



Noita

v0.9

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Introduction

Welcome Noita to this strange land! This world is full of secrets and dangers alike, and in the center lays the Holy Mountain, and the temples below it. Great power is to be gained, and nigh infinite wealth is at stake, how far will you venture Noita?

Starting Location: Roll a d6 to determine where you start. Alternatively pay **50 CP** to choose your Starting Location.

- **1. Holy Mountain:** You start on the surface in the surface temple, you have a long journey ahead of you Noita and you start in the center.
- **2. Mountain Shrine:** You start above the holy mountain on the floating shrine high above. A magical circle surrounds you and snow falls upon the surface.
- **3. Desert:** You start in the Desert, a bare sand scape of heat and death, however beyond the horizon you can see a mighty temple that rises from the ground
- **4. The Lake:** You start on a small island surrounded by a massive body of water, its depths seem to have no end.
- **5. Hisi Base:** You start in the middle of the Underground Hisi Base... Good luck Noita you're going to need it...

- **6. Free Choice** : Choose anywhere to start

The world cares not for your age or gender, feel free to pick anything reasonable

Class

You are a stranger in a strange land, you may not know where you are but you seem to possess some limited skills and knowledge of this strange place. Pick One

- **0 CP - Stranger** - You have no knowledge implanted in your mind, you are free from any strange memories of this world.
- **100CP - Wand Tinkerer** - You possess great skill with wands and magical instruments, able to use them as though it were an extension of your arm itself.
- **100CP - Alchemist** - You have an expanded knowledge of alchemy, with knowledge of various potions and how to create them.
- **400CP - Explorer** - You are well traveled in some of the regions in this land and know when to explore, and when to run, Your curiosity will be rewarded Noita.

Perks

All Perks except those marked as exclusive may be bought repeatedly. One 100 CP Perks are free for each Origin. All Perks are discounted to half price for their respective Origin.

General Perks

- **Levitation [Free - 100CP]** - You are able to temporarily levitate to upto 10 Seconds, this Perk is free for the duration of this jump however if you wish to keep it you may pay 200 Extra CP
- **Wand Use [Free - 200CP]** - You are able to use any wand you wield, bypassing any restrictions and prerequisites. This Perk is free for the duration of this jump however if you wish to keep it you may pay 200 Extra CP
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Stranger

- **Lucky [100CP]** - You are unusually lucky, even in the worse of odds if you are acting with the best of your ability you have a high chance to survive any dangerous situation.
- **Looter [200 CP]** - Any time you are in an unfamiliar and unexplored place you have a high chance of finding valuable items if you search hard enough, though these valuables might be in hard to reach places, such as in a wall, or in the middle of an acid lake.

- **Peace with your Gods [400 CP]** - You are Favored by the Gods themselves. Any time you would anger or displease a God they will temporarily look over the slights you have committed, however continually displeasing a god will cause them to act against you. If you were to somehow directly harm a god this perk will not apply.
- **Immunity [600 CP]** - You may Purchase this Perk multiple times. You gain an Immunity to one of the following.
 - **Fire Immunity** - You are immune to the negative effects of physical fire. You flesh will not char and your things will not combust. However this does not make you immune to being on fire.
 - **Melee Immunity** - You are completely immune to physical damage dealt to you from close range attacks
 - **Explosion Immunity** - You are completely immune to physical explosions and will not be harmed in the slightest, however you can still suffer from the knockback and other effects such as fire an explosion may produce
 - **Toxic Sludge Immunity** - You are immune to all toxic objects and things, such as uranium. And will never suffer the effects of anything toxic.

Wand Tinkerer

- **Tinkerer [100CP]** - You are now skilled in modifying magical objects, however this perk will not grant you the knowledge of how to best tinker an object, you will have to learn through trial and error. In addition Tinkering will take a large period of time and you will be unable to modify objects on the fly.
- **Fast Wands [200 CP]** - All Magic Items that you use will work twice as fast than before. If there is any delay or casting time for any magical items you use, they will be reduced by half.
- **Tinker Wands Everywhere [400 CP]** - You are able to modify objects on the fly, given the correct tools and knowledge you would be able to do an hour's work of tinkering, modification, and repair to an object in less than a Minute.
- **Unlimited Spells[600 CP]** - Most magic items that you possess that have a limited use or charges are instead able to be used a Unlimited Amount of time. However, Unique and Powerful Magic Items will have a massive cool down before recharging, depending on how powerful it's effects are.

Alchemist

- **Brewer [100CP]** - You possess general knowledge of basic alchemist recipes, and are able to produce average quality potions depending on the setting. Your knowledge is updated to basic alchemist knowledge of other universes you jump too, however this knowledge also may include useless recipes that have no effect.
- **Alchemic Novice [200 CP]** - [Requires Brewer] You are able to produce above average potions that have 2x the normal effect, and know how to best use any ingredient and reagent of alchemy without waste. And are able to gather the needed ingredients easier than normal. You also possess knowledge of more complex potions.
- **Alchemic Expert [400 CP]** - [Requires Alchemic Novice] Your knowledge of Alchemy grows further, as you are able to produce masterwork potions that have 5x the normal

effect. You are also able to combine potions together without causing an unwanted reaction and still maintaining their effects.

- **Alchemic Master [600 CP]** - [Requires Alchemic Expert] You stand unrivaled in Alchemy none would ever be able to match your skill and knowledge in a lifetime. Your potions have 10x the normal effect, and your potions work regardless of the setting's physics and magic that you are in.

Explorer

- **Knowledgeable [Exclusive to Explorer, 100CP]** -You know the lay of the land and all general knowledge of any world you find yourself in after a day of information gathering.
- **Wand Radar[200 CP]** - You are able to seek and find anything you are looking for with ease. You may not know where to look, but you have a supernatural sense that pulls you in the general direction of it.
- **Faster Movement[400 CP]** - Run like Hell! At any time you may choose to double your movement speed, however this only applies if you are moving by foot.
- **Perk Lottery [1000 CP]** - Once per jump you may pick one perk, upon selection roll a 1d2. If you roll a 2 you gain a discount on that perk no matter what discounts you already have. If that perk is 400CP or less you gain that perk for Free.

Items

All Items may be bought repeatedly. 100 CP Items are free (Once) for each Origin. All Items are discounted to half price for their respective Origin. any items (Besides The Orb of True Knowledge and The Sampo) lost or used up will reappear in your warehouse after a day's time.

General Items:

- **Starter Wand [Free]** - This wand is able to shoot a small bolt, it is quite weak, however it can bring down an average unarmored human in 4 shots. Has a long cooldown between each shot but will never run out of mana.
- **Potion of Water [Free]** - You gain a Flask of Water, this Flask will slowly refill with fresh clean water every hour.
- **Purple Robes [Free]** - .You gain a Cloth Purple Robe that is completely immune to damage, however it is not protective and can still catch fire.
- **Tinkering Tools [Free for Wand Tinker, 200 CP]** - You now possess a set of magical tools that allow you to alter the properties of magical items. However, you do not gain knowledge on how to use these tools or how to modify objects without [Tinkerer].
- **Alchemist's tools [Free for Alchemist, 200 CP]** - What kind of savage would perform alchemy on the dirt floor? You now possess a portable alchemy set, able to do all but the most complex alchemy on the move.

- **Explorer's Tools[Free for Explorers, 200 CP]** - You now possess the most important tools for any Explorer a Compass, Map Scrolls, Quill and Ink, and a Torch.
- **Strong Wand [Free for Stranger, 200 CP]** - This wand is a direct upgrade from your Starter wand, able to shoot a powerful bolt that can down an average human in a single shot. This wand can be shot 3 times in a second with a 2 second recharge time.
- **Flask of Acceleratium [Discounted for Alchemists, 200CP]** - This potion when drunk will increase your movement speed by 50%, its effects will last for 1 minute.
- **Flask of Berserkium [Discounted for Alchemists, 200CP]** - This potion upon drinking at least a sip will cause the consumer to fly into an unstoppable rage for 1 Minute, with double their normal strength. However weak willed individuals will have no control over their actions and will attack anything indiscriminately for the duration
- **Flask of Pheromones [Discounted for Alchemists, 200CP]** - This potion will induce the Charm effect on any weak willed individual when drank, This effect will cause the affected to act as though you were a close friend of theirs for the duration (1 Minute).
- **Flask of Teleportium [Discounted for Alchemists, 400CP]** - This blue liquid when drunk will allow the user to teleport upto 200ft in any direction, however this could cause you to teleport into dangerous places such as in the air, a wall, or a pool of lava.
- **Flask of Polymorphine [Discounted for Alchemists, 400CP]** - This liquid has the strange property of turning most individuals into sheep for a minute. However any Supernaturally strong individual will not be affected by this potion
- **Orb of True Knowledge [Discounted for Stranger, 600CP]** - When consumed this Orb will double the durability of your body mod, and give you a minor resistance to all damage.
- **Perfect Wand [Discounted for Wand Tinkers, 600CP]** - This massive wand radiates with power, seeming begging you to unleash its power. It has no recharge delay, no casting delay, and enough mana to cast even the strongest of spells.
- **Flask of Ambrosia [Discounted for Alchemists, 600CP]** - This Golden Liquid will render anyone drenched in it massive resistance to physical damage, doubling any resistances they have. Unfortunately it does not stick easily and any movement from the individual will shake off the Ambrosia.
- **Emerald Tablets [Discounted for Explorers, 600CP]** - During your Exploration you will always encounter one of these strange glowing tablets, Upon which will contain secret knowledge of the world you are currently in. They also possess secrets of their own that you will have to find yourself.
- **The Sampo [1200CP]** - How did you even get this? No matter.... The Sampo can be used to Complete the Work once in this world. Outside of it (Should you still possess one) this object works as a Limited Philosopher's Stone able to produce a large quantity of any material from nothing upto 1000 Kilograms before disintegrating into dust.

Companions

- **Single Import/ Companion Creation [50 CP]** - Import one Companion. They get 600 CP to spend on the options presented.
- **Group Import/ Companion Creation [300 CP]** - Import up to eight Companions. They get 600 CP to spend on the options presented.

Drawbacks

You can only gain 1000 extra CP from all drawbacks in total.

- **Noita [0 CP]** - Why would you stay in this barren land for a decade? You may instead move on to the next jump once you complete The Work
- **Knockback [100 CP]** - All enemies you encounter will have their knockback increased massively, should you be hit by any of their attacks. Unfortunately you tend to land in the worst spots.
- **Unknowledgeable [100CP]** - Forget what you know. All knowledge of Noita will be removed from your mind for the duration of this jump. If you know nothing about Noita then you will have a hard time remembering things for the duration of this Jump
- **Teleportitis [200CP]** - Your grip on reality is unstable like Schrödinger's cat. When you are hurt you will teleport 200ft in a Random direction.
- **More Hate [200CP]** - The Monsters become instantly blood thirsty, they will track you wherever you go, giving you no rest. You can run, but you can't hide.
- **Sealed Warehouse [200 CP]** - You access any Items outside of this world for the duration of this Jump.
- **Sealed Powers [300 CP]** - You may be a powerful witch/warlock but your strength here means nothing. You cannot use any Powers, Perks, or Abilities from outside of this Jump while you are here
- **Ruthless [500 CP]** - This World is an unforgiving place and you must become ruthless to survive. All damage you take in this world is 10 fold more powerful than it normally is. Your immunities from damage will be reduced to resistances during this Jump. Even the weak monsters in the mines could threaten to end you for good.
- **As Above, So Below [1000CP]** - Unfortunately as you will soon discover, before you leave you must complete The Work in this world, and the 2 Parallel Worlds before you are able to leave. You must find a way through the dense rock and cursed stone yourself.. Goodluck

Final Choices

After ten years in the setting, or completion of the Noita drawback you are required to choose one of these options:

- **Go Home:** The Work is done, it is time to return home
 - **Stay:** The Work is done, but there is still so much to explore
 - **Move On:** The Work is Complete, it is time to leave this place
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