



The Dragon Let 9/11 Happen Edition

by hopscotch anon

Welcome to Athia, a land plagued by a terrible miasma called the Break, named so as it “breaks” everything it touches. People and animals are quickly corrupted into hostile abominations known as the Broken, flora is warped and twisted, and the lands wither and die. Twenty-five years ago, there was a war between Athia and an invading country called Rheddah. Rheddah came in search of something, a great and mighty superweapon. Or something. In retaliation for their transgressions, the Tantas of Athia, powerful sorceresses with great gifts bestowed upon them, used their powers during the war to soundly crush the armies of Rheddah! But, in one final act of desperation and hatred Rheddah unleashed the demon Susurrus among them. Eventually, twenty-one years prior to now, the Tanta gave all they had to seal Susurrus away, each of them keeping a portion of his power with them. This was not to last, however, as the power began to drive them to madness. About the same time, Alfre Holland was found at the Holland Tunnel in New York on Christmas Day, and so begins her tale.

This is the story of Forspoken! A Japanese isekai action RPG masquerading as a western game from Square Enix about a smart girl from New York with a bright future who can do so much more with her life! At least, that’s what she’s hoping during a court hearing for her attempted theft of a car, before being nearly killed by some gangbangers. All on her birthday. Yes, that is in fact how this starts.

Here are **1000 Cuff Points** to fund your adventures and move shit with your mind.

Starting Location

Roll a **1d8** to determine where you start, otherwise pay 50 CP to choose your Starting Location.



Hell's Kitchen, New York

A happy and safe side of New York, only plagued by a little bit of terrible gang crime. Frey's apartment is probably around here somewhere, if you really want to find it. If you roll this location, you get a ticket you can tear for a one way torana trip to Athia.

Junoon, Athia

This is the place Frey first ends up when getting isekai'd to Athia. You'll be waking up in the same castle that she'll be popping into in a day or two. Mind the dragon. A realm ruled by Tanta Cinta in the northern region of Athia.

Cipal, Athia

One of the last bastions of humanity in the world after the Break. A stonework city reminiscent of Greek architecture, this is the place Auden calls home. There is an archive here with a lot of information that might be of use to you. You'll appear off to the side by the Shady Tree Tavern when nobody's looking.

Praenost, Athia

A realm ruled by Tanta Sila in the eastern region of Athia. A mountainous area that's a bit barren, with rocky outcroppings and grand boulders strewn about everywhere. Very desert-y. You'll find yourself in one of the abandoned villages here, fortunately devoid of enemies for the time being. Mind the Break.

Avoalet, Athia

A realm ruled by Tanta Prav in the southern region of Athia. A beautiful temperate region with grassy plains and many water features that dot the landscape. There are

also a number of floating rocks that may make traversal rather difficult without magic to help you. You'll be starting by one of the empty Cognoscent's Tower's here. Maybe you can read a bit to pass the time while you make plans? There's some really good fishing if you don't get attacked by the mutant Breakbeasts.

Visoria, Athia

A realm ruled by Tanta Olas in the western region of Athia. It's a bit boring, with lots of featureless plain fields. It used to be a land of shepherds, until the Break. Tanta Olas would simply decorate the land with her illusions, so actually making it pretty here wasn't much of a goal. The castle library is where your start will be, relatively safe for now. Take care not to fall into an illusion, hm?

Svargana, ???

This place is said to be the final resting place of the Tantas, a beautiful place with golden jellyfish-like entities floating around. Maybe those are their souls? If you're a Tanta, you can come and go here as you please, but if you aren't, a Torana to a random safe spot in Athia will open up for you soon.

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

You need to roll your age using a **15 + 1d8**.

By default your gender is whatever you were previously.

It is **50 CP** each to freely choose your own age or gender.

Origins

Drop-In [Free]

Like a certain demon, you'll be popping in out of nowhere with strange and unknown powers at the behest of a higher power with nothing to your name but your purchases here. ...what?

Chosen One [Free]

The Hero of the story! Or at least, you'll be somebody from another world. Don't look at me like that. You can choose to be Frey's sibling, maybe life won't suck for her as bad with somebody to share it with? At the very least, you can grab the bag of money when her home is set on fire.

Athian Citizen [Free]

You are now one of the people of Athia! ...and also one of the last people in the world, I guess. I hope you weren't looking for romance here because your options are slim. Still, the Athians are a hardy people that look out for each other, and you can expect them to care for you.

Tanta [200 CP]

Great sorceresses born with strange magical gifts, they are said to exemplify the very best in people. Whether that description matches you or not, you are now a Tanta! Normally they're all only women but as a special consideration you can be the one and only male Tanta. Don't expect anybody to believe you if you say that, though. The current Tanta might also get wildly upset, but everything makes them wildly upset now, so don't take it too personally. You can take this as an add-on to other origins.

Race

Human [Free]

Whether you're from New York or Athia you're a plain old regular human.

Being of the Break [Varies]

Perhaps you somehow survived the Break or maybe you were even born of it, you now carry the Break within you. Don't worry, you can't spread it or anything. Depending on how much you pay, you can have mutated advantages about on par with the enemies here. 100 CP for some minor advantages like superhuman strength like a Breakzombie, 200 CP to have something more esoteric like some of the mutated flora and fauna here, 400 CP to be like one of the minibosses, and 600 CP if you want to be as strong and hard to kill as the Cynognathus, a dragon-like beast with angel laser wings and a massive magic resistance.

A Motherfucking Dragon [400 CP]

Or a wyvern if you wanna be pedantic about it. About the same size as a double-decker bus, you are now durable enough to survive getting buried by tons of rubble and strong enough to knock stone buildings over with ease. Not only that, but you can fly at great speeds in the air and you get the classic fire breathing power! You can use it to shoot a huge fire laser wider than your face without stopping for a while. There is one catch: you have a pretty obvious weak spot in the form of an open cavity full of flame on your chest. Getting hit there won't instantly kill you but if somebody can damage you it's gonna hurt way more. You can shoot an even bigger fire laser from it, although the fire will dim and you can't use it for a little while. You can choose to be a classic four legs two wings dragon if you really want.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Now You're Speaking My Language [Free]

Languages seem to share commonalities across many dimensions. Or whatever answer works for you, I guess. You can fluently understand and speak the basic common language of whatever world you go to and where you first start. This does not cover reading, unfortunately.

Cuff Compass [100 CP, Free with Cuff Item]

Lost? Don't know where to go for your next objective? You're in luck, with this Perk and a little bit of concentration, you can conjure up a little spark that moves and leaves a shimmering path towards your next goal. Alternatively, you can let out a pulse of light that scans and marks things of interest in the general area that you can have mentally mapped. Neither effect goes very far or lasts very long, but these can be extended with some practice. It starts at about the range of a large gymnasium.

You do need a goal in mind, though. A place to head to, or things you're looking for, etc. If somewhere or something is hidden on purpose with magic stronger than you are or you don't actually know about it, this won't help you. By default, only you can see the effects of this power but you can choose to allow select others to view it.

Looking Luminous [100 CP]

Even if you think this world is rather awful, it can have its beautiful moments and vistas, right? This perk will allow you to unify your power aesthetic to the effects and magic seen in this world, and do the same with other power systems or world aesthetics. In addition, every world you now visit will look a bit more vivid and beautiful with effects, like somebody had spent desperate hours editing in post just to please you. You also get the soundtrack, playable in any format, this can combine with other soundtrack perks or items you may have. Just think of this as a bargain two for one deal.

Archi and Journa [100 CP]

No, those aren't typos. Using a fisheye lens for no reason on every menu is a terrible thing for readability, you know? This is a mental archive of new terms and pictures you can call up at any time, plus a journal of sorts that keeps up with all your actions and the greater story at hand. It will update along with you and your memories. Quite useful if you're scatterbrained and forget the main character's tragic backstory.

Drop-In

Well Forspoken [100 CP | Discounted for Drop-In]

Yes, we are starting with this terrible pun. You can banter with the best of them, not a high bar to clear here, but still. You're one smooth talker, with perfect enunciation and wit, able to make quips that manage to land. Soothing people and convincing them to do all sorts of things is within your purview. You're not some kind of demon, are you?

Guided Observance [100 CP | Discounted for Drop-In]

Wouldn't it be a shame if you and your partner got clocked by something you missed? Well, now you're good at noticing things that should be pointed out, like weak spots, blind spots, and hidden things. This works especially well if you're trying to help somebody look for something. People tend to take heed of your advice related to these observations, even if they don't like you. Just don't expect them to always give you credit for it.

Memory of Ancients [200 CP | Discounted for Drop-In]

A mind is a terrible thing to lose, isn't it? Just ask Robian Keen, if you can find a time when he's more lucid. No matter how old you are, your mind and your memories never deteriorate. This does not, however, account for times when you weren't cognizant enough to experience something.

Just a Little Bit Sus [200 CP | Discounted for Drop-In]

You can talk the talk, but can you... talk the... shut up, you're good at warping facts without ever lying, okay? If you don't want to, you'll never lie. Not once. Manipulation and omitting the truth come second nature to you. Keeping track of all your words is child's play, and you will never accidentally let something slip that you don't want coming out. You could blab and blab over the course of an entire adventure and your allies would be none the wiser, until you drop the bomb and reveal yourself.

Suspiciously Well Informed [400 CP | Discounted for Drop-In]

You've got an updating knowledge of the general setting, like history and the real way some things happened. It's somehow like you were almost there yourself, but nobody will really question it unless you speak in such a way that you lead them to ask you. If they do, you could probably just distract them with more relevant information.

No Off The Cuff Offing [400 CP | Discounted for Drop-In]

People are willing to forgive you once even if you tried to kill them, and killed their people, and their mother, and left a magic miasma that killed basically the whole world, if you had at least a budding friendship before. Yes, even if you insulted their quips.. You might even be able to go back to bantering at each other like good old times! You really can be The Coolest Guy, just like a certain ninja with a swirly mask. If you do die though, you can choose to be sealed into a magic accessory instead with your powers divided and similarly sealed into similar magic accessories, having to gather them all to revive yourself. People you allow to pick up your sealed powers can be corrupted in ways that help you, like getting said accessories closer to you to absorb. This works once per jump. You can transform into something like Cuff on command if you really want, to share abilities without spreading corruption.

A Susurration of Powers [600 CP | Discounted for Drop-In]

Wow, I guess you really are some kind of demon after all, huh? You're now a being much like Susurrus. You resemble a humanoid angel made of fragments of golden metal and light, with six wings made of the same material. Behind you is a multi-ringed halo that shifts shapes as you wield your powers, although you don't have to let it change if you don't want to telegraph all your attacks like some kind of video game boss.



Surrounding you is a swarm of small golden birds that you can spawn as long as you have the energy for it, all sharing their senses with you. You can command and direct these birds to scout or attack for you, and you yourself may disperse into more birds amongst the swarm to avoid attacks, spread yourself around an area, or even just form a ball to ram around. These birds may also channel your powers, and coalesce to form physical structures.

You can fly and rain down hell in the form of burning golden lasers shot from any of your extremities en masse, and are capable of forming a giant laser in front of you for even greater damage. Your golden light may be shaped to summon homing balls of light, form into weapons to wield and shields to defend. Teleporting around the battlefield as you fight is as simple as walking. With some creativity, you could probably find more applications of your powers.

With great concentration and willpower you may transform yourself into a living storm of golden light, filled with your birds to cause great destruction to anyone unfortunate enough to be caught in your wrath. Your birds are also upgraded in strength and size, resembling golden crows that retain all the abilities they had prior. Within the storm, however, is a core that can be damaged, although it would take an extremely powerful force to bring you down enough to go back to your previous messenger angel-like form. Your core can use far more amplified versions of your light attacks, to the point where it only takes a few direct lasers to down a magic fire breathing dragon. You can even temporarily multiply your body to shoot even more lasers. In addition to all this, you can also spread the Break and summon and command those warped by it.

Don't think you're unkillable though, all it took to lay Susurrus low was a friendship beam from all the Tantas made up of his and their powers. Avoid anything like that though, and you should be golden.

Chosen One

The Is Something I Do Now [100 CP | Discounted for Chosen One]

You can roll with the punches and be happy about it. Positive new experiences are all the more better for you when...experienced. Looking on the brighter side of things is far easier for you, and will help you be a better person for it. Look, Frey learned how to do this eventually, okay?

Doing the Right Thing [100 CP | Discounted for Origin Two]

Having the willpower to own up to your mistakes and do the right thing can be really tough, especially if it hurts, doubly so if it requires sacrifice. You however, are capable of steeling yourself to make harder choices. Whether that be giving up your pet to a place where they can be safe while you figure some stuff out, to accepting that you have to die to save everyone. You can do the right thing.

Slinging Spells, Bringing Hell [200 CP | Discounted for Chosen One]

Being the hero, you have to know how to fight. Or at least here, cast spells real well. And now, you're able to sling spells left and right without breaking a sweat. You're as stylish as all hell and can chain together magics, even ones from different schools, as simply as breathing. You're like the wacky woohoo pizza man of spellcasting, just a bit more dazzling. If the magic doesn't, you can even cast them at the same time, sliding across bodies of water with magic that lets you surf while hurling all manner of elements at your enemies from afar before closing in for the kill. Be the badass spectacular hero you know you can be. Just don't forget about your mana levels.

I Really Am the Forspoken One [200 CP | Discounted for Chosen One]

If you're the chosen one here, why not be the chosen one in future worlds? After this jump, you can forcefully worm your way into prophecies and the like, taking the spot of the hero if really necessary. Why is this cheap, you ask? You don't get any of the plot armor. Outside of things lining up to let you fit the bill, it'll be up to you to make sure you aren't just taking a really roundabout and adventurous way to commit die.

Pretty Motes of Magic [400 CP | Discounted for Chosen One]

Mana is a mysterious energy that flows throughout all beings throughout Athia. It is said to originate from a sacred wellspring far beneath the surface of the world, where it spills up and lends its power to all manner of creatures. Only a select few can actually see it, a select few now including you. From now on, it will also continue to appear in future worlds and gather together in small pools of light. You may gather these motes of mana and spend them to diversify and upgrade your powers and stats, viewable as a skill tree of sorts in your mind. You are always aware of how many motes you have and how much you need to spend. In addition, you instinctively know challenges that would bring out more of your potential for every "slot" in these skill trees. In this jump, you are limited to the current magics of this world but Post-Jump you may upgrade other supernatural power systems you have, such as chakra, ki, or other such things. Motes may look different depending on what world you're in due to the energies shaping it, but in lands devoid of the supernatural they default to the classic Athian mana look. Try not to look like an insane person when you run around collecting these, they tend to show up in conveniently placed patterns. Also, for some reason, you can spend these to unlock

chests. Maybe it's just part of the magic? Oh, and taking one restores a good portion of your stamina.

Traversing the World [400 CP | Discounted for Origin Two]

The world is a vast and expansive place, and it would do you good to be able to get from place to place in a timely manner. And as the hero, what good would it be if you didn't do it in the most stylish manner possible? You are now extremely good at traversing from place to place, able to climb, jump, and run with the very best. Parkour comes as easily as breathing to you, and you can be as flashy as you want while moving around without having to worry about tripping on a rock or catching your clothes on something.

All that is well and good, but not really worth the price tag, so you also have this: All supernatural powers you have may now be used to aid in your movements, and you will always be inspired to find new and creative uses to really fly free. There will always be a path for you to be able to follow, no matter what. Anchor points will always make themselves apparent to your vision while swinging around, caves will always have a way out, while running and jumping across the trees of a forest you'll never find yourself wanting for a branch or trunk to launch yourself off of. Structures you use while traversing will always be able to bear your weight. No longer will you have to worry about a streetlight or that rickety rail being able to handle you landing on it or shattering if you pull yourself to it.

I Knew You Had It In You [600 CP | Discounted for Origin Two]

Wow, what a surprise, the power in you all along! Who could have guessed, huh? You can imbue yourself with the power you get from objects to be able to use them without having it physically on you if you carry it around long enough, mastering whatever it gives you. This only works explicitly on things that grant you supernatural powers, you won't be absorbing a sword's sharpness or the spin of a power drill, but something like earrings that let you shoot fireballs are perfectly fair game. A good rule of thumb is, if you can use the power just by having it on you, you're good, if you need to use the implement as the focus, then you're not. This does not diminish the power of the item, otherwise how else would you gaslight the next generation into inheriting your mistakes? Teaching them in person? Psh.

...huh? What do you mean "this doesn't work with the lore you've been establishing," shut up! How else was the friendship beam of stolen powers supposed to work?! What was Frey gonna do, smack Susurrus with Sila's buffness, Prav's weight, Ola's lightshow, and Cinta's absentee parenting - I mean, healing?



Citizen of Athia

A Profession [100 CP | First Free for Citizen of Athia]

Your standard job experience perk. You'll get the memories and skills of an expert in a medieval job of choice, like blacksmithing or farming or weaving or what have you. However, as the blacksmith-turned-Archivist says, Athians adapt, and so this is repurchasable multiple times. Discounts do not apply after the first purchase, though.

Extend A Hand of Kindness [100 CP | Discounted for Citizen of Athia]

You are capable of showing great kindness and extending a hand to those in need. Things tend to go better when you're trying to do something nice for somebody with no ulterior motives. The hand of kindness is fair and just, after all.

The First Rule of Pickpocketing [200 CP | Discounted for Citizen of Athia]

...is "Don't get caught." This perk helps with sneaking a lot or being overlooked for bad events like a crazy woman attacking people completely at random. You'll even gain an extremely selective sort of plot armor when you being noticed is a negative for you, like if dealing with those children is really just a hassle for you and you could not be half assed right now.

I'll Believe In You [200 CP | Discounted for Citizen of Athia]

Your words will bring people to their senses, like you're lighting the doorway to a new path in their mind. The very act of you believing in somebody will help them be a better them. Even if they're really bad at it, they will get there one day with your aid. One day.

Cognoscent [400 CP | Discounted for Citizen of Athia]

A Cognoscent is the term for one of Athia's most highly respectable scholars, a title you are now worthy of having. You have a great depth of Athian knowledge, enough to single handedly find a way to slow the Break's clutches on people. This updates for each world you go to, and where Suspiciously Well Informed is more broad and made of in the moment memories, you get the knowledge of a scholar that has spent their entire lifetime studying the very world itself. Your critical thinking skills are top notch, and you can process information far better than the average person. Why, you might even be able to one day approach making a magical computer like the likes of Tanta Ola and her people.

Worthy of the Council [400 CP | Discounted for Citizen of Athia]

Your wisdom and judgemental ability is wise beyond your years. You are smart, and your worldly experiences would have Cival all but begging to make you a member of their Council. Maybe you could replace Jennesh? I hear he's most certainly on his way out after all of his rather unprovoked outburst and embarrassing fits of anger. Or you could be kind and remind him of the kindness he learned under Tanta Cinta, humbling him. Above all else though, you get something that he definitely needed: the ability to admit you are wrong, and the willpower and determination to quickly and immediately find a better path than the one you had been treading on. It may not sound like much, but sometimes all it takes to prevent the deaths of thousands is a slice of humble pie.

Voosh! [600 CP | Discounted for Citizen of Athia]

A lifetime of study and magical mastery has granted you use of the Torana, a powerful and diverse magic that can conjure up portals to wherever you desire, even other worlds! Or at least, that's what you'll be capable of when you master using the Torana itself. For now, you'll simply be able to use it to teleport short distances, but with time and effort you'll soon be able to cross oceans to reach another part of the world.

The Torana isn't just portals, though. You can use it to imbue your abilities, attacks, and weapons to grant them a sort of special feature. Blitz around the battlefield like a teleporting angel of death, making attacks that don't quite make physical sense. You can even do a discount version of a Judgement Cut if you're using a sword! It's possible to abuse the way the Torana works, as it isn't an instant teleportal if you don't will it to be. It's possible to "tunnel" in space, making yourself invulnerable from one point to the next, though a watchful eye might be able to tell where you're going. You can only tunnel as fast as your jogging speed. This power cannot bring you to other settings until Post-Spark.



Tanta

Nailing That Slay [100 CP | Discounted for Tanta]

The Tanta were able to use their blood to paint special patterns on their nails to further increase their abilities, both augmenting their magics and increasing their attributes (read: stats). You now have the knowledge on how to do this as well, using your own blood. Alternatively, you could also use Breakshards as well for further augmentations. With this purchase, you will gain knowledge on how to make every pattern from the game, but it will be up to you to put in the work to make them. Post-Jump, you can apply this ability to other cosmetic things such as makeup or tattoos or hair dye, and you'll be able to figure out new patterns related to whatever worlds you find yourself in. If you're not a Tanta and you buy this It Just Works™.

The Break Can't Break Me [100 CP | Discounted for Tanta]

Unlike how many were led to believe, the Tantas' madness did not quite happen due to the Break. In truth, it was the demon Susurrus tormenting and twisting their minds until eventually they succumbed to his vile ministrations. Like them, you have immunity to the break, and similar corrupting miasmas in future worlds. Remember, this is not useful in the least against dudes whispering demon shit into your ear.

By the Powers Combined [200 CP | Discounted for Tanta]

The Tantas only had the powers they took from the demon for a short while, yet they were able to quickly master them and combine with their own gifts to realize even greater potential of their magic. This too shall be true of you, powers you get will have surprising and intuitive ways they can synergize with your current powers. Maybe magic fire will pair with your creation abilities to let you quickly forge dangerous weapons on demand, like Tanta Sila, or perhaps you can use those newfound stormlike abilities to further your research to create far more grand illusions than ever before like Tanta Olas? You will be inspired to find further synergies among your current and future powers from now on.

Tanta's Blessings Go With You [200 CP | Discounted for Tanta]

The Tantas used to represent the best in people. Strength, Justice, Wisdom, and Love. Now, though they are wrapped in their madness the people still believe in what they used to be, to carry on the legacy of hope that they once were. This effect now follows you. Whenever you help people, help the world become a better place, do anything good, it will instill a feeling of hope and a belief that things will get better in those you affect. They will begin to pay it forward and work together to achieve a better tomorrow, even if you're already long gone by that point. Remember these words, and let them give you strength. You can toggle this off if you want, but why would you?

Familiar Creation [400 CP | Discounted for Tanta]

The Tantas were able to create Familiars, beings with sapience and powers that could grow to be as brilliant as Cognoscents and were able to handle duties normally left to high ranking officials. Some oversaw the nutrition of the people under their purrview, others kept guard over cities, and one even ran a clinic, though she left the surgery to the humans who had more dexterous digits. Now you, too, may be able to create these. You may enhance an animal of your choosing with your power until it ascends and

becomes your loyal friend and servant. More of a pet though, really. Traditionally, cats were used. Post-Jump, you may use any supernatural energies you have control over to create Familiars, and they will gain related abilities, in addition to being able to lazily float around. Plus, they're really cute!

Gift of the Tanta [400 CP | Discounted for Tanta]

Before absorbing the power of the demon Susurrus, the Tanta had their own gifts that they were born with, magical and wondrous powers that boggle the mind. Tantas get one purchase for free, and further purchases are discounted by half whatever you paid for the first purchase that cost points.

- Sila, Tanta of Strength - She was said to be able to change the state of matter and being. Her willpower was the stuff of legends, and she knew how to wield her power without being blind to the consequences of her actions. Sila could magically bolster her own already superhuman strength, to the point of casually turning boulders into dust and intimidating armies to kneel. Show your enemies the burning passion of strength.
- Prav, Tanta of Justice - She had command over gravity, redirecting it in any direction and increasing or decreasing its power as she pleased. Like her nuanced judgements, Prav was able to have fine control over how her gravity was used, able to weigh down entire armies or change the way multiple targets fell without getting them confused at all. Crush your foes with the heavy weight of justice.
- Ola, Tanta of Wisdom - She could weave grand illusions that sometimes seemed more real than reality itself. Just a few moments of observation was enough for her to conjure sights and sounds that would stop enemies in their tracks and run them ragged. Were one to somehow find a way to break their limits, they could even conjure up a whole city somebody could spend the rest of their life in and never know the difference. With this power one can use the victim's memories but it won't grant any new information so one would have to be wise to improvise. Dazzle those against you with the depths of wisdom.
- Cinta, Tanta of Love - She had the ability to nurture life itself. Imbuing plants and other organic materials with her power to grant them special effects or amplify them to create wondrous elixirs, healing injuries, sicknesses, and disease, and communing with nature to transform the world around her were all in her purview. Kill your opponents with...kindness...? Wait, no. You are a Tanta and will do as you please; you can kill all your foes with a fungal disease.
- Jumper, Tanta of...? - The four, no, five Tantas of Athia were not the only Tantas. There were the Tantas of Rheddah, though their powers are shrouded in mystery. Rumors of powers over time or memory were hinted at, but maybe we'll never know. Whatever the case, you may create your own power along the lines of the others, like a great quality of mortals driven to its peak and given magical might.

Divide and Conquer [600 CP | Discounted for Tanta]

When they could not truly end the demon Susurrus, the Tantas decided to sacrifice themselves by each taking a portion of his power, sealing them within golden vambraces that they each held to keep him contained. Wouldn't it make sense if you could do this on something less malevolent for your own convenience? Well, now you can. You may seal beings or energies into a vessel, able to draw upon the powers within. You can even

do this with living beings, sealing powers from you or another into them, like the Tantas did with their own powers and Frey, for when the time was right. Now, don't go crazy and start sealing everything around you for convenience, there are limitations. First, a being must be either willing or unable to resist if you are sealing them, and if they have corruptive abilities this power alone won't be able to stop them from harming you, physically or mentally. Furthermore, if you seal your own powers in somebody else then your own ability to use that power will either be highly diminished or nonexistent, depending on how much of yourself you gave away.



Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes will be placed near your starting location in-jump or a reasonable place of your choosing for your stay and will be attached to your warehouse after the jump is complete; they can then be imported into future jumps as desired.

General [Undiscounted]

The Fuckening of Subtlety [50 CP]

A copy of Alice in Wonderland that updates and holds every version of it that you come across or have come across without ever getting more thick than a small novel. For some reason, it has some themes in it highlighted throughout the pages. For some other reason, these will all correlate to what you'll be seeing in your time here, almost as if the world is based on several references to the book. It's almost like somebody was trying to tell you something.

Post-Jump, you will get a new classic book pertaining to whatever setting you go to, similarly highlighted, and similarly updating. These won't necessarily always be classics from home, they might be from past settings you've been to, or books you haven't heard of yet. Might be worth checking out. If you want, instead of appearing by your side when you wake up or in your Warehouse or whatever, it will pop in out of nowhere smack you in the face as soon as one of the themes becomes even remotely relevant.

A Taste of Athia [50 CP]

This isn't a food item, sorry. You get an Athian aesthetic switch for your Warehouse, items, and properties. This includes the pseudo-Greek stonework look or the beautiful landscapes with lots of floating rocks and pretty glowing magic things. Does not confer bonuses other than looking pretty, mining this out of your Warehouse just gets you some interior design damage.

Healing Draughts [50 CP]

You get some healing potions that heal a moderate percentage of your health, in a set of ten. Refills whenever you take a rest. You get instructions on making more, just in case you don't have access to any Balm Flax in future worlds.

Refuges and Belfries[200 CP]

Sounds like the name of a board game, but don't get confused. Pilgrim's Refuges are houses that dot the lands you travel, always built the same. Belfries give a Cuff Compass scan a super boost, showing you some Landmarks within a given zone. Refuges have a map of the general area you're in that has some points of interest marked by fellow travelers. These will show up every so often as you travel, especially when in the wilderness. Nobody really notices these unless you lead them to it. You will be

guaranteed to find at least one in a given “zone.” May look different depending where you are, like instead of a house you’ll find a great camp set up just for you and your companions. Or just a tiny bonfire, but you gotta take what you can get, right?

Cuff [300 CP]

This is probably what you’re here for! Grants access to the Magic and Cuff Builder and a stipend of +300 Vambrace Points. As a special offer, you can freely import power systems you have into it to loan to others who wear it. If the original look isn’t for you, you can change its design to match your tastes, whether a copy of one of the Tanta’s cuffs or one tailor made for you. As long as it fits the description “metal accessory thing on your arm,” anything goes. Retains upgrades you make to it.

Your Own Slice of Athia [500 CP]

Why stop at a cottage with all its luxuries or even a city? This lets you purchase a copy of any Tanta’s regions, or a unique one of your own design, but it will be up to you to upkeep and keep it safe from harm. Try not to ignore it like Olas did hers, will you? These regions come with plenty of replenishing natural resources, far more than a month of the Citizen of Athia’s Materials item could provide in a year, replenishes at the same rate of a month.

Note: this item doesn’t show up proper until after you’ve completed the Jump, attaching itself to your Warehouse or fusing with any other properties you desire it to.

Drop-In

Rheddig Crystals [100 CP | Discounted for Drop-In]

Magic crystals! It's not quite clear where these came from or what you can really do with them, but they're essentially Breakhards but without the inherently terrible side effect if you touch them. Probably. It will be much easier to alter beings using these crystals without grievously terrible mutations as Breakshards cause but they also don't come with the imbued power of the Tantas within them. You get a big crate that refills weekly.

Rheddig Armaments [100 CP | Discounted for Drop-In]

A bunch of supplies, perfect for waging a tiny war on another country. Or like, one single chunk of it really. Weapons, logistics supplies, rations, camp materials, whatever you might find in a medieval war supply line, it's probably in here. Refills monthly.

Alcador's Notes [200 CP | Discounted for Drop-In]

These oddly charismatically written notes contain details on gruesome human experimentation. Most importantly, how to use Rheddig magic to change and alter life, creating things similar to Breakbeasts, or even allow one to attain a new state of being like the Rheddig soldiers mutating into angelic beings. With lasers. With time and experimentation, you will be able to use this to make your own Cygnonathus or become whatever Alcador was at the end of the DLC.

A Blistering of Breakbeasts [400 CP | Discounted for Drop-In]

This is a veritable army of breakbeasts like the ones you see in the game, from the fucked up bears and birds to a handful of the boss monsters like the Proto Bandersnatch you have to defeat during the Exposition Dump Chapter and even a Cynognathus from the DLC. If desired, you can make all of these have a more crystallized and angelic look like the things the Rheddig soldiers transform into so they aren't so ugly. Or maybe just a minor cosmetic lift, whatever floats your boat. All are loyal to you, and you can summon them to you if there's enough space for it. If killed, these respawn at the end of the week.

Tree of Offering [600 CP | Discounted for Drop-In]

When the Rheddig came to Athia, they brought a terrifying weapon of power: the Tree of Offering. This mountain-sized tree accepts the lifeforce of those who die around it in order to create powerful roots that contain large caches of power, used to power its most infamous ability, making bombs out of people. Alcador called this the Gloaming. Through sacrifice, magic forced into a victim's body is strengthened every time they absorb the power of a root. By sunset, said victim explodes in an explosion comparable with a nuclear bomb, minus the radiation. If the victim is killed before sunset, they explode anyway. Yes, this is a tree that delivers a fate exactly like a certain pie-based bomb made in a certain pirate-owned pie bomb factory that makes bombs.

You get your own copy of this absolutely massive tree, housed in the same strange spherical cage-like structure in an area of your choice, or attached to your Warehouse.. As a bonus, you may sacrifice people to this tree to harvest the roots for your own usage, whatever it may be. This includes bolstering your own powers. Normally, only Athians may work as a victim for unexplained reasons, but Post-Jump you may use anybody who is compatible.

Chosen One

Duffel Bag of Money [100 CP | Discounted for Chosen One]

Enough collected dosh to start a new life somewhere else. Refills in every future world you go to with enough money to completely start over in a nicer place than wherever you started, whether you wake up in the slums or in a nice posh apartment. Try not to let this burn in a fire.

Smartphone [100 CP | Discounted for Chosen One]

A smartphone with a charming design that somehow stays at least a little relevant in little ways no matter what on your journeys, whether as a convenient trinket or a conversation piece. Whenever you find a new place, it updates itself with a map with scenic spots that are perfect for pictures that you or others would be very interested in. Maybe it'll make somebody very happy? As a bonus, you can conjure up photos to hand out with this. Never runs out of battery or service, but it does require a network of communication to exist. Can't call your bestie at the tavern if all they've got are letters.

Wardrobe of Drip [200 CP | Discounted for Chosen One]

Can't be the Chosen One without looking the part, right? Here is a wardrobe with many outfits that give you a fashionable look you would personally approve of. In one of the compartments is a collection of accessories that complement all your outfits. This also comes with a beautiful cloak straight out of a fantasy world and high quality makeup, including a full nail technician kit that would have any manicurist green with envy. Not only that, but you get a display of some really nice shoes that you can switch out to any others. For an extra surcharge of 200 CP, you can have every cloak, necklace, and nail in the game.

Tinkering Table [400 CP | Discounted for Chosen One]

This is less of an item bound to you, more of an item that shows up around you. Every hero needs to keep up their tools of the trade, right? In any place you could take a rest like a camp or even hotel, there will now be a table that contains all the tools you need for upgrading your equipment and items. This will update with whatever skills you may have, although until the current Jump ends it is limited to what you'd get in this world. Its looks may change but you will always sense if it counts as this item. As a bonus, this table lets you swap out upgrades if you want to change them, or add nice cosmetic touches to your outfits. What's the use of the best armor if the Fashion stat is negative shitfinity, huh? Does not come with materials that aren't basic things like glue.

Labyrinths and Monuments and Towers Oh My! [600 CP | Discounted for Chosen One]

Listen, this is an open world game. Being an open world game there's gonna be "Landmarks." You know, those things that make gameplay more entertaining when you have to comb over large swathes of fuck all. And luckily for you, now you can carry that fun to any future world you go to! This item populates future settings with open world challenge spots for prizes that are always relevant to either the level of power purchased in a given jump and your overall power level. This item updates whenever you go to a setting with open world elements. Never be without those Ubisoft towers ever again!

Here are some examples you'll be getting in this world:

- Locked Labyrinths - Big gazebo-like structures with glowing pools of magic that take you to a mini dungeon hidden away in a subdimension. The color of the pool and the dungeon you go to are related to the territory you find them in, so maybe you could use these as a way to tell whose lands you're in? You'll find some good items in chests scattered around these and a ton of enemies to beat up, so feel free to let loose to your heart's content. At the end of these dungeons will be a thematic boss and behind it a piece of unique equipment guaranteed to at least look really cool with pretty good stats. Maybe you'll even get some secret lore of the world!
- Monuments are... monuments. Big statues that you can give a good smack to unlock a challenge to test your skills. Defeat a miniboss, beat a time trial, go through an obstacle course, that sort of thing. You'll be ranked on these, and you'll get a reward based on your rank. You could even get a nice permanent stat upgrade! Unlike Locked Labyrinths, Companions can get their own rewards from these, lucky you.
- Cognoscent Towers are towers with a bunch of books in them, so you can read a lot? There tend to be enemies here, so the challenge is trying to beat them up without destroying the information, I guess? At the top of these will be world related information that you will find interesting. Probably.

Any Landmarks you get from now on will be reflavored to fit the world you're in as close as possible, though you might see ones from past worlds come up every once in a while. Copy pasted assets? Don't be silly. Nobody will notice how weirdly these tend to pop up unless you point them out. Try not to make a historian cry, okay?

Citizen of Athia

Prison Break Basket [100 CP | Discounted for Origin Citizen of Athia]

A hooded robe and drugged pastry in a basket with other implements and other things to help break out people unjustly imprisoned. Sounds really specific but really helps if you do get the chance to use it. Refills after every prison break you do.

Materials [100 CP | Discounted for Origin Citizen of Athia]

Stuff native to Athia for making things, this includes basics things like anglestones and rare stuff like odvaha ore, a beautiful red metal said to confer the protection of the Tantas. Replenishes in a big crate weekly. If you have a profession, this will have things related to your craft inside it. However, the more rare the material, the less of it there is inside.

Ballow Tree [200 CP | Discounted for Origin Citizen of Athia]

A magically imbued tree that glows with a hue of blue, and blossoms too. That is to say, it's wreathed in veins of lovely blue magic, and beautiful blue flowers that grow all around it. Its resin can be extracted and heated to make a mist that slows down corruption from the Break, and in future settings can be used to help treat any form of corruption outbreak both mundane and supernatural, such as plagues. Some believe it to be the essence of life, distilled. Smells kinda like fresh pancakes smothered in syrup. The Ballow Mist you can make with this can also be used to keep corruptive forms of miasma at bay. You get a small grove of these that replenishes to full every month if any of them die, get used up, or given away.

The Archives [400 CP | Discounted for Origin Citizen of Athia]

In the city of Cival lies the Archives, a grand repository of information gathered over the course of countless generations. Now you can have your own. Your version will boost research and updates to be a great library in future jumps. Books and scrolls and maps and all manner of information are findable here. Newly obtained information tends to relate subjects you're interested in but you have to look for them. You can even find information like floor plans of old castles and other buildings and the like. These Archives come with an Archivist who also has experience in the form of a second purchase of the Profession perk, from before they were an Archivist. They can be imported as a Companion if you really want. For some reason, this place makes for a really good bunker against raging cataclysms just outside.

Your Own City [600 CP | Discounted for Origin Citizen of Athia]

Is one city left in the world a bit too unbelievable for you? Do you love the stonework pseudo-Greek look of Cival? This is the option for you! You can have a copy of the city of Cival or a city much like it. Perhaps something like the old underground capital of Visoria if that's more to your liking? Post-Jump, you can attach this to your Warehouse or import it somewhere in the world. Does not come populated if you don't want it to be. Does come with an outfit on par with the ones the Council has, guaranteed not to make you look like some kind of doofus. It'll be up to you to live up to being like one of their members. Like the Archives item, this has a strange durability to indiscriminate cataclysms raging around it. It won't stop exposed people from dying, but unless somebody's specifically causing havoc then the architecture will remain relatively intact.

Tanta

Breakshards Collection [100 CP | Discounted for Tanta]

What happens when Athian Tana magic collides with Rheddig crystal magic? Breakshards! These are dense crystallizations of magic that tend to cause memory loss and other nasty side effects when handled improperly, like touching it with no protection. You and yours are immune to this, however. There are five types: Fervid, Leaden, Lambent, Welkin, and Lucid. They come in three rarities as well: Clusters, then Blooms, then Garlands. It's possible to unevenly convert one at a loss to another type with some finagling, and upgrade the rarity at a four to one ratio. You get a refilling crate full for every type here that regenerates weekly.

Talismans [200 CP | Discounted for Tanta]

Talismans are special enchanted tags customarily worn by members of Tanta Cinta's personal guard, they are imbued with powerful magics that lend strength to those who wear them. They also function as dog tags. You get the whole collection you could normally find in the DLC plus instructions on how to make more. Three is generally the maximum one can wear without highly diminishing returns.

Troupe of Soldiers [200 CP | Discounted for Tanta]

This group of soldiers hold their own well, becoming strong enough to be relevant in each setting you visit. Respawns monthly. They can be some other form of minion if desired, themed after your own powers. Comes with a small army of weak minions, a couple dozen stronger types, a handful of minibosses like the Pitiless Arbiter, and one boss type on par with the Senseless Savant. Don't get too excited, these are basically all cannon fodder compared to somebody on par with you.

Vestments of the Tanta [400 CP | Discounted for Tanta]

The Tantas had some really cool outfits, right? You can have a copy of each of their outfits on some mannequins that let you resize and switch outfits with you at a touch. You can even change the poses of the mannequins so they really display the full fashionable look they deserve. Each outfit will give great bonuses related to whatever Tanta they came from, so wearing Tanta Sila's armor grants extra strength and extra power and control with fire or matter reshaping techniques, and Tanta Prav's armor would probably make any water mage feel like their own tsunami. This won't be anything too crazy mind you, it'll probably be the fashion and perfectly tailored comfort carrying that great feeling. In future settings, you get a new outfit for every power system you obtain, plus more for each "school" or facet you master, so you never have to worry about being the worst dressed spellcaster at the mage's ball ever again.

Tantamount to the Word "Opulence" [600 CP | Discounted for Tanta]

You're a Tanta, so you should have all sorts of cool things. For starters, you get your own castle. It's big, beautiful, and built to your liking, with one color flavoring the entirety of it. The castle comes with features and furnishings you'd approve of, such as a big library if you're the scholarly type, or paintings of you, your companions, past accomplishments, and pretty scenery if you like that sort of thing as well. Opulent or as simple as you'd like, within reason. You also, of course, get a gigantic throne room that really expresses your own sense of style.

Magic and Cuff Builder

This is where you'll be buying your magic for you and your noble vambrace! ...or magic cuff, if you want it that way. As outlined in the Cuff item, you get a stipend of **+300 Vambrace Points (VP)**, with a 1:2 CP to VP conversion rate. Magic purchased here is both inherently yours and able to be used through purchased Cuff item. Barring outside Perks, having the magic here and having your vambrace on you does not add to your power, though it may make things easier. The following descriptions simply give a basic transcription of the abilities from the game. If you're creative, you can probably find new and better uses for what is essentially being a magic-based elemental Bender with esoteric effects than can make their own element wholesale and dismiss it when not needed, or simply relinquish their hold on it to let it linger on its own in the world. You don't even have to let the magic affect the environment while attacking if you don't want it to.

As a special consideration to those who spent points on the Tanta origin, you may have one magic type already purchased for free in addition to the stipend. Unlike the game, you may train or upgrade your magic constantly, though expect it to become harder eventually unless you've got a perk for that.

Each magic besides the final option costs **200 VP**. If you want a more in-depth description of the in-game abilities, see the Notes.

Parkour Suite (free) - magic sprinting, jumping, perfect parkouring, perfect balance, be like a majestic gazelle, a magic gazelle, and eventually run up walls and slow fall and do fancy magic aerial shit, synergizes with every other magic you purchase here.

Purple Magic -

Purple Magic, a magic of earth and nature! This is the magic Frey starts off with. Conjure rocks to rain down on your foes, hypercompress boulders into devastating projectiles, and use the flora of the world itself against your enemies! You can summon wooden tendrils from just about anywhere to whip or ensnare opponents, this magic is great for restraining your foes before pelting them with rocks while staying nice and healed.

If you've purchased Tanta Cinta's Gift, then you can use her command over life itself to further augment your abilities. Create plants that act like rock turrets, or perhaps have your constructs mimic certain plants to give them special abilities, like poisoning foes or making flowers that heal you and your allies.

Red Magic -

Red Magic, a magic of fire and magma! This is the magic that Tanta Sila uses against Frey. Burn enemies with flaming melee attacks, conjure red hot javelins to skewer opponents, blast down everybody in your way with huge bursts of fire! This magic has a great focus on melee attacks and being in your face, although just using normal fire by itself is certainly an option.

If you've purchased Tanta Sila's Gift, you may use her power to strengthen your attacks even further than before, and make your fire hit even harder by giving it matter and shape along with it. Turn those fireballs into meteors, with magma! You can even take statues and animate them with fire to turn into loyal soldiers, ready to fight for you

at a moment's notice! Reshaping them to act like a remote body you can puppet is also perfectly possible with this.

Blue Magic -

Blue Magic, a magic of water and ice! This is the magic that Tanta Prav uses against Frey. Drown foes in heavy orbs of water, wash them away in a torrent of...water! You can use ice too, and shoot off tons of frozen arrows or freeze enemies! If you find yourself regularly swarmed with lots of mobs, this is great for giving them all at bay while chipping away at their health. Cover yourself in a layer of frost to better take attacks!

If you've purchased Tanta Prav's Gift, then you basically have water-based telekinesis. Make your water lightweight to throw around even more ridiculous amounts of aquatic destruction, or even change the gravity of your bolts to make them hit far harder and go far further than they really should. Or just lift your enemies and drop them with extra force onto some ice spikes. Whatever works.

Green Magic -

Green Magic, a magic of wind and lightning! This is the magic Tanta Olas uses against Frey. With a storm at your fingertips, you can shoot bolts of lightning that can home in and chain between foes, sweep them away with gale force winds, and use electricity to directly fuck with their nervous system! The electricity you conjure doesn't really even have to act like proper electricity, you can let balls of lightning float around like deadly mines that explode on contact. Also, you can absorb life force to heal yourself, for some reason?

If you've purchased Tanta Olas' Gift, then it seems that this magic somehow augmented your thoughts to be far faster than before, taking your genius to a whole new level. For reference, Tanta Olas basically invented magic computers and was able to create special lanterns that made her illusions far stronger than ever before, creating an entire city from the victim's memories and illusions that actually caused real physical damage. If you're mean you can even take said lanterns and have them endlessly dispense fake enemies in the general area for your own foes to fight.

Yellow Magic -

Yellow Magic, a magic of crystals and light! Thalia used this magic. Crystallize enemies to stop them, throw spears and slash with swords made of light, ram enemies with a barrier of light, let loose a blast of light that petrifies your foes and...okay, to be honest with you, this is literally a repackaged reskin of pieces of the other magics put together, with a couple extras. Wait, come back! If you purchase this magic, you can reskin each other the other magics as one another! Zip around with water or lightning instead of the fire tendril from Tanta Sila's Red Magic, or Float around with a bit of Green Magic instead of Tanta Prav's Blue Magic!

Don't worry, you won't turn into a bomb with this option. Cool golden bevel tattoos look optional. Since this is basically just Susurrus' attack moveset played down greatly, purchasing A Susurration of Powers lets you get this magic for free. This does not have a Gift of the Tanta bonus, but perhaps the following option is the next best thing:

Fusion Magic -

For some unknown reason, Tanta magic and Rheddig magic react rather strangely with one another, often violently and explosively. Now, you can do this without purchasing this magic option but taking it here lets you make creative or strange new effects by combining different schools of magic directly within you. For example, say you purchase Red Magic and Blue Magic. It's possible to cast one after the other to create steam, but with this you can skip that and just conjure the steam yourself, essentially fusing both for a new school of steam-based magic. This will continue to future worlds, allowing you to do the same with new power systems you encounter and master.

Jumper Magic -

Jumper Magic, a magic of bullshit and unfairness! Comes in a color of your choice, it should be something elemental, matching something similar to the options above. No matter what, it starts off at the same general level of power and progresses similarly. If you have bought your own Gift of the Tanta ability you may synergize with it somehow in a way that allows for producing extra effects. It'll be up to you how it interacts with other magics bought.

Special Copy Magic Option - Susurrus reabsorbed the powers taken from him by the Tantas, yet he never seemed to bother with using them. Or maybe the Tantas had this elemental power all along? It's not quite clear. (Hey look, is that the script?) Either way, your vambrace (not you, mind) will be able to absorb and copy the magic or magic-like systems of those you defeat (read:permanently kill, killing and revival takes the power away) by imbuing itself with a vital part of whoever you defeat. Since there is no extra vambrace to take in, a heart or something similar will do, really. It is up to you and your vambrace to get on their level of power/expertise. This costs three times the normal price of a magic option. See Notes for more details.

Companions

Companions cannot purchase more Companions.

Companion Import [50-200 CP]

Spend 50 CP apiece to import or create a new Companion, spend 200 CP for a set of eight. Companions get 800 CP to buy whatever besides Companions. They may take Drawbacks that only affect themselves.

Going All In [400 CP]

Craving something for those lonely nights because Athia's population consists of maybe five dozen people? Here's the option for you. Bring in all the rest of your Companions! Same rules as above.

Quatro Ba-Tanta [Tanta Exclusive]

Want to make your own Tanta group? If you have the Tanta origin add-on, you may import or create three other Companions who get the Tanta origin add-on so you can have your own little group of four. Don't let yours go crazy and die, okay?

Canon Companion [100]

So you want to take any other existing character from this world, what little there exists...? You may purchase this multiple times, but you can't use it to buy Cuff. That requires the Cuff item and a certain option below.

Your Very Own Familiar! [100]

A magical pet that respawns the next day if it dies and will somehow miraculously avoid disasters like a house catching on fire or a group of murderous gangbangers looking for revenge, and they will be seemingly uncowed by the Break. Not only that, but you can give them the skills of a single Familiar from the game. See Notes for more details. You can add the talents of another Familiar if you buy this again, or you can just have another pet per purchase. You may import a pet into this option. Or a Companion if that's your thing.

Vambrace of a New Friend [Cuff Item Purchase Only, Optional]

If you've purchased the Cuff item, you may use this option to import or create a Companion into your vambrace to essentially be your witty sidekick. If you want this option but don't want to think about it, this defaults to a witty and genuinely loyal and helpful friend that likes to banter. Basically, a nicer Cuff. In addition to the Cuff item's properties, they come with both pairs of the 100 CP and 200 CP perks from the Drop-In origin, plus Cuff Compass which they can use for your benefit and the ability to gain the other perks including capstone perk if they become strong enough. Guaranteed to probably not corrupt you. Probably. This can be Cuff himself if you desire, but he'll probably still want to kill all of Athia if you don't convince him not to. Cuff comes with the entire Drop-In perkline, minus the capstone unless you complete the Scenario.

Post-Jump, whatever option you chose for this Companion can separate and/or turn back and forth from a vambrace at will, and will not take up a slot while in that form.

Scenario

A-Frey-zing Grace

This is the classic “take the place of the protagonist and go through the story” scenario, except here you have to do the whole shebang and fix all of Athia into a working, non-apocalyptic state like you’re some madman trying to Platinum Trophy the game’s nonexistent sequel. Solve the mystery of the Break and purify its corruption, 100% every single bestiary and challenge landmark, and become a truly legendary hero to Athia’s people, or even the world! What’s left of it, at least. You can have the Tanta origin add-on for free by taking this Scenario, but if you give up or fail it somehow then all purchases that benefitted from said bonus shall be revoked. You will also go through the In Tanta We Trust DLC if you need help with the Break, so I hope you didn’t mind extreme mind-searing nonlethal pain. Instead of purchasing the Cuff item, and creating/importing a Companion into your vambrace, Cuff will be your witty vambrace sidekick until the Scenario’s completion. No, this doesn’t require repopulating the world, get those pants back on.

Reward

First, congratulations! You get a free “purchase” of the Cuff item and Vambrace of a New Friend Companion option, replacing Cuff with whoever you want instead of taking the genocidal maniac with you on your journey. He’s pretty great though, when he isn’t trying to kill you. If you do keep him, he’ll tone it down a notch on his wanting to kill everybody thing, since he only really has a thing against Athia. This vambrace will retain all the upgrades you give to it by the time you leave this world.

Next, you may take anybody who managed to not die with you on your travels. Maybe you found some way to help the Tantas regain their sanity to let them fight by your side without killing them? In such a case, you may have a copy of their magic as though you had purchased it in the Magic and Cuff Builder if you hadn’t already. Gift of the Tanta bonus included, even if you didn’t take the relevant option! Tanta Cinta herself will be able to change between her dragon and normal form at will.

Finally, you’ll get a village named after you, isn’t that nice?

...

What’s that? You went above and beyond and fixed the whole wide world and ensured humanity wasn’t doomed even after 99% of the population bit it? Wow! You get a whole city named after you! And Your Own City! The item, named after you, if that wasn’t clear.

...what do you mean, “is that it?” Fine, you can have a copy of the land of Athia, for free. This is a country, mind you, not the entire whole wide world. It will follow you on your travels to future worlds, importing into the setting as desired, or staying as an attachment to your Warehouse. That’s basically five purchases of Your Own Slice of Athia. You fixed it up and made it yours, you might as well.

Drawbacks

Self-Insert [Toggle]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Get me out of this insanity [Toggle]

If you complete the A-Frey-zing Grace Scenario, you may leave before your ten years are up. You earned it.

...really, 9/11? [Toggle]

This Toggle will make it so that Alfre's father helped and died as a first responder when the World Trade Centers fell and will explicitly be part of the big reveal instead of just heavily implied. This ultimately changes nothing but I think it's the funniest thing ever. Game was supposed to come out in 2022 and her father died a great New Yorker hero shortly before she was born, 21 years ago. It's a timing thing, okay?

Extended Stay [+100 CP]

Every time you take this, you get to spend another ten years here! Hooray! This is still a Drawback, though, and those already in effect will still persist, although they won't be as reinforced as before. Bonuses cap at an extra +300 CP, but you can still keep taking it for no points.

I'm talking to a fucking cuff! [+100 CP]

You will be constantly baffled by new and surprising fantastical developments whenever they happen. This won't make you put down your guard any more than you usually have it up, but you'll be beside yourself every time something as simple as talking to a magical inanimate object happens. No, you will probably never get used to it.

Like poetry, you'll speak in rhyme [+100 CP]

You'll do it all the fucking time. No matter rain or snow or naught, this manner of speaking shan't be forgot. Inconvenient? Say it is not so. For for the rhyme you'll always go. To get to the point is a matter of waiting, for the words to come and sound really grating. As understanding comes, it should be just so elating. But good grief and alas, you're stuck as a master of baiting. If you cannot rhyme then you will be miffed, how dare others reject your lexical gift? Everyone will notice all your poetic sounds, so embarrassing you'll want to stick your head in the ground! If interrupted you'll scream and cry, and perhaps wish the offender to die. No matter who, you won't give a fuck. Be careful who you anger and, uh, good luck?

Um. Did I just do that? [+100 CP]

You just think you're the hottest shit since sliced bread and the latest and dankest of memes. Every time you accomplish anything of note, your ego will swell to absurd sizes faster than you can say "We get it already, shut the fuck up!" This will last for a little while unless something soberingly terrible happens to make you get your shit together. Try not to rely on that happening too much, though. There are only so many children left that could die to snap you out of it, and one is basically already forspoken for.

Whiny McWhinyface [+100 CP]

Inconveniences, not liking something, anything bad happening, and other shenanigans will all cause you to loudly and annoyingly complain to the nearest person, or just to yourself if you're alone. No, you can't use this to detect hidden people. You can get better about this if you put in the effort and get a character arc or two, but until then complaining will be a defining character trait for you now.

she skibidi on my rizz til I fanum her tax [+100 CP]

Whatever generation of slang and dialogue you hate will now spill out of your mouth like a waterfall of hot wet cringe. If you thought early Frey was bad then you have a whole 'nother thing coming. What's worse, is that the people around you who like you will begin to adopt your new manner of speaking. You know, because they like you so much. No, they will never notice how tortured you look when they compliment your big chungus level ten gyatt W energy because erm, what the sigma?

Prison Is In And You Aren't Out [+100 CP]

Like Frey, you will find yourself constantly in court or simply skipping straight to being thrown in prison for some reason or other. Maybe you're captured by bandits or you run afoul of the law, expect to spend a good chunk of time behind bars if you can't find a way to escape. What do you mean "Is it kinda racist that the black protagonist keeps getting arrested and spends the whole game cuffed?" Don't think about it.

Oh, Give Me A Break...storm! [+100 CP]

You will be constantly plagued by Breakstorms during your time here. These huge maelstroms of concentrated Break will constantly sap at your health so long as you're exposed and the area will continuously spawn monsters called Nightmares, terrible abominations born from the Break itself. Your best is to hunker down and weather the storm, if at least because exploration is all but impossible due to the conditions. This might also put a dampener on the whole making friends thing.

Through the Exposition Glass [+100 CP]

I sure hope you like being exposition dumped at because every time you come across some new information it will not come in bits but massive and boring dumps. Sometimes it'll be in the form of a bunch of holograms that will tell you something over the course of several hours that could have been told in maybe a few minutes of talking. If that all sounds good to you, then that's great! Because you see, for your entire stay here this will be the only optimal way to tell you information. Something as simple as a grocery list will go in one ear and out the other without a massive back load of information, like how the bread is running ever so low, because Bobby simply couldn't help himself, because he's just been having these cravings lately could you be a dear and help him with that too, and little Timmy and Sarah have been craving a meatloaf, so could you also add these, and...

Enemy Reinforcements Have Arrived [+100 CP]

Wow, they sure are getting their money's worth on that engine, huh? fuckton of enemy waves for literally no reason. enemies that summon enemies. dozens to hundreds

every time you fight. The worst part of this is, after defeating a regular encounter's worth of enemies, the rest stop giving EXP or items or anything.

Broken by the Break [+100 CP]

You look rather fucked up and not in a cool way and are prone to fits of madness or aggression. If you want you can use this for a free more monstrous Break-form aesthetic you can keep and apply to alt-forms but expect to be looked at like a monster and kept at a distance

Tantalizing Madness [+200/+100 CP]

You become a mockery, a parody of your former self. Do you excel at fighting and war? You'll be hungry for blood and flipping out at the drop of a hat. Have a great taste for justice and fair treatment? You'd give the Queen of Hearts in Alice in Wonderland a run for her money with your crazy court rules. Maybe even a split personality with how disconnected your justice is compared to how you'd normally be! On top of this, you'll get a taste for sitting inside the same room all day until something inevitably upsets you. Unlike the Tanta you can eventually be snapped out of this without having to die, but be prepared to wake up to some devastatingly bad choices, like killing a child. For half points, you can make sure this won't permanently hurt or kill anybody you would care about but your personality will still be in the shitter and it will be hard for anybody to like you.

That's Why You're The Best, Boss [+200 CP]

During your stay you will befriend a child who you can't help but like. Maybe it's the fire they got in them, maybe you see yourself in them. Either way, they'll worm their way into your heart. This is backed by fiat to happen. Obviously, that means they're going to die in a highly tragic fashion. They might even throw down death flags like making you promise something to them or whatever so you know it's coming, and you can't stop it no matter what you do or how hard you try. Unlike other drawbacks of a similar nature you will remember taking it so you can dread every goddamn second you signed up to doom a child.

A Marvelous Burn [+100/+200 CP]

Everybody and their mothers will try to be witty and one-up each other in increasingly tiring ways. All those terrible quips from the first hour of the game? This will be your whole ten years here. Companions are immune to this, unless they really want to annoy you for some reason. For an extra +100 CP, you won't even have that comfort.

It's called Luminous, not Schmoovimous [+200 CP]

Listen, pretty as it can be, Luminous isn't the best of engines at the best of times, and now you get to experience it firsthand! All the jank in gameplay that happens due to it whether through limitation or oversight now govern your existence. Trying to fight against the very concept of momentum with every step, jumping when trying to do basic actions, bouncing all over shit while trying to parkour, enemies bypassing "cutscenes" with nobody but you noticing until it's over, getting locked in fighting animations so you can't react to the big telegraphed attack, everybody having highly limited conversation

emoting outside of important “cutscenes,” the whole shebang. This cannot be gamed into a positive thing. I hope you weren’t too fond of turning around easily while walking.

It’s a Forspoken Life [+200 CP]

Good morning! I hope you had a nice sleep in your nice apartment that you’ve always had, with nice furniture and nice things. Oh, are you getting a call from your nice friend? All these names and words you keep hearing sound so familiar, *but why...?* You must have been having a terrible dream, *stop dreaming and wake up*, you have to go and meet that family of yours *who wasn’t there for you before, how come...?* Don’t worry about a thing, and this illusion will keep making you happy. *If you never find a way out, you’ll never have to face reality again.*

Jumpbrace for Impact [+200 CP]

I’m not going to dilly dally on this one, you are now taking the place of Cuff. That’s right, you’re going to be a talking sapient piece of jewelry for a good chunk of the Jump. More on that later. You can still take Scenarios, you’re just going to be robbed of most of your agency for them and hope your words can convince Frey to be a better person so she can murder lots of “people.” Your goal is to either gather enough power to regain enough power by siphoning the energy around you somehow (or get Frey to kill the Tantas to absorb their vambraces, really) to achieve the old form Susurrus used to take or risk failing the Jump. Just to make sure this is actually a decent challenge, you will be stripped of all powers, items, abilities, etc. minus what you bought here while you’re stuck as a vambrace.

No Items, Jumper Only, Arrive at Destination [+200 CP]

You know the drill, no items besides purchases here, locked out of your Warehouse, the classic Drawback you know and love to hate and hate to love. If this is your first Jump, this awards you nothing.

No, Body Mod You The Way I Do [+200 CP]

Same as above, but with perks this time! And Companions. Only what you purchase here, awards no points if this is your first Jump.

Decisions

You have three choices, but we both know there's really only the one.

Go To The Next Jump

Continue your travels into the next world.

Stay

Stay in Athia, with the locals. Are you sure you want this?

Go back

If you're done with your days as a Jumper, then take this option and go home with all your perks, items, Companions, and your Warehouse. Time resumes in all worlds you've traveled to, etc. etc. You know the deal.

Notes

Thanks to Negative-Tangerine for the jump document template!

Rheddig is to Rheddah as American is to America. No, it doesn't make sense.

On Magic:

Purple Magic - Its basic attack is called Shot, a basic rock shot attack, which is further expanded into Scatter Shot, Burst Shot, and Shield Shot. The Scatter Shot basically acts like a machine gun of rocks while it charges, and upon release will let loose a much stronger, longer range burst of rocks. Like a shotgun. The Burst Shot charges up a hyper compressed rock that explosively expands upon contact with a target or significant obstacle, massively damaging anything unlucky enough to be stuck in its path. The Shield Shot is pretty self explanatory, it makes a rock and dirt shield while you charge it and makes a wide short range burst upon release. Also like a shotgun.

For Support Options, there is Prime, Screen, Tendril, Leace, Bind, Disperse, and Implant:

- Prime makes a rock mine that explodes whenever an enemy touches it, hurting whatever is in the immediate vicinity.
- Screen creates a defensive array of rocks that block enemy attacks for you.
- Tendril creates a whip of ivy that snakes out and heals you for however much damage it does to the enemy.
- Leach causes plants that heal you and cure you of poison to spring up from the ground.
- Bind should be self explanatory, uses weeds.
- Disperse summons a turret flower that flings rocks at enemies.
- Implant shoots seeds into enemies that causes further damage.

Parkour options include Shimmy, Flow, Leap, and Cut and Run:

- Shimmy lets you time your jumps while running, kicking off from the ground in ways that allow you to move even faster.
- Flow is the basic fast running ability, letting you sprint beyond Olympian speeds for long periods of time.
- Leap lets you kick off from a wall to climb higher. Think of it like a one wall wall jump.
- Cut and Run blows open the ground in front of you, sending you flying backwards while also dealing damage.

Other Spells:

- Burrow retrieves items in a given area for you. Normally the more items you obtain with this, the faster Support Magic recharges, but let's just say you can spam this specific spell.
- Genesis is essentially the ultimate attack, summoning gigantic tendrils of wood in front of you. You can keep this going for a more devastating attack, and at higher levels the branches can spawn poisson plants for even further damage.
- Rarify is the spell that lets you combine Breakshards to increase their level, but you should also be able to use it to take gold samples to heighten their purity, or put similar gemstones for a bigger gem.

- Modify is the spell that allows you to change the type of Breakshard into another type, but it should also allow you to eventually figure out how to change one kind of rock into another.
- Vivify is the spell that allows for higher health bonuses when crafting necklaces, but may be able to be used as a general vitality booster when crafting accessories.

Red Magic - Its basic attack is called Slice, which is further expanded into Rage Slice, Arc Slice, and Blast Slice. Rage Slice isn't really slicing, it's more of a flurry of fiery punches that ends in an explosive finisher depending on how long the combo had been going. Arc Slice lets you summon a magic flaming sword that hits like it's heavy but can be moved like it's lightweight. You can decide how the sword itself looks. Blast Slice allows you to summon and throw magic javelins that explode on contact.

For Support Options, there are Fusilade, Aegis, Legion, Charge, Crucible, Bombardier, and Firetrap:

- Fusilade summons multiple fiery swords that fight on your behalf and in tandem with your own attacks.
- Aegis summons a protective and cleansing flame that reduces debuffs and increases your own attack power at the same time.
- Legion summons fiery soldiers to attack your enemies, like a lesser version of Tanta's stone knights. They don't have to have the fiery zombie reskin look and their design can be changed as you please.
- Charge conjures a fiery shield in front of you, used for ramming into enemies at high speeds. This is basically a Sonic the Hedgehog Homing Attack.
- Crucible encloses the surrounding area in a dome of magical fire that further increases your attack power.
- Bombardier lets you kick foes backwards, imbuing them with magic that causes them to explode to damage them and any nearby enemies.
- Firetrap conjures bubbling lava beneath an enemy that stays for a while and damages enemies that walk over it. This is probably more debilitating outside of game mechanics.

Parkour options include Soar, Rush, and Zip:

- Soar lets you continuously jump off walls in quick succession, like Leap but moreso.
- Rush lets you sprint even faster while in running mode, leaving a trail of (non-damaging, usually) fire in your wake.
- Zip lets you conjure a rope of flame that you can use about the same as a Spider-Man web, pulling yourself to objects or objects to you. This is also the basis for the Drag and Drop spell, which is essentially using it in combat.

Other spells include:

- Beacon, which allows you to recharge stamina much faster at the cost of looking really bright.
- Conflagration, the "ultimate" of this magic. It summons a huge storm of fire and magma that causes further damage in a wider area when held.
- Amplify, which allows one to improve how much a cloak boosts your magic. This should allow you to do the same with other accessories, with effort.

Blue Magic - Its basic attack is called Bolt, a basic shot with a ball of water. This is further expanded into Fan Bolt, Chain Bolt, and Cluster Bolt. Fan Bolt fires a spray of linked magical arrows in front of you. Chain Bolt fires one arrow while charging and then another in quick succession upon release, dealing bonus damage if the same spot is hit. Cluster Bolt allows one to summon a rain of arrows by firing one into the air.

Support Options include Maelstrom, Brume, Eagre, Naedre, Ablution, Inundation, Alb, and Oubliette.

- Maelstrom summons a pillar of water that serves as a shield against ranged attacks.
- Brume conjures a spray of mist that acts as a smokescreen against enemies.
- Eagre fires a circular wave of water that knocks enemies back away from you.
- Naedre shoots out a poison column of water.
- Ablution summons a purifying rain that rids you of stamina recovery inhibiting status effects.
- Inundation heightens your senses, including your critical attack rate.
- Alb coats your body in a barrier of ice that dramatically reduces the damage from a single piercing or unblockable attack. It wouldn't be unreasonable to assume you can just make ice armor with this.
- Oubliette forms a massive ball of water that traps enemies. Striking the ball deals a wide area of damage, and it's very compatible with other elements to combine for greater effect (zap it with electricity, hit it with fire, etc.).

Parkour Options include Glide and Float.

- Glide allows you to surf above bodies of water on a board made of water. There really shouldn't be anything limiting you from doing this on land, really.
- Float lets you conjure a barrier of water below you to temporarily slow your fall, or recover just above the ground to avoid damage.

Other spells include:

- Fortify, the spell that allows you to increase the amount of defense provided by a cloak or necklace. With some effort, you could probably apply this to other things you make.
- Cataract, the "ultimate" attack of this magic. This summons a grand vortex of water that sucks in and damages enemies before finally freezing into a solid and devastating frozen pillar.

Green Magic - Its basic attack is called Dart, which is further broken down into Storm Dart, Seeker Dart, and Pulse Dart. Dart itself marks enemies with "darts" that stay in enemies and apply further effects. Storm Dart releases an expanding shockwave of electricity while charging, ending in a larger and more powerful shockwave that also strikes darts upon release. Seeker Dart shoots out enemies with darts embedded in them. Pulse Dart sends beams of light towards any enemies with darts in them that pierces them dealing further damage.

Support Options include Distortion, Aggression, Sublimation, Compensation, Suppression, Displacement, Compulsion, and Projection:

- Distortion launches an area of effect mist that causes damage and makes enemies attack each other.

- Aggression sends out a wave of darts that marks a wide range of targets.
- Sublimation absorbs life force from the surrounding area to heal you.
- Compensation heightens the senses, allowing for Green Magic to charge much more quickly when you successfully dodge enemies.
- Suppression allows you to disappear by erasing all traces of you, though sudden movement can cancel this.
- Displacement creates an illusory copy of you that will act as a decoy.
- Compulsion summons several aerial ball lightning mines that explode on contact.
- Projection conjures a storm-charged spear that acts as a tesla coil against enemies near wherever it lands.

Parkour Options include Spoof, Scale, and Hide and Seek:

- Spoof lets you quickly evade while leaving a doppelganger in your place. Yes, this is the Substitution Jutsu.
- Scale lets you conjure phantom footholds in the air you can jump off of. This basically implies that if you try really, really hard, you can just make solid illusions for your own usage. Maybe you can run on an illusory rainbow road in the air?
- Hide and Seek is basically a high speed slide and shoot.

Other spells include:

- Diversify is the spell that allows you to add a fourth skill to necklaces. With effort, you could probably use this to shove extra enchantments into things.
- Tempest, the “ultimate” attack of Green Magic. With it, you may call up a personal storm of highly destructive lightning that constantly shocks enemies over a wide area.

If you need a visual on these, you can use [this video](#).

On Cuff Copying:

Examples include the Naruto Chakra system (and potentially Kekkei Genkai if you kill somebody with one?) or Jujutsu Kaisen Curse Sorcery system and assorted techniques. These will almost always start off much weaker than what whoever you took it from had. Expect arbitrary limitations.

If you buy all the canon Gifts of the Tanta and Red, Blue, Green, and Purple magics, plus Voosh!, you can activate Frey’s Awakening mode freely. Your eyes will glow with power and your body will be wreathed in magics of all the elements you bought, with all of their power greatly enhanced. This is basically a discount Avatar State.

The Break happened when Rheddig power in the form of Susurrus did some kind of fusing with the Tantas’ powers and made a big oopsie. This is never explained entirely, really. That’s what the nonexistent sequel is for, so feel free to make up whatever you want when writing.

“why does the chosen one’s capstone conflict with the rest of the lore?” how else would Frey have shot her super laser friendship beam with Cuff’s own elemental powers

On Familiars:

I know the descriptions are basically just cute ways to view cat antics and that they're literally useless in the game, but they have to be at least a little special to be immune to the Break as they are. Maybe they really do have special powers?

List of Familiars:

[https://forspoken.gamerescape.com/wiki/Category:The Tantas%27 Familiars](https://forspoken.gamerescape.com/wiki/Category:The_Tantas%27_Familiars)

Breakbeast list: <https://forspoken.gamerescape.com/wiki/Category:Breakbeast>

Forspoken isn't that awful a game really, just incredibly flawed. If you got all the way here, I'd like to take the time to tell you that the writing staff consists of a group whose crowning achievement is a failed Earthworm Jim reboot that never saw the light of day. The parkour and spells are cool, at least. Fanwank responsibly, and never in front of children!

Change Log

v1.0

Initial Jump Creation

v.1.1

Made some text error fixes.