



By Nyanko-Anon!!OxrGEvoGaQo

The edge of the **Ultravoid**, a world-eating black hole.

How many times have we gone around and around in this circle now?

Nothing can stop it from **consuming another planet**, except...

Ten thousand? A hundred thousand? A million? I've lost all track at this point

The **Starseed**, a colossal device hypothesized to destroy black holes.

The pain never dims, the blood never stops, and I've forgotten what it's like to breathe...

Its creators, the **Voidrunners**, have embarked on an impossible mission to save their home.

I wish I could forget-but no, the memories are just as sharp, each and every time.

The final member, **Rei**, has reached the event horizon but lost all communication.

Ah, and here comes another one. So the cycle begins anew, to tear me apart once again.

Leaving everything behind, she prepares to pass through the **cusp of reality**...

Around and around we go, spiraling ever downwards-unable to live, unable to die...

She will not return.

But something feels...different, than before. Something I haven't seen.

To call what you enter now a world would be both far too generous and far too reductive. If you wish to be technical, the Ultravoid is a wandering supermassive black hole-perhaps the largest one in existence-which displays odd anomalous properties. It has drifted through the void of space for time immemorial, and has an odd habit of wandering directly through the paths of inhabited planets and devouring them whole. Some species have survived the destruction of their home world. Some have not.

It's been so long since I felt hope. I didn't think I was even capable of it anymore.

Within the confines of the Ultravoid lay the broken fragments of multitudes of worlds, still perfectly preserved...along with some remnants of the people who used to inhabit them.

Despite living within the event horizon of a black hole, life continues onwards in its own strange way. Normal plants do not bloom, but mushrooms thrive in the mixed soil of many worlds; normal fish do not swim in acid lakes, but some have adapted and can be purified for food. It is not the easiest life, but-meager as it might seem-it is still life.

Maybe, just maybe...at the very least, it's something new to watch and pass the time..

And yet...something is off about this world. A Veruki widow forgets her husband's death only to discover it and mourn at his grave anew, day after day. An Umbra makes the final journey of his life only to be rejected by the Elders, again and again. A Cyclodorean Captain discovers the death of his crew only to forget it all moments later, again and again. These people are trapped, repeating a terrible and painful point in their lives over and over. And all the while, another planet is caught in the Ultravoid's pull-drawing ever closer to its final destruction as the supermassive black hole draws in yet another victim.

I've stopped hoping that she can fix anything at this point. But maybe...you could?

But there is hope. Rei, the last of the Voidrunners, simply needs to activate the Starseed and the Ultravoid as a whole shall collapse-freeing not just her planet from its pull, but everyone who has been trapped in the Ultravoid as well. The other Voidrunners had gone ahead of her and set everything up in advance, but could not fire it off themselves for some unknown reason. Strange anomalies-Remnants-swarm over the Starseed Conduits and prevent its activation. Rei will fight through them all and save her world...

Our fate is already decided. But yours hasn't been written yet.

Or is it already too late?

There's no guarantee my voice will reach you-just an echo in the void, to the end.

You will enter the Ultravoid just as Rei awakens near the landing site of the Starseed, at the beginning of her own journey. Her home planet is still far away in the sky-there's still time to fix things and save everyone. Right? You will spend ten years-however long a year actually is within the confines of a supermassive black hole-here, or out in the wider universe should you somehow manage to escape the Ultravoid. It's odd...but you get something of a sense of deja-vu sometimes. Perhaps that's nothing. Either way, before you explore the world within a black hole, you'll need this.

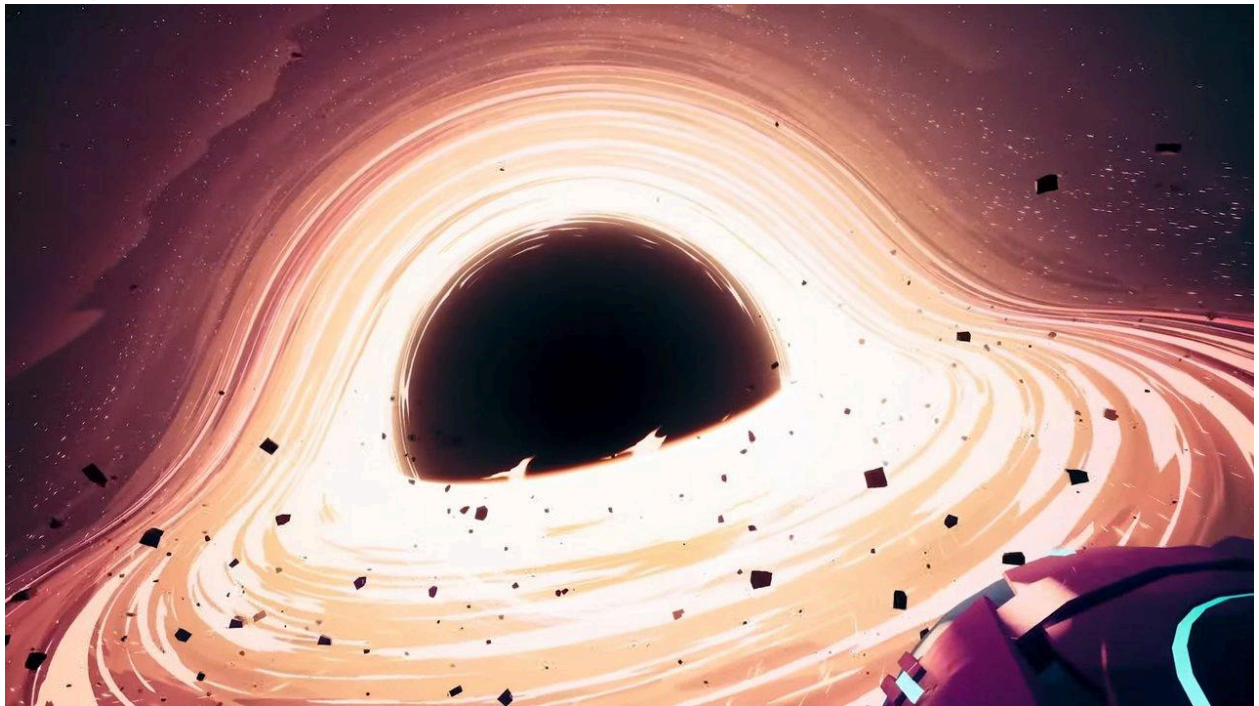
But if you can hear me. If you hold any kindness or sympathy in your heart...

+1000 CP

I've made so many mistakes, and she'll keep making them so long as it exists. So please...

Just remember this: even if some things can't be undone, there's always a chance to move forwards.

Destroy the Starseed!



It's impossible to truly know just how many worlds the Ultravoid has swallowed throughout its lifetime, or how many worlds even remain in its interior-yet to be crushed and fused into its singularity. There's still so much still unknown about it and its interior; a dedicated team of Voidrunners could study it for lifetimes and still discover new things every day. But in the modern age, there's at least a few stable regions held beyond its event horizon.

Roll a **1d6** to find out where you start, or **choose freely** if you wish.

1. Starseed Landing Zone

-The place the Starseed ended up landing was rather fortuitous-it landed right at what might be defined as a crossroads, very central between regions of the Ultravoid. Smack dab in the center of what might be considered a massive basin or perhaps a crater several kilometers across stands the Starseed, towering far above the rest of the Ultravoid and visible practically wherever you go. There is little solid land in the "landing zone"-just around the bare center itself and the mountainous edges for the most part-but the fluffy green clouds that cover the land like an ocean serve just as well for those with the capability to fly upon them. Gravity is fairly stable, only twisting a little oddly at the northern edge of the basin-just enough to dip one's toes into the oddities of the Ultravoid. It's funny, but Rei would note that the clouds that she skates upon within the Ultravoid are oddly reminiscent of the skies of her homeworld...

2. Broken Capital

-More than a century ago, the peaceful and agrarian Veruki quietly disappeared from the galaxy at large, none quite knowing what became of them. But now you do; to the east of the Landing Zone (insomuch as cardinal directions CAN be applied within a black hole) lies the shattered and ruined remnants of what remains of the Veruki homeworld. Beautiful stone architecture lies shattered and fragmented, trains lying still on broken rails while pottery and occasional personal effects lie scattered. Still, some life survives-a beautiful tree continues to grow in the entrance to the capital, and an odd Veruki woman named Lyris continues to mourn all that has been lost to her. She doesn't seem aware that more than a hundred years have passed since the Veruki's disappearance-still mourning as if it happened mere days ago...

3. Ironroot Basin

-When the Dross attacked the Veruki's homeworld, the Veruki did not go quietly into the night. Though normally quite peaceful they took up the cause of war and fought with all they had-even managing to slay a Dross matriarch with improvised farming tools! That struggle is lost to time now, but here within the Ultravoid there are still signs of their battle. From the corpses of Dross harvesters, the shattered windows and strongholds that became of their normally peaceful land, and the countless names of the fallen Veruki that are etched into the massive Ironroot Tree that stands at the heart of this region that stands west of the Starseed. And deep in its base is the burial mound of Lyris's departed husband, who lost his life in the final offensive against the Dross matriarch... caught in the explosions that Lyris herself ordered to bring the Dross down. She will find herself here again and again, to mourn her mistakes...

4. Eternal Garden

-Death is not the only thing which thrives in the Ultravoid...or perhaps it is? South of the Broken Capital is a land covered in surprisingly intact architecture as well as the bones of beasts so massive that their ribs alone spanned at least a kilometer. Here the Umbra make their home-an oddly fungal species of Ultravoid natives, who exist in harmony with the endless death of the Ultravoid. Mushrooms of strange and incredible nature dot the landscape and are used as technology, forming barriers, rails, and lighting up dark places. Here you might meet Ahrric, an Umbra who prepares to undergo the final journey of his life. He is not aware that he has traveled this path countless times before...

5. Mirrorsea

-Hail Imperial Cyclodorea! Or at least, what's left of it. South of the Ironroot Basin lies a land that was once verdant and beautiful, but now flows with nothing but flesh-melting acid and the shattered remnants of highly advanced technologies. Long trails of clouds and dotted lakes and rivers of acid separate what remains of Cyclodorea, while as the center of the region the Cyclodorean Senate building still stands-damaged though it is. While not the paradise that it advertised itself to be-with immense corporate interests and exploitation of both the planet and the workers-the Cyclodorean Captain Ames still holds a steadfast patriotic soul dedicated to truly lofty ideals. If only their beloved First Citizen did not spit upon those ideals and covet the riches of his empire even as the empire was reduced to ash...

6. Luminous Peak

-Formed from the collision of two distinct planets, this region flows with lakes and rivers of lava in a parody of how the Mirrorsea flowed with acid. North of the Landing Crater yet only accessible through the Ironroot Basin, this region is also utterly infested with mushrooms and Umbral architecture-certain smokestack-like buildings towering high into what passes for the sky in this strange land. Though nearly inhospitable to most biotic life, the nutrient-rich soil and immense heat of ever-flowing lava provides a perfect nurturing cradle for the mushrooms that have evolved to thrive within the Ultravoid. Here Ahrric shall complete his journey, only to be rejected by the Elders once again-for he has not yet learned to *live* rather than merely *survive*...

7. The Bloody Veil

-For a moment the illusion is stripped away, time unwinding and truth revealed. You stand in an endless ocean of blood, stretching out as far as the eye can see. Far up in the sky are the shattered remains of a planet-impossible to tell what planet it once was now that it's blown into a million pieces. This place doesn't seem to quite correspond to any known location in the Ultravoid, and yet...it feels terribly, horribly familiar. In the very center of this place is the Starseed...but it shouldn't be here, right? All that's here are blood and echoes, outside of time.

Origins

- Voidrunner
- Remnant
- Native

Perks

- Voidrunner
 - Voidborn -Free for Jump/200 CP To Keep: You can fly on anything at least as substantial as a cloud, skate around on void boosters, adapt to weird gravities instantly, and explore spatiotemporal anomalies like the Ultravoid safely.
 - Dancing On Clouds -100: you have great control over your momentum and can navigate through harsh terrains like a pro.
 - Well Versed -100: You've got the skills needed to pilot through black holes and the void of space as well as basic mechanical knowledge, but be careful around erratic supermassive blackholes like the Ultravoid.
 - Cache A Check - 200: you can find Voidrunner Caches elsewhere, they will provide hints and if you collect enough a minor powerup.
 - Un-Erving Treatment - 200: You're extremely hardy and know not just how to put yourself back together but can generally figure out how to do first aid and basic treatment for any form of life that is recognizable as life. It won't be enough for incurable ails or the like, but you'll at least figure out the basics for treating weird shit like living crystals or sapient energy beings.
 - Slipping Through Time - 400: You're a master of the Timeslip technique, letting you instantly pull yourself to enemies and certain objects from vast distances away, though you still need a moment between timeslips to refresh.
 - It All Ghozam's Together - 400: You've got the mind and the skills to adapt to the worst the universe can throw at you and push onwards to make new plans to solve whatever comes your way. You still need resources to make those plans work and this won't help if what you plan is just flat impossible, but as long as you hold out you'll be able to keep figuring workarounds and making new plans until it all comes together.
 - Strike A Nerve - 600: You're able to find weaknesses and vulnerabilities in even the greatest enemies-or barring that, MAKE weaknesses by striking certain spots and nerves in a specific sequence. Said sequences are highly specific, time limited, and only grow more absurd and difficult the greater the enemy, but if completed they will open a brief vulnerability on even the seemingly invincible
 - A Tufte Question - 600: You're a genius scientist, geologist, and Void-Technician who not only knows how Voidtech works but also the general theories and operations of the Starseed. Given enough time and resources you might be able to make your own with an example to work off of, but it'd still be extremely tricky to use. Voidtech is also extremely powerful all on its own, but is also highly volatile-requiring a good deal of time and work to make safe enough to use, but holding near-limitless potential.
- Remnant
 - Wrathful, Regretful Remnants - Free, Mandatory: Gives you Remnant biology-weird black goop, white bone plates, absurd body temperature, internal energy core that holds you together. Start out very small but can survive the Ultravoid just fine for some reason.

- Into The Thresher - 100: You grow larger/more durable and gain a natural weapon of some description-from sharp claws/beak, ramming head, sharp spikes, what have you.
- Aimless Ouroborus - 100: You emit a strange electromagnetic signal that interferes with advanced electronics and communication systems in a short range around you, which grows the larger/more powerful you grow. Unfortunately it also makes you very easy to track, so you can shut this off if you want.
- Sentry Of Suffering - 200: You grow larger/more durable and gain a ranged attack-from firing green acid lasers, causing spikes to grow from the ground with a stomp, a sudden and absurdly quick dash attack, whatever. Combined with Into The Thresher makes you an “elite” Remnant.
- Withering World - 200: By splitting off your own energies/mass you can goop up the land around you, creating traps, barriers, and other things. All such efforts will have a vulnerable “core” they grow out of that once destroyed will cause the whole thing to dissolve, and you won’t get that energy back if it’s destroyed.
- Rusting Titan - 400: You become a massive anomaly, gaining near-invulnerability to attacks and massively boosting your powers while acting as a giant. You’ve still got vulnerable spots, but they’re extremely difficult to hit and would require incredible skill, speed, and luck to do so. With the other size boosting perks, you’re able to match the size of the Rust Dragger-big and strong enough to lug around the equivalent of a small mountain.
- On Burning Wings - 400: You’re one of the rare Remnant types that is capable of flight-able to move even through the impossible and erratic gravity of the Ultravoids freely without being affected by it. This also lets you inhabit toxic and hostile environments without any damage whatsoever, letting you swim through acid or magma as if it’s gentle clouds.
- Endless Wretched Remnants - 600: You grow to the final size of Wretched Rei and become powerful enough that you can warp the terrain of a massive area around yourself by your sheer existence-becoming akin to a black hole of pure suffering. The more you suffer and the more death/suffering you bring, the more powerful you grow-and once per jump or ten years, you can just rise again from your death.
- A Shining Seed Of Hope - 600: With enough power and a desperate enough will, you can turn back time to make things right. This will leave you amnesiac of why exactly you turned back time and scatter hostile Remnants around when you do so, but will still provide a genuine chance to make things right...no matter how long or how many tries it takes. The loop breaks once you accomplish your goal or give up on it, dissolving the hostile remnants and adding their power back into you afterwards-the longer the loop and more impossible the task, the more power you get from this.
- Native
 - A Prison Called Home - Free/Mandatory: You can live inside the most hostile places imaginable-like the inside of a black hole-as long as you’re trapped

there or accept it as your home. This also lets you get around such places and avoid the hazards of them through mysterious means-but doesn't let you escape.

- Simple Veruki Verisimilitude - 100: Like the Veruki you're a generally peaceful person who knows farming and making friends well, but can turn your lessons to war if absolutely needed. Also comes with optional species change to Veruki.
- Living With Less - 100: Even in the Ultravoid it's possible for you to find a way to live a simple and peaceful life-perhaps living off of just some fish and water, but you'll still be able to scrounge for the bare minimums of life even in places where life should be outright impossible.
- Ames And Means - 200: When you're working towards something, you won't make really stupid mistakes. Like deciding to climb up electric cables while activating the generator. Or spending several days awake then operating heavy machinery. Or thoughtlessly jumping into a pool of acid. This doesn't stop you from facing difficulties and dangers on the way, just stops you from making mistakes as you work towards something. Optional species change to Cyclodorean
- Voice Of The Heart - 200: Deep inside of your mind you can hear a little voice that pushes you towards peace, spiritual enlightenment, and broader horizons. Hard to hear during day to day life but you will find it easy to hear during meditation and it will help guide you to living a more fulfilling life.
- Umbral Enlightenment - 400: In any setting where death exists, you can connect to the Mycelium Network-a network formed of fungi and rot within which lurks the souls of the dead who have been returned to the earth. They will provide you knowledge of the world up to and including the nature of strange anomalies and metaphysics, but will always first provide advice for developing yourself-for growth is sacred to them. If you ever wish to die, you can also willingly join the Mycelium Network-but only once they're satisfied that you have lived a full and meaningful life, they won't accept you if you're simply trying to escape into death or have shut yourself away for your whole life. Optional species change into Umbra.
- What Still Remains - 400: A combination of absurd luck and extreme hardiness allows you to survive disasters that would otherwise destroy the entire world you're living on-quite literally. As long as it's not aimed directly at you you'll survive it, and you'll even be able to gather up bits and pieces to rebuild something of what you once had afterwards. You can't rebuild a whole world, but you can ensure something still remains afterwards.
- A Lingering Echo - 600: You can force yourself to linger on after death, not even a tenth as strong as you were when you were alive and continuously suffering pain on the verge of death but still around so long as you force yourself to stay or something you decided upon lingers undone. You become pure white and perpetually bleeding from whatever wounds kill you-by default a spear through the chest if nothing visibly killed you-and anything short of power enough to collapse the Ultravoid won't be able to actually end you so long as you force yourself to continue lingering.

- Strength In Absolution - 600: You have the power to help others let go of their own guilt and suffering, allowing them to move on and be freed of their burdens. This actively empowers you, being both emotionally cathartic and empowering you with the weight and scale of the guilt or suffering you've helped someone move past. It isn't easy, but you can grow through forgiveness and acceptance.

Items

- Voidrunner
 - Voidsuit - 100: Basic voidsuit, can withstand the void of space and crushing gravity of black holes. Life support can also handle hazards and extreme heat, but shields are limited.
 - Multi-Tool - 200: Basic voidrunner multitool; includes comms, scanning, hardlight weaponry, grappling, and tech interface.
 - Conduit Network - 400: Network of Starseed conduits appears in future jumps; can act as teleport points, banks resources, saves and distributes data, other possible uses? Depending on circumstances may require manual activation.
 - Starseed Blueprints - 600: Just, the Starseed Blueprints. Doesn't explain what it can actually do, but studying the blueprints and technology present in the blueprints can act to unlock the secrets of Voidtech if you're clever. Building the Starseed itself is possible but absurdly resource intensive even with a highly advanced civilization backing you.
- Remnant
 - Puddles Of Plasma - 100: Generally useful pink goop that just kinda exists in the Ultravoid in the form of floating pink goop and occasionally crystals; can be eaten for sustenance or refined into an energy source for things like shield modules with the right technology.
 - Discarded Dregs - 200: Black goop that Remnants are made out of; if infused with energy it will spawn some random Remnants, scaling in strength, complexity, and number depending on the amount of energy/Plasma you put into it.. Standing on it slowly heals you-not enough to be combat viable, but it replaces meals and feels good for you.
 - Rejecting Rampart - 400: Walls of nigh-indestructible Remnants that you can deploy by tying their existence to the life of another person or thing that isn't yourself; anyone who approaches them suffers psychic damage and can't harm them until the thing they're tied to is destroyed, after which they become vulnerable.
 - Shattered Satellite - 600: A small planetoid that somehow managed to survive within the Ultravoid; has a nice cozy lair, loads of natural resources, just far away enough from the local planet that you can still snipe it with lasers while it'd be extremely difficult to reach you in turn. May or may not be physically shattered depending on your tastes, but it holds together well enough for you to inhabit.
- Native
 - A Simple Journal - 100: Journal with endless pages, helps you organize your thoughts and keep track of the passing of days even in a place without a day/night cycle. You can tear pages out of it and leave them for others to read if you want, but otherwise it's very sturdy and comes with something to write with.
 - Voidshroom Spores - 200: A variety of oddly useful fungi that are native to the Ultravoid; immensely hardy, can grow from heat and nutrients alone, and

certain species can oddly enough generate long and winding rail structures that can be used for transportation. Said rails will wither after a few weeks if not maintained, but they remain oddly useful and can be rebuilt extremely easily.

- Not Quite Spaceworthy - 400: An honest-to-god spaceship, FTL capable, but not capable of escaping the Ultravoid unless it got a major boost with some Voidtech or something. Also somewhat broken down but the parts are still scattered around; should be repairable given some time and elbow grease.
- Fragments Of A Thousand Worlds - 600: The collected journals, books, records, and fragments of technology from the countless worlds that the Ultravoid has swallowed. None of them are on the level of the Starseed individually, but they represent immensely broad and divergent technologies, cultures, and ideologies that can synergize in unexpected and incredible ways if explored properly-as well as jumpstart yourself to a low to mid interstellar tech level-not enough to escape the Ultravoid, but still sci-fi. Will update in future settings to include other lost and forgotten societies destroyed over time or in great cataclysms.

Companions

- Companion Import/Creation -100 CP
- Canon Companion -100 CP
- A Pet Remnant -Free/100 CP
- CYD Fork -200 CP
- An Echo -400 CP/Free if Eternal Spiraling Regrets

Drawbacks

- In Crepuscular Infinity +100: you can never get a straight answer from anyone or anything about things that actually matter without going through long roundabouts even when it would be in their best interest to just explain what's going on.
- A Long And Winding Road +100: The Ultravoid is much bigger than normal and much more difficult to navigate-not impossible, but it will take a lot of time and a good deal of wit to get anywhere you need to go.
- The Edge of Time +100: You stay a hundred years instead of ten. Can be used for further time extension but no points after the first.
- Bundle of Nerves +200: attacking certain nerve endings will stun you and reveal a weak point that can do great harm to you if hit.
- Shattering Shields +200: You can only take a few direct hits at a time before you need to rest and recover. If you get hit by something too hard, you will need to rest for an extremely long time or gather up resources to be able to regain lost durability
- Remnants of Grief +200: You're constantly attacked by Remnants, and all Remnants you fight are stronger, tougher, faster, and much meaner. Especially the big ones, who will take at least three times as much punishment to take down and will take occasional potshots at you even before you open up their weakpoints by destroying the anomalies.
- Apart From Time +300: You remember nothing about why you're here or even who you are. All you know is that the Starseed MUST be activated. (Activating the Starseed just brings you back to the beginning of the jump, trapping you in the loop until it's destroyed)
- Apart From Space +300: Separated from previous jumps powers, companions, and items for the duration of the jump.
- Apart From Life and Death +300: You are speared through the chest by a mini-Starseed. If the full Starseed is activated, you will suffer agony untold. If the Starseed is destroyed, you just die. If you try to leave the Ultravoid, you die. You can neither allow the Starseed to be activated or destroyed if you want to live, but you will be in constant agony for the entire jump.
- Eternally Spiraling Regrets +500: You WILL lose something deeply precious to you, just before the Jump begins. The only way to get it back is to activate the Starseed. But this won't fix anything, and will only cause you to spawn Remnants born of your own powers and suffering as you loop through time to save your precious thing until you finally accept you cannot save it. Incompatible with An Echo, Nothing More.
- An Echo, Nothing More +500: You take the place of Echo and cannot act in reality except for when Rei/someone else destroys a massive Remnant or the Starseed is fully charged-and even then you're only able to talk. Once the Starseed is broken you will be freed, but this can take many, many thousands of years-during which you will suffer and die endlessly every time the Starseed activates. Only after the Starseed is destroyed will your jump time begin properly. Incompatible with Eternally Spiraling Regrets.

Scenario - Shattered Star

Requirements: Take BOTH Eternally Spiraling Regrets and An Echo, Nothing More for no points. Also powerloss for the duration of the scenario.

Basic idea: you take the place of Rei with a version of yourself who chain failed and got stuck in the Ultravoid forever becoming the Echo. Rei-you believes activating the Starseed will let them move on with their chain. Echo-you believes that only by destroying the Starseed can you both be freed from this eternally looping destiny. Powerlock?

Rei victory condition: Activate the Star Seed and fix everything so you aren't destined to chainfail. If you/Rei wins, you get the powers of the Remnants and gain the power to overturn the fates of others, up to and including entire planets-though you must endure suffering to do so. Trap; this scenario can't be completed the way its presented and you need to realize this mid-scenario without it being spelled out. It can still be completed, but not just by activating the Starseed.

Echo victory condition: Convince yourself to give up and accept yourself as you are, thus overturning the cycle of your past self uselessly torturing themselves for all eternity without ever realizing it. If you/Echo wins, you get the full powers of the Echo/Ultravoid incarnate and can truly overcome Fate by changing your own destiny.

Unified victory condition: both Rei/you and Echo/you need to come to terms with each other and achieve self actualization. Echo needs to activate the Star Seed to bring the scenario back to its absolute beginning, and Rei needs to destroy it to bring the scenario to its final end. Gain the powers of both with none of the drawbacks, but nearly impossible.

Ending

Return
Stay
Go

Notes

The True Story

Everything begins, and ends, with the **Ultravoid**. It is, of course, what the entire plot revolves around...but is not in truth the focal point of the story. Just the cause which sets events in motion.

There was a planet, which was home to a certain people. These people were not like humans, but not unlike humans-some had crystalline forms, some had gaseous bodies, but they still had the same human concerns, same human politics, so on and so forth. They were not an evil race, but not a wholly benevolent one. Just people, in the end, living their lives.

Then the **Ultravoid** was spotted, on a direct course to consume their home planet. These people were a spacefaring race, but not too far into the stars-their homeworld still home to billions of lives and the vast majority of their kind. Some people tried to evacuate. Some people tried to think of a military response. Ruling councils bickered and argued about what should be done while the **Ultravoid** drifted ever closer, the planet's atmosphere being sucked into its pull and the planet itself undergoing tremors as it trembled in the supermassive black hole's gravity. Ultimately no true response could be agreed upon...so a small collection of people decided to do something about it themselves.

These people were the Voidrunners. One a medic and his trusty dog, one a youth, two genius technicians-one a geologist and one a spiritual leader-one a leader, and one a scout-Rei herself. They had long ago discovered the artifact that would allow them to create Voidtech, and it was theorized that the Starseed might just be capable of collapsing the Ultravoid and preventing their planet's destruction. It was a longshot with little odds of success let alone survival, but given that the alternative was extinction they decided to take that gamble and flew their ship directly into the **Ultravoid**.

Voidtech allowed them to survive entering the heart of a black hole, but not without cost; their pilot died upon entry, the Voidrunners were scattered around the interior of the Ultravoid, and no one managed to make it through undamaged. Only Rei did not emerge yet-seemingly having emerged at a far later date than any of the other Voidrunners. Damaged and scattered, the Voidrunners nevertheless pulled themselves together one by one and got about fulfilling the work that would save their world. The Starseed had been implanted successfully, Starseed Conduits placed at key locations throughout the **Ultravoid's** interior, and for just a moment it seemed as if it would all work out. But then bit by bit, things began to go terribly wrong.

The actual order of events is difficult to pin down exactly, since it's only explained in loose dialogue caches that you collect throughout the game long after the events themselves. Loosely however, a few things are certain. First: the state of the Voidrunner's home planet in the sky deteriorated to the point that Tufte-the geologist and one of the geniuses behind the creation of the Starseed-judged that it was no longer possible to save it by simply collapsing the **Ultravoid**. She advocated for them to simply leave-there was nothing more

they could do and survival was all that mattered at that point. While the captain agreed and attempted to find a ship that might be able to exit the Ultravoid, Pyat-the spiritual genius-decided there was a possible alternative-a way to save their home planet even after its destruction. He decided that they had to overload the Starseed, pour absolutely everything they could into its activation. This, he surmised, would turn back time and give them a chance to save their world.

Pyat sabotaged the Starseed, adjusting its energy intake and parameters to pour absolutely everything it could into its activation against the orders of their leader and Tufte. Luckily Tufte had ensured that a manual override was installed in the Starseed, preventing Pyat from firing the Starseed by sabotaging its AI-and as the Voidrunners all perished from the hazards of the **Ultravoid's** environment, there was none left who could fire it at all.

None save Rei, who entered the **Ultravoid** last. She discovers the efforts of the other Voidrunners through their Voidrunner Caches and watches as her homeworld is destroyed, shifting between just fine and destroyed as time dilates on the event horizon of the **Ultravoid**. Ultimately she follows Pyat's plan and activates the recalibrated Starseed-sending time hurtling backwards in hopes that she can change fate and save her home. But even with time rewind it's already far too late, and all her efforts serve to do is trap her and the **Ultravoid** as a whole in an unending timeloop.

The Starseed is not gentle with its activation. Rei is physically, mentally, and spiritually ripped apart by the Starseed-splitting into herself as she entered the **Ultravoid**-lacking all memories of what had occurred and why-and a shining white eternally bleeding giant pierced through by the Starseed who exists outside the cycle of timeloops and suffers eternally for her insolence. The other Voidrunners are caught in the blast and warped-caught in-between life and death as they glitch from one position to another, unable to truly die and unable to live. Those inhabitants of the **Ultravoid** that still lived somehow were also caught in the loop, trapped in moments of agony and memories of despair that they could not escape nor even remember so long as the loop continued.

With all this suffering and destruction came the Remnants-the manifested despair, grief, and madness of Rei, of the Voidrunners, of those trapped within the timeloop. Their true nature is difficult to describe but undeniable; they were born of the Starseed, born of the deaths of the Voidrunners, and exist as beings of suffering who wish only to spread their suffering and prevent events from proceeding forward-desiring to stay back in the past when things were better, yet dragged ever forward through the loops.

Again and again Rei fights her way through the Remnants as she uncovers the fates of her companions. Again and again she fights for hope beyond hope to save her planet. Again and again she watches as it's destroyed by the **Ultravoid's** unstoppable gravitational pull. Again and again she activates the Starseed hoping for just one more chance to make things right. Again and again she is pulled back to the beginning without memories, only to repeat her past mistakes. It's unknown how long this continued, but Echo mentions it had been thousands of years.

The game and the story ends in one of two ways. The first way is the way it has always ended; Rei refuses to accept the destruction of her homeworld, the failure of her mission, and the deaths of her friends. She activates the Starseed once more, shattering herself into Remnants that once more take up the places they had been in the past and bringing her all the way back to the beginning of the loop even as Echo endures the pain of death once more yet is never allowed to die. She will continue to be trapped, continue to make the same mistakes, continue to fight for a cause that had already been lost, and continue the endless loops.

Or, Rei decides to make a different decision. Against the odds, she decides to do the one thing she never did before...and lets go. She destroys the Starseed, shattering the loop once and for all-and mutates into the final, largest, and most powerful Remnant as the suffering of thousands of years and the destruction of her homeworld weighs upon her all at once. Echo, who was once Rei, takes up her weapon once again and puts the Rei Remnant to rest-achieving self actualization as she comes to terms with her suffering and existence and at last becomes whole once more.

The **Ultravoid** is freed from the timeloop that Rei initiated, and Rei is complete once more. She is still trapped within it and her homeworld is gone, but there are a few who still live within the **Ultravoid**. For however long she will, Rei decides to live in peace-in the end that's all she truly can do.

That is the story of Solar Ash. In the end it is simply a story of accepting that which cannot be changed and learning to live regardless rather than rail against the immutable.

Notes about Voidtech go here. Revise this later: Voitech is a matter/antimatter reaction technology that uses the immense energy generated by such interaction to entangle “non-existent” particles and achieve effects that are complete and utter bullshit. From what we’ve seen it can generate for-all-intents-and-purposes inviolate barriers, allow for spaceflight and possibly FTL, create shielding that can withstand the pressure of black holes, scan stuff, influence time, and at its pinnacle create the Starseed-which is a supermassive artifact that can, as the name implies, create stars. It can also destroy black holes, or rewind time-though doing so will have some crazy deleterious effects and may or may not cause Remnants to be born during the process.

Remnants are basically these weird black goop monsters that have a whole bunch of weird fucky physics going on with them. Their body temperature can vary from “310 degrees Velkin” to “instantly evaporate if you touch them”. Some are derpy and weak, but the bigger they get the tougher they get-to the point that you can only hurt the big ones after hitting their nerves in a very specific sequence to force them to expose their main energy cores. Also they’re literally created from Rei’s/the other Voidrunner’s regrets and are literally the “remnants” of previous timeloops that get carried over each time the Starseed gets activated. Rei mutates into a giant one at the end of the game if you go for the true ending.

Fucksake the Ultravoid is confusing as fuck, and that’s not even mentioning the seven kinds of fuck that’s going on with the Starseed’s timeloop. Okay. Simple version first: the Ultravoid is a supermassive black hole that wanders around eating planets full of sapient life. It itself doesn’t SEEM to be sapient, more like a natural disaster than anything. Planets that get eaten by the Ultravoid don’t TOTALLY die. They get fragmented, and some bits of them continue to live on...for a time. The Veruki’s homeplanet got eaten some hundred years before the start of the game (and the loop), and a woman who lived during the time that the planet was eaten just kept on living within but got trapped in a PTSD loop. Maybe. She doesn’t seem to age anymore and seems to wander between moments, but who knows how much that’s the Ultravoid’s fault, how much that’s the timeloop’s fault, and how much that’s actual PTSD.

Changelog

- Version 0.4
 - Fluffed the intro and added Echo-text
 - Fluffed locations, adjusted things slightly
 -
- Version 0.3
 - Added Conduit Network item
 - Added Simple Veruki Verisimilitude perk
 - Added Living With Less perk
 - Added Ames And Means perk
 - Added Voice Of The Heart perk
 - Added Umbral Enlightenment perk
 - Added What Still Remains perk
 - Added Strength In Absolution perk
 - Added Lingering Echo perk
 - Added Starseed Blueprints item
 - Adjusted A Tufte Question perk a bit
 - Added Puddle of Plasma item
 - Added Discarded Dregs item
 - Added Rejecting Rampart item
 - Added Shattered Satellite item
 - Added A Simple Journal item
 - Added Fragments Of A Thousand Worlds item
 - Added Voidshroom Spores item
 - Ordered and priced companions; not gonna offer OCs so that's enough
 - Added Not Quite Spaceworthy item
- Version 0.2
 - Added Dancing on Clouds perk
 - Added Slipping Through Time perk
 - Added Strike A Nerve perk
 - Added Multitool item
 - Added Voidsuit item
 - Added Well Versed perk
 - Added Un-Erving Treatment perk
 - Added It All Ghozam's Together perk
 - Added A Tufte Question perk
 - Added Aimless Ouroborus perk
 - Added Into the Thresher perk
 - Added Wrathful, Regretful Remnants perk
 - Adjusted all the text of the doc to be one size bigger, because I thought it was at 12 for some reason when it was at 11 the whole time
 - Added Sentry of Suffering perk
 - Added Withering World perk
 - Made whole document single-line spacing, because I missed that as well
 - Moved Voidborn into Voidrunner perkline

- Added Rusting Titan perk
- Added On Burning Wings perk
- Added Endless Wretched Remnants perk
- Added A Shining Seed Of Hope perk
- Added A Prison Called Home perk
- Version 0.1
 - Created the Jumpdoc
 - Put together basic skeleton
 - Partial writeup of introduction
 - Basic idea of scenario created
 - Added Bundle of Nerves and Shattering Shields drawbacks
 - Added Voidborn perk
 - Added locations
 - Added cache a check perk
 - Added some notes to be revised later
 - Added The True Story note
 - Added In Crepuscular Infinity drawback
 - Added Apart From Time drawback
 - Added Remnants of Grief drawback
 - Added Apart From Space drawback
 - Added Eternally Spiraling Regrets drawback
 - Added An Echo, Nothing More drawback
 - Added scenario requirements
 - Adjusted scenario requirements and both 500 CP drawbacks
 - Added A Long And Winding Road drawback
 - Fixed the True Story so it's actually what happened
 - Added Apart From Life And Death drawback
 - Added The Edge of Time drawback