

Bendy and the Ink Machine Jumpchain

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Oh... Hello there. I can't pretend to know why you are here. This... isn't a world I would think you want to go to. But, I suppose you may want a challenge? Or perhaps you enjoy the game, and want to try and fix it? Regardless, we both know how this goes. Take there; you'll need them:

+1000 Ink (Points)

You can choose your location, if you really want to. Most people seem to want to roll a dice though, for whatever reason. If you do want to roll, go ahead. Though this is a dangerous place to be in randomly... Oh, I know.

You can choose your location if you want. But, if you roll, you will get an additional 100 Ink. You jumpers seem to love points.

Location:

(1) Animation Studio - This is probably the safest place in the Studio. There are nearly no enemies here. It would be a good place to stay for ten years, though your benefactor might get bored if you do.

I believe it's safe because it is nearby what used to be the "entrance" to this place. Unfortunately, it appears to have been blocked off, though not by boards or ink. The last person I know of who tried to leave through the entrance fell through the floor. Fate will conspire so that you won't be able to leave... through *this* door.

(2) Music Department - Hmm. I always have enjoyed the Music Room. A relaxing place, usually. It has an odd habit of producing music from nowhere. Also peculiar is that the music tends to match the situation. If the music starts rising in tempo or volume, there tends to be an enemy nearby. Maybe you can figure out why?

Be forewarned though: the Old Conductor wanders through here quite often. He might not take kindly to your presence. If he doesn't... well, let's hope you see or hear him first. It's never a bad time to sacrifice someone to his god.

(3) Alice's Toy Room - Heh heh heh... You want to mess with the Angel? Okay, I won't stop you. The toy room is a favorite stalk of hers, allowing her to jump up to the window and scare anyone within. The room is also nearby dual paths. I have heard that they may make things easier or harder depending on which path you take. Or maybe it's just coincidence.

Do keep in mind... Alice is a dangerous foe. She will be happy to take you under her wings for a time, I'm sure. But it would be unwise to make her think that your body would be more useful than your life.

(4) Lost Harbor - Ah... The old Harbor. I haven't been here in ages. This place was built by Lost Ones and Seekers to serve as housing. Makeshift structures and looming structures abound here. I truthfully don't know how there is such a huge cavern beneath an animation studio. This could easily be a place you could make great if you put your mind to it.

Although... keep in mind, the Giant Ink Machine that is HIS domain is nearby, and I am unsure if he comes to the town. Also... the only way out that I know of is up the Ink River. While possible... if the Hand drags you under, I'm afraid it's Game Over. While there may be other ways, I certainly haven't found them, and I've been here longer than the Angel has.

(5) Bendy Land - A carnival of terror, indeed. Still, a bit odd you would want to go here. I don't believe the area was properly completed before the creator died. At least, there should be more within the park than the last person found. Fortunately for you, there are many games in here. If you are

able to do well enough, you should probably get some prize from the attractions. If you don't, I'm sure I can arrange something. Fixing up the park or rides would likely provide you with something to do. Maybe your benefactor would let you bring them with you.

It isn't all fun and games here though. Something evil is here, and everything seems to be stronger than it should be. Also, the attractions aren't very quiet, which may attract anything nearby. Many members of the Butcher Gang roam here, and most of the rides would be dangerous to get near, let alone ride on. There is one ride in particular that you really shouldn't get on... I've heard it is the creator's favorite.

(6) Inky Abyss - The Projectionist's haunt? I can only assume you rolled this. Very well then. This place is covered with ink, though it never seems to be deeper than your lower leg or so. Most of it seems to be splattered on the walls or dripping from the ceiling. There are many corpses of the Butcher Gang around. I'm sure you could find something useful from them. Additionally, there is both an elevator and several Little Miracle Stations here to hide easily.

Though... you wouldn't have the ability to hide unless there was something bad. The Projectionist wanders around this Abyss. He is a much larger humanoid, with a projector for a head. Don't get in his spotlight, and for the love of Alice, don't touch any of those inky hearts scattered around. Speaking of... the elevator leads right to her, for better or for worse.

(7) Industrial Maze - Oh... oh. I am terribly sorry for you. The Industrial Maze is right in the heart of HIS domain... Bendy. The Industrial Maze is within the Giant Ink Machine. If you intend to escape, you will need to avoid his gaze. I don't know if there are any Miracle Stations... but you'll need a miracle to get out. The Lost Harbor isn't far from the Machine, if you can get out.

If you manage to get out of the Maze though, you aren't technically scot free. There is ink surrounding the Giant Ink Machine, and while normal people will be unharmed by it, though slowed, Ink creatures will die if they touch it...

Look, I would hate for you to die so quickly. Here, if you can't touch ink, I will personally place stuff in the Maze so you can escape. Additionally, if you willingly choose to come here, instead of rolling, I will give you an additional 100 Ink.

(8) Free Choice - Well, congratulations. You've hit the jackpot, though I can't say it's lucky considering this world. So, where do you want to go? Somewhere I've mentioned? Somewhere else entirely? The only restriction is that you can't go anywhere outside the studio. I... can't speak to what would happen if you tried.

I can't say I have said all the dangers of every area I have mentioned. I am sure there are some that have slipped my mind. In general though, it should give you an idea of how dangerous it is to be there. Beyond your location, though, I suppose you need a background.

I don't particularly care about age or gender. It can become meaningless here rather quickly.

Choose your gender and age to be whatever you want. Keep in mind, if you are younger, you will have less memories from your background. However, you may be faster, or have an easier time picking things up.

Background:

Drop-In - I can't say why you came here, and I have even less of an idea now. Curiosity? A missing link? Perhaps a friend called you? Regardless, you are here now.

Rather uniquely, I think, you can be a Drop-In here while still having memories and history. It is of a life outside the studio, but maybe someone in here will recognize you. You can still just appear without history, if you wish. The ink cares not for backstory.

Former Employee - Interesting. I didn't realize any of you were still here. I thought Joey had transformed you all. Regardless, welcome to the studio. The most likely case is that you were on vacation, and came back to see

this had happened. Or maybe you passed out and think this is a fever dream. Up to you; I only make the backgrounds, not the backstory.

Cartoon - Here's what I was expecting. You used to be human, though the descriptor hardly applies now. What do you look like, exactly? Are you a character from Bendy's cartoon? Maybe a completely non-copyrighted version of a different character?

Keep in mind: I don't care who you are. But the creatures from this world don't seem to like characters from other animation studios, though they don't have misgivings against original characters. And being too much like the titular trio (Bendy, Boris, Alice) will certainly draw huge amounts of attention.

I think the main reason people do jumps is because they love the powers they get, don't they? Well, here they are. As usual: Perks associated with your background are 50% off. 100 Ink perks of your background are free.

Perks:

Drop-In

- Man of Ideas (100 Ink) - This is... a strange perk. Your mind does become more creative, allowing you to come up with plenty of ideas for... whatever you want, really. New cartoon ideas, new cooking ideas, you just need to put your mind to it. Complex ideas, like reversing the Ink Machine, might take much longer though. The odd thing is, if you try and work with someone, they will often try to take credit for your ideas. This bit can be overcome if you make your presence and wants known. It just may be a bit upsetting. This part will be removed... I don't know, honestly. Either make a deal with your benefactor, or get your Spark, I suppose.

- Strike Up the Band (200 Ink) - Hmm... were you in the Music Studio before this? The world seems to have a large amount of music for you. That may seem silly in and of itself, but it's video game music. When has the music been the same for a safehouse and a boss fight? If you are a good listener, you might get a bit of a hint when your enemies or allies are nearby, or when you can relax a bit.
- Wader (400 Ink) - There is lots of Ink around the studio, none of it good for your health. There are a few places you can drown in it, let alone the staining. This allows you to ignore the effects of any Ink you may have to walk or swim through, as though it were (slightly polluted) water. I still wouldn't stay in it for too long though, and don't swallow too much. Cartoons have to spend an additional 100 Ink for this perk. Post-jump, it will apply to any poisonous water, though not other liquids. So you could swim in the Soda in Mario, but not Lava.
- The End (600 Ink) - As unfortunate as it is, everything comes to an end eventually. Some beings are significantly more resistant to it than others, though. This perk allows you to put them to rest. Before you fight someone extremely powerful, you will get some message telling you at least one of their weaknesses, as well as a small amount of whatever it is. Maybe you get a small fragment of kryptonite for Superman? Maybe you won't be able to kill whoever it is, but you can certainly get close. Do remember though: There tends to be a reason why your foes have lived for so long. This power doesn't account for extra lives or forms. And after you use it, it does have a fairly long cooldown; at least a year or two.

Former Employee

- Handyman (100 Ink) - One thing Joey Drew wasn't the best at was repairs. There were regular complaints about workplace safety, and... poor decisions. For example, when the Ink Machine was first made, pipes kept on bursting, keeping employees stuck in or out of the

Music Department for hours. Fortunately, you are more adept at making repairs to this kind of machinery, which will certainly open a few doors for you. Also, your skills will improve with time, as any would.

- The Old Workplace (200 Ink) - This studio is... massive, much larger than any building could reasonably be. But fortunately, you've worked here for a long time. You have a reasonable idea of the layout of any place you have worked at. Not good enough? You are also able to attune this to any one place when you travel to a new Jump. Maybe you will be able to do more than one as you get better, who can say?
- Peculiar Mechanics (400 Ink) - Nothing in this studio makes sense, I won't lie. The mechanical setting of several places is impossible, let alone how every machine seems to use the same type and size of gear. Let even further alone, how the Ink Machine works. This perk will allow you to look past all that crazy stuff like "logic" and "physics" with machinery, because most of the stuff ignores it. Want to take a wheel from a drain pipe, and use it as a steering wheel on a barge? Go ahead! Everything will magically work given a little tinkering. While it starts with just already existing machinery, maybe you can make your own machines like this, given enough time?
- Resourceful (600 Ink) - Ah, this should be good fun. You seem to be adept at not only putting together machines, but also taking them apart. There are several bits and pieces of things that you could easily put to better use, given time. For example, there is an old Bendy animatronic that is missing an arm. There is also a particular Boris with a metal arm. I don't believe that's a coincidence. Put simply, you are adept at being able to take apart stuff and use it for something else, such as cybernetics, or your own creations. You do need to find the scrap, though.

Cartoon

- Cartoon Form (Free, Cartoon Exclusive) - Design your new black and white form, It must be something that would be shown on 1920's cartoons so keep it as family friendly as possible, for this jump it'll be your main form, post jump it becomes an alt
- Twisted (100 Ink) - Many of the creatures down here are... unsettling, at best. Even the Angel, yet there are many people that are more than willing to follow her orders. Basically, no matter how disturbing you look or sound, there will always be people willing to do tasks for you, if you have appropriate rewards for them. Sometimes all you need is someone who's got your back.
- Carver (200 Ink) - You are awfully adept at taking pieces from other creatures. It isn't unlike the skills of a proficient butcher, carving the skin and muscles off of something. This may be useful for certain drawbacks. Also, you may be able to use these parts for something more useful, if you can think of it...
- Scrappy (400 Ink) - Hmm... where'd you get all that metal from? I suppose it's none of my business. You can force pieces of scrap into someone's body, and continue to as their body rejects it. The subject's body will begin mutating, usually causing an increase in muscle mass at the cost of their personality. Keep in mind: Getting enough scrap to turn someone brutish will require you to go out and get more on your own.
- Beastly (800 Ink) - Sigh... I suppose you look up to HIM, don't you? This gives you what is, in essence, a final boss form. You become vastly larger, faster and stronger, enough to break pipes by running into them. A few things to remember though... First, if this happens, there's going to be very little chance for mercy, for either side. Second, your mind isn't quite as powerful. A normal person might be reduced to "charge at enemy and smash them," though I don't know the rest of your perks. Not to say you are dumb, but you... see the

most direct way of hurting your enemies. Third, if you survive, you will be completely exhausted for an extended period of time, and reusing your beast form will take at least a couple months. Though, if you and HIM fought... I would be curious to see who would win.

Of course, Items are here, don't worry. I can only hope that I am making you struggle between what you want to spend your points on. Items of your background are 50% off, and discounted 100 Ink items are free.

Items:

Undiscounted

- A Certain Charm to This (Free) - Your entire warehouse and items will gain the theme of BATIM, including items restylizing to look like they came from here, ultimately toggleable
- He was born here (Free) - An Artists easel, sitting here will give you a boost in creativity when it comes to creating cartoons
- Pens and Pencils (Free) - I'm not a monster, unlike some people down here. This world is based on drawing, so it would be cruel not to let you have some supplies. You'll get a set of pencils and paper that regenerates every day or so. Do whatever you want with them.
- Safe House (400 Ink) - There are many places in this world that people would consider a "home," or a "base." Boris's safe house, Alice's stage, the Giant Ink Machine for HIM... This is basically a safe place for you to hide away when the going gets too rough. It can go into future jumps, and will change to be appropriate for the universe.

Drop-In

- Soup Cans (100 Ink) - Food is always something you can appreciate, I think. Don't worry, food and water exist in this world. This is just a dozen cans you can use to make some soup. It tastes pretty good, and is a favorite of a particular wolf. Once used up, the cans will regenerate in about half a week, so don't use them all at once. The empty cans don't disappear though... maybe you can use them?
- Ink Maker (400 Ink) - No, not the titular machine. This is a small scale prototype created by the Gent company that you can feed thick ink, and it will create something of a certain few choices. Thick ink is a... strange substance. Very hard to describe without seeing it. But this is about the Maker. Once thick ink is placed into the Maker, it can be turned into something more useful. What it can be depends on the disc, but the default has a gear, a bone, a mug, and a plunger. This particular Maker can be enhanced without too much trouble. And who knows? I might have a few Discs I can place around the studio... After the jump, you can use other materials, though they must be sufficiently peculiar.
- Bendy Statue (600 Ink) - Well... I can't pretend to understand why this would be here. I would wonder why you would take it, but you tend to avoid death if you can. The Bendy Statue will protect you from death. Once. After that, it's power will be spent until either ten years pass, or until the jump ends.
 - (+100 undiscounted Ink) I do have a proposition for you. If you have taken any of the drawbacks related to "You Look Familiar," the Bendy Statue will revive you more than once. But while you are trying to revive by coming back up the tunnel, the voices of the fallen will try and convince you not to leave. If you have some upgraded drawbacks, they may physically try to pull

you back. This will follow you even into other jumps, until you have received your Spark.

This may seem like free revives, but I must warn you... Alice is the only one I know of who has had two reincarnations.

Everyone else has died after one, except for the odd video game protagonist, who you are not. If you make it out, the voices will grow stronger, more insistent, more cutting. Though, the strength of the voices will return to normal after either ten years, or after the jump ends. Anything that improves your ability to ignore the voices and such will be deactivated. The Bendy Statue only opens up a passage, you have to go through it.

Former Employee

- Wrench (100 Ink) - What else is there to say? You will start with a pretty reasonable weapon for your time here. Also useful for repairs, if you must make them. If you lose it, it will either appear around some corner or on your belt in about 10-15 minutes.
- Audio Log (200 Ink) - Interesting you would have one of these. The basic idea of this is that, at any time, you can start recording your voice, as well as any noises or voices in the surrounding area. Stopping the recording will cause writing of whatever was said to appear on the back of the log, along with descriptions of any noises. If you lose an unused Log, you will find it in a safe place the next time you check. If you lose a used Log, you will find a new one in around 24 hours at a safeplace. Any used Logs will remain where they were placed for anyone to listen to.
- Bendy Doll (400 Ink) - Where did you... No matter. That is a dangerous thing, you know. Both the doll, and who it represents. If you lose eye contact with the doll, and something dangerous is near, the doll will have changed positions. It is up to you to notice it,

though. If you lose the doll, it will be found near some corner within the next hour or two.

Also... if you end up getting on Bendy's bad side, this doll has one final trick. If Bendy gets dangerously close, the doll will freak out, and run as fast as it can away from you. Bendy will be guaranteed not to attack you for a day, and he will be farther away from you after those 24 hours. Be forewarned though: If the doll uses this power, it will be gone for an entire year. In future jumps, you can attune this power to any extremely powerful and dangerous entity, but only one, and you can't change it again until you either leave the jump or the entity is dead.

Cartoon

- Thick Ink (100 Ink) - Hmm... This is unfortunate. Not the item, but describing it is very difficult. It's not dissimilar to ice cream, but it's ink. It actually comes in two different forms. Well, forms. The first takes a good deal longer to regenerate, and the second is faster. Why is that relevant? Well... if it regenerates faster, you won't be able to use it for any pesky drawbacks you may have. Thick Ink isn't a bad gift for some of the bigger threats in this world.
- Little Miracle Station (400 Ink) - I personally would choose this. The Little Miracle Stations are around in this world, but this will both give you a few to place where you want, and place a few in future runs. You can hide in them, and enemies will be unable to detect you. I believe it is because they look pretty similar to a vending machine in the area. Once you place them though, you won't be able to move them. To get more, the old ones have to be destroyed. Also, if enemies in other worlds have other ways of finding you, like smell, the Stations may not help as much.
- Ink Machine (800 Ink) - Ah ha ha... Well, this wasn't something I expected. It seems you've found the plans for the Ink Machine. Fair warning, no more than one copy can be active at a time, not counting

the original. This Machine is a glorious piece of machinery. It runs on Ink, and can be used similarly to a 3d printer, turning 2d objects into actual models. The Thick Ink is an ideal substance for the Machine, and I can also get you some ordinary Ink that will regenerate about every week or so. There are also many pipes allowing you to make the creations come out farther away from the Ink Machine.

Of course, that isn't why you really want this, is it? If you put a drawing of something into the Ink Machine, you can do a bit more than just make it 3d. You can grant it life. There are settings I can show you on how to change how twisted they are, if that's what you really want. Pictures that you haven't drawn may be a bit off though. Do keep in mind? The creations are soulless. There isn't that much intelligence in them, though they may bow to you if you can show your superiority. If you want to create one with more... emotion? Sympathy? Empathy? You will have to supply your own souls, though they can be someone else's. I can also show you ways to change how much of their own personality and memory remain, and how much is taken over by the character's, if that's something you want.

What? A companion? Who would you want from this world? ... All right, let me see what I can do.

Companions:

Import (50 Ink): You know the idea of this. You can either create a new companion, or bring in one from a past jump. They will receive 600 Ink and any background, but can't choose any companions of their own... If they really want, they can choose drawbacks, though.

The Joy of Creation (100 Ink): Now, this is what I like to see. This is a little someone of your own creation. Sometime early on, you will end up by the Ink Machine, and put in a drawing you made. Uniquely, despite not having

a soul in the making of it, it isn't mindless like the rest, though it doesn't know much about the world yet. The Ink Machine has, basically, made a soul for your specific companion. It gets 700 Ink, but is restricted to the Cartoon Background, and can't get it's own companions, though drawbacks are fine.

She's Quite A Gal! (200 Ink) - What? You want the Angel? I mean, I suppose. There are two different... sub-options, I suppose. You have to choose between Alice and Allison. Alice is the one I assume you know: half her face isn't whole, she's constantly trying to achieve perfection, all that stuff. Allison is much gentler than Alice, and she just wants to get out of the studio. You can choose both, but that will cost 500 Ink, since the two of them do *not* see eye to eye.

Good Golly Gosh! (200 Ink) - Ah, I can understand why you'd want Boris. He is a good friend, though he doesn't talk much. There are two sub-options again. You can either choose Boris or Tom. Tom is less trusting, but he is able to defend himself much better. Tom also has a robotic arm, so maybe you can upgrade it? Now, if Tom and Alice are taken together, it will cost 500 Ink, because they also don't like each other. Tom and Allison together only cost 300 though. Boris and Alice together aren't extra Ink... but make sure Alice doesn't see anything in Boris she wants. Unless that's what you want?

The Butcher Gang (100 Ink) - Huh. I suppose I can understand why you'd want these guys. They are pretty loyal, though they are a bit disturbing to look at. If you buy more than one, they can be counted as a Group Companion, for what it's worth. I personally suggest getting one of each member. Fisher has longer range, Striker is the strongest, and Piper is the fastest.

Is that really not enough for you? Well, I suppose it wouldn't be. Well, I suppose I can make it harder for you... but fair warning: you had better really want extra points.

Drawbacks:

Return to Darkness (Mandatory): You know, the Ink around here isn't the nicest, most of the time. It often feels like it is trying to pull you in. If you get into ink that is too deep, you will almost certainly get pulled under. Even stuff that's only knee deep will slow you significantly. As a little gift from me to you, though, any ink that HE creates won't kill you or slow you down. Please note: This drawback gives no points. BUT, perks from this jump do override it.

A Striking Appearance (+100 Ink) - Hmm. I feel like your reincarnation may have been botched. In essence, you don't look right. Maybe your head is on a fishing rod? Maybe your mouth is sewn up, with your real mouth being on top of your head. Alice is... a different drawback, though her face structure is a possibility. Cartoons will start with this, and Drop-Ins and Former Employees will get this affliction soon after they arrive, probably from a run in with something particularly powerful. It can be anything, but it must be terrifying/unnatural, and can't improve your abilities from here.

Otherworldly Interference (Additional +100 Ink) - Oh, and don't think about your out-of-jump powers. If your flaw would make one of them better, the power will not work. For example, if you have a head on a long string, you will be unable to breathe fire if your head isn't on your shoulders.

Fishing for Compliments (+200 Ink) - You are awfully vain, aren't you? You seem to insist on people saying that you are beautiful, and you know when they don't mean it. This may not seem bad... but that's what they said about the Angel. You get disproportionately angry when people either say

you aren't beautiful, or just say it without meaning it. Hope you have good self-control...

Anything Less than Perfect (+300 Ink) (Exclusive Cartoon) - Oh dear. I suppose that Alice wasn't the only one to be stuck in a screaming well of voices. I believe that you tried to reincarnate once... and didn't fully succeed. You are able to keep approximately half your form stable and any given time, and I don't mean just choosing certain body parts, I mean either left or right. Try and keep anymore than that, and you are going to start dissolving back into ink.

This doesn't seem too bad, right? Well... Your form is awfully weak. If you go for too long, you will eventually start dissolving by yourself. There is a way to reverse it, and maybe even get back to normal... Many of the creatures here have parts and pieces you can use to keep yourself whole. As you get closer to perfection though, you will get more and more picky, ultimately resulting in you being unable to become perfect, greatly increasing your anger.

Combos (Special) - Oh, please don't. The world is bad enough without a second Alice wandering around... Sigh. Fine.

If you take a combo, you can not take it's base parts. However, if you take a combo with Striking, you can take Interference for extra points.

Perfection + Striking (+500 Ink) - Lost Ones above, you really don't care about your appearance, do you? If you do this, your form will be constantly dissolving. It's not lethal, but you look less humanoid, more like a horrific mess between a cartoon and a Searcher. Your ability to keep yourself stable is basically non-existent, causing your face to randomly come into razor sharp focus with eyes frantically jumping around before it collapses again. More parts will make you more stable, but you'll need more than Alice does, and she doesn't dissolve. At least you're less picky than her...

Striking + Fishing (+400 Ink) - Hooh boy, again with Alice. Basically, your more "minor" flaw will immediately attract anyone's attention.

Imagine staring Alice in the face when she asks you if she is beautiful. I'd hate to be anyone under your command.

Perfection + Fishing (+400 Ink) - This may seem peculiar: why is this less Ink? Because this combo actually gives you a perk that you will be able to keep in future jumps, which I will call It Took So Many. Basically, your constant fishing for compliments is... hard to accomplish, due to your need for parts. However, if you get a genuine compliment, it will stop you from needing to ask for a while. Additionally, if it isn't genuine, you will be able to remember what you've come through to get here, how much you've put into it. Basically, you are able to remember how much you've put into yourself to get here, and brush off some more minor things like lies. Uniquely, It Took So Many ignores the normal overwriting of perks with drawbacks. It lessens the drawback, though doesn't remove it.

Perfection + Striking + Fishing (+800 Ink): You don't get the above perk with the combo of three. You are now a shapeless, constantly melting cartoon that must be genuinely called beautiful, because you will kill anyone who lies. For the love of everything, don't do this.

You Look Familiar To Me... (+400 Points) (Exclusive Not-Cartoon) - Hmm. You don't want to hurt anyone? A respectable want, I suppose, but slightly unwise here. Regardless, this Drawback won't prevent you from killing anything. Rather... you remember all these people. Something about the gait, their outfit, something reminds you of the person they once were. And you remember all of them. Killing any of the creatures in this world will feel like you killed someone you knew, though perhaps not closely. The drawback will cause any of these deaths to affect you, even if you are normally some emotionless creature. Keep in mind... they don't remember you.

Love Requires Sacrifice (Additional +200 Ink) - Normally, after the run is completed and the drawback is gone, your memories would be shifted to everyone being a normal person again. A bit of cognitive

dissonance sure, but still a mercy. With this... upgrade, you will keep the memories of these people you killed. I hope you can deal with the consequences of your actions...

What Has She Done To You? (Additional +200 Ink) - I suggest this as much as I do the combos of Fishing above. The base version means you are reminded of people you know. This version means the people are... much closer to your heart. I don't know of your home life, but I doubt this is your first jump. Who are your Companions? Your Followers? Your families from past jumps? I can guarantee that bigger enemies, such as Alice or HIM, will be people even closer. Perhaps soulmates? But don't worry, you aren't killing them for real... right? If you take this with the ___, you get 300 Ink instead of 200.

Ghost in The Machine (Variable) - This won't be relevant except for a few people. If you can talk to the dead due to past jumps, these people you know, or used to know, will readily be nearby.

- You Look Familiar: +100 Ink
- Familiar + Sacrifice: +400 Ink
- Familiar + What Has She Done: +300 Ink
- Familiar + Sacrifice + What Has She Done: +700 Ink (May the Angel have mercy on your soul)

The Cycle (+400 Ink) - It's odd. Normally when you beat the enemy at the end, you get to do whatever you want. Yet now, you end up going back to the start. You have all your stuff, but everything else you have done seems to have reverted. Are you stuck in a loop?

Don't try and get smart. If you purposefully avoid fighting your main enemy, fate will try and warn you. If you ignore the signs, it will revert anyway. Assuming you did nothing, it would likely revert every... two years, with each completion pushing the next forced reversion ahead two years. In other words, assume that one run took a year. If you do nothing after that, the world will revert at year 5, rather than year 3. Understand?

He (+600 Ink) -
He knows you are here.
He hates you.
He is coming for you.
He is going to kill you.
You can't hurt him.

RUN.

You know... there are many things wrong with this world. It may be a little hard to see all the possibilities in the world, however. If you need a bit of help, here. You can choose any of these to do, though I personally think one or two may be unwise at best. You can take as many as you want... but be cautious about the consequences. People who stretch themselves too far tend to snap.

Scenarios

To Fall No More: One Man's Greed is responsible for all this torment, trapping all the studio's employees in an eternal cycle of suffering. Break the cycle, rescue them all and expose the one who wrote this gospel of dismay. Your actions will grant you the ability break cycles of any kind, from time loops to the cycle of revenge, Henry, Allison, Boris and Tom will all be willing to travel with you as companions for your actions in saving them

All Eyes on Me: Trying and trying, always failing, Alice has always failed to stabilize her form. Now you will help her become the beauty she was promised to be. You can help her in two ways, the path of the devil, the butchering she did before you came along, or the path of the angel, refining the ink machines templates and rebirthing her, though due to the trauma associated with the resurrection process you'll have to convince a vain egomaniac to experience a potentially traumatizing event again. Your

reward will be the ability to beautify and stabilize anything, whether it be a country falling apart or a star fission generator, if you took the path of the devil you'll have your ability to beautify be based off of butchering other living things, and turning your victims into ink golems, mindless automatons with relatively incredible strength (think rip off an amusement cart off the track and toss it several feet in the air). Those who took the path of the angel will find their ability to beautify also applies to processes, refining them to remove flaws and use less materials till it's at its most efficient, and a bottomless cartoon tommy gun. Either path gains you Alice as a companion willing to see new stages for her performances.

Art of Darkness: To be born soulless and shunned, chained up and forced to constantly be shown what you should've been by your creators, is it any wonder he'd snap? Calm the demon, soothe his rage, show him how to truly live (no charisma perks here, you have to be genuine) and Bendy will stabilize into how they planned for him to be, a joyful yet mischievous prankster, the dancing demon. Bendy will join you, the first person to truly show kindness to him ever since he was born. You can expect him to get in trouble due to his prankster nature but it won't ever be directed at you. The Ink itself will now be tamed, allowing you to resurrect without the voices trying to drown you in it, also allowing you to keep any souls in it to be resurrected in either a normal body or a cartoon body made from the ink itself (A room will be added to your warehouse filled to the brim with the ink that won't spill out, also you can manifest it at will, either to take souls or to blind and slow down enemies)

Build our Machine: One man sought an immortal legacy, to be the legend of the cartoonist history and build a park with real life mascots of the characters, in the end sacrificing everything for nothing, a legacy of deaths, employment laws so violated congress had to have emergency meetings just to fix them, and an ocean of red ink. Succeed where he failed, take Joey Drew Studios past the outmoding of black and white cartoons and into the modern day, Open up Bendyland and have it be a resounding success, make it as successful as Disney circa 1967 (a guess for when Henry enters

the workshop) and you succeed. Your reward will be Joey Drew Studios (now renamed to whatever you decide, or SillyVision if you don't want to name it) and its properties following you into future jumps, inserting itself wherever it fits and your reputation will be known as the next Walt Disney. Bertram Piedmont will be willing to join you to further show off his architectural ego if you'll take him.

Ending

Hmm... You did well to get through all this. All your drawbacks are taken off, which I am sure you appreciate. Well, we both know what happens next. Where do you intend to go?

Come Visit the Old Workshop: You want to stay here? Heh heh heh... You are an odd one. At least you fit in, I suppose. Very well. As a slight bonus, I will allow you to make the animation studio more normal, given time. I'll even give you a head start with a larger area cleaned up. Staying will also give you an extra 1000 Ink. Who knows... maybe you can make the studio great again?

Reminds Me Of Home: You want to go home? I suppose that your world is significantly safer than any fictional ones, in general. This world could have been your homeworld, given a few different choices... some supernatural elements... But I digress. If you are truly done? I hope you are satisfied with what you've done.

Dreams Do Come True: You want to continue? I'm unsurprised. You jumpers usually aren't content with staying in one place. Very well. Be on your way. And... good luck. I certainly hope you have a more relaxing jump than this one was. If you come back, the world will be just as you left it. I hope to see you then.