF TRUTH. THEY ARE THE
ONLY ONES WHO REMAIN, FOR
THEIR EXISTENCE HAS ESCAPED
FROM THE SHACKLES OF TIME.

I am scared... I am too weak... I cannot keep going any longer... I
reached my limit long ago.

My bones are worn from walking this endless tomb in search of
the invisible. Why do I keep getting lost... in the nothingness?
Time has slipped between my fingers like sand.

And yet I am still... incomplete. My burden, my last breath,
shall be carried... by a vessel.



*You stare at the strange device held in the palm of the decaying
humanoid lifeform.*

*Unfurled atop a dying posture of desperation for continuation in some
form.*

*You reach out and take the device with a strange symbol displayed on it.
Unknown to your what you even used to the grab it.*



Nothing made sense.

*From the Deadman's dying wish to the wretched abnormality of yourself
that you have no name for.*

A light spins around you, like a cocoon.

What little you know soon fills up your being.

*The casing of your non-physical existence begins undergoes a
metamorphosis.*

Godhusk

Welcome to Godhusk.

You shall be born anew, a ^{Vessel}

*The bearer of the Deadman's Will walks the crumbling ruins of a
derelict planet plagued by secrets, dangers, and monstrosities.*

*Spare the innocent, drink poison, punish the wretched, free your soul...
or set the world ablaze.*

[Rebirth...]

*Those who live without body, without mind, live through the self-
proclaimed, Seeker of Truth.*

They are the only ones who remain.

For their existence has escaped from the shackles of time.

*But do not let the rust and horrors blind you from the very meager
wonders that still exist.*

Hidden behind their own cocoons of metal and glass.

[NEST] - 609

Vessel Nurse

Origin

*"The life in your eye sparking alit like flint and steel,
A reflective visage stares back at you from the birthing tank's
glass.*

*From where you were to now, it takes only a moment to tell 'who'
or more importantly 'what' you even are anymore."*

Nests are complexes destined for the mass production of vessels, now abandoned and inactive.

NEST L-609 is filled with empty birthing tanks and the rotten pupae of the vessels that became



Vessels: The Living Machines. Biomechanical and synthetic beings created to perform specific functions.

The original purpose has been long forgotten. But they were most likely created by the long deceased humanity. Vessels are born primary from nurseries and undergo a three-stage development toward maturity. Like their creators, each Vessel can possess a varying difference in build and type but can swap parts of themselves for more suitable and stronger parts. Each are powered by spinal-like biomechanical processors called [Life Systems].



Cytea: The Offspring of the Invisible Invaders. Long ago, the oxygen that made the world habitable was slowly infested with [POL.LYP], a unicellular spore-like organism. These particles would germinate on contact, creating bronze strings that solidified instantly. Over time enough would form over large swaths of land creating the [Outer Crust]. From these crusts, naturally evolving POL.LYP-based organisms would appear from it. These lifeforms like Vessels vary in appearance, though they do not possess the same level of comprehension. But you seem to be somewhat mentally evolved.



Angels (-600): The Holy Descenders. Originating from a plane away from all living beings and vessels, but sometimes they cross the veil between realities to visit this world. Even in their tangible form, they are immune to all forms of physical damage. And yet from the existence of [OBek] the Artificial God and the [Apostle]. These winged beings can be captured, by the blessing of the Mother of Light, with the possession of [Diopetes], they can be slain. You are in the same class as the Angel, [Cassiel]. Perhaps a similarly born Angel compared to other Angels, though this information is currently unknown.



Gods (-800): The Artificial Divinities. Unlike the numerous divines that rise and fall in obscurity and the ruins of their own worship. In recent history after the beginning of the world's degradation. There have been two beings who has garnered the title and worship akin to a 'deity'. [OBek] the Artificial God, a gargantuan and long-spanning machine that kept the world in a pseudo-stagnated but operational state before it soon went into disarray, causing the world to degrade. And a nebulous figure worshiped by Vessels known as the [Mother of Light] & [Ever-Brighter], who bestowed a single spear that can kill the divine. You yourself seem to be an ambiguous being, standing at the very start of an unorthodox divinity.



Humans (+400): How... That chromed up deadman was supposed to be the last... Well, there's nothing I can do about you now, can I?

The Original Creators, Sinners, Inhabitants, and many more titles to go by. There's nothing much that can truly be said about Humanity that you would have already heard. But in this world, something has caused the planet to undergo stagnation and degradation. New professions and technologies are developed along with entities like the Vessels and Obek to assist in Humanity's survival. Up until the 2nd Angel was stolen. Now Mankind is gone, except for you. You, however, seem quite young, somewhere in your early adolescence.

OPERATOR

LIFE SYSTEM

Drawbacks

“And even less so to break the glass, setting you free.

You could feel the air of this new world you proverbially born into fill your lungs.

Whether it was right or wrong was unknown to you.

However, the moment you take your first step.

Various synapses in your brain start to fire off”

“...Something wasn't right...”

JUMPCHAIN Privileges (+0): Oh dear, it seems like we accidentally sent you one of our developer copies of the game. Upon launch you are given the choice of activating the Developer debug mode and are granted an additional 1000 choice points to be used for in-game purchases. Effectively allowing you to change the Gauntlet into a Jumpchain.

Damaged Memory Unit (+100): While a [Inf Unit] stores information and is used as currency. [Mem Units] are considered far rarer and contain special memories. It seems your memories of both Godhusk and the Gauntlet your playing has been corrupted as your [Mem Unit] has been damaged. For other Origins, this simply acts as a metaknowledge eraser. A blind playthrough if you will.

Plateless (+100): Awakening from the containment casket, you break out the glass window between you and the wider world. You can feel the cold and dark atmosphere of hatchery nip at your body, causing it to shiver. But it confuses you. So, you look down and find yourself completely naked like a newborn babe right from their mother's — Anyways your basically naked or armorless depending on the Origin, for some it would be easier to get protective pieces, but nevertheless you are still defenseless to the rusted and rotten world.

Environment Degradation (+200): When one of the [Angels] used to power the Artificial God, [0Bek] was stolen from its battery station. The world began to fall apart in a continue lapse of stagnation. Unable to keep recycling, repairing, cleaning efforts, and staving away the [Cytea] and [POL.LYPs]. The world original created and maintained through [0Bek] by Mankind began to slowly degrade and deform into relics of a bygone past. From the metal labyrinth filled with dead obstructions, forgotten underground caverns due to a cave-in, to the heat of [HEMERA-12's] sterilizing light. Environmental hazards and random-related events have greatly increased.

Encounter Rate Up (+200): After the world began to slow down and undergo a state of perpetual stagnation, and the vessels at the time tried to find a solution, anything to keep the world running. Unfortunately, they had failed, eventually overtime losing their minds in an endless hunt for the guilty. Once stagnated, beings of old died while beings new appeared. From the [Cytea] and other [POL.LYP] lifeforms, foreign [Angels] very rarely slipping through into reality before slipping back, and Vessels reduced to monsters. Enemy encounters as well as other kinds have increased.

Language Illiterate (+400): Even in the stagnation of this slow liminal world. Speech between what is sapient and sane enough is still possible. The exchange between Information Units acts as the main source of currency in a remnant form of commerce. Yet at the same time they and Memory Units hold both information and memories be it general or unique to an individual respectively. How they process and deem understanding depends on them. For Vessels, limbs they swap between are labeled generally with a three-digit signifier. While an unknown logographic language, a single symbol given by a dying humanoid, but also spoken by the Apostate, the 2nd Angel that once powered [0Bek]. But unless you read the Game Guide or the [Inf Unit], then how would you know what any of these numbers meant, or what the specific limb they were connected to was? Likewise for the possibly angelic-originating language that's ever only spoken or read in the most enigmatic and important parts of the game. You now have the same illiteracy reader and players of both the guide and game for these languages in the world. It does not matter what the origin selected.

Alexithymia Status Effect (+400): The difficulty of experiencing, identifying, and expressing emotions. A status effect now exists for one, affected by one, that being you. However, a clear liquid known probably most by Humans is produced by those capable of feeling emotions, [Tears]. Only few in this world can cry tears, and dream when they close their eyes. But besides the ridding of your capacity to feel emotions, you will be unable to dream when you sleep, unable to cry when feeling any non-existent emotion in your case. You become as emotional and robotic as the Vessel played through by a player of Godhusk. While those players would never feel the existential emptiness, you most certainly will. This status effect will have significant effects mentally depending on the origin chosen and how capable of sentient they are or won't be after taking this drawback.

Life Cycle, Extra Steps (+600): [Vessels] generally have three stages in their life cycle. Some species of [Pseudo-vessels] have three to four. [Cytea] presumably grow in considerable rate to adulthood, while [Angels] are a complete unknown, and [Gods] depending on are known to be built with a clear one instance. [Humans] however have the longest life and growth cycle. This makes growing up the only human chosen to stay quite hard with all the dangers and the inhospitalities of a world once dominated by mankind. This drawback applies to a longer growth rate between stages for each origin's cycle. Starting you off as the infant stage for each one, while a Human is made a few years younger despite being in an already considerable 'young' age for their life cycle. Which will make surviving in this world much harder all round for those truly living than beating this gauntlet.

Pseudo-Species (+600): Once the world began to stagnate, whatever could be considered the society of the time started to wane. As great civilizations fell due to the pausing of the planet. That does not stop life from finding a way. Survival in an already inhospitable world is not meant for what was once natural life to it. Doesn't mean beings new and foreign life can't find ways to live and flourish, albeit not at the same level as the previously dominant species. And while you do have the choice to be primarily one of the more humanoid-shaped members of those races. You instead come out as a [Pseudo-Variant] or [Subspecies] of that race. For example, if you choose to be a [Vessel], you would instead be a [Pseudo-vessel], one of the types of Vessels that evolved to be reminiscent of the animal-life that once walked the Earth. For [Cytea] you could be a Rambling Crust, [Angels] would be something akin to a Ophanim, [Gods] are a bit iffy but a Divine Animal perhaps? And finally for [Humans], I guess a Chimpanzee or a Dog, you can pick. Likewise for the others.

The Guilty (+800): OBek was powered by seven beings capable of supplying infinite energy. They were known as Angels. When the second Angel suddenly vanished, OBek's influence faded away and the world began to fall apart. The world has long remained in a state of stagnation. The vessels were not able to find a solution and eventually lost their minds in an endless hunt for the guilty. You are not the one who did that, you are not the one who doomed this world into the state it is in, and you certainly weren't there in the previous era. Yet you have been designated the [GUILTY]. Once you make it out of [NEST L-609], every Vessel, be it sapient or not, will have it out for you. The longer this hunt for you continues, Vessels once degraded in whatever state will find themselves slowly regaining their sanity and mind, while Pseudovessels will grow into proper Vessels to better kill and work in doing so in their environment. Now there may be a way in stopping this by performing closing path, [WHEELWRIGHT]. However, that's only if you perform it yourself. If the Vessels manage to assemble all parts for the Artificial Angel Vessel to the Battery Pod of [OBek]. A secret Closing Path not listed in the Game Guide shall become available called [RETRIBUTION]. Initiating a secret boss rush-style boss battle of you versus all Vessels under [OBek]'s control and the entirety of every area expanding and repairing itself across the planet, extending its dominion.



WILL AFTER THE HANDS TO BE [MARTYR]

Red Birth (+800): The [Red Egg], the result of performing [Soul Transposition], the process of creating divine life. But the question remains after the death of [M-03], what becomes of the newly hatched and unseen divine being? This drawback paves a way for a second secret Closing Path. The young divine [serpent] shall go to the [Cardinal Chamber], drinking upon the lake of red liquid and feast upon the [Red Monk]'s innards before undergoing the next stage. Growing larger and stronger, it slithers to the [HIDEOUT] and into its depths, facing the Innocent's prison and eating the freed [Apostate]. Upon which the [divine serpent] shall complete its apotheosis. It grows and changes, gaining not only sapience but a pair of glorious red wings, becoming akin to an enormous beast, nay, a Great Dragon. It will let out a roar that shall crumble the [HIDEOUT] as it flies out the rumble. Where it flies toward the [Outer Crust] and assert its will upon all [Cytean] Life and attain dominion over them. From there a new Era shall arise and continue over what [0Bek] once preserved, and donning the name and title [Babylon the Corruptor, the God of Destruction]. Thus, beginning the secret Ninth Closing Path, [REVELATION]. Where this captures the alert of the Angels, who will cross the border into reality, and begin battle against [Babylon]. Each time he devours an Angel; his power increases and will sprout a new neck and head. Stopping at seven heads but will gain ten red halo-like crowns levitating above their heads and mass. The only way to put an end to the losing battle, the Closing Path, and [Babylon], you must slay the great bestial dragon with [000], or else all hope is lost, ruling the world possibly crossing over the border between realities.

egg.



Ending Path Aftermath (+1000): There Seven Closing Paths in total (plus two* Secret Endings).

[WHEELWRIGHT] by returning the injured [Apostate] back to the second Battery Pod to restore progression and [0Bek]'s rule upon the World.

[EPOCH] by ending the life of [Apostate] with [Diospetes], giving them an end to their suffering.

[RAPTURE] by placing the grown [Lastborn Cassiel] into [0Bek]'s second pod, causing a parade of Angels to cross over.

[PURITY] by feeding [Lastborn Cassiel] to [ARK], they shall be reborn into a wretched form that will burn the world in fire.

[HUSK] by inserting yourself into [0Bek]'s pod, having everything extracted from you with the level of energy output needed. (unless you're an Angel, then [WHEELWRIGHT] occurs)

[MARTYR] by placing an assemble an Angel Vessel from various angelic parts collected throughout with the [empty chalice] into [0Bek]'s pod.

[ECDYSIS] by drinking the [Red Communion] with all the pieces of the Angel Vessel on you, you will undergo ecdysis and become an Angel. (unless you're already an Angel)

Each an end to the long-standing stagnation, and a beginning of a much-needed new Era. And yet we are unknowing of what to begin. This drawback will allow you to appear and begin the gauntlet at the beginning of the Closing Path. Taking [The Guilty] or [Red Birth] and selecting their associated Closing Path will grant an additional +200CP to you. While choosing both and then [Ending Path Aftermath] will grant +600CP and lock you on a secret bonus Closing Path, which puts you against every boss in the Gauntlet, in a super boss rush dubbed [ARMAGEDDON].



Perks

"But despite all that has befallen you, whether real or not.

You continue with one foot forward,

Exiting the nest of open and empty containment pods.

Though as you traverse atop your old and rusted metal surroundings,

You realize know things you shouldn't, knowledge you shouldn't have.

Yet you do..."

[General]

Plastiboo (Free): What got you into buying the guide for a game that doesn't exist? Was it the dark fantasy worldbuilding and lore? The cool retro post-apocalyptic video game aesthetic? Or perhaps it was the very core concept of an artbook made in the format of a video game guidebook? Well anyways, the perk applies Plastiboo dark retro art style in the world you are the about to enter. On top of that, you may also apply his more recent 3D PS1 or clay style to the world to give it more spatial depth for the eyes. This is of course toggleable.

Interactable Glimmer (-100): Like adding yellow paint to climbable ledges or a big white 'X' on breakable objects, but on a level far less degrading, and more helpful. In this dark world of dank places, it can be hard to identify if something looks broken or blends too well with its surroundings. So, to help, a small glimmer, a small shine, a small light shall sparkle a little every few seconds to help point out things you can interact with. You may even choose to add a little jingle every time it does if you really want to.

Ambient SFX (-100): When you think about it, a bunch of video games if you're inserted into them without the out-of-universe stuff used to enhance the viewing experience really sucks. There's usual always something to see, if not then hear, if not them; then there's always the anticipation through camera shots. But when you have none of that in a first-person perspective like in real life. Everything becomes far scarier without anyone experiencing it through. This perk bestows these elements for you and only you, this generally just gives you something to fill in the void that is facing the reality of this world; but it also helps in making things more visible say in the dark of underground labyrinth without much or really any natural and sometimes artificial light.

Special Interactions (-200): A metroidvania/first-person perspective post-apocalyptic RPG game like Godhusk isn't as simple as killing all the enemies in the area and then heading to the next location. There are many more hidden secrets that skitter underneath the folds of the many elements of the game. Special areas only accessible by using specific limb armaments, killing NPCs to not only gain [Mem Units] but also Key Items for later in your journey, and using Enemies for specific purposes to reach other Closing Paths. There are many different secret and special events, weapons, items, and more to be found, though it can be difficult with how drear the world looks to find any of this out. So, this perk grants a sense, knack, or whatever for key details or possible routes for you to discover. A

Unit Barter (-200): As the previous civilization fell, so did the conventional monetary currency once used by Humanity to determine value between one another. However, what was once used as information storage devices, and played an important role in past information wars; is now used as currency by vessels that seek knowledge. [Inf Units] contain information and are relatively common, while [Mem Units] less so in quantity, but are much more valuable as they contain a memory from a unique individual (can be a Human or a Vessel). You have a skill in the lost art of bartering, haggling down the prices of various vendors to get what you want at a lowered amount. This also works for those dealing with [Bile] instead. But another quality of the perk is that damaged units have chance upon acquisition to be in better condition than they were previously.

Fragile Safety (-400): While a Vessel's external armor may be built to survive the rough and tough environment the world has been degraded into. That's not say their all battle-worthy killing machines. Likewise for other species that roam the world or cross over to its reality. Everything needs something to survive and consider that they're usually contained within rather fragile containers. Information, Memories, Biles, Blood Bulbs, Tears, and more. This perk is a policy that guarantees the safety of all your valuables that are considered 'fragile' or 'easily breakable'. Mem & Inf Units, Bile Containers, Crystal Tear, Blood Bulbs, and others that fall into that category. However, it does not cover deliberate targeting and direct destruction of them. Any other accidents are covered.

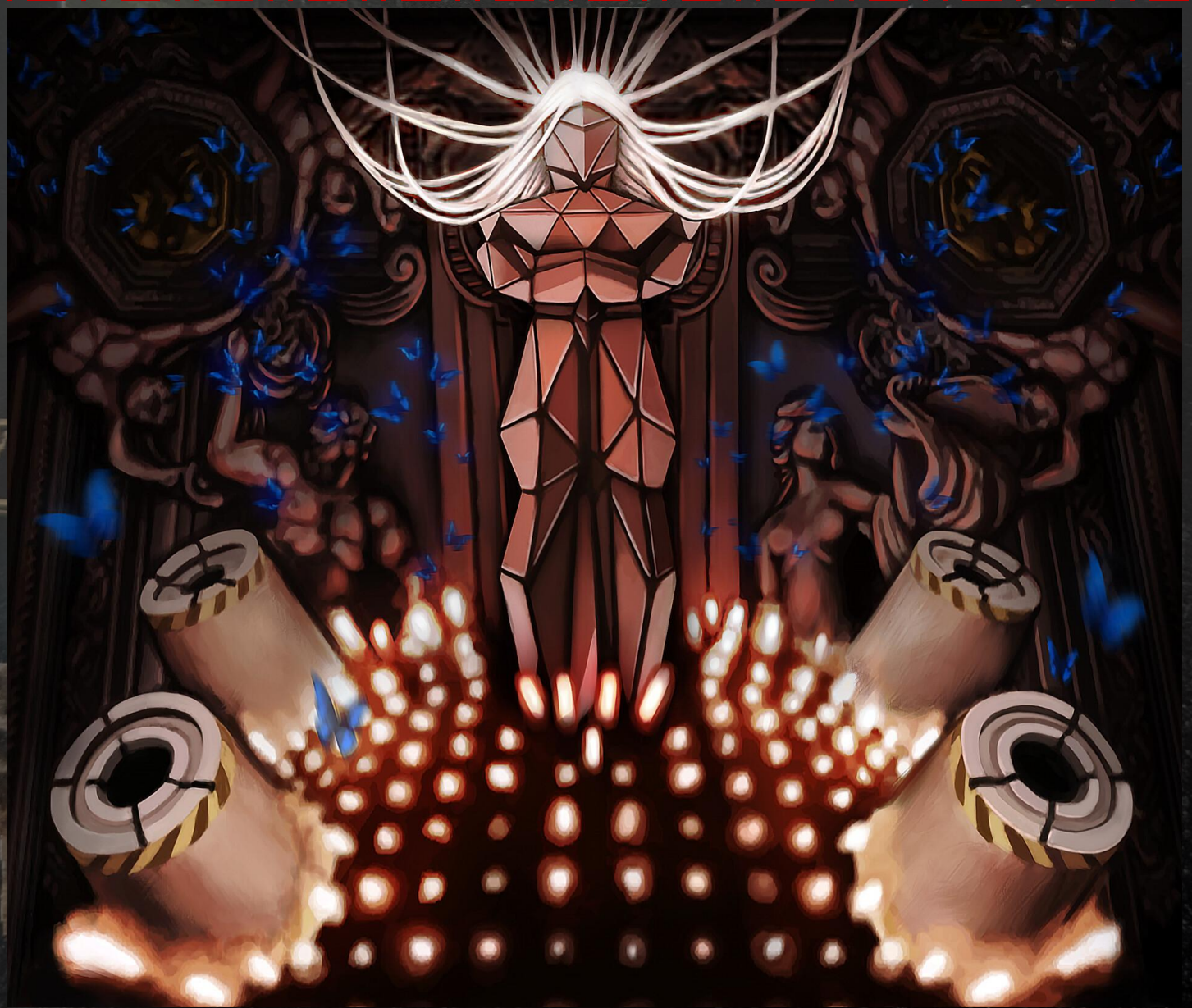
Bile Extraction (-400): Bile is present in every living organism and vessel. [White bile] is a low-viscosity oil only present in vessels and biomachinery. They are necessary for their motion systems. While [Red bile] is present in all cytean life forms. This fluid is for the most part compatible with a vessel's bile valve and can be consumed or traded. [White bile] is collected generally from vessel remains, bile cans, and pseudovessels. [Red bile] is collected from various cytean life forms and flora. However, the process of collecting them can be tedious. This perk lets you fill any bile needs through killing an enemy that has it or by touching an object that produces it. Alternatively, those of you who destroy can drop containers of bile for external access, this extends to other similar liquid resources.

Alternative Access (-600): Perhaps you need to drill through a crack of some sealed great dome and clogged pipes. Or to get an object shaped like a brick from the dead corpse of a sapient vessel that you didn't kill to open a creepy looking door. There are times where you could reach or open something without having to go to such extremes in the first place. So, what if you didn't have to do such while also getting access to something you'd likely not like without the required action or object done. This perk opens these alternatives, or at the very least allow for the repurpose or forging of something to substitute the required. Why need an iron brick when you can make one from scrap metal, why need all five Angel vessel pieces when a few spare limbs that look similar are enough.

Video Game Mechanics (-600): When entering the world of Godhusk, you are not met with any video game-like elements, but instead a cold harsh reality of what was presumably Earth now in the liminal space to a countless many routes that may herald the next needed era. But what if you had something to at least make the experience of walking through a world that is not suitable for mankind no longer. As part of the course for game guides for video games that aren't real. You now possess various video game mechanics expected from a video game release by Godhusk. However instead of it being RPG Horror-based like that Vermis, this will be RPG FPS-based. Contemporaries for comparison would be the likes of old Doom & Duke Nukem Games, albeit a few years more refined.

[M I N D U N I T S]

A.A.A. (-800): Applied Artificial Apotheosis. The process of artificially induced deification, or in layman's terms, the act of creating a god. While in one world the ascension of a demon to divine status is how they took to the role of gods. And like in that world, where man puts crowns on their heads and cuts their heads if not sufficient. Another mankind turned to making a god through engineering and sciences. [0Bek] the Calculated, the Supreme Engineer. Powered by seven beings capable of supplying infinite energy, Angels. This Artificial God were the efforts of the past dominant species to survive on a planet already on its course to a death artificially instilled. And now like those engineers back in the days before [0Bek]'s shutdown and even before his conception; you possess the man-made capability to create artificial deities. Unlike the creation of gods through demons, you have much more leeway in terms of what 'kind' of deity you wish to manufacture. But one thing remains the same, the level of divinity and scope of this deity scales to the power source required to run the artificial god. This perk also grants a flat increase to all engineering & science skills you possess. And with that, perhaps you may figure out how to build a god that's more energy efficient.



Perks

"The Living Machines"

[Vessels]

Depending on the selected origin, you may receive a 50% discount on their corresponding perk-line. While the -100 priced perks of the corresponding Origin perk line are free.

Efficiency Mindset (-100): All Vessels back then were given primary purposes. Their biosystems are more sophisticated, their mind cells are far less likely to corrupt or accidentally damage the data stored within both Inf and Mem units. However once [0Bek] had shutdown, natural deterioration and a lack of maintenance slowly eroded away at most Vessels that survived or now were born with such feeble minds. You however coming from an intact birthing tank was given a completely optimized mind cell, granting greater mental acuity and focus compared to the still surviving Vessels.

Limb Affinity (-200): Stolen pieces or limbs might be incompatible with your biomechanism. Unsuitable pieces will not work properly, while suitable ones will adapt to your biosystem. Equipping a corrupted piece can corrupt your entire body. This perk removes such limitations to where you may use any piece or limbs, incompatible, unsuitable, or corrupted and have it perfect adapt to you without causing any risk to your overall body. Outside of Vessels, this works for similar body parts and armors that can cause harm or are incompatible with you, making them better suit you.

Lifegiver Moe (-400): Originally a Vessel in its formation stage inside a birthing tank would be given information from their nest's connection to [0Bek's] systems in the form of amniotic fluid. This process is shaping the vessel into a form suited for its primary purpose. But now most if not, probably all nests are inactive, unable to generate anymore Vessels. But like [M-03], you possess the capable of creating vessel out of scraps and piece of yourself, the size will determine the size of the vessel. Depending on which will determine their growth as a Vessel.

Adaptation Program (-600): A vessel's biosystem is not only programmed to assimilate and assemble new pieces into their bodies. But it can be adapted to different types of environments and tasks by changing the pieces that form it. Allowing vessels to reconfigure their bodies to become more efficient. And in this world, a vessel must be able to adapt to and overcome any circumstance. So, to cut the middleman, you can have no need for different pieces to cause your biosystem to reconfigure. You possess a special program (or innate ability), to reconfigure your body to adapt to whatever obstacle and environment you find yourself in. Do note that certain items can be used to increase adaptive potency and variety.



Perks

"The Offspring of the Invisible Invaders"

[Cytea]

Traversing Strats (-100): The Outer Crust is the vastest area of the world and is completely uninhabitable for most vessels. But from it, POL.LYP-based organism grows naturally from it. Born from one of the cavernous layers of the Outer Crust, it can be difficult for those not born from it to navigate its uneven and rigid terrain. But as someone born from the Outer Crust, you find it quite easy to traverse across such unusual grounds and structures, even when running away from something. This can also apply to areas outside of the Outer Crust as well.

Xerocole (-200): A general term referring to any animal that is adapted to living in a desert, or for the sake of this perk, really hot places. The many overlapping solidified bronze strings produced by the POL-LYPS seem to not care much for the great heat produced above by Hemera-12, and so does its offspring that arose from the thick crusty copper layer from their many frustrated fertilization attempts. You more than other cytea possess an incredibly high heat resistance and tolerance, even more so than the likes of a Red Father, but far, far more than any regular-sized Cytea.

Greater Lifeform (-400): Rambling Crusts are basically harmless and a free blood bulb refill. Kihbs are just crabs underneath very stomposable shell and a variety of weaker and frailer variants. The only commendable aspect of them all is their teamwork in protecting one another. However, the bigger and more combat ready Cytea have no need to get in groups and are usually the ones causing others to follow them. You are a greater Cytea, you can completely customize your form to evolve into if you are an already lesser Cytea. There are some limits, such as being as big as a Red Father



Mitéracyte (-600): From the many thin ropes of copper frustration, solidifying together to create the Outer Crust and its layers. Of it developed to the point becoming its very own ecosystem from which all Cytea first grew from. Like the Cytean progenitors, you can generate copper sludge like an Oozers, but instead you may choose when you wish to solidify the copper sludge. While in its goopy form, it can absorb and interpret it's surrounding before solidifying and begin producing Cytean life forms that are suitable to live and thrive in such environments. The process for Cytean evolution may start slow, but the more surface area covers and the more data it assimilates, the better suited and more intricate Cytea can be produced.

Perks

"The Holy Descenders"

[Angels]

Presence (-100): Angels have an entire air to them, and considering they very much come from beyond the local reality simply adds to an almost alien presence they radiate. Speaking of presence, they also appear to possess both a tangible physical form and an intangible non-physical form. As you know possess the same qualities of emitting 'presence' and completely erasing it. Allowing you the same immunity to all forms of physical damage through an unearthly intangibility. However, you cannot hone it to only select parts of you to make intangible. It's a full body off and on deal.

Reality Border Crossing (-200): Like said before, Angels do not originate from this reality. They sure leave enough of presence to where iconography, symbology, and even possibly angel-originating relics can be found even now in this derelict world. And like other Angels, you too can pass through borders between realities, including dimensional borders and walls. However, the influence that present stops your ability too and will depend on your own strength. In settings without reason or possibility of their being more beyond their reality, it won't work, or you'll find yourself in some kind of void.

Angel Engine (-400): OBek was powered by seven beings capable of supplying infinite energy. They were known as Angels. When the second Angel suddenly vanished, OBek's influence faded away and the world began to fall apart. But that doesn't necessarily make much sense if they all were supplying 'infinite energy'. Probably was talking about capacity and not output. Oh well. You don't experience any of the negative effects of being drained or siphoned from. Be it your blood or your energies. Though there is an output limit on how much something can take from you at a time.

Unchained Commandment (-600): When the 2nd Angel was stolen from OBek, it was incased in a special vessel-like and insectoid-like protective shell while being inserted into a colossal Vessel and to power it. And even after it's freedom from it, the Angel is unable to even free itself. Possible unable to shift into its intangible because of the coat it was sealed in. But that shall never happen to you. You cannot be contained, trapped, immobilized, halted, and many other constrictive words. You are untethered from all earthly constraints. Having both [Presence] & [Reality Border Crossing] make even unearthly forces like Angels unable to even imprison you. No matter what the setting, you will truly be the freest highflyer.



Perks

"The Artificial Divinities"

[Gods]

Godform (-100): Gods, Divinities, Deities. There are many names for these divine beings, but those that worship them can come in many different forms. Be it because of how they wish to be perceived or how others perceive them. But there's usually a well-regarded symbol of form that most can agree when they see it, they know it's that god. This perk allows you to freely customize your form. Unless you're already powerful, you can't change your form to be physically strong or along those lines. It will scale to your power. Also, while you only get one change, you'll get one after each Jump.

Blessing Bestowment (-200): A Mem Unit recovered by an incredibly humanoid Vessel from long ago. It spoke of the Ever-brighter, her tears for the fallen children, and the wish for their freedom from the eternal torment of mankind. And in their hands was [000], the only weapon capable of killing a divine being. It was considered a blessing by Mother of Light. You too can bestow blessing, scaling your power and having some relation to your dominion. This bestowment can be in the form of anything and on anything. Though be careful as your blessings can be used against you.

Divinity Consumption (-400): Seven Angels were required to power the Supreme Engineer, the Artificial God. How Mankind knew they had built a God? Well, they probably didn't, and yet it was capable of things told in myth by using the infinite energy generated from the Seven Angels. However unlike [0Bek], you have need to constantly be linked to something to keep your divine powers going. Simply consuming apart of one will take in, internalize, and permanently increase your power. With the chance of even affecting your form and developing a nascent dominion of your own.



Deus of Origin (-600): [0Bek] ran the whole operation when it came to the manufacturing of dozens of Vessels back in the day. So, from that logic you'd assume then that it would be the God of Vessel, yes? Then... why the hell do I hear of Asherah* having some form of relations with the Vessels? 'Freeing her children', not sure if she had a hand in their creation, so would she be the God of them, or she talking about the Cytea? 'Copper tears' and all that. As a God, you may choose a species/race of beings and have an unwavering dominion of them. They are your 'chosen people', no God else may have that spot, nor have the authority unlike you to oppose their will on them. Doesn't matter if the position is taken, this perk supersedes the throne to you.

Perks

"The Original Life Before It All"

[Humans]

Survivor (-100): Humanity, the ones that came before all artificial and foreign lifeforms that currently exist or can exist in the post-apocalyptic period of the planet. Though they don't possess the feats beyond their own physicality. Humanity is much more than that. With many of the physical and non-physical concepts left behind are testaments to that. And as a Human that somehow survived, you possess a good amount of that quality in you. There is always a chance for you to survive, but it doesn't mean it'll be any less hard, nor will it mean anything if you don't take it.

Cybernetic Systems (-200): Through Mind (Mem) units, it's often to bear a glimpse into the past, important hints, and forgotten thoughts. Humanoid beings head to toe in protective suits survive the harsh environment their planet was becoming. Buying this will let you choose a part of yourself you would like to cybernetically enhance. From adopting the limbs of Vessels to gain their natural characteristics to gaining machine-like thinking speeds by imbedding a mind cell into your brain. I'd recommend a Lung enhancement, as POL.LYPs are still active and a threat even back then.

Old World Creator (-400): One must truly consider the engineering prowess of Mankind. Sure, you can attribute feats to the Supreme Engineer. But it was Mankind who had built OBek, who created the original line of Vessels, their biosystems, pieces, and limbs. All Memory Units and Information Units were originally invented by Mankind, Hemera-12 the massive satellite in this dead world's exosphere was made by Mankind. You are now the successor in their innovation and progress, possessing the engineering skills and scientific knowledge of Mankind before and during OBek's

H.P.T.* (-600): Strange... Very Strange...

The "Human Party Termination" program. A special project that focused on the generation and manifestation of these Tulpa-like beings, designated as "Anomalies". Participants ranged from young adolescents to late teens. Sorted in types, "T/weapon", "T/chemical", "T/void", and "T/nightmare". Due to [REDACTED], all test subjects were found dead according to this record. But you somehow possess the capability to manifest your very own Anomaly, be it natural aptitude or artificially induced. Your anomaly fits into one of the listed types, can take any form so long as its ability is related to their type in some way. This is some unmarked territory here. So, Godspeed.



[close-up of an enemy's weakness]

Items

"You've encountered many creatures,

*But along the journey, you've also found things that could be of interest,
a plentiful of treasures of both purpose and effect, determined now by only you."*

NIA-7 is a stationary...
The first time THE HAND encounters NIA-7, she will be hiding inside her storage box. If THE HAND remains still for a few minutes, NIA-7 will emerge from the container.

Godhusk & The Silver Whale (Free): Really depends on if you even want them while you're in Godhusk, but at the very least the book would be useful. The first thing you receive is a straight off the press hard-cover or soft-cover copy of Godhusk, you're choosing. And the second, the out-of-in-of-universe console used to play Godhusk, the 'Silver Whale'. You get a SW controller, console, and multi-adapter, used to play with up to five players. Along with a game copy of Godhusk as a bonus.

White Bile, Red Bile (-100): As you know Bile is present in every living organism and vessel. Red is found in the latter, while White in the former, but red can be used for the latter as well. But if you happen upon a Bile expert/vender, you can buy a small membrane bag that contains preserved red bile that is easier to carry and does not expire. And a small glass container filled with white bile, also easier to carry and can consumer from. You may buy a set of Red Bags and White Bottles for each purchase. Vessels can slightly tweak their body's performance by either using red or mixing both bile types.

Mem & Inf Units (-100): Inf or Information Units contain any information formatted into it, while Mem or Memory Unit housing a formatted memory from an individual who has had a memory recorded on it. Inf Units are used to learn information and currency, while Mem Units are much more rare and valuable because of the unique information formatted on it. Purchasing one will grant a decent amount of Inf Units along with a singular Mem Unit. The more purchases, the higher the chances of the memory formatted onto the Mem Unit will be more valuable.

Exoskeleton Key (-200): Most keys used by Vessels and potentially past Humans were in the shape of small sphere made of different materials. They are used to open regular doors and time capsules, which are ancient chests found throughout the world that contain items from the past. However, there is also a skeleton key that was created called an 'Exoskeleton Key'. They are a rare single-use item that can open any regular locked door and time capsules.



Lost Scraps (-200): There are many abandoned and wasted materials that shed from the shells of many Vessels and slow degradation of which was built in the past. Limbs, Weapons, Precious Metals, Units, Broken Bile Containers, the corpses of Vessels, Pseudovessels, and even Moposes. You are now given a pile of these lost scraps. Think of it as a mystery box. For the most it would be materials, likely broken items, but there is a chance of there being at least a few things in usable condition. Though the chances are small, there are still the chances of getting incredibly rare items or even the entire pile being usable and in good condition. Every item in this Jumpchain could potentially be gained through this. But the higher the price, the less likely you'll even get a percent chance of obtaining it.

MBYO Shell (-400): Original found and bought from the [ORACLE] at [GHULK]. This voluminous body formed by 5 pieces when worn together makes the wearer immune to all kinds of chemical damage. However, it possesses the lowest mobility of all wearable bodies due to its weight.



ADAM2 (-400): An obsolete relic of transportation used commonly to travel through [OUTER CRUST] back when it was habitable. It can climb vertical surfaces and even attack with a powerful bite. Explodes if it receives too much damage but will alert the driver before it does so.



Sapioma (-600): The last of its kind, a completely non-artificial life form from another time kept alive by [GARDENER]. Sapioma is the only organism capable of producing oxygen. A seed can be taken from Sapioma, but merely touching it will end its life, the one you will receive has remained on the verge of death for centuries; but will be slightly more durable. The Sapioma's seed you can purchase can be planted into any normally suitable environment for a plant. Buying this will grant a discount for [Red Communion], and by paying an extra 200CP, you will receive a [Primordial Vessel].



Red Communion (-600): An empty chalice of suspicious religious origins and engravings. By itself it is relatively as useful as chalice of similar specifications. However, when filled with the red liquid of the [CARDINAL CHAMBER], and drunken from, it will ascend the drinker to Angelhood. For purchasing this, the chalice will already fill with the red liquid to grant angelic divinity. But once it becomes empty, you will have to wait 365 days or exactly one year for it to refill. Purchasing this will grant a discount for the [Sapioma], and by paying an extra 200CP, you will get a [Primordial Vessel], that will be more durable than the one in game.

[000] (-800): A final blessing left behind by a Mother of Light, whose last wish was to free her children from the eternal torment of mankind.

Known by its proper name, "Diopetes".

It is a unique weapon of daunting destruction capable of vanishing anyone who opposes its bearer and vanishes after a single use.

But to be more direct in its specific usage. It is the only weapon in the setting capable of killing divine beings.

And considering Angels are immune to all forms of physical damage. The inclusion of Gods will be just as affected.

In setting it will be a single use, but after the gauntlet, it can be used more than once without vanishing.



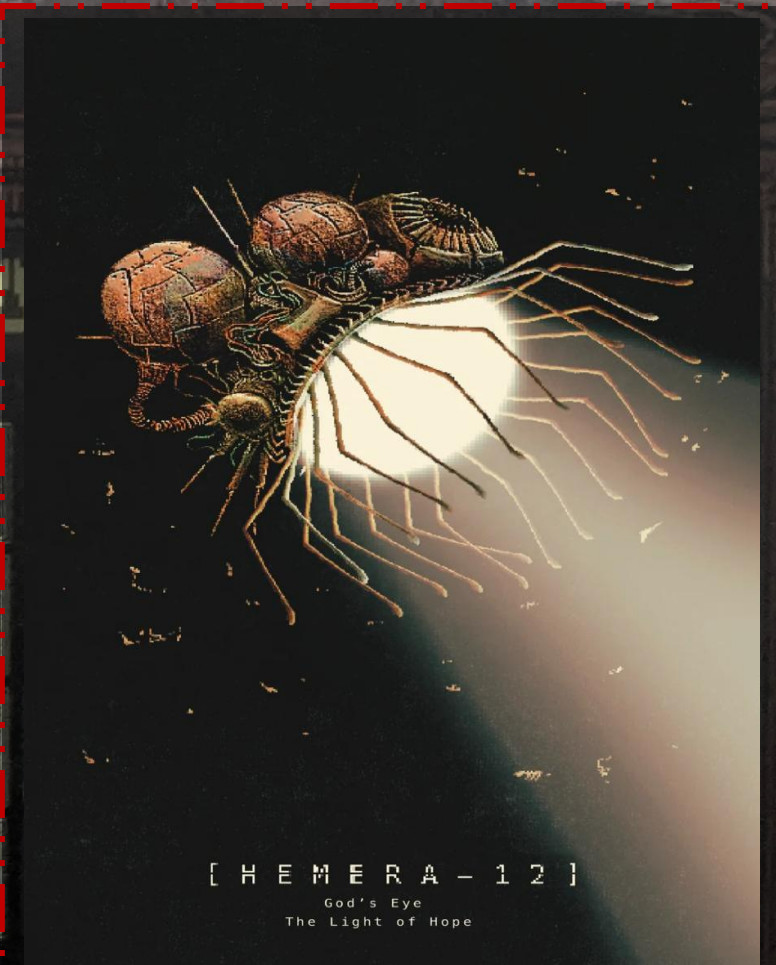
Hemera-12 (-1200):

God's Eye, the Light of Hope.

The massive satellite that illuminates the surface of the planet and provides warmth. The lack of maintenance has caused it to emit an excessive amount of heat, partially melting the world's surface and making it uninhabitable for most vessels.

You are now in ownership of your very own [HEMERA-12]. Locked in the exosphere of whatever world or planet you are in, or simply in a suitable location of placement.

While in the Jump you will instead assume control of the [HEMERA-12] there, but once the gauntlet is complete, you will receive a copy of the massive satellite in its best condition before the lack of maintenance that caused the original to degrade.



Limbs

If the "Vessel" Origin is chosen, receive a 50% discount on all Limb Purchases. For other Origins, bought limbs may operate in different ways. (i.e. Arms made as Tools/Firearms, Heads as Helmets/Masks, Torso and Legs as Armor/Gear)

[014] (-200): The Unmaker. An Excavation-type Limb, a powerful drilling tool optimal for breaking through obstacles but too slow for combat. It can be used to access certain areas and rooms that are obstructed.



[029] (-200): The Bile Irritant. A Melee-type Limb, that can be filled with bile. Bile Irritant emits radiation waves the cause its bile to bristle up into iron-hard thorns. This ball of spikes can be used to destroy vessel exoskeletons.



[012] (-200): The M-Manipulator. A Handler-type Limb, it can grab light objects from afar. It was used to handle and transport noxious materials. It can be used to detach protective pieces from enemy vessels, and grab objects from a safe distance



[043] (-200): The Love Blaster. A Spawn-type Limb, a small chance drop from a [LOVE BUG]. It shoots 1-4 [LOVE CHILD] projectiles, offspring of the [LOVE BUG]. [LOVE CHILD] tracks the targeted enemy and immolates them against it.



[027] (-200): The Yellow Watcher. A Range-type Limb, a heat ray capable of overheating other vessels and pseudovessels, however it is inoffensive against [Cytean] lifeforms. The yellow glare of Yellow Watcher slowly heats up its user while firing.



[038] (-200): The Umbilical Whip. A Melee-type Limb, looted from the corpse of a [ARK]. The umbilical whip is middle-range, capable of regenerating biomass by mere touch, but this effect on itself can be used by its wielder.



[011*] (-200): The Fencing Claw. An Excavation-type Limb, one of the few that can be used quite well in melee combat. The pincers strength is akin to an industrial vice-grip, used to break any materials caught by it.



[024*] (-200): The Stake Hand. A Handler-type Limb, used to puncture holes through sheets of metal. But it can be used as a close-range weapon, piercing through majority of vessels and cytean armors.



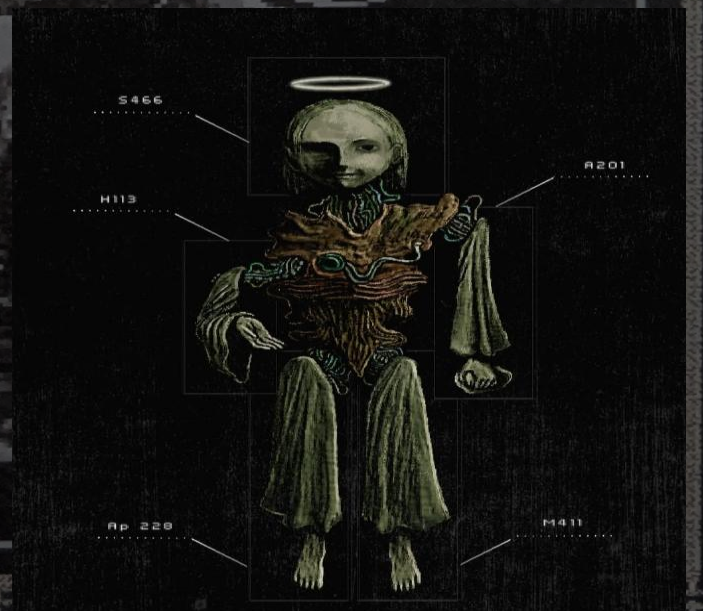
[008*] (-200): The Snipe Rifle. A Range-type Limb, a military-sanctioned Vessel sniping rifle. It has a specialized scope and aiming system for a Vessel armed with it. It shoots a laser-propelled bullet that runs straight through.



[016*] (-200): The Dual Beamer. A Range-type Limb, an original experimental laser cannon. It's two prong-like barrel spin in quick succession before fire two powerful lasers but have a cooldown between every shot.



Angel Vessel Limbs (-600*): A Special-type and set of Vessel Limbs. The manufacturer is lost to current Vessels, but it is theorized to of been made by the late humans and [OBek] in the form of a contingency in the event of something gone array with one of the Angels. One purchase will give one of the five limbs, while subsequent purchases of the rest will be discounted. Collecting all five and equipped onto a suitable torso or oneself if you are a [Vessel], will be granted the status of a divine being/or an Angel. This can be used as an effigy and substitute for a divine sacrifice of any kind.



MOPOS

"Most beings are either content or insane to go along with you, but you seemed to have stumbled upon a little companion who can."

Motorized Organic Persecutor for Optimal Security.
MOPOS are automatic flying devices that follow or attach upon you. They have integrated life systems that require their own blood bulbs (usually 3). They may act as [Companion] turrets that can aid in your journey.

MOPOS can be categorized as follows:

OLD	[Lost technology]
NEW	[Built from scraps]
ALIVE	[Parasitic organisms]



[DEE-DEE] (-100): Designation [01]. Projectile Type, Missile. Non-connected, a MOPOS used in the past. Uses thermal imaging to detect and find enemies before firing missiles at them.



[REVOLVER*] (-100): Designation [02]. Projectile Type, Energy Blasts. Non-connected, a MOPOS used in the past. Rotates between different intensities of energy but can set all to one level to initiate a gatling fire of them.



[TECNIK-4*] (-100): Designation [03]. Projectile Type, Lasers. Connected, a MOPOS made after the deactivation of [0Bek]. Uses pin-point mapping to deliver precise lasers to enemies. Can switch between straight beams to ring-configured lasers.



[CEREBRAL*] (-100): Designation [04]. Projectile Type, None. Connected, a MOPOS made after the deactivation of [0Bek]. Use its tendrils to digger into the mind-cell of a Vessel and take control of them, allowing the MOPOS owner to control them how they wish.



[C-UFO] (-100): Designation [05]. Projectile Type, Laser. Non-connected, a MOPOS used in the past. Reduces the circumference of the laser projection to increase beam concentration, and in turn boosting cutting-power.



[BARK-BARK*] (-100): Designation [06]. Projectile Type, Bullet. Non-connected, a MOPOS used in the past. A proactive MOPOS that attentively targets an opponent while aiming for weak spots to let out a volley of bullets.



[WAB-B] (-100): Designation [07]. Projectile Type, None. Connected, a MOPOS that is organic rather than non-organic. Attaches itself to your life system (Vessel), multiplying the damage done by your weapons. Tries to gain control over your body sporadically. Its attempts become more aggressive as time goes by.



[OPTICS-V*] (-100): Designation [08]. Projectile Type, None. Connected, a MOPOS made after the deactivation of [0Bek]. A rare non-combative MOPOS, it connects to one's mind cell and links its sensory functions with you. Swapping between it and your own with ease. Has a variety of sensory perceptions.



[COMMANDER] (-100): Designation [09]. Projectile Type, None. Connected, a MOPOS that is organic rather than non-organic. Jumps to the nearest enemy within range and starts nibbling on it, hurting the enemy and healing you. Also inverts your movement and drinks from your blood bulbs to heal itself whenever it pleases.



[FLYSWATTER*] (-100): Designation [10]. Projectile Type, Bullet. Non-connected, a MOPOS made after the deactivation of [0Bek]. Like [BARK-BARK] in its approach but spawn smaller variants of itself to act as a distraction and added chip damage.



[HELLMAKER] (-100): Designation [11]. Projectile Type, Bomb/Missile. Connected, a MOPOS used in the past. A powerful MOPOS used when razing Cytean-covered areas. Can switch between bombs that it can shoot and plant onto surfaces and detonate remotely, and missiles that share the bomb's incendiary properties.



[Oggol's Sight] (-200): Designation [??]. Projectile Type, Gaze. Non-connected, a MOPOS mostly unrecorded with but a single instance found in a mysterious geographical site. It floats behind you, its very gaze causes a target to feel indescribably uncomfortable, before it lets out a deafening cry. This causes those afflicted by its gaze to go into a frightened frenzy.



[B.A.A.] (-300): Designation [??]. Projectile Type, Holy Beams. Non-connected, a MOPOS with no previous record of existence besides appearing next to you. It flies a perturbed by its surroundings, generating light around it before manipulating and condensing the light into rays it fires off, and even generates a light-made shield around it and yourself.

*Malignant air brush against your second skin,
But does not cause any discomfort for you are at border of something
you've been putting off.*

*You stand a precipice made of various scrap metal, thinking of what you
shall do.*

*You've fought against both hostile Vessels and Cytea, traveled through
the many areas that once meant something, found many secrets along
the way.*

But now you're unsure what to do.

Drink from the chalice filled with a mysterious red liquid?

Put yourself into the OBek's empty pod, Angel Limbs or not?

Place an actual Angel in a Pod?

Maybe drink from the chalice and then put yourself in the pod?

Return the Angel back?

Kill the Angel?

Put a flower with a face in the pod?

Feed said flower to an ARK?

See what the Red Egg would hatch to?

Direct some functional Vessels to the Angel?

*Your again unsure,
But it is time to decide.*

Closing Paths

"The Seven Paths (Plus Three!)"



[WHEELWRIGHT]

Prerequisites: Placing the Apostate (the 2nd Angel) into [0Bek's] empty pod.

Description: Upon doing so will restore the Artificial God's order back onto the world, ending the longstanding degradation, slowly bring repair to the Vessels. However possibly trading one stagnation for another.

Reward: Systems and Orders you instate/reinstate will greatly benefit and improve the wellbeing of societies and populaces that are without or in some form of crisis, stagnation, or near-end.



[EPOCH]

Prerequisites: Using [000] to give the Apostate a merciful death.

Description: Giving the 2nd Angel a merciful death, ending any hope* of reactivating [0Bek], shall usher in a new cycle. Where the Vessels shall become as the [Cytea] take over as the new dominant species.

Reward: You receive a significant boost in combative capabilities to slay those who wish to die or are unable to. Now given the property to ends those who wish to but cannot.



[RAPTURE]

Prerequisites: Placing Lastborn Cassiel [Slumber] into [0Bek's] last empty pod.

Description: Without activating [0Bek] the flower spreads itself through the Artificial God's body to free their fellow Angels. An Angelic Rapture upwards through the borders of Reality back home shall commence.

Reward: The rescuing or saving of those imprisoned, enslaved, or similar shall be so without much as a ditch in the road toward freedom. Only once freed will this however occur and give protection.

PURITY



[PURITY]

Prerequisites: Have cultivated a Lastborn Cassiel [Slumber] and feed it to [ARK].

Description: What is born is an amalgamation of a self-constructed vessel and the essence of an Angel. Displeased by one's actions that has tainted its holiness. Shall burn the ill-rotten world left behind by Mankind.

Reward: When ending something for good, there's no returning back. Nothing shall be left behind in the cleansing which you enact. No returns, no revivals, only purity in its erasure.



[HUSK]

Prerequisites: In possession of all Angel Vessel Limb and got inside [0Bek's] empty pod.

Description: A red-cloaked figure watches over head at the unceremonious attempt at bring life back into the Artificial God. Laying in the once empty pod, a false idol, a soulless husk, an empty battery with no energy to give.

Reward: You can stop an entire process or plan by filling or applying something that has no value or use to it. Resetting all effort put into the grand master plan all the way back to square one with a little mistake/tampering.



[MARTYR]

Prerequisites: In possession of all Angel Vessel Limb, drank the Red Communion, and got inside [0Bek's] pod.

Description: Taking up the mantle and in turn role as an Angel by undergoing Angelhood, climbing into the empty pod of [0Bek] and giving one's own life to reactivate the wheel of progression for the world.

Reward: Your sacrifices no matter the size will always mean something, and will never be in vain. There shall always be someone who will learn of your martyrdom and will appreciate and spread awareness of your efforts.



[ECDYSIS]

{Angel & God Origins are unable to achieve this Closing Path.}

Prerequisites: In possession of [Ap228], [H113], [A201], [M411], [S466] before drinking the Red Communion.

Description: The now empty chalice falls to the ground as you undergo ecdysis. A pair of white feathered wings stretch out from behind you, and a shining yellow halo appears above your head. You are now an Angel.

Reward: No matter the state or complication, your metamorphosis will be as you want and as perfect as you wish.

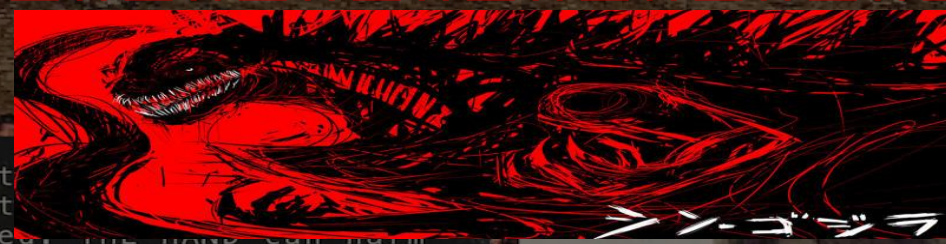


[RETRIBUTION]

Prerequisites: Taken [The Guilty] drawback and allowed for the Vessels to reactivate [OBek].

Description: As [OBek] reboots their systems, it connects and processes all data from all operational systems and Vessels. Its reboot completes as it ominously hums with light, all Vessels near you all simultaneously turn their heads to you, their eyes glow with pure cold calculations to end your life.

Reward: When fighting non-organic or machine lifeforms, gain a significant boost against them.



The Apostate
but his fat
fully healed.
the Apostate's
husk if it manages
to survive his vicious attacks
long enough.

[REVELATION]

Prerequisites: Taken the [Red Birth] drawback and allowed for the full maturation of the Red Egg.

Description: [Babylon] flies overhead as the ground trembles upon it's landing on the [Outer Crust]. The corners of its maw curve in an inhuman smile only it is capable of before letting out a roar across the Cytean claimed land. The copper-coloured ground darkens, Cytean lifeforms rapidly develop draconic scales, and [Babylon] laughs.

Reward: When fighting organic or reptilian lifeforms, gain a significant boost against them.



[ARMAGEDDON]

Prerequisites: Taken [The Guilty], [Red Birth], and [Ending Path Aftermath] drawbacks, and selecting both the Closing Paths, [RETRIBUTION] & [REVELATION], before finally selecting [ARMAGEDDON].

Description: Two sides of Divinity begin their equal reclamation in power and the acquisition of power. The Artificial God begins reconstruction of all its bases, processing the data recorded through the lenses of all its vessels.

The Red Dragon lets out an earth-rumbling roar as it makes its presence known from the bleak skies above. It lands onto the [Outer Crust], observing across the land claimed in copper-color. The Red Dragon smiles deviously along the sides of its maw. For what was a God with no one to worship and follow their will?

The Artificial God finishes its evaluation and sees that it must not be idle no longer, witnessing the slow breakdown of everything it had built in the past for the survival of its creators. Now was not the time for meticulous analysis, but for impactful action. Sending orders to each Vessel Nest operation to begin construction of specific vessels to further repairing and eradicating Cytean corruption.

The Red Dragon begins its conquest of the Offspring of the Invisible Invaders with divine authority. The lands of which Cytean life has claimed over many, numerous years darken in coloration. Once mostly passive and skittish, Cytean lifeforms metamorphosed under the Red Dragon's corruptive rule. Like the land, they take a dark red shade. Across their bodies, Draconic scales grow, their round shapes develop more sharply and for others, muscular underneath their newly grown scales. More importantly, they have lost their natural, peaceful way of life and become aggressive. Their new God smiles in self-satisfaction.

It was not long before the Gods would meet, with the Artificial God having constructed a proper vessel body to move around in and fight. Both [OBek] & [Babylon] met alongside their respective armies. However, a third contender from the skies with her Angelic Army joins the soon impending war, having enough of the lives lost over the centuries watching over the world, [Asherah the Ever-Brighter, the Goddess of Light]. The Supreme Engineer, Red Dragon, and Mother of Light face each other and one sole enactor of all the events that led up to this to both end and claim leadership of a new era, be it for good or ill for the fate of the world.

Reward: You possess a significant increase across all parameters when faced with deities. But any species or race of beings that a God has dominion and authority over, you now will have an overwhelming advantage over them. You are the natural predator to all 'chosen people', but this only works in settings that have actual deit(y)ities in them. False deities or those posing as they don't count.

GODHUSK

A VESSEL IS BORN ANEW.

THE BEARER OF THE DEADMAN'S
WILL WALKS THE CRUMBLING
RUINS OF A DERELICT PLANET
PLAGUED BY SECRETS, DANGERS,
AND MONSTROSITIES.

Ending

"Ending Screen"

SPARE THE INNOCENT
DRINK POISON, PUNISH
THE WRETCHED, FREE
YOUR SOUL OR SET
THE WORLD

*As you experience the Closing Path or its Aftermath,
The strange device given to you so long ago begins to shake before
playing audio from its fickle speakers.*

*"THANK YOU FOR PLAYING GODHUSK,
WE HOPE YOU ENJOY THE EXPERIENCE THAT THIS
WORLD COULD PROVIDE YOU."*

*"WE ONCE MORE HOPE THAT YOU MAY VENTURE ONE OF
OUR OTHER RELATED-JUMPCHAINS."*

*"BE SURE TO LOOK OUT FOR OUR NEWEST GAME,
'BERTOTEK', PUT YOURSE--."*

*You begin to drown out the promotional messaging emitting from the
device before it finally finishes.*

It's small symbol-projecting screen then glows bright.

Your presented with three options...

Go Back

*"Your vision zooms out and you find yourself in front of a TV with
the ending credits of 'Godhusk' playing on screen."*

Stay Here

*"Whatever chosen path taken, you now experience even past the
aftermath of your choice."*

Move Forward

*"The device's artificial glow shines brighter and brighter until it
completely envelops you. You are now at your next destination."*

REBIRTH

YOUR CORNEAS TO
THE HORROR AND WONDERS OF
THE TRUE METAMORPHOSIS.

OPEN YOUR COCON AND
EVOLVE INTO A NEW BEING.

BERTOTEK
MOONDUNGEON

PUT YOURSELF IN THE
MIGHTY SHOES OF THE
MOONSTOLEN AND FACE
THE TERROR OF THE
INVERTED TOWER.

Notes

"Game Director's Message"

- *"A vessel is born anew. The bearer of the deadman's will walks the crumbling ruins of a derelict planet plagued by secrets, dangers, and monstrosities. Spare the innocent, drink poison, punish the wretched, free your soul... or set the world ablaze."* – The excerpt from the Hollowpoint store.
- Humans/Humanoid only shown and mentioned sparsely throughout the game guide. But apart from the Humanoid at the beginning, there is no human being alive. And the world itself is incredibly unsuitable for most humans unprepared for the [POL.YPS].
- God Origins start off as a nascent godling with an empty dominion slot. It fills up by percentage as you resonate or become associated with a thing/concept. Worship and belief can alter (usually making you dominion more specific or geared to a certain kind of...) and even change your dominion before it's even 100%/set in stone in your dominion slot. Such faith can even grant additional dominion slots, but with the low population or lack of coherent thought by most, doing it will be very difficult.
- Dominion slots can be gained naturally. Maturation of your divinity and power increasing can grant it, but the former is more likely to at least guarantee it. It will simply depend on you and your potential as a God.
- Drinking the [Red Communion] as an Angel or God Origin will not allow them to achieve the [ECDYSIS] Closing Path. Instead, it will increase their overall power. For God Origins, it will grant an additional Dominion slot. However, for both origins, this is a one-time use on themselves. They can't do it again afterwards.
- Closing Paths [RETRIBUTION], [REVELATION], and [ARMAGEDDON] are completely original. Likewise for the Babylon and the naming of the Mother of Light/Ever-brighter.
- The name 'Asherah' is a name I chose along with the 'Goddess of Light' for the 'Ever-Brighter'/'Mother of Light'. Those are the only titles given to the enigmatic being in the 'Godhusk' book, we don't know any canonical or anything resembling a name for them. Likewise, the 'Calculated' title for 0Bek.
- Various of the images used and perk names are reference to other forms of media.
- Abilities from perks for Cytea, Angels, and Gods are half original and half from the book. It's more me taking stuff from it and expanding a bit. So not all are canon unless you read the book for yourself.
- [H.T.P.] are a reference to a small art project done by Plastiboo called "Human Termination Party", or "KidxAnomaly" as I've started seeing it be called. There isn't much information, though most if any can be found in Plastiboo's Instagram posts of the art. From what I've gathered, however, their like entities like Stands (JJBA) and Personas (Persona Series). Though I think their core concept is closer to something like Mamodoes from Zatch Bell in terms of their categorization (T/...) between them all. There is a limited number within each type from what I gathered from an answered question. [Here is a link to an imgur of all the HTP art by plastiboo, including some fan Anomalies I found online at the very bottom.](#)
- Limbs and MOPOS with an asterisk (*) next to their name are there to let you know that I came up with their names and general description due to them not having any from the game guide.
- [Oggol's Sight] is an olive branch reference to Plastiboo's other work, [Vermis]. While [B.A.A.] (Biblically Accurate Angel) is from [a piece of art from user suggestion](#), I think.

- Here is basically my head cannon of the events that led up to the start:

It takes place in presumably an alternative Earth where the planet's oxygen slowly became ingested by a unicellular spore-like organism called [POL.LYP]. And making the world unsuitable for the natural life of Earth, including Humanity. This causes Humanity to advance technological to the point of pseudo-space travel with the creation of the massive satellite, [HEMERA-12].

Which also means something may have happened to the Sun as well. But anyways with the creation of [OBek] to help mankind survive and maintain everything. Most people began to see [OBek] as a God, and of course a group of people opposed this control over the people by using the giant machine as a figurehead and made presumably a cult. So, events take place, and one of the Angels used to power [OBek] was stolen. Resulting in complete shutdown of a whole bunch of system in place, whether Humanity died before or after this I'm unsure. But Vessel back then would become disconnected from [OBek] would begin to search across the planet, only to slowly lose their minds.

Now after an unknown amount of time, everything begins to degrade and evolve in some ways. The story begins with probably the last human alive giving the player character Vessel a strange device.

- [Haunted Picnic](#), a Youtube Channel that has done content on Godhusk, which I implore you watch if you want a far better interpretation of the World and its aspects. [Here is a playlist of all his Godhusk content](#). (There is also other content if you are interested Godhusk for you to watch there as well.)
- Here is a link to an Imgur filled with every page of my own copy of Godhusk, they are not photocopies, but instead just phone picture I took of each page. I'd like to also mention that if you're interested enough and possess the monetary funds, I implore you buy yourself a copy of Godhusk off Hollowpress to help support Plastiboo (But it's also cool to appreciate his work from my screenshots). Though prices there can be quite high depending on where you live, I certainly wouldn't mind you buying a copy for cheap somewhere else, but that is the only place I know where he gets money from people buying his works such as 'Vermis'.

GODHUSK

- There's a chance of the Ever-brighter being the cause of the POL.LYPS.
- The [ARMAGEDDON] Closing Path is basically one big super boss rush of in the form of a three + one way war. You must come on top. Though it is possible to win without having to kill them, but it will take you either defeating both OBek and Asherah and killing Babylon to achieve this or making them all submit. Which will be already incredibly difficult without out of context powers and probably won't have during your trek in this gauntlet as Gauntlet rules apply here unless taken as a Jumpchain via drawback.

Changelog

"Hidden Edit Logs"

- Godhusk Jumpchain (1.0)
 - Initial release (16/04/2025)
- Godhusk Jumpchain (1.1)
 - Spelling and Grammar Corrections
 - Additional Notes about Gods (and a bit on Angels), the [ECDYSIS] Closing Path, and lastly the Completion conditions for the [ARMAGEDDON] Closing Path.

A vessel is born anew.

The bearer of the deadman's
will walks the crumbling
ruins of a derelict planet
plagued by secrets, dangers,
and monstrosities.

Spare the innocent, drink
poison, punish the wretched,
free your soul... or set the
world ablaze.



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