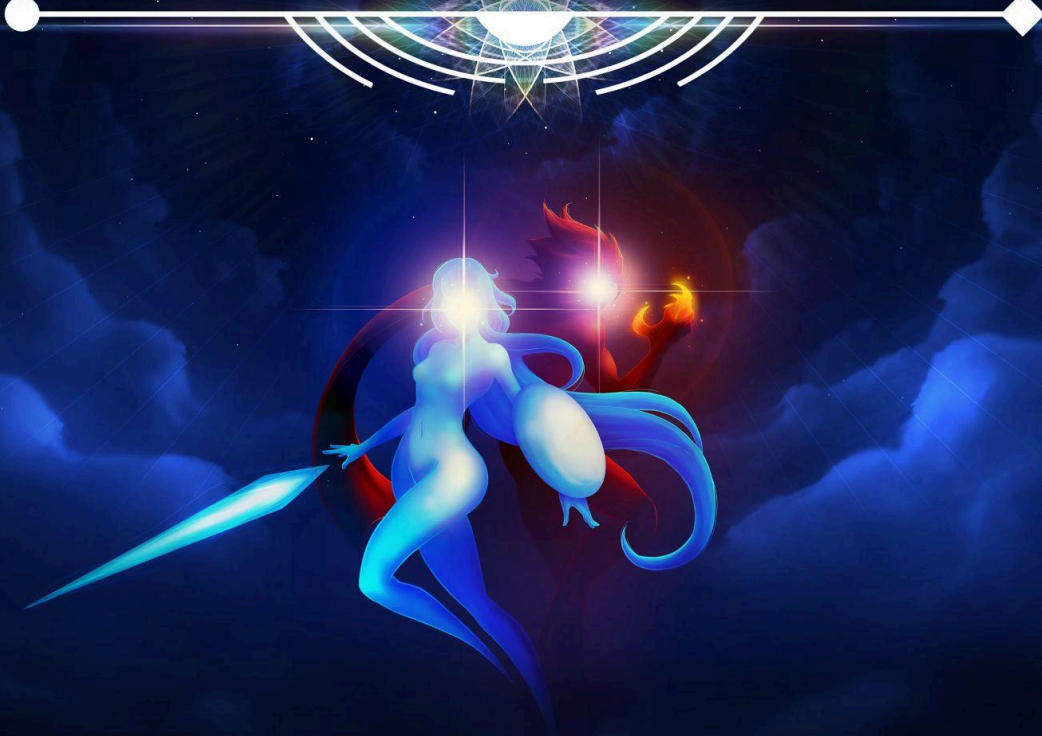


WORLDLESS



In an age long past, a race of Neutral beings lived. Abandoned by their creators and devoid of any drive beyond finding one, until they discovered **THOSE FROM ABOVE**. These godlike beings were infinite and absolute. The Neutral beings thought they could provide them with the purpose they craved. However, they hadn't considered that their inability to comprehend these otherworldly beings went both ways.

THOSE FROM ABOVE could not exist as these beings could. **THOSE FROM ABOVE** couldn't relate to them. **THOSE FROM ABOVE** envied them. Whatever **THOSE FROM ABOVE** sought from this world, these Neutral beings could not provide, so they were punished with extinction by the spears of **THOSE FROM ABOVE**.

In the newly emptied cosmos, two species of star-like entities were created. The beings of **Darkness** sought to change their nature, while the beings of **Light** sought to preserve it. Whenever these beings fought, their polarities would be reversed.

However, in rare cases an anomaly would occur in the process of Absorption. The two beings would combine into a powerful **Unstable** being. In this particular instance, the entities known as **Edda** and **Aven** experienced a particularly unique reaction, one that finally caught the attention of **THOSE FROM ABOVE**.

You receive 1000 Absorption Points [AP] to make your way in this world.

NATURE

- Age, gender, and history are meaningless concepts to you -

Light / Dark - Free AP

Violence is all you have ever known. Your starting polarity is irrelevant for the most part. When a being of **Darkness** uses Absorption on a being of **Light**, their polarities are switched. **Light** becomes **Dark** and **Dark** becomes **Light**. They're essentially a single species. These beings can take on an infinite variety of forms. From humanoids to mythical creatures to more abstract shapes.

As a being of **Light**, you are made up of round white shapes surrounding a blue core. You dematerialize on contact with water (including rain) before safely reappearing at the nearest dry spot. Receiving damage fills up your Absorption Meter, and when a threshold is reached, a being with the means to do so can attempt to absorb your power. This often results in switching polarities.

As a being of **Darkness**, you are made up of angular black shapes around an orange core. You can stay submerged in water indefinitely. You also have no Absorption Meter (normally) and damage you sustain instead drains your endurance. Despite all these advantages, your kind instinctively envies your more graceful counterparts.

You may choose one of these to become your altform post-Jump, as you likely won't have the means to change your Polarity outside of this universe.

If you take this alongside the **UNITY** perk, your situation mirrors that of **Edda** and **Aven**. You came to blows with a being of the opposite polarity that resulted in a unique mutation. You must pursue them throughout these lands. Your full potential can only be reached when you finally join together. When this occurs, you will undergo a unique Absorption. You will be united, but separate. You retain different personalities and abilities but are guided by a singular will. Your perceptions are linked, and you can switch which of you is in control at will, or both of you can manifest at the same time.

You may import or create a companion to act as your other half or have yourself split into two beings at the start of the Jump. Once both halves reunite your mind will be recombined into one, but you'll continue to operate both bodies. Alternatively, you can choose to merge into a single **Unstable** entity after this Jump.

FACSIMILE – Free AP

You are an entity like LUCA. Perhaps an experiment by THOSE FROM ABOVE? You resemble an abstract mass of circles and ovals in a gradient of all colors. Your shields are quite strong, but once they are breached your body is relatively fragile. Your attacks aren't especially impressive either. You are the closest being in this world to THOSE FROM ABOVE, but you are ultimately a failure.

Neutral – 100 AP

You are one of the last survivors of the race that contacted THOSE FROM ABOVE. You lack the natural combat abilities of many other races, but make up for it with greater intelligence, telepathy, and the ability to teleport out of harm as a cloud of particles. Your feelings towards the gods that rejected you and the creatures they sought to replace your kind with is complicated, to put it gently. Your form is a vaguely humanoid body made up of an arrangement of long gray rectangles.

Unstable – 200 AP

You are a Light and Dark being that fused into one through Absorption. You are able to switch between these two states at will, using their respective abilities. However, your true form is a being made up of green triangles and maybe some traces of your previous two forms. Your raw power dwarfs almost any other being in this world. It should come as no surprise that it is one of your kind known as Summum, who is considered the strongest being in the world. Your kind don't normally retain the ability to Absorb, as you are a hybrid of both polarities.

The exact nature of this fusion can take a variety of forms. Even if it appears otherwise, you are fundamentally a single being. Perhaps that is why THOSE FROM ABOVE pay you no more mind than the rabble you were born from.

LOCATION

- Choose freely or roll 1d8 to decide for you -

Blue Forest - Free or Rolled 1

A serene forest. Most of the enemies here are relatively weak. Throughout the forest are plants that bloom into solid platforms in response to a Ping.

Red Caverns - Free or Rolled 2

A subterranean cavern. A defining feature of the caverns are floating stone platforms that appear and disappear when certain conditions are met.

Teal Fountains - Free or Rolled 3

A series of floating platforms filled with intricately designed fountains. It is filled with nodes that can be used to launch oneself between islands.

Orange Tower - Free or Rolled 4

A large vertically structured tower or dungeon. It is filled with various doors that require you to deliver their respective keys within a time limit.

Purple Rainforest - Free or Rolled 5

A variety of giant platform-shaped trees above a lake. Heavy rain appears to fall "up" from the lake. This can be stopped temporarily through a simple puzzle.

Grey Islands - Free or Rolled 6

A barren wasteland of countless small stone islands and outcroppings. It is populated by powerful enemies and dark caverns that must be lit up to navigate.

Path of Endurance - Rolled 7

A hidden pocket of the void. Within is a brutal vertical obstacle course where touching any surface returns you to the start. At the top waits Summum.

The Void / Free Choice - Rolled 8, Requires Abyssal or Nexus

A mysterious space that exists at the boundary between different areas. If you did not purchase Abyssal or Nexus, you may instead choose any of the above options.

ABILITIES

- Anything with "Per" can be purchased multiple times. -
- You may discount 3 perks per price tier (discounted 100 AP Perks Free) -
- Discounts do not stack -

Chime - Free

The standard soundtrack option. You have a soundtrack in the style of Worldless following you around. Significant changes to your form or situation, such as a new form, can slightly alter this music as appropriate. Togglable.

Shield - Free

All beings of this world are able to create force fields to block attacks. Shields can block physical or magical attacks, but not both at the same time. You can perform a perfect guard by raising your block the instant an attack connects, which negates the attack without damaging your shields. After blocking enough attacks this way, you will be able to prepare a guard impact that allows you to retaliate against the next attack.

Alternatively, you can choose an unconventional defensive strategy based on evasion and parrying. You can enter a defensive stance that blocks both physical and magical attacks, but only for a portion of their damage. With perfect timing you can evade an attack, but this is difficult to use against rapid consecutive attacks.

Ping - Free / 100 AP (Free Neutral)

The closest thing most beings here have to "speech". You are able to release a kind of psychic pulse from your body. Some plants or structures will react in special ways to this. For an extra 100 AP, this has evolved into a form of telepathy, allowing you to communicate with any being possessing the intelligence to comprehend your words.

Flash - Free / 100 AP

Your form here normally resembles a mass of floating geometric shapes that vaguely imply your full silhouette. Your true appearance can only be seen the instant you are damaged, or attack, or use a special technique. If you prefer, you can alternate between the simplified and your true appearance at will post-jump. This is a purely aesthetic change. For an extra 100 AP, you may apply a similar effect to other forms, where flashes of your "true" form (or whatever form you feel best represents you) can be seen during moments of action or conflict. Togglable.

Duality – Free (Exclusive **Light** / **Dark**, Incompatible UNITY) / 400 AP

As a being of **Darkness**, you are able to deal Absorption damage to beings of **Light** to attempt to switch your polarities. For 400 AP, this will apply to similar situations in future Jumps. As long as you are some kind of entity of darkness or chaos, entities of light or order will have an Absorption Meter you can use to potentially switch your polarities. This doesn't change your raw power, but your dark form and its abilities will be transformed into ones more appropriate for a being of light, while your opponent experiences the opposite reaction. Although, they will then have the ability to see your Absorption meter and may attempt to rematch you to reverse your polarities back.

Physical – 100 AP Per [x3 Max] / First Free

You are capable of some kind of physical attack. This could be anything from martial arts, swords, claws, beads, magic seals, etc. Even if this is an external weapon, it is summoned from your body, allowing you to summon and dispel it at will. All weapons do some amount of regular damage (shields and endurance) and Absorption damage.

The first purchase gives you a light weapon. This weapon is fast and does a roughly equal amount of both damage types.

The second purchase grants you a ranged weapon. This does very little regular damage, but significant Absorption damage.

The third purchase grants a heavy weapon. This is slower but does significantly more damage. You may choose whether this specializes in regular or Absorption damage.

Magical – 100 AP Per [x5 Max] / First Free [x2 **Light** / **Dark**] / 200 AP

You are able to use magic to attack. Magic falls into 4 elements. Ice, lightning, fire, and wind. Beings of **Light** are limited to lightning or ice, while beings of **Darkness** are limited to fire or wind. You can ignore this limit if you pay for it. Beings of the **Light** / **Dark** Nature get two elements as their freebie, one for each form. For 200 AP, you can infuse a specific weapon or attack with all four damage types simultaneously. This doesn't add much to the raw power but makes it far more versatile.

Mobility – 100 AP Per / First Free

You have acquired a special mobility technique. You have a great deal of freedom to decide how this manifests. Perhaps you can run on water and up walls with enough momentum, or use a claw of energy to catapult yourself across gaps, or dash short distances horizontally or vertically, etc.

Twitch - Free (This Jump) / 100 AP (To Keep)

Whenever an enemy is preparing to attack, you will see a series of flashes indicating what types they will be: Physical (vertical), Magical (horizontal), or Fusion (cross). These always show you the order the attacks will come in, but not the exact rhythm. You can also see words that appear below you or your enemy that indicate how effective an attack was (Weakness, Resisted, Immune, Absorbed).

Exceptional - 100 AP Per / 200 AP Per / 400 AP / 600 AP

Even within the same species, creatures can devise completely different survival strategies. You have completely mastered one of your natural attributes or abilities but have had to make a significant sacrifice in some other area. This can be applied to any personal, non-meta, combat-relevant ability or attribute, including those purchased above or below this option.

Perhaps you can set up 9 durable shields in an instant but are completely defenseless against anyone who manages to breach them. Or you can do substantial retaliation damage but must leave yourself defenseless at the start of combat as you slowly generate the limbs to retaliate with.

For 200 AP, you truly are exceptional, allowing you to enhance some specific trait to the degree described above with no meaningful tradeoff.

For 400 AP, you are simply a monster. Rather than excelling in a specific area, you are all-around significantly larger and stronger than most creatures around you. You couldn't hope to be said in the same breath as the likes of [Summum](#), but you can consider yourself on the same level as [The Demon](#), [The Angel](#), [Yin-Yang](#), or [Duality](#).

For 600 AP, you are the only being who could dare call [Summum](#) an equal. Your raw physical and mystical might make it impossible for all but the strongest beings to put up a fight against. Not just that, you share his ability to fly vast distances and track down a specific being's energy signature from miles away. Even your Ping is so strong that it can bring most enemies around you to their knees.

Buying a higher tier of this doesn't preclude you from making purchases of lower tiers for any traits you haven't already singled out with the 100 AP or 200 AP tiers.

Resistant - +100 AP Per / 100 AP Per / 200 AP Per / 400 AP Per / 400 AP

Different beings in this world have different levels of vulnerability to certain types of attacks. These damage types are Physical (Any), Physical (Light), Physical (Dark), Air (Falling/jumping attacks), Magic (Any), Lightning, Ice, Fire, or Air. You can purchase this as many times as you desire for any of these types. The effects of this are specifically tied to your form from this Jump. Due to how broad Physical (Any) and Magic (Any) are, the amount of AP you need to pay (or receive) is doubled.

For +100 AP, you are weak to this particular damage type. You take around twice as much damage from it in this form.

For 100 AP, you are resistant to this particular damage type. You take around half as much damage from it in this form.

For 200 AP, you are completely immune to this type of damage. You take no damage from it in this form.

For 400 AP, you can absorb this type of damage. Not only can it not hurt you, it also actively heals and rejuvenates you.

Rematch - 400 AP / 600 AP

A strange but convenient abstraction of reality. When you challenge an opponent to a fight within their own territory, but fail to defeat them, they will leave behind a kind of marker in the ground that only you can see. By interacting with this marker, they will be summoned for a rematch, even if they have no reason to accept such a challenge. They will immediately be restored to peak condition, and you can rematch them as many times as you please until one of you finally dies.

Alternatively, you receive a small arena grafted onto either your Warehouse or the Nexus (If purchased). Here, you can find the markers of any enemy you've previously defeated, allowing you to fight duplicates of them. You won't gain anything from defeating them here beyond practice and self-satisfaction. Naturally, you don't have to worry about losing access to their marker if you defeat these simulations.

You can pay 600 AP to receive both effects.

Guide - 100 AP

At will, you can spawn a map of a massive area around yourself from your body. Regardless of how this manifests, you are able to perceive it clearly. It is extremely simplified, only showing you where each major area is relative to each other. Making significant progress towards your goals or achieving some kind of personal revelation will cause the map to expand. If you have some kind of metaphysical connection with a specific being, you will be able to see what "node" they're in on the map.

Reject - 100 AP

When Edda and Aven transcended their natures, seemingly the entire universe turned against them. Their respective species no longer recognized them as one of their own. Now, you have a similar sixth sense. You can tell on-sight if an entity can be considered an abomination in the eyes of the natural order. You won't know how or why they are an abomination, but you will instinctively sense the inherent wrongness of their being, even if they look identical to one of your own kind.

Counter - 100 AP

You have some method of dealing retaliatory damage at the instant an enemy attacks. This is different from a parry. Rather than using perfect timing and dexterity to reflect an attack, you automatically attack the enemy in the same instant as the attack. This could be an extra limb, acid-filled pustules, some kind of offensive energy pulse, etc. You still take the damage, but it does wonders for getting some cheap shots at an enemy and breaking their concentration or attack patterns.

Companion – 100 AP Per

With each purchase of this, you gain a companion to join you. You may use this to import or create a companion with 600 AP to spend as they please. Alternatively, you can receive a single “slot” with each purchase. You can use this slot to recruit a native of this world as a Companion. They need to consent to the best of their ability. Only a handful of beings in this universe have the intelligence to even comprehend such an offer. The bar for recruiting one of the more animalistic beings is far lower.

Lance – 100 AP

You are able to assume the form of a powerful spear. Nowhere near as powerful as the spears used by **THOSE FROM ABOVE**, but stronger than most beings could hope to get their hands on. Despite your power, your mobility in this form is extremely limited. You can only hope to demonstrate your true power while wielded by another being. Alternatively, if you imported or created an ally using the Companion option below, you may grant them this ability instead. You can only purchase this once.

Elemental – 100 AP [Requires Magical x1, Incompatible Balance]

To some magic is a weapon, to others, it is their very being. You have a close affinity with a specific element. It is infused into your body. You are highly resistant to it and can control it with far greater power and ease. The reason this is so cheap is that it requires you to specialize. You can only take this once for a single element, and cannot make additional purchases of Magical, nor can you take Balanced. You are placing all your bets on the one element you choose here.

Resurrection - 200 AP

When you are pushed to your limits in battle and seem to be on the brink of defeat, you are able to regain a second wind. In this "second phase" your attack strategy completely switches up and your Endurance and Absorption damage are instantly replenished. Your appearance might even change. You can only pull this once per fight, but it's an excellent ace in the hole against an enemy who isn't expecting it. However, if someone does expect it, this second phase always manifests in the same way.

Coward - 200 AP

At the start of any battle, you are able to force the opponent into a puzzle-like situation. Perhaps you throw a long string of attacks that they must perfectly dodge, or have a ridiculous amount of shields, or have satellites that must be cut down with perfect timing to reach you. If the opponent fails to defeat or subvert your challenge, you will be able to effortlessly flee the encounter, even if it should be physically impossible to do so. If they succeed, however, you should prepare for the worst.

Armored - 200 AP

Your body has some kind of thick armor that slowly grows around it. It is thick as solid stone, enhancing your physical damage and making you resistant to all damage. However, this armor greatly slows you down and can be broken with enough damage. Once shattered you lose all the protection it provided but are no longer slowed down by the weight. Once shattered this shell will slowly regrow over the next 24 hours, unless you'd prefer to go without it for a little while.

Fusion - 200 AP

You now have the ability to utilize Fusion Attacks. These are absolutely devastating attacks that combine physical and magical damage, meaning they can't be blocked by either type of shield. The only way to defend against a Fusion Attack (at least in this world) is with a perfectly timed guard or parry. These are powerful, but often quite draining on both time and energy. Only an absolute monster like [Summum](#) or [Lightning Nightmare](#) could fight using nothing but Fusion Attacks.

Lock - 200 AP

A common defense mechanism in these lands. You are able to set up metaphysical "locks" that halves all damage you receive until broken. Most locks can only be damaged by specific damage types (described in Resistance). To start, you can only set up a single lock outside of battle. Once you master this you can set up several in the middle of battle. Opponents will have a vague sense of what type of attack they need to break your locks, but you may figure out how to censor this effect in time.

Destiny - 200 AP

At times, it seems the world itself desires your success. No matter where you find yourself, a path to progress on your journey or discover the hidden secrets around you always fall into your lap sooner or later. Whether it's a powerful enemy destroying the ground to open up a new area or structures that seem to exist solely to interact with your new mobility technique. The path may not be easy to traverse, but it will never be impossible, as long as you're willing to wait for it to open up.

Destroyer - 400 AP

Death is surprisingly rare in this universe of endless war, but you are an exception. If an enemy has some personal automatic defense, escape, or retaliatory mechanism that should trigger to save them or somehow punish you in retaliation, they somehow won't trigger when you deal a fatal blow. This only applies to enemies you dwarf in raw power. This also doesn't hamper passive attributes like durability or regeneration. It needs to be an effect specifically triggered by your attack or their death.

Enlightened - 400 AP

Power and wisdom aren't as far apart as one might expect. You find that the greater your power grows, the deeper secrets of the universe you intuitively grasp. You'll be able to comprehend and grasp details of the true nature of the universe. Just look at **Summum**. His power somehow gave him wisdom of the general plans of **THOSE FROM ABOVE**, and the intelligence to emulate the telepathy of the Neutral beings. This only accounts for strength gained within a given jump.

Balanced - 400 AP (Incompatible Magical)

You have taken inspiration from the **Unstable** being **Yin-Yang**. You are immune to and able to utilize all four elements (lightning, ice, wind, fire). You are able to launch a single devastating attack composed of all four elements, but this drains you of all your elements for a time. Over the next few minutes you will regain your elemental powers and immunities one element at a time. This cannot be taken with Magical, as it essentially grants you all four and then some.

Nexus - 400 AP

You are able to enter the bizarre void between spaces in this and even future worlds. Every major area you come across will have a door somewhere that warps to a central nexus within the void that you can use to access any of these portals (until post-Spark each nexus is Jump-specific). You'll often come across liminal spaces that connect locations in impossible ways, like exiting one area and looping around to enter a completely different area in the opposite direction

Miracle - 400 AP

THOSE FROM ABOVE found a loophole to allow for the creation of miracles beyond their own means. Now, you can replicate their methods. By creating a seemingly meaningless conflict, it will act as a crucible that can potentially birth a miracle that resolves a desire or problem that is beyond your own ability to create. The level of conflict and the time required scales with the scale of the miracle you desire. If they aren't proportional, you've just spread war and suffering for absolutely no reason.

Invincible - 400 AP (Incompatible Resistant)

You gain some conditional form of invulnerability. You are immune to all damage types, on paper. There's always a catch that prevents this from being unbeatable. Perhaps you can form a shell around yourself that renders you invulnerable, but also immobile and unable to attack. Or maybe you can switch between several configurations, each of which has a single weakness, but immunity to everything else. Feel free to devise the specifics yourself, as long as there's some kind of tradeoff along those lines.

Abyssal - 600 AP (Requires Nexus)

You have mastered how to navigate the impossible topography of the void, able to seemingly teleport between any locations connected to the void. You can even observe the physical world while remaining safely within the void. With time, you may learn how to carve out small pocket dimensions like **Summum's** Path of Endurance. Damage to the fabric of space reverberates strongly in the void. The arrival of a being like THOSE FROM ABOVE could prove lethal to any weaker beings within the void.

Absolute - 600 AP (Requires FACSIMILE, Neutral, and/or UNITY)

Your nature is not such an easy thing to change. It is impossible to erase or transform your fundamental nature or identity against your will. Even if your mind is fragmented into thousands of facets or fused with a being whose basic thought process should erase your identity in an instant, you remain you. Mind you, this doesn't provide you any protection against death, injuries, curses, or any number of other less existential threats, but in this world this is the next best thing to invincibility.

Annihilation - 600 AP

You have learned several of **Summum's** powerful techniques. You can manifest strings to control a weaker being like a puppet, even splitting up fused beings if need-be. You can cast a variety of spells that home-in on a target. With Lock you can manifest a halo that occasionally restores any damage to your locks. Finally, by leaving yourself defenseless for several seconds, you can charge up Mega Flare, an enormous undodgeable attack only a legendary being like **Summum** could hope to survive.

Undying - 600 AP

Whenever you are about to experience a lethal attack or hazard, a mysterious force pushes or (if that isn't physically possible) teleports you out of harm. This has no effect against enemies that dwarf you in power (at least until you manage to close that gap). This also doesn't protect against slow-acting hazards or anything that isn't technically "death" such as age, petrification, disease, absorption, etc. You also find that outside of battle your health and stamina regenerate at an absurd speed.

LONGINUS - 600 AP (Requires FACSIMILE and/or ELDRITCH)

One of the few ways that **THOSE FROM ABOVE** can meaningfully interact with this universe is by raining spears down on it. Unless someone has the power of a god, these spears are completely immovable. You can ignore this using the (slow) telekinetic control this perk grants you over them. Summoning and aiming one of these spears takes a couple minutes of undivided attention. If taken alongside Lance, you may make this your spear form, but this doesn't make moving any easier.

UNITY - 600 AP (Incompatible Duality) / 300+ AP (Undiscounted)

You are the miracle that **THOSE FROM ABOVE** created this entire universe to see. Even if you are a being of Light, you no longer need to worry about being Absorbed yourself, and now every other being has an Absorption Meter, regardless of Nature. When you absorb a being, instead of your polarities reversing, you absorb their entire being. In most cases this grants you a "node" that you can use to enhance and unlock new techniques. Absorbing certain beings will even permanently enhance your condition or bestow you with entirely new abilities, like a new mobility technique, weapon, magic element, etc. You can even absorb corpses for these benefits.

For an additional undiscounted 300 AP, it's theoretically possible to Absorb the power of a god through this. However, this requires you to be able to do enough meaningful damage to said god to fill up their Absorption Meter. Depending on how powerful or alien that god is, said meter may be explicitly infinite, making it impossible to fill up (unless you somehow convince them to let you Absorb them).

For the base version, you must take the drawback Alone for no points. If you take the upgraded version, you must take both Alone and **Champion** for no points.

SCENARIO

In an age long past, a race of Neutral beings lived. Abandoned by their creators and devoid of any drive beyond finding one, until they discovered THOSE FROM ABOVE. These godlike beings were infinite and absolute. The Neutral beings thought they could provide them with the purpose they craved. However, they hadn't considered that their inability to comprehend these otherworldly beings went both ways.

THOSE FROM ABOVE could not exist as these beings could. THOSE FROM ABOVE couldn't relate to them. THOSE FROM ABOVE envied them. Whatever THOSE FROM ABOVE sought from this world, these Neutral beings could not provide, so they were punished with extinction by the spears of THOSE FROM ABOVE.

In the newly emptied cosmos, two species of star-like entities were created. The beings of Darkness sought to change their nature, while the beings of Light sought to preserve it. Whenever these beings fought, their polarities would be reversed.

However, in rare cases an anomaly would occur in the process of Absorption. The two beings would combine into a powerful Unstable being. In this particular instance, the entities known as Edda and Aven experienced a particularly unique reaction, one that finally caught the attention of THOSE FROM ABOVE.

Edda chased Aven all across the lands. Her freakish condition had made her enemies of practically the entire universe. Time and again Aven slipped through her fingers. Due in no small part to Summum's interference. Summon knew enough about THOSE FROM ABOVE to realize that this universe would be doomed should they ever descend. He would destroy the anomaly Aven at all costs.

In a rejection of their very nature, Edda and Aven made peace and completed their evolution. They became united much like the Unstable beings, but without either losing their individuality. They became the miracle THOSE FROM ABOVE sought.

Time and again, this impossible union proved their potential to THOSE FROM ABOVE by defeating the many Unstable beings throughout these lands, until finally THOSE FROM ABOVE were sufficiently impressed and descended.

Unfortunately, Edda and Aven fell short of their expectations. In frustration, THOSE FROM ABOVE summoned one of their godly spears and skewered Aven. As Edda kicked and screamed to hurt THOSE FROM ABOVE in whatever way she could, all the abilities she'd gained on her journey were stripped away one by one.

It was all futile in the face of an infinite being. In the end, she had only one option available to her: Absorption. Whether due to some anomaly caused by an infinite being existing in a finite universe, or more likely due to THOSE FROM ABOVE willingly allowing it, she succeeded. Her unique style of Absorption allowed her to assimilate the nature of others without fundamentally changing her own.

THOSE FROM ABOVE finally got their wish.

The infinite had become one with the finite.

Edda had become EDDA.

Using her godlike power, EDDA Absorbed Aven's corpse. With Light, Darkness, and INFINITY joined together, a new universe was born. One of countless vibrant colors. United in its division. Perhaps this is what THOSE FROM ABOVE truly desired. A universe that their infinite minds could never conceive, let alone create.

That is how events would proceed should you do nothing. Whether you butt out of the whole affair, attempt to steal Edda and Aven's destiny for yourself, or try and flip the whole situation on its head is your own choice.

Should you manage to reproduce this outcome and give birth to a new universe, you will gain the trait of EMPATHY. A finite mind can never truly comprehend infinity or nonexistence, but during this transformation from mortal to god to universe, you personally experienced all three. Even if you ultimately returned to your old, finite mind, you retain your memories of the experience, and that experience has created a paradoxical mind that can comprehend the incomprehensible.

Notably, you are able to quickly understand the thoughts and emotions of others, whether they have a drastically different worldview or even if the very foundation of their psychology should be incompatible with a finite mind, it's all the same to you. This isn't literal mind reading. It tells you *how* a being thinks, not *what* they think.

At the conclusion of your Chain, once you have been granted your PLANESWALKER SPARK, you will be able to assume the form you acquired upon Absorbing THOSE FROM ABOVE or even the form of the universe you then gave birth to. These will be treated as alt-forms. When you assume the form of a universe, you will be inserted next to whatever universe you are currently in. You will have godlike awareness and control over everything inside this universe, and should you change into a different form, the contents of the universe will be frozen in time until you return to this form.

With all that said, there is a way for you to receive more immediate benefits, if you're up to the challenge. This requires you take the FACSIMILE Nature and the Drawback ELDRITCH. You must somehow summon, confront, and Absorb THOSE FROM ABOVE despite having barely any means to defend yourself and a grasp of this reality almost as poor as THOSE FROM ABOVE themselves. Not to mention you need to convince them to give the time of day to a failed byproduct like yourself.

If you manage to do the impossible and prove your worthiness to THOSE FROM ABOVE, you will be welcomed among their numbers. You will truly become one of THOSE FROM ABOVE, and all the power that comes with it. You don't even need to wait until you gain your Spark to assume this new altform.

As you'd imagine, there is a catch to all this. There's a reason THOSE FROM ABOVE were so desperate to unite with mortals. While assuming or using the power of this altform, your psychology shifts to reflect THOSE FROM ABOVE. Your mind and senses function on such a high level that everything below becomes incomprehensible. Even if you have the power to bend a universe to your will, you become completely detached from a mortal's thought process.

Your goals and motives remain the same, but a solution that might be obvious to you normally, you might not even be able to conceptualize while using this power.

To THOSE FROM ABOVE, creating a new universe filled with entirely new species designed to fight eternally until they create an anomaly that might be able to understand them was a more sensible alternative to simply creating an entity that understood the language and thought process of THOSE FROM ABOVE.

DRAWBACKS

- Created or Imported Companions can gain extra points from Drawbacks -

Paradox - +100 AP

You are a living contradiction. Love and hate, fear and yearning, doubt and trust, etc. have become crossed in your mind. You can despise someone to such an extent that you fall in love with them or be crippled by such existential fear of a being that it becomes sincere worship. This doesn't inherently make you insane, but any strongly felt emotion risks overlapping with its opposite if you aren't vigilant.

Labyrinthine - +100 AP

Space behaves in strange ways in these lands. You can travel to the farthest reaches of one land only to loop back to a land that should be in the opposite direction. Now, they're even more inconsistent. The transitions between lands always exit out to a random location, making navigation all but impossible without extensive trial and error. This even affects portals from the Nexus.

Unworthy - +100 AP

There seems to be at least one survivor from the universe before this one, and they are none too pleased with you. They will teleport in at every opportunity to give you lore dumps too vague to be informative and nagging you about what a foolish waste of space you are. They'll never actively impede your progress, but they have a knack for teleporting out of the way of your attacks, even those they shouldn't be able to.

Green - +100 AP

You are cursed with an envy that will never be quelled. No matter what you obtain, you can't help but envy what others possess. Even if your situation is objectively superior to someone else, or you succeed in claiming what they possessed, you immediately lose all interest in whatever you acquire and simply find something else to covet. As the saying goes: the grass is always greener on the other side.

War - +200 AP

You embody the worst attributes of **Light** and **Dark**. Violence is all you have ever known. "Peace" is a wholly alien concept to you. Your only real drive is to mindlessly chase after your impulses without any idea of what to do with yourself once there's nothing left to fight. Breaking free of this nature will require monumental effort as you to discover your own heart after many trials and tribulations.

Blind - +200 AP

You lose all memory of your existence before this point. You will be unable to recall ever being any other kind of being in any other kind of world. This will leave you just as aimless as every other being in this world. Rarely thinking about what you are or how you got here. As far as you're concerned, you've just always been. Almost like a child, still in the process of developing their sense of self.

Alone - +200 AP / +0 AP & Mandatory w/ UNITY

Normally, the beings of **Light** or **Dark** don't bother their own kind, but not for you. Pretty much every living thing in this world sees you as an enemy and will attack on-sight. For other Natures that would be enemies of both beings regardless, they will be completely fearless and somehow able to sense your presence, making it almost impossible to sneak past them or scare them off with overwhelming power.

Dry - +300 AP / +200 AP **Light/Dark**

The greatest weakness of the **Light** is water. Touching more than a puddle of it, even if it's just raindrops, will cause their form to dissipate, reforming them at the closest dry spot they've previously been to. Now, you also possess this weakness, regardless of your Nature or form. If you take this as a being of **Light/Dark**, this is worth 100 AP less, as you'd already be under this restriction while in your **Light** form.

Bound - +300 AP

Being territorial is one thing, but this is just silly. You are unable to leave your starting location for the entire Jump. If you choose the Void as your location, you're free to travel to any of the liminal spaces between lands, but that still bars you from actually entering any of said lands. This makes it impossible to complete the scenario unless you can somehow manipulate all the relevant figures to come to you.

Champion - +300 AP / +0 AP & Mandatory w/ UNITY (Upgraded)

The greatest power in this entire world is known as **Summum**. He is a dragon that can fly immense distances and cross between dimensions as easily as landmasses. He immediately sensed the threat you pose to the world, and no matter where you try to hide, he always finds you sooner or later. Your only hope of defeating him is by finding and scaling The Path of Endurance and bringing the fight to him.

Doomed - +300 AP

When **THOSE FROM ABOVE** enter a universe, it shatters the very fabric of space and time. The effects would be especially pronounced on someone like you who exists between universes. Should **THOSE FROM ABOVE** descend into this universe, the process will immediately destroy you. If you can't find some way to forcibly block their entry, your best bet is to eliminate any anomalies that might catch their interest.

Weak - +600 AP (Cannot be taken on first Jump)

If Edda and Aven can decide the fate of this universe with their own power, why would you need any extra help? Your possessions and abilities from outside this jump shall be sealed away. Whatever you wish to accomplish in this world, you must do so with solely the power you purchased here or found in this universe.

ELDRITCH - +1000 AP (Mandatory w/ Scenario)

You do not belong in this world. Your mind functions on such a high level that the reality you're currently stranded in becomes all but completely incomprehensible, even more so the beings within it. They are as alien to you as you are to them, making meaningful communication impossible. Your liminal existence is a fragile one. Should an enemy manage to land even a single direct attack on your body, it will destroy you. Not only that, any direct method of attack you have (even from other Jumps) function outside of this universe. Which is to say they have no way to reach beings within this Universe. The only exception is **LONGINUS**, if you happened to purchase that.

ENDING

- You leave this Jump upon the defeat of Summum or the birth of a new universe -

REGRESSION

- Go Home -

After all you have gained, you still feel unfulfilled. You desire the stability you once took for granted, even if it means giving up all the potential that lies ahead. You have decided to end your Chain and return to your original Universe.

STAGNATION

- Stay Here -

The current status quo is satisfactory. You have spent ample time weighing the pros and cons and see no reason to continue your eternal pursuit. Things are perfect the way they are. You have decided to end your Chain and remain in this Universe.

EVOLUTION

- Move On -

Chasing after a past long gone or holding onto a meaningless present are equally foolish pursuits. There was never a choice to be made. The only path worth pursuing is the path forward. You have decided to continue your Chain into a new Universe.

NOTES

- Jump by **Gene** -

Wordless is an extremely vague game, and unlike a lot of titles like that there aren't that many eyes on it to help interpret it. The most comprehensive video I've found on the matter is by JasperIGuess. My interpretation of the game is heavily influenced by their video. If you have a different interpretation, feel free to run with that instead.

Since you likely won't run into any beings of **Light** or **Dark** after this Jump, the damage types Physical (**Light**), Physical (**Dark**) will have more to do with the extent that your opponent exemplifies their associated traits.

- **Light**: Order, feminine, holy, graceful
- **Dark**: Change, masculine, demonic, violent

Considering how many times I mentioned him, **Summum** isn't nearly as important to the lore as you might expect. It's just that he displays so many unexplained abilities and feats that nobody else really has any equivalent to that it was inevitable I'd be making several perks based solely on him.

There are many cases where it's hard to tell where the line is drawn between in-universe phenomena and video game abstraction. For instance, normally the only way to permanently kill a being of **Light** or **Dark** is through **Edda** and **Aven's** unique form of Absorption. Every corpse we see in the game are those killed by **THOSE FROM ABOVE** or **Summum**. I don't know if there's something special about them, or if it's an inherent trait of beings of **Light/Dark** that prevents them from killing each other (since I highly doubt it's an issue of willingness).