

Bionicle Bara Magna Jumpchain

By Rocketracer

Do you like brazen cyborgs with seemingly magical power? Do you crave masks that make the impossible possible? Are you intrigued by the mysteries of energized protodermis? Or is it something yet more baffling that you seek? Whatever the case, you've come to the right place.

...Hah, as if this desert heap could be the right place for anything. Whatever, take your points. You arrive just as Makuta Teridax takes control of the Matoran Universe, ejecting Mata Nui to Bara Magna and arranging his internal constellations into the shape of his own Mask.

+1000 CP

Origins

MU Inhabitant: Technically an artificial being, you are nonetheless sentient, and the highly advanced technology you consist of will be very helpful in times to come. The Matoran Universe is secretly a planet-sized robot, but from the inside it seems to be a perfectly ordinary array of islands and seas, populated with beings such as yourself.

Matoran(0/+100)

These are generally considered the helpless villagers of the Matoran Universe. Three and a half feet tall, you probably won't be winning your battles with brute force. Nevertheless, several matoran have risen to prominence in this world, and if there's one thing Jumpers are good at it's slowly climbing to great heights of power.

For an extra 100 CP, you are built like the Matoran of Voya Nui and Karzahni - thin, frail, and weak.

Turaga(0)

These are the elderly leaders of the Matoran. Slightly taller than a matoran at four feet tall, you only bear slightly more physical strength. However, you can use your Kanohi mask and traces of elemental power from your days as a Toa as recompense. More importantly, you have great experience, wisdom, and ability to lead.

Toa(100)

The Toa are the mighty protectors of the Matoran. They bear great strength, vast elemental power, and Great Kanohi, masks that grant them an additional power. Many an evil plot has been thrown into disarray by a toa unaccounted for.

Rahkshi(100)

A Rahkshi, eh? Well, technically you're a Kraata. Your true body is a slug-like creature which despises the light, but you are equipped with a 7 foot-tall suit of mechanical armor called a Rahkshi that allows you to move and fight more readily. Normally Kraata are slaves to the Makuta that made them, but you have some unique mutation that allows you to think and act independently of the hive mind.

Skakdi(200)

Interesting choice. You are a monstrous creature, mutated by experiments of the Makuta. Your feet are clawed, your spine protrudes from your back and shoulders, and your face is fixed

into a permanent predatory grin. But the experiments were performed for a reason, and you now bear considerable power.

Makuta(1800)

Going for the big guns, are you? The Makuta are an artificial race of super-scientists bearing a vast array of powers. They have evolved into a gaseous 'energy' form which has greater power and no physical needs. However, beware: Makuta Teridax has taken control of the Matoran Universe and is capturing and enslaving the remnants of his kin. Expect to be assaulted by enemies on all sides. You are a high priority target for the ruler of your universe.

Bara Magna Inhabitant: You aren't artificial, but a natural organic life form. Well, for certain values of natural and organic. You are still a full body cyborg. Bara Magna is a crummy desert planet, and everyone hates it. Maybe you can fix that?

Agori(0/+100)

The generally useless villagers of Bara Magna, probably 4 feet tall at best. With a little smart thinking, you could still make a difference. Perhaps you might find a cache of Great Being Technology, or orchestrate a war against the faction you hate? If you choose to be one of the feral Zesk, you may take an additional 100 points. While your mind will not be altered, Zesk are still four-legged creatures with no hands and a stinger tail, often considered little more than animals.

Vorox(0 or +200)

The Vorox were once proud warriors, until the 'Great' Beings gave them stinger tails and they slowly devolved into feral beasts. You have mandibles, a cyborg stinger tail, two legs, and two arms. Your physical abilities are comparable to a Glatorian, but people will assume you are the same as all the other, animalistic Vorox. If you need the 200 points that badly, then this will become true, your mind being ruled largely by feral instincts and your capacity for complex thought being reduced for the duration of the jump.

Glatorian(100)

Six or seven feet tall, you're one of the champion warriors of your village. This is a very important position, as territorial disputes on Bara Magna are decided by gladiator-style combat between a chosen member of each village. Good luck with that.

Male Skrall(200)

A third race on Bara Magna, physically superior to Glatorian, your physical capabilities match those of a Toa and if any Glatorian stopped you in combat it would be a stunning event. Skrall Society is strictly regimented, and only Elite Skrall are granted the honor of a name. The Male and Female groups of Skrall hate one another and meet only for breeding.

Female Skrall(300)

In addition to the normal benefits of being a Skrall, you and your kin bear psychic powers. No telekinesis, but you can play with the mind like no other, reading minds and transmitting your thoughts, forming psychic illusions, unleashing crippling mental attacks, and with enough training and effort perhaps even controlling minds. Though your powers will only grow so much in raw power, there is no end to their creative uses...

Element Lord(400)

You may have been a Glatorian, once. Now you are a creature composed solely of an element, such as Fire, Ice, or Sand. You have greater elemental powers than a Toa, but bear in mind anything that can destroy your element can destroy your body just as well.

Age: Age is largely irrelevant in this world. You may be anywhere from ten years old to ten thousand years of age as you choose.

Element and Location: A common theme in this world is Elemental Power. What your abilities exactly are depends on your origin, however...

Matoran Universe Elements:

Matoran, Turaga, Toa, and Skakdi, roll 1d16 for your element, or pay 100 CP to choose. Makuta are automatically Shadow, and cannot be anything else.

All MU beings bearing an element have the passive ability Matoran of that element get.

Makuta elemental powers are on par with Toa.

Skakdi are also on par with Toa, but require another Skakdi or a specially designed weapon to use their element.

Turaga are described as being able to light a torch where a toa could ignite a bonfire.

Toa can create and control their element to no end as long as their copious reserves of Elemental Energy don't run out, creating being a bit more expensive than controlling. If you can absorb your element, keep in mind that doing so requires active effort as long as it is absorbed to keep it from exploding inside your body, and must be released sooner or later. However, if your EE reserves have been depleted by overuse of your powers, you can instead convert absorbed elemental samples back into Elemental Energy. Any absorbed matter/etc above your cap will still be subject to the earlier stated rules. If you do manage to run out of EE, worry not, it does recharge at a steady rate.

All toa, turaga, or matoran of any element except Light, Shadow, Psionics, and Water are always male. Members of Light and Shadow are the gender they already were, while Psionics and Water are always female. You may pay 100 CP to buck the trend and swap your gender. If you do so people will be rather confused.

Makuta and Skakdi are exempt from those rules, and stay the gender they were before(or 100 CP to swap)

1 - **Fire:** Matoran of this element are resistant to heat and flame, enough that they surf on lava for fun. They still die if they fall into the lava, though. Toa can create, control, and absorb heat and flame. Your armor is **red**.

2 - **Air:** Matoran of this element are extremely athletic and nimble, more than capable of leaping from tree to tree at high speed in a thick jungle. Toa can create, control, and absorb air. More exotic atmospheres will require extensive practice to learn, but they can be learned. Your armor is **green**.

3 - **Earth:** Matoran of this element can sense vibrations in the ground and have excellent night vision, able to maneuver pitch black tunnels with full certainty. They are also slightly stronger than the average matoran. Toa can create, control, and absorb Earth. That's dirt, not stone, but it seems to amount to many of the same effects in this world. Your armor is **black**.

4 - **Water:** Matoran of this element are great swimmers, and can hold their breath much longer than other matoran, being able to dive deep into flooded mines and retrieve items of note. Toa can create, control, and absorb water. Toa in canon have demonstrated control over not only actual water, but liquid protodermis, an entirely different liquid which acts mostly the same. You cannot control Ice, however. Your armor is **blue**.

5 - **Stone:** Matoran of this element are notably stronger than average. Toa can create, control, and absorb any type of Stone. Bear in mind those precious magic rocks you're eyeing will likely take a good deal more Elemental Energy to create than mundane stone. Your armor is **brown**.

6 - **Ice:** Matoran of this element are greatly resistant to ice and cold, capable of living on a blizzard-ridden mountain top with little heating without any problems. Toa can create, control, and absorb ice/snow and cold. Your armor is **white**.

7 - **Light:** Matoran of this element can fire weak laser blasts and change the color of their armor/body at will. Prototypes have unique powers when in contact with a toa or makuta, but you are not a prototype. Most have been trained to keep their color something other than the natural **gold** and **white** reflexively. Toa can create, control, and absorb Light. With training, they can also solidify light, move at high speed (NOT at lightspeed unless you have another considerable speed boost such as the Kakama Nuva to compound it, and this doesn't amplify your reaction speed), and use their light as a power source. If the Makuta hear you exist, they will try to kill you for your dangerous powers.

8 - **Shadow:** Matoran of this element can fire bolts of Shadow at their foes. Toa can create, control, and absorb Shadow. Shadow is darkness, but it can also be solid, or used as a blast of energy, and is cold to contrast Light. With training, Toa can also disrupt a target's balance, render them blind, or make them slothlike, too slow to escape. Your armor may be any color scheme listed here, but it will be dulled and complemented by **black**.

9 - **Sonics:** Matoran of this element have painfully sensitive hearing, able to hear most anything yet also being easily deafened by loud sounds. Toa retain the benefits of this hearing while mostly losing the painful weakness, and can create, control, and absorb Sound. Their armor is **gray**.

10 - **Gravity:** Matoran of this element are resistant to high pressure, be it from gravity or something else. Toa can create and control Gravity, but not absorb it. Your armor is **black** and **purple**.

11 - **Plasma:** Matoran of this element are even more resistant to heat than a matoran of fire, and their eyes are resistant to bright light. Toa can create, control, and absorb Plasma, but they do not have the direct control of heat a toa of fire does. Less finesse, but more power. Your armor is **white** and **orange**.

12 - **Magnetism:** Matoran of this element have a fantastic sense of direction, and indeed an internal compass. Toa can create, control, and somehow absorb Magnetism. Your armor is gunmetal gray and **black**. If the Makuta hear you exist, they will try to kill you for your dangerous powers.

13 - **The Green(Plantlife):** Matoran of this element have innate knowledge and understanding of plant attributes. Poisonous herbs and nutritious roots can be differentiated with ease, now. This will automatically update with each jump, and indeed with any plants that are somehow created mid-jump. Toa can create, control, and absorb all forms of Plant life... or simply apply those abilities to the plant matter itself, hurling shards of wood to pierce their enemies and spraying lemon juice in their eyes. Your armor is blue-green.

14 - **Lightning:** Matoran of this element are highly resistant to electric shock. Toa can create, control, and absorb Electricity. Your armor is blue and white.

15 - **Iron:** Matoran of this element have high physical endurance, able to exert themselves almost endlessly. Toa can create, control, and absorb all metals. Yes, ALL metals - though you will need to learn strange new metals before you can produce them, and metals of extreme rarity or possessing strange traits will cost more Elemental Energy to create. Your armor is metallic gray, bronze, gold, and/or burnt orange. If the Makuta hear you exist, they will try to kill you for your dangerous powers.

16 - **Psionics:** Matoran of this element have mental shielding. Only the strongest of telepaths can even locate their minds, let alone read them, and mental assault, illusions, or mind control will fail entirely without vast power backing them. Toa can create and control Psionic energy, but not absorb it. Psionic energy can be used for all manner of generic psychic powers: Telepathy, mind control, telekinesis, mental attacks, illusions that fool all the senses perfectly, and so on. Your armor is Gold and Blue.

Matoran Universe Locations:

MU Inhabitants roll 1d8 for location or pay 100 CP to choose. All of these locations are inside the Great Spirit Robot, which could be good or bad depending on your plans.

1 - **Metru Nui:** The most important city in the Matoran Universe. This bustling city is home to countless Matoran, but most recently it has become a center of Makuta Teridax's oppression. If you can find and follow the right people, you may even be able to reach the core processor of the robot you reside in, not that it'll help you overly much.

2 - **Karzahni:** The hell of this world. If you sit for too long, you turn to stone. Thunder is quieted to a whisper, and the quietest sounds are amplified to deafening volume. Volcanoes spew scorching hot ice and there are waterfalls of dust. The ruler of this place, Karzahni, makes the residents of this land his slaves, cruelly forcing them to work on and on, and should one need repairs they dare not ask him - his poor excuse for 'repair' work leaves matoran thin and frail, making conditions even harsher on them... The only good thing that comes out of this place is the exceptional weaponry he provides his citizens with. Of course, that weaponry is no match for his own, but is is potent nonetheless.

3 - **Stelt:** A wretched hive of scum and villainy. Everything criminal is based here, from gladiator fights to smuggling rings. The Noble class of Steltians rules over the brutes and gladiators. The island is constantly on the brink of collapse due to infighting among these 'Noble' Steltians, and anything more important than a trader's house or an inn is torn down in days, bar the coliseums used for entertainment fights.

4 - **Zakaz:** Home of the Skakdi. The Skakdi war among themselves, and would war with everyone else if it weren't for the fact that both the Brotherhood of Makuta and the Order of

Mata Nui have banned nigh all travel to and fro the island. If you start here, be prepared to fight your way out. Alternatively, you could wait until the warlord Nektann defects to Makuta Teridax and help(Or 'help') wage war on Bara Magna.

5 - **Daxia:** Home of the Order of Mata Nui, a shadowy organization which fights to sabotage evil in darker ways than any Toa would ever dare. They could certainly use a hand, if you are willing...

6 - **Xia:** An industrial island covered in smog, and dominated by a massive living mountain grown from a Makuta's pet rock. The Mountain may eat you if you try to climb it, but this island has anything and everything worth trading, and is considered as a largely neutral faction.

7 - **Destral:** You poor soul. This is the fortress of the makuta, and is teeming with Rahkshi who have been taken by Teridax, as well as monstrous Rahi and mechanical warriors of every kind. On the other hand, you may be able to sway the betrayed Makuta to assist you against Teridax.

8 - **Free Choice.** Lucky you, pick any location on this list. Alternatively, you may roll to start near one of the villages of Bara Magna.

Bara Magna Elements/Location:

Element Lords roll 1d8 for an element or pay 100 CP to choose.

Agori and Glatorian may choose their Village and Element.

Vorox and Zesk are automatically Sand.

Skrall are automatically Rock.

Element Lords can create, control, and absorb their element better than a Toa, and are also capable of transferring their consciousness into any instance of their element they are aware of at will - but the destruction of this body while their mind resides in it will kill them.

Glatorian, Skrall, and Vorox will receive a weapon that grants them Toa-like ability to create, control, and absorb their element.

1 - **Fire:** The Village of Fire is Vulcanus, and is contained within a volcanic pit.

2 - **Water:** The Village of Water is Tajun, and has staked a claim to the largest oasis of water on Bara Magna.

3 - **Jungle:** The Village of Jungle is Tesara, and is built around and within two colossal tree stumps. This is one of the few places plant life can grow on Bara Magna.

4 - **Rock:** The Village of Rock and home of the Skrall is Rixtus, a cold fortress of forbidding black stone spikes. If you are not a Skrall, do not expect to be treated well here, but by fiat you will at least not be killed or enslaved.

5 - **Sand:** The Vorox have no village, wandering the desert wastelands of the world in packs. You, either a Vorox/Zesk yourself or a glatorian banished from the villages for misconduct such as Malum, have bonded with one such pack one way or another. If you are a Zesk or Vorox, twenty of your kind will follow your command. If you are a Glatorian, you have only tamed ten. These will not follow you in future jumps unless you take the perk Vorox Pack.

6 - **Ice:** The Village of Ice is Iconox, and is carved from the perpetually frozen ice in the area. It is the source of the precious metal Exsidian.

7 - **Earth:** The Village of Earth is on the moon, Bota Magna. You are not. For whatever reason, you were left behind when your tribe's section of the planet was launched into space, and you have settled into one of the other villages. Choose any location on this list, but your element is

Earth. Should your fellow villagers learn of this, they may be displeased, as the Earth tribe manipulated the other tribes into war amongst themselves in the past.

8 - **Free Choice.** Pick one of the above. If you roll this as an Element Lord, you may also choose to originate from the dead Iron Tribe, granting you powers over metal.

Iron - Glatorian and Agori may choose to be part of the dead Iron Tribe for +100 CP. See Drawback section as to why.

Perks:

Matoran

Organic Protodermis(300, free Matoran)

Your body is made of Organic Protodermis. This doesn't change too much, except for how compatible your body is with cybernetics. Really, you could shove a few gears in your shoulder and this stuff would integrate them to be actually used, or stab a robot arm into your back and be able to use it soon after. As a side note, beings made of organic protodermis can absorb nutrients by simply touching their food rather than actually eating it, and do not age. Technically all MU Inhabitants have this, but purchasing this allows you to keep it out of jump.

Just a Matoran(200, discount Matoran)

You're just a matoran. A tiny, weak, powerless being that couldn't kill the villain if they tried. Or at least, that's what your enemies will think. Unless you suppress this perk, people will at first glance assume you have no powers or dangerous skills to speak of. Should you demonstrate such in person, they will no doubt be caught off guard. They will not forget what you can do afterwards, nor will they be incapable of speculating that you hide yet more power once you first demonstrate your abilities, but they will have a hard time getting others to believe them. After all, you're just a matoran, right?

Tamer(200, discount Matoran)

Matoran are surprisingly good at taming Rahi, the animals of this world. In the years of the Great Rescue, they quickly tamed the Gukko Birds, creatures considered untamable, making them into docile flying mounts. You have similar ability, capable of domesticating wild beasts in the space of a month. Once you've domesticated a few of a particular species, you can teach others how to replicate what you've done, supplying them with a new type of mount, pet, or what have you. Note that this will not work on creatures that are actively hostile, nor will it have any effect on sentient beings. It simply gives you the skill to figure out how to tame most animals.

Practicing(400, discount Matoran)

It seems the matoran Kapura has taught you something. Specifically, the art of crossing great distances by moving very slowly. By moving at an exceedingly slow rate, you can teleport to a place of choice, so long as you could get there on your own given time. You can't teleport across a bridgeless chasm(unless you can fly), but you could certainly pop over to the village miles down the road. You may also teach others this skill, but very few will have the patience or trust for the months of practicing needed to get it down right.

Kohlui Skills(400, discount Matoran)

You're an avid player of the matoran sport, Kohlii. While this may get you a number of fans, the main benefit is that you have trained long and hard to be fit for the game. You have Strength, Speed, Stamina, Willpower, Strategy, and Accuracy equivalent to a high tier Olympian, or an equivalent relative benchmark for your race.

Protodermis(800, discount Matoran)

You now know how to make the apparently omni-applicable material Protodermis! Ignoring the uses of a substance that can act as water, stone, metal, rapidly growing crystal, or organic matter as needed, the most prominent use for Protodermis is the creation of Kanoka. By pouring molten Protodermis into a frisbee-like mold and letting it cool, it attains one of eight powers - Shrinking, Enlarging, Reconstitutes at Random, Remove Poison, Regeneration, Weakness, Teleport, or Freezing.

From there you can merge multiple disks to make a variety of other powers. Whatever power it has will be applied on sufficiently forceful impact. Kanoka retain their powers when forged into smaller pieces such as gears or triggers, and can also be forged into Kanohi. Kanoka power reserves last thousands of years but do eventually run out and require re-forging. Kanoka can be combined to have any Kanohi Power, as listed in the Notes section.

Nynrah Ghost(800, discount Matoran)

You have the technological skill and knowledge of the Nynrah Ghosts! You can build most of the technology used in the series, from BOXORs and Exo-Toa mechs to the destructive Cordak Blasters to Vahki and Nektann sentry bots to robot arms and so on, even the power amplifying Power Lance if you had the time to develop your craft. Just be careful you don't kill yourself with a careless invention. Please. Some of these constructs will need Kanoka to work properly.

As long as you have access to protodermis, this does allow you to create protosteel, and things made from it.

Turaga

Personal Experience(300, free Turaga)

As a Turaga, you are probably tens of thousands of years old. Which means that you know vast amounts of history from personal experience. You now have a mental archive of all the prominent historical events in the last 10,000 years, and can replay them in your mind at will with perfect detail as if you were there. This works in future jumps, but keep in mind it only works on things generally accepted as an important historical event. You can watch Paul Revere's famed ride, but not Abraham Lincoln's last meal.

Prophecies(200, discount Turaga)

You can take anything and give it a mystical flair. Your gun? Clearly imbued with the destructive magic of the gods. Your detailed knowledge of everything about the main villain? Obviously you just knew the ancient prophecies. People will accept this explanation - as long as they don't know any better. You won't be telling the one who invented computers that your laptop is magic, for instance.

Birdspeak(200, discount Turaga)

What's this? You seem to have learned the language of the birds. In fact, it appears you have an affinity for the languages of any animal. Given time you could learn to speak with any nonsapient creature, both understanding and making yourself understood. But there's no

guarantee that pack of wolves will listen, or that the swarm of bugs will be able to properly describe what they saw.

Village Elder(400, discount Turaga)

Turaga are assumed to be the leader, and now so are you. If you issue commands to any disorganized group(That is, a group that does not already have a clearly appointed leader), they will defer to you - within reason. You can turn a village into an organized militia with this, but you couldn't make them into suicide bombers, or genocidal maniacs.

Ancient Hero(400, Discount Turaga)

Turaga weren't always Turaga. A long time ago you were a Toa, and your thousands of years of experience have not simply vanished. You can gauge the intents and tactics of the enemy with ease, and know roughly how they will react to various situations. In essence, you can accurately imagine how someone would act in a given situation. And if you know how someone will react before they do so, the fight is already in the palm of your hand.

Jump-Koro(800, discount Turaga)

...Huh. It seems that you have become the leader of a village of a thousand matoran or so. That's not all too surprising for a Turaga, but this one is special in that it will follow you across jumps. The village itself retains fortifications and similar additions, as well as the villagers' possessions. There is nothing stopping you from (re)growing your population using the normal ways Matoran are built, but new members above your cap of 1000 will be left behind at the end of the jump. These matoran do not count as companions and cannot be imported.

The Three Virtues(800, discount Turaga)

In this world, Virtues are more than just virtuous - they grant certain abilities in sufficient amounts. Not only are you familiar with these abilities yourself, but you can teach them to others.

Great Unity allows three of the same species to fuse into one being known as a Kaita for a short time, combining their bodies, knowledge, and abilities. Specifically 3, no more or less.

Purity grants Speed, Courage begets Strength, Prosperity begets Stamina, Faith increases Accuracy, Peace amplifies Willpower, and Creation amplifies Strategy. The boosts from these will only be mildly superhuman unless the person in question has an exceedingly large amount of that virtue. No, I'm not sure how Prosperity or Creation are virtues either.

Despite the name, the entire list is added to your arsenal.

Toa

Toa Biology(500, free Toa)

You are a Toa! This gives you a few benefits. As you already know, you bear considerable elemental powers. You have the ability to use a Great Kanohi, which can be crucial in battle. But there is one trait of Toa which is often overlooked - your physical stats. Your abilities are easily measured in cars: You can lift a car, run as fast as a car nearly as long as a car, and survive being hit by a car.

If you are not a toa but buy this, you gain the physical boost and the ability to use Kanohi, but not elemental powers. If you only want to use Kanohi, non-toa may pay 200 for that capability and not the physical boost.

Toa Code(200, discount Toa)

The Toa have a code of various rules, the most well-known of which is no killing. While you are not bound to the Toa Code specifically, you are now far better at doing what you believe is right and restraining yourself from what is wrong. Other than the obvious benefits, this allows you greater chances at resisting mind control, but only if that mind control is forcing you to do something immoral and only if that mind control can be resisted with enough willpower.

The Sword is Merely the Focus(200, discount Toa)

Perhaps you need a sword to focus your elemental energy, or a staff to keep use of your Kraata Powers, or something else entirely. Whatever the case, should you run across an ability that requires a certain item to use or control, you will now be able to use it on your own given practice. This won't help for powers that are solely based in the item, but anything that requires a conjunction of you and a given item can now eventually be used on your own.

Inika(600, discount Toa)

It seems you've been struck with lightning from the Red Star, supercharging you with energy. This has a few effects...

For the duration of the jump, you are brimming with energy. While you don't get tired easily and most infections are fried on contact with your flesh, this often feels uncomfortable and it's hard to relax. Post-jump you may toggle this.

For the duration of the jump, your flesh glows bright like a bolt of lightning. This may be toggled post-jump.

Your element, whatever it is, is now interlaced with non-elemental Electricity. That is, any instance of your element you create will be electrified. Electrified water, electrified fire, electrified stone, so on. Toa of Lightning simply receive a power boost. Post-jump, you may infuse your other powers with electricity in the same manner. This electricity has the same effects on a target as normal electricity, and is comparable in strength to the attack it's laced with.

Your Kanohi, should you have one, is organic, living, and will happily activate itself on a hair trigger rather than needing the weeks of training they normally take to learn the usage of. It can also respond to questions you think at it by giving you a headache. Isn't that nice? It counts as an item, not a companion.

Nuva(600, discount Toa)

You have been bathed in the strange substance known as Energized Protodermis. As a result, you have grown stronger. Your armor is heavier and tougher than a normal toa's, your elemental and kanohi powers are thrice as strong as they should be, you can imbue your power into an object as a time bomb to release a set effect at a set time, and you may share your Kanohi powers with others in your vicinity.

Nova Blast(800, discount Toa)

Every Toa is capable of gathering all of their power, then releasing it in a devastating blast. The full force of this blast is unclear, but for our purposes it will be a 30 mile radius sphere of destruction - just large enough to destroy Metru Nui as was implied a Nova Blast could do. Once the blast is complete, the Toa's reserves of Elemental Energy are completely exhausted, preventing them from using their powers until they are FULLY recharged.

You can do this, if you couldn't before, and are rendered immune to the direct destructive effects of your own nova blast.

If you wish, you may mix other powers you possess into this blast, strengthening the attack but disabling those powers until they are fully recharged.

You have very basic control over the nature of the blast. For instance, if your element is Psionics, you could choose between it being the strongest mental blast in history or a telekinetic maelstrom.

If you are a Toa, you can perform a nova blast without this perk, but you will be granted no special resistance to it's effects. An Iron nova blast may tear through your body, a Fire one will burn your veins to ash as it courses through them, and so forth.

Toa Power(800, discount Toa)

Toa possess two reserves of energy. One is their Elemental Energy, crucial to every attack they use. The other, rarely mentioned one is Toa Power. By giving up a portion of their power, they can catalyze the latent power of certain matoran, transforming them into Toa themselves.

Any toa can do this, including yourself if you are one, but the process is not without risk, as Toa Power can never be restored once it has been used, and the process only works on very specific Matoran to start with.

This perk changes that. At the cost of one tenth of your Toa Power(decreasing your elemental powers by a corresponding amount, down to nothing) you may create a Toa Stone that will work on any sentient living thing in this jump or any other. The user will grow to roughly seven feet tall if they weren't that tall or taller already, gain the benefits of Toa Biology, and gain control of a random element from the MU inhabitant list. Note that the element of Light is exceedingly rare, and Shadow only occurs in highly immoral beings.

At the end of every decade, your Toa Power will refill itself.

For an additional 300 CP(discounted to Matoran), you may have Toa created this way gain the effects of Organic Protodermis.

For double price, you can make Toa created in this way be capable of giving up their Toa Power at the same ratio to make Toa Stones that will work the same as yours do. Toa created by them will inherit the same omni-applicable Toa Stones in turn. However, your descendant toa do not inherit your regenerating Toa Power, and will become Turaga once they deplete their Toa Power, returning to their original size, losing all but a tiny fraction of their physical boosts from Toa Biology, and keeping only a small portion of their elemental power.

Rahkshi

Shadow Kraata(400, free Rahkshi)

You are unique among Kraata. You have the rare gene that allows kraata to attain stage 7 status. Not only does this make your given power stronger and makes you as intelligent as a Matoran, but it allows you to 'Infect' masks at a distance. 'Infecting' a mask gives it a rusted and pitted appearance, but allows your affiliated Makuta to control the mind of the one wearing it.

Pick a single kraata power excluding Dodge and Limited Invulnerability. If you are a Rahkshi, it's twice as strong as stage 6 as your Shadow Kraata nature has allowed you to develop the power to its fullest. Otherwise, it's just stage 6. See Notes for the extensive list of Kraata Powers.

Shadow Kraata all have purple flesh. If you wish, you may keep this in future jumps.

Slippery Slug(200, discount Rahkshi)

A Kraata is still a slug, despite it's strange nature, and everyone knows that slugs secrete slime. You can now, at will, cover yourself in an unidentifiable slippery goo that may be useful for slipping out of restraints, insulating against dangerous chemicals, or grossing people out at parties.

Rahkshi Rigmaster(200, discount Rahkshi)

How on earth do Kraata do it? They don't even have hands or anything, and they control Rahkshi like they're their actual body. It's almost as if they have some kind of mild technopathy or something. Well, now you do. Any technological device within three feet of your body can be controlled with your thoughts as if you were using it. Bear in mind that this is limited by what would actually be doable if you went over and started pushing buttons or whatever. You can fly a starfighter limbless, but you won't be hacking droids without a screen or keyboard.

Stage Seven Upgrade(400, discount Rahkshi)

As a Shadow Kraata, your most unique ability is the power to infect Kanohi at a distance, which means it's a shame that Kraata can't utilize infected masks themselves, and further a shame that people don't wear masks in other universes. Until now.

First, you gain the ability to infect things that aren't really masks. The larger the item and the closer it is to your target's head, the more effect it can have on their mind, but nothing's stopping you from using a coat or a scarf rather than getting them to wear a Kanohi.

Second, you gain the ability to control people wearing an infected item directly, rather than needing a Makuta to do it for you. While potent, this effect can be broken by willpower or the item in question being destroyed or removed from your target.

If you are not a Rahkshi, you may now infect things with a touch. Kraata can do that naturally.

Hive Mind(400, discount Rahkshi)

Rahkshi are so effective not simply because of their devastating powers, but because they are in constant telepathic communication with their leader and one another. A Hive Mind, of sorts. Now you will be able to do something similar. With about a minute of focus, you can establish a telepathic link with someone in eyeshot, giving you access to their thoughts and senses. Beware, for this is a two-way street, and they will be able to read your thoughts in turn. If you decide that this state is violently undesirable, another minute of focus will unravel the telepathic link. As many links may be established as you please, and they will be capable of seeing one another's thoughts as well as yours.

For double price, you can establish hive minds like this independent of yourself. Sell a military squad telepathy amongst themselves, anyone? You may of course cut people out of these in the same manner.

For double price again, you can make those independent hive minds hereditary. Children of a hive mind member will be patched into the hive mind more and more as they develop, and so will their children in turn.

Apprentice Geneticist(800, discount Rahkshi)

It appears that in your life as a Makuta's servant you have been privileged to assist with some of their experiments. Specifically, experiments concerning Kraata. As a result, you have just enough knowledge to transfuse your Antidermis into someone else and have it take.

In other words, you have the knowledge needed to give someone else a Kraata power. The process involves extracting your blood, altering it slightly with a mutagen, and injecting it into the recipient, thereby converting their body into organic Antidermis and granting them a single random Kraata power. You only have Kraata DNA to work with, so no cheating - your patients will only be capable of having one such power.

Organic Antidermis is disparate from Toa Biology. Someone you have turned into a toa cannot gain a Kraata power, and vice versa. While the physical benefits of being made of organic Antidermis are negligible, it does share the agelessness of everything else in this universe.

For an additional 400 CP(Discount Rahkshi), they may gain the benefits of Shadow Kraata as well.

For double price, these powers ingrain themselves deeply enough into one's genes that their children gain the same ability.

Experimental Kaita(800, discount Rahkshi)

Or maybe instead of helping with experiments, you are one? Through some experiment no doubt involving frothing vats and the Makuta's omni-applicable viruses, you have been permanently fused with two others of your kin. Any abilities inherent to your species are tripled as a result.

For instance, a Rahkshi would gain two more Kraata powers, and a toa would gain an additional two elements. Overlapping abilities such as a toa's natural strength are tripled in power.

Skakdi

Vision Power(300, free Skakdi)

All Skakdi possess a vision power. Choose one of the below.

Laser Vision - What it says on the tin. Strong enough to cut fairly deep into metal armor.

Heat Vision - Roughly the same as laser vision, but you project raw heat instead of beams of light.

Impact Vision - Your eyebeams apply crushing impact to whatever they strike, enough to shatter stone with a glance.

Spellbinder Vision - Your eyebeams make the target dizzy, disoriented, and unable to keep their balance. Disrupts aim too.

Telescopic/X-Ray Vision - You can see through solid objects, and zoom in to see people miles away with perfect clarity.

Infrared/Thermal Vision - You can see infrared, and even perceive heat directly. Useful for those pesky foes who think they can sneak around with their invisibility cloaks.

Dumb Brute(200, discount Skakdi)

Well, maybe not the 'dumb' part. But you are fairly strong, and tough to boot. About twice as much as a normal member of your race, to be precise. You could probably wrestle down a Toa, so long as you are one of the species offered here.

Intimidation(200, discount Skakdi)

You're pretty scary, you know that? Maybe it's that unsettling grin, maybe the nature of your powers, or even something else entirely, but you know just how to set someone on edge, even if they know you don't present a danger to them.

Not-So-Dumb Brute(400, discount Skakdi)

Looking at you, people might think the only threat you pose is brute force. But they couldn't be farther from the truth. You are sly and cunning, capable of forming elaborate plans with ease. What's more, you can hide the fact that you have any plans at all, keeping an entire village convinced you're a noble Toa until the very moment you betray them.

Master Tracker(400, discount Skakdi)

You're really good at tracking people down. Not only could you track a foe through thick jungle in the dead of night, you could tell whether someone has been through the area in the past few days and where they went. Your understanding of tracking even allows you to minimize the traces you leave, making you nigh impossible to track in turn.

Skakdi Warfare(800, discount Skakdi)

On the island of Zakaz, the Skakdi named Reidak once had a minor dispute with local officials. That escalated to a shouting match with the city's overseer, and *that* escalated to Reidak destroying a massive portion of the city. That, in turn, started a war in short order, a war which raged on even when Reidak had left the island.

You have the ability to do something similar. By capitalizing on people's impulses, feeding their emotions, and just plain saying the right things, you are able to make it clear that you are in the right, even if you aren't. People will come to your aid in their righteous(or 'righteous') fury, and as long as you can speak, you could rally an army against nearly anything.

Skakdi Third Power(800, discount Skakdi)

Due to the experiments of the Makuta Spiriah, it is common for Skakdi to bear a third, unique power. Letting you make one up would be cheating, so choose from this list.

Mental Blasts - Attacking the body is one thing, but what about the mind? With a moment's thought, you can fire off a devastating telepathic blast, ripping apart your target's thought processes and leaving them in agony. Nothing that won't mend itself eventually, but these blasts take little effort on your own part and few people will be able to fight or use their powers under this effect.

Perfect Prison - As long as you know your target's powerset and can maintain your focus, you can form and maintain the perfect prison around them. This prison will be utterly inescapable to them - Toa of Ice trying to freeze it will be met with a surge of flame, and a swarm of insects trying to sneak out will be ruined by a sonic barrier formed by their own buzz.

While this is formidable, it is not without limit. First, you may only maintain a single such prison at a time, and the focus needed can be disrupted by anything that startles or distracts you. Second, this prison will only counter the powers you have in mind at its creation and cannot be changed without dissipating and reforming it entirely. If you forget someone's powers, or if their powers can change in some way, your prison will likely do no more good than an ordinary jail cell, and possibly less. Lastly, the larger or more powerful your prisoner, the more mental strain it will take to keep up their prison. You can keep a toa helpless with ease, but don't expect to nosell Goku or Unicron any time soon.

Swarm Body - Your body is made of normal flesh, right? Look again. You now consist of billions of Protodites, microscopic insects that constantly shift and writhe as they can't quite seem to stay still in the shape of your body. This doesn't seem to decrease your physical strength at all, they're quite capable of coalescing into arms and even blades just as strong and effective as the normal type, but you'll find that being able to flood cuts and stab wounds with stinging insects or split up your body to avoid attacks and attack from three different angles is quite useful. The uses of this are endless, just try not to lose control.

Animation - Perhaps you want those trees to reenact a scene from Narnia, maybe you just want a hand made of stone to erupt from that wall and strangle that guard, or you could very well desire a broom that sweeps the floor for you. Whatever the case, you can now make inanimate objects come to life and do your bidding. The bigger something is the harder it is to animate, controlling an entire fortress or mountain at once will be exhausting.

Adaptation - Whenever you are hit by an attack, you become immune to that amount of that kind of force. In essence, you can't be beaten the same way twice, forcing people to escalate or use variety to take you down. Until you spark, the benefits of this are temporary, gradually wearing off over the next 24 hours. This is a pretty strong power, but if the first hit you take is too strong it won't do you much good.

Power Absorption - If someone in close proximity bears a power you like, you can drain their reserves and use it yourself. You can only hold onto a power for two or three hours at a time, but you can absorb several powers at once.

Kinetic Absorption - You are functionally immune to kinetic force. Whenever you are physically struck, the kinetic energy is absorbed. You can use that energy to re-energize yourself, heal your wounds, and amplify your blows. While Newton's Third Law does play nice with this, bear in mind that this gives you no particular resistance to anything other than physical impacts. Fire, intense cold, lightning, generic energy blasts, and so forth will still kill you just as well.

You may only purchase this perk once, but if you are a Skakdi buying both this and Experimental Kaita will net you another two such powers.

Makuta

Makutahood(Makuta Only)

Congratulations, you're a Makuta! Now, let me explain exactly what that means...

First, your body is now a gaseous 'energy'. You do not need to sleep, get tired, eat, or drink, you do not age, and you are much more difficult to harm with such an incorporeal body. There are a few things that can harm you, however, if your armor(See Items section) is punctured: A change in your essence's physical state(Such as due to intense heat or cold) will kill it, blasts of light being particularly effective in this endeavor, and if your essence is left exposed to the elements it will slowly dissipate over two weeks. Luckily, your pseudo-energy state allows you to possess any spiritless body(Including robots, or simply hollow suits of armor) as your own.

You have considerable aptitude for science. Even Spiriah, the Makuta whose name is slang for 'failure' in this world, was capable of mutating an entire species to bear vast powers such as those offered to Skakdi above.

You have Toa-level control over elemental Shadow.

You have competent telepathic abilities. You can detect, read, and interact with the minds of those lacking mental defenses, and given the right opportunity you could even control such an unguarded mind.

You can dissolve fusions of multiple beings and sense the presence of other Makuta at will.

You can shapeshift at will. However, drastic changes in size require equally drastic sources of energy.

You can create a 'Shadow Hand'. While controlling it mid-flight will take years of practice to get down right, you can readily form a hand composed of Shadow which is connected to you by a tendril of the same energy and will fly forth at a steady pace. Once it hits something(Or someone), it will drag it back to you, fusing the mass into you for use in your Shapeshifting abilities. Use caution, however - Attempts to absorb something of disproportionately large size or someone with an unusually strong will can end up harming or killing you.

You can infect Kanohi or other objects at a distance as with the Shadow Kraata perk, but unless you take Stage Seven Upgrade you can only use an infected object to control someone's mind if it already interacts with that person's mind in some way as Kanohi do. Certain types of virtual reality, swords or wands that unleash magical blasts at will, it needs to already connect to their mind before it will let you steal it.

You can create Kraata of any Kraata Power you choose from a portion of your body or essence. Kraata can only have one power and that power takes time to develop, but in your gaseous state you can create them rapidly and they are easily controlled by you in a form of hive mind.

Last but certainly not least, you have access to all 42 Kraata Powers at stage 6. The only catch is that Makuta can only use one Kraata power at a time, and you cannot access Dodge or Limited Invulnerability until post-spark. Actually, there's a third catch: If you use your antidermis status or any other ability to possess someone else's body or a mechanical shell not designed to wield your powers, or find yourself deprived of armor and reduced to free-floating essence, you will be unable to utilize the body-based kraata powers. Namely Dodge, Invulnerability, Chameleon, Shapeshifting, Elasticity, Heat Vision/Laser Vision, Fire Resistance/Ice Resistance, and Adaptation. For a full list of what you and your Kraata can do, see the notes section.

I am Nothing(200, discount Makuta)

You've picked up a curious skill. You know just how to use your powers to forge an avatar of sorts to stand in as yourself. Maybe it's an animated statue, perhaps it's a shapeless mass of shadowy tendrils or straight up a solid hologram. Whatever the case, it's useful for tricking enemies who haven't seen the real you, and furthermore this perk will ensure you won't screw up the details, such as forgetting to make it move when it 'speaks' or put it through a walking motion when you move it forward.

Corporeal Mode(400, discount Makuta)

For all the good a Makuta's gaseous state does them, it's just plain inconvenient at times. Restricting use of certain powers, making them surprisingly vulnerable without their armor, keeping them from physically striking anything on their own... well, no more.

With this, you keep your normal body, but gain the ability to shift to and fro the Makuta's gaseous form at will. If you are a Makuta, you keep your agelessness and obviously gain use of your bodily powers in your organic form.

If you are not a Makuta and buy this, yes, you do gain the benefits described in the first paragraph of the Makutahood perk while incorporeal.

Your 'normal' body will of course still be largely mechanical as is common to this world for the duration of this jump.

Multitasker(800, discount Makuta)

You know how I mentioned Makuta can only use one Kraata Power at a time? Bit of a strange rule, isn't it?

With this perk, any case where use of one ability would prevent the use of another will no longer do so. This doesn't make your abilities any stronger, just allows you to use them all at once without interfering with one another. Powers that would allow you to give ten people a single power could give a single person all ten powers, for instance, but not grant an infinite number of people powers.

Agori

Magnan Biology(300, free Agori)

Bara Magna is a weird planet. Ignoring how literally everyone is a cyborg, they also have lifespans measured in hundreds of thousands of years. Their bones and claws are metallic as well, meaning that even before cybernetics they're surprisingly strong. While all Bara Magna Inhabitants bar Element Lords will technically have this for the duration of the jump, buying this lets you keep it. These are natural biological traits with all the implications that bears.

Collector(200, discount Agori)

Resources are scarce on Bara Magna, so you've learned the importance of wasting nothing. Salvage a screw here, keep a dented wheel there, and before you know it you have enough scrap materials to refit a whole vehicle, so long as you spend a few hours refining the good bits and salvaging from the bad.

Scrap materials just seem to fall into your lap. Anything complex will come broken in some way, but if you keep a hold of everything that comes your way you're likely to find something with intact instances of the parts you need.

Jack of all Trades(200, discount Agori)

Nobody on Bara Magna has direct access to everything they need. So to survive, you need something worth trading. The Glatorian have it easy, they can just protect a caravan for a week and get paid, but it's different for Agori. As a result, you've learned to do just about everything, from driving to mining to farming to fighting to treating wounds. You aren't an expert in any one thing, mind you, but your general usefulness will pay off time and time again.

A Viper(400, discount Agori)

You are manipulative, and skilled in deception. You could easily play the villages against one another, striking a deal with them all so that you come out on top no matter what happens. Just make sure you don't get caught.

Battle Strategist(400, discount Agori)

Huh. It appears that your years of experience from the Core War actually counted for something. You know the flow of battle like the back of your hand. While you couldn't take on a Glatorian by yourself, you know just how to direct an army and maximize their advantages... and minimize those of the enemy. Under your command, a canyon becomes a fortified bottleneck, and catacombs become a way for your forces to bleed from and vanish into the walls themselves(Metaphorically speaking, Jumper.). Won't do you any good if nobody listens, though.

Core War Engineer(800, discount Agori)

Were you one of the people building the weapons and vehicles, back in the Core War? Certainly seems like it. Even with the limited resources on Bara Magna, you can build all manner of war-oriented technology. Be it a tank that turns into a scorpionesque mecha, a vehicle just as capable of staying it's ground in combat as moving between villages, or a devastating energy blaster, your inventions are nothing to scoff at.

GB Hunter(800, discount Agori)

For one reason or another, you've spent your days searching for some reserve of resources the Great Beings - superscientist jerks - may have left behind. As a result, you have supernatural skill for finding out forgotten, hidden, or otherwise lost reserves of technology, magical artifacts, or what have you. This won't conjure them into being, but if it exists you can find it, and what's more you're a master at slipping through whatever defenses may have been left behind for scavengers like you.

Vorox

Vorox Pack(400, free Vorox)

The Vorox, feral as they are, travel in packs. And it seems you've become the leader of one such pack yourself. Twenty able-bodied half-scorpion cyborgs, all at your command. They even follow you across jumps! They don't count as companions, though, so you can't import them.

Dishonorable Combat(200, discount Vorox)

The Glatorian Malum was banished from the villages for being too brutal in combat and trying to kill one of his opponents... Well, he bonded with the Vorox for a reason. You have no qualms about fighting dirty, going for things that hurt and deter as much as they actually harm, and you have a decent bit of knowledge on such tactics as well.

Sand Tribe Language(200, discount Vorox)

You know the language of the Vorox, a language consisting mainly of whistles and hand gestures, and you can teach it to others in short order. While fairly mundane in the grand scheme of things, it never hurts to share a secret language with your allies.

Sharpened Senses(400, discount Vorox)

Your senses are sharp, like an animal's. Your eyes can see great distances even in the dark, your nose can sniff out nutritious plants, deadly poison, and unfortunate quarry alike, and your ears will catch people coming long before they arrive.

Half-Scorpion(400, discount Vorox)

Due to the experiments of the Great Beings, all Vorox have a bladed stinger tail and mandibles. This perk lets you keep (or if you aren't a Vorox, gain) them, and shapeshift them away when need be. The tail is surprisingly powerful when one considers it's powered by

cybernetic motors and is made of no doubt dense metal from end to end. It's aesthetic will change to match your form and these will never weigh you down, but the tail will retain it's cybernetic strength regardless.

Mind Mender(800, discount Vorox)

The Vorox are a danger, but a passive one, and likely for one reason: The degradation of their minds. If they were as sly and cunning as the other tribes, they would be a terrifying horde for size alone, and the passageways they've formed beneath the desert would spell doom for the other villages.

Now, you can fix that; Your presence brings a toggleable field that steadily cures insanity and any other form of mental disorder or degradation. I'm sure the Vorox will thank you for it once you fix them... This applies to you as well, but the Vorox species drawback will still have effect for the length of the jump if you chose to take it.

Were-Vorox(800, discount Vorox)

Apparently, when the Great Beings did their experiments, they didn't purge whatever made you half scorpion from your system. As a result, you can infect other beings with the physical changes of the Vorox with a mixture of body fluids. Infected beings' minds do not degrade, but they gain the benefits of Magnan Biology, Sharpened Senses, and Half-Scorpion (Minus the shapeshifting.)

You can toggle this at will, don't worry about strengthening any enemy that draws your blood.

For double price, they also gain the same benefits of this perk that you yourself enjoy, being able to spread the alterations just as you can.

Glatorian

Skilled Warrior(300, free Glatorian)

Years of experience from the Core War. More years of experience fighting for your village as their Glatorian. All of it comes together as great experience in combat. You know how to fight, Jumper, and you know how to fight well. You might even be able to give a Skrall a run for their money, but don't push your luck.

Well-Traveled(200, discount Glatorian)

Glatorian are mainly hired for arena fights, but that isn't their sole purpose. They also serve as protection for caravans when need be. You are knowledgeable in this area. If there's a destination, you probably know three ways to get there, and you could certainly find one as long as you knew where you were going.

In future jumps, you will find you're skilled at finding a safe path through dangerous territory, and furthermore keeping to roads only as dangerous as those you are leading can handle.

Athletic(200, discount Glatorian)

In the arena, skill is important... but so is fitness. You're stronger and faster than the average member of your race, and surprisingly flexible to boot. This takes little effort to maintain.

Watchman(400, discount Glatorian)

One of the problems with guarding an entire village - or caravan - is that you can only be in one place at a time. With a large caravan, you might be able to watch half the caravan at best, and an ambush at the back could kill tens before you even know it happened. Well, no more.

Whenever you're protecting someone or something, you can use their senses as your own. This won't help if it doesn't have any senses, of course, but it's bound to help.

Study Your Opponent, Find its Weakness(400, discount Glatorian)

A good plan, and one that you can follow. Given a few minutes to watch your opponent, you can figure out any weaknesses or flaws in their defenses or techniques, even ones they might not quite know about themselves.

One Man Army(800, discount Glatorian)

Even the strongest Glatorian is still only one warrior... until now. By a mixture of quick movement, surprising stamina, and impressive situational awareness, you can fight up to fifteen warriors at once just as effectively as one. While that might not sound all that dangerous, your opponents will be hard pressed to fit even that many in melee range, so as long as you can outdo your foes individually you might just go through their entire army and come out on top.

Arena Prodigy(800, discount Glatorian)

One on one combat is your forte. You could take down any given member of your own species without so much as a scratch, barring unusual circumstances, and even an opponent who is physically superior to you would be hard pressed to beat your skill. A Glatorian with this would have decent chances of defeating a Skrall in the arena, something that has not been done for millenia.

Skrall

Skrall Biology(500, free both types of Skrall)

The Skrall have gone undefeated in the arena for a long time, and that is because they are faster and stronger than the Glatorian race. In fact, they rival the artificial Toa. You could lift a car, match its speed, and likely be fine after getting hit by such a vehicle. Your stamina is only slightly better than normal, however.

For double price(free Skrall) this remains biological in future jumps and can thereby be inherited.

Psionic(500, free Female Skrall)

You have a degree of psionic power. You can read minds and send others your thoughts, unleash mental assaults, and form mental illusions readily.

For double price(free female Skrall) this can be inherited.

Named(200, discount any Skrall)

You have a name! In Skrall society, this is a sign of honor and is uncommon for those not part of the elite class. In future jumps, anyone that hears you identify yourself with this name will immediately gain respect for you.

Rules Lawyer(200, discount any Skrall)

You can make people follow the letter of the law, if it's to your advantage. After all, the rules never SAID you couldn't teleport to the finish line, or that you weren't allowed to use your powers or superior strength in that duel.

Arena Rules(400, discount any Skrall)

Anything that would normally be bought or traded for in some manner, you can now challenge them to a duel for it instead. If you win they'll hand it over, but if you end up losing

you'll have to give them something of roughly equal value. If you don't have anything to bet on your end, they will refuse your challenge.

Elite Skrall(400, requires Skrall Biology, discount Male Skrall)

The average Skrall is already strong, but there is an elite class. You are now part of that class, and as such your physical boosts from Skrall Biology are now tripled. You also gain a mild increase to your intelligence.

For double price, this will remain biological in future jumps and thus be inheritable.

Annona's Heir(800, requires Psionic, discount Female Skrall)

While the Female Skrall believe their powers are inherent to themselves, they are actually granted by another being known as Annona. With this perk, you inherit a greater portion of her power than the other Female Skrall. Specifically, you gain the very ability to grant others psionic abilities, comparable to the Psionic perk.

For double price, you can make those granted powers inheritable.

Leader Class(800, requires Elite Skrall, discount Male Skrall)

The Elite class of the Skrall is already enough to make any sane Glatorian flee in terror, but there is one last step up left. The Leader Class of Skrall is twice as large as the other types of Skrall or Glatorian, and bears even greater strength than the elite class. Quadruple your boosts from Elite Skrall.

You may choose how much of the height boost you keep in future jumps, but you must choose now. Your bodies in future jumps can be up to seven feet taller than normal, but you will receive the same increase every time.

For double price, this remains biological and is inheritable. You know the drill.

Element Lord

Elemental(800, free Element Lord)

If you haven't already, roll for one of the Bara Magna elements. Your body is now made of that element, with all the implications that bears, and you bear the unique ability to transfer your consciousness to any other instance of that element, even at great distance. In addition, you can create, control, and absorb that element on a level notably greater than a Toa, and are impervious to it's effects.

Voluminous(200, discount Element Lords)

Your body is twice as large as normal, in every dimension. This could be especially useful if you have abilities that let you turn your body into something else...

Insoluble(400, discount Element Lords)

You are immune to undesirable chemical reactions. Fire will burn you, but you won't catch flame yourself, acid will not harm you, and many poisons will be useless.

Homogenous(800, discount Element Lords)

Any given piece of you is just as good as any other piece. Each part of your body acts as eyes, ears, brain, skin, muscle, and so on all at once. As an Element Lord, this allows you to survive as a tiny fragment of yourself and still reform. As a normal biological entity, you could survive as a bullet-ridden walking corpse or even a fist-sized piece of yourself and still be able to theoretically restore yourself. While this will let you eat and heal up as an animated and

disembodied hand, it gives you no quickened regenerative ability, so you'll be 'that weird zombie arm' for years before you get to be 'that guy that came back from salsafication'.

Items:

Kanohi(100 each, one free Matoran, Turaga, Toa, and Makuta)

A Kanohi is a mask containing a certain power, which not all species can use. If you are a Matoran, Rahkshi, Skakdi, Agori, Vorox, Glatorian, Skrall, or Element Lord, you cannot use Kanohi Powers unless you have payed for Toa Biology. If you are a Turaga, you may use kanohi but at half the strength of a Toa. If you are a Toa or Makuta, you can use a Great Kanohi as much as you like. Choose one Kanohi power excluding the Avohkii, Kraahkan, Mask of Light and Shadow, Rua, Aki, Olmak, Olisi, Golden Kanohi, Vahi, Ignika, and Mask of Creation.

See Notes for a list of valid Kanohi powers.

If you have the Nuva perk, your mask is twice as powerful and it's ability can be granted to others in the vicinity.

Matoran will become weak and fall into a Coma if their mask is removed. Turaga and Toa will lose half their strength if they lose theirs. Makuta have a hole in their armor designed to make contact with the Kanohi, and so removal of their mask will make their essence leak out of their armor. These weaknesses will be removed post-jump.

Lightstone/Heatstone/Memory Crystal(50 each)

A Lightstone is a shard of crystal that constantly emits light comparable to a flashlight.

A Heatstone is a shard of crystal contained in a lighter-like container of insulating stone. While it does give off a bit of light, it more importantly gives off a considerable amount of heat. Light fires, heat rooms, you might be able to use it for welding in a pinch.

Memory Crystal can interface with your mind and transfer data to and fro it directly on contact.

Matoran

Kanoka Launcher(100, free Matoran) This strange-looking device has been designed to launch a Kanoka at high speed. Comes with one complementary level 8 Kanoka of choice.

BOXOR(300, discount Matoran)

This... machine, is a small mech designed to allow a Matoran to fight off Bohrok. It's durable, mobile, and true to its name it has a pair of arms that can lash out with quick and powerful blows. This one has been equipped with flotation devices in case you are faced with water.

Airship(600, discount Matoran)

This airship is large(Half the size of the Hindenburg for our purposes), oblong, and very slow. It's designed more as a cargo ship than anything. The main benefit is that it follows you across jumps. It will only drag nonliving cargo between worlds, and there's nothing stopping someone from attacking the ship or stealing from it other than the fact it flies. It relies on Kanoka for it's flight, not any sort of gas.

The Mines(1200, discount Matoran)

An array of 2-foot semispherical troughs are added to the walls of your warehouse. Each one is always filled with bits and pieces of a certain material, as listed below.

Lightstone - As mentioned above, Lightstone constantly emits light. I'll tell you a secret, though - Raw Lightstone is (literally) blindingly bright, and has to be diluted in order to be used as a simple light source. I'm sure you could use it for some inordinately large lighting system, or a laser. This trough is covered by an intangible bubble forcefield that dims the light coming off the material substantially.

Heatstone - As mentioned above, Heatstone constantly gives off an impressive amount of heat. It is not traditionally diluted, however, so you'll have to make do with the heat it normally produces.

Knowledge Crystal - This crystal is named for its use in the construction of the Knowledge Towers, towers where scholars read the stars in utter silence. It was so used for its property of rapidly growing when placed in water. Dropping a sample of this material in a large prepared basin could grow you a crystal skyscraper-height tower in under a minute.

Memory Crystal - This crystal is used in Knowledge Towers for a different reason. By making physical contact with a piece of this crystal, you can transfer data directly from your mind to that crystal. Others can read that data in turn if they touch the crystal. Could make for a nifty computer system, or just a fun trinket.

Zamor Crystal - This crystal is unique in that it, and its contents if you make a container out of it, become momentarily intangible on sufficiently forceful impact with something. As the contents of such a container phase back into solidity sooner than the crystal itself, the most prominent use of this is the Zamor Launcher, a device which fires spheres of this crystal filled with energy, gas, or liquid of choice, which is then phased into the target's body. Nothing's stopping you from using it for more scientific purposes, though...

If you have the Protodermis perk, you get a few more troughs:

Liquid Protodermis - This fluid is magnetizable but otherwise interchangeable with water, and if heated sufficiently turns into molten protodermis, which in turn cools into Metallic protodermis.

Metallic Protodermis - This form of protodermis is a generic metal roughly equivalent to steel. If you had the knowledge and means however, you could purify it into Protosteel, a metal largely accepted as indestructible.

Rocky Protodermis - This form of protodermis acts as generic stone. Useful for carvings, aesthetics, artificial landscapes, and anything else you'd want stone for.

Turaga

Badge of Office(100, free Turaga)

As is customary for Turaga, you have a staff/tool symbolizing your experience and knowledge. It can be just about any mundane tool or object in staff form. The canonical badges of office include a welding tool, a trident, a buzzsaw on a stick, a hammer, a drill on a stick, and a long-handled ice pick.

Vuata Maca Fruit(300, discount Turaga)

You have a Vuata Maca fruit, perfect for planting a Vuata Maca Tree to bear more such fruit. Vuata Maca fruit are glowing fruit full of great amounts of energy. A single fruit will immediately energize organics, cyborgs, and robots alike, and will keep them fed/powered for half a day.

Vahki Enforcement Squad(600, discount Turaga)

1 Kranua, 1 Kraahu, 6 Zadakh, 6 Rozakh, 6 Bordakh, 6 Nuurakh, 6 Vorzakh, and 6 Keerakh. A squad of robots equipped with kanoka launchers, mind control staffs of various flavors, and decent strength. They will follow your commands and reappear in the warehouse a month after they're destroyed. For details, please see the notes section. As a bonus for buying them here, the teleporters in their kanoka launchers will somehow continue to supply them with ammo in future jumps, though nobody(Including you) seems to be able to find the discarded kanoka they fire to use them for their own purposes.

Matoran Machine(1200, discount Turaga)

Matoran aren't born, jumper. They are made. And this is the machine that does it. By feeding it protodermis of any form, it will produce Matoran of any element bar Shadow at a rate of one every ten minutes. They are automatically programmed with some basic skills, but are otherwise blank slate sentient cyborgs.

If you do not have any protodermis, this machine specifically will still produce matoran, but at a rate of two per day.

Toa

Elemental Focus(100, Free Toa)

Be it a sword, pickaxe, drill, or something else entirely, this basic weapon is perfect for channeling your powers. Your elemental powers will be notably easier to control when used with this, as will any other powers you can channel through it.

Toa Canister(300, discount Toa)

Little bigger than a closet, this cylindrical vehicle is just the right size to hold a toa. Once launched, it will fly at high speed to its destination, phasing through any obstacles in the way. On arrival, the hatch on top will pop open, allowing you to exit and go about your business. Warning: Toa Canisters Inc. is not responsible for any physical degradation that may result from being trapped inside a Toa Canister for a period approaching or exceeding one thousand years.

Suva(600, discount Toa)

A small room has been added to the warehouse. Inside that room is a hollow four foot tall dome with six 18 inch diameter holes spaced around its circumference. This is a Suva. Anything stored inside your Suva can be teleported to you as you have need(Worn equipment can be summoned directly onto your person), and anything on your person can be sent to your Suva at will. Never be caught without your mask and weapons again! If you are in an area where teleportation is blocked, you cannot use your Suva.

T-Series + Adaptive Armor(1200, discount Toa)

You have acquired one of the T-series fighters and a set of adaptive armor. Choose one of these three vehicles:

Rockoh T3 - This vehicle bears a single blaster cannon and can trap it's targets in a field of energy. It's armor is protosteel, as are the twin ramming blades attached to the bottom of the front. It's engine can exert up to 2.5 million pounds of thrust, and it is the fastest and most maneuverable of the three, but also has the weakest armor. It also has a pair of wings equipped with Rockslide Cannons(Small laser cannons), but these can be retracted for ramming.

Jetrax T6 - This snazzy ride features three Midak Skyblasters(Laser cannons) as well as protosteel armor and blades. It's two side-mounted jet turbines provide extra power but can be

shed for additional speed. The Jetrax is a balance between the power of the Axalara and speed of the Rockoh.

Axalara T9 - This bright red aircraft is equipped with dual Midak Skyblasters(Laser cannons) and three Tri-Cyclone Stingers(Mechanical arms equipped with lasers and force field capacitors), double-reinforced, 24 inch thick protosteel armor, and an engine that can exert up to 7 million pounds(31 million newtons) of thrust.

All three vehicles are equipped with a 'Smart Cockpit' that feeds sensor information directly to the pilot, and can also phase through walls if needed.

Adaptive Armor is a suit of armor tailored to you that will reform and adapt to let you live in any environment. In rain or snow, frozen mountains or blazing desert, even in space itself, this armor will keep you comfortable and negate any dangers or disadvantages of the environment, from immobility to low visibility to plain old extreme temperatures. It's also made of Protosteel, making it extremely durable. If you've bought a Kanohi then that Kanohi now has the same benefits as this armor and replaces the helmet.

A complete set of Adaptive Armor includes a set of **Adaptive Weaponry** - one melee weapon and one ranged weapon. These adapt not to your environment, but to your opponent, becoming whatever pre-existing weapon(That you can wield - you won't suddenly get a death star when you aim at a planet) works best against that target. If you have an Elemental Focus, its benefits are now integrated into this melee weapon. Bear in mind this will only become reproducible weapons - unique artifacts such as Excalibur are unlikely to be imitated by these weapons.

Both the armor and the vehicle will regenerate any damage accumulated every month.

Rahkshi

Rahkshi Armor(100, free Rahkshi)

This suit of armor is designed for Kraata and similar sluglike creatures, and is unusable for others. It can fly, punch through stone walls, and is reasonably tough. It also comes with a staff that can strengthen Kraata powers up to stage 6.

Kraata-Kal Armor(300, discount Rahkshi)

Or maybe you want something a little more fancy? Like Rahkshi armor, this is designed for slugs, but I suppose I'll tailor it to whatever body you have. It can do anything Rahkshi armor can, has bladed wings and a bladed tail, and it comes equipped with both a double-bladed flame sword and a kanoka launcher. None too shabby.

Shadow Leech Vat(600, discount Rahkshi)

This vat, if supplied with liquid protodermis(Water will do just as well but it will take longer), will produce Shadow Leeches. Shadow Leeches are small, tennis ball-sized creatures, who will latch onto any given target with their teeth and drain their inner light. This corrupts them, making them uncaring in moral matters, and will give them the matoran level of elemental shadow powers. Perfect for turning others into your willing henchmen. Shadow Leeches can also consume normal light(making them laser resistant) and if used on someone bearing Light-based powers will convert those powers to the Darkness-based equivalent.

The only way to undo the Leeches' effects is to expose the victim to the sound of a Klakk's scream, thereby breaking the mental barrier suppressing their inner light.

Rahkshi Squad(1200)

Interesting... It seems that, in your travels, you have become the leader of a squad of stage 7 Rahkshi who somehow emancipated themselves from the Makuta. Exactly 42 Rahkshi, one of each power, are now under your command. They functionally all have Rahkshi Armor and Shadow Kraata, and will follow you across jumps. While they do not count as companions and cannot be imported, they and their armor are restored from injury or death at the end of every decade.

Skakdi

Elemental Weapon(100, free Skakdi)

A common sight on Zakaz, this weapon allows a Skakdi to use their elemental powers without collaborating with another of their kind. Choose one elemental attack, such as lava balls, a freeze ray, or rapidfire daggers made of solid water. This weapon will draw on your reserves of Elemental Energy to perform that attack. The other end of the weapon may be a melee weapon of choice.

Nektann Repair Squad(300, discount Skakdi)

You are now in possession of a small group of Nektann. Specifically, 5 Repair Nektann. Nektann are four-legged robots with a spherical body, capable of self-reassembly if they are destroyed. These ones are equipped with an energy beam that will repair and heal damage to the target.

Tahtorak + Devastator(600, discount Skakdi)

The Skakdi have a strange sport. They climb on top of forty foot tall lizards called Tahtorak, and joust with a thirty-foot long lance called a Devastator.

The Devastator lance is equipped with an explosive tip which can be regenerated as needed. It's fairly mundane otherwise.

The Tahtorak is immensely strong, not to mention it's sheer size, but unbeknownst to the Skakdi they are sentient. This creature will always follow you across jumps, but you may choose to make it a companion. You must choose now, however.

Piraka Stronghold(1200, discount Skakdi)

A group of Skakdi known as the Piraka enslaved an islandful of matoran to build this fortress, or at least one like it.

It's a vast metal and stone stronghold, equipped with everything a villain's base should have. From self-repairing laser turrets to a lava moat to a dispatch of defensive robots(Nektann, four-legged spider-like dome-bodied robots armored on every side except the bottom and capable of self-reassembly. The basic nektann(From weakest to strongest both offensively and defensively being Defense Nektann, Scout Nektann, Combat Nektann, Black Nektann, and Master Nektann) fire generic energy blasts. There are also Repair Nektann(firing repair beams as described above) and Debuff Nektann(lacking damaging weapons, but capable of decreasing a target's attributes).), this place is sure to stay the opposition. Trophy room and lava pit trapdoor interrogation room included.

This stronghold will follow you, appearing in a suitable location near your entry point in every jump.

Makuta

Protosteel Weapon(100, free Makuta)

Choose any melee weapon lacking moving parts. You have one made of Protosteel, a metal largely accepted as indestructible. Alternatively, you can make any existing weapon in your possession gain the benefits of protosteel.

Makuta Armor(400, free Makuta)

You have a suit of armor tailored to your liking. While it does consist of protosteel, that falls secondary to its main function: It counts as part of your body for the sake of your powers. Durability, regeneration, all these will apply to the metal just as well as they do to you.

Armor Blueprints(800, discount Makuta)

Or maybe you don't just want one for yourself? This set of blueprints explains how to replicate the above armor's effects in a manner that will continue working perfectly well in future jumps.

EP Pool(1200, discount Makuta)

You gain a medium-sized room on the side of the warehouse, but you wouldn't want to use it for storage, as there's no visible floor, only the undisturbed surface of the Energized Protodermis within.

Energized Protodermis is a silver liquid which has been warred over many times in this world. It's unique property is that anything it touches(bar certain rare materials) is either immediately killed/destroyed or transformed into what is usually a more powerful form. While you yourself will not be transformed by this liquid, you're bound to get something useful out of it if you only experiment.

Canonical transformations include a group of Toa gaining increased power(as per the Nuva perk), rocks becoming golem-like monsters, a golden-skinned being that grants wishes(no you may not replicate that), a fusion of a makuta and the toa of light, matoran becoming large monsters that turn into land when they die, and Kraata into Rahkshi armor.

While some transformations are random one-off occurrences, related things such as Kraata or a team of toa may consistently receive identical/nearly identical transformations.

As a side note, the liquid is sentient and you could theoretically bargain with it for it's assistance in your experiments, but it can only sense whether something is destined to be transformed or destroyed, not what it will be transformed into.

Agori**Pack**(100, free Agori)

It's a good sized pack for holding things, what do you expect? Durable enough, but the main benefit is that this pack will sort itself given time, and will develop separated pockets for that very purpose.

Maze Coin(300, discount Agori)

Neat little trinket. This large round coin has an ornate design of connected lines across the front. But bring it into a maze, building, or other connection of pathways and those lines will change to reflect the layout of the area. It even rotates when you turn, and keeps up with places that change their layout.

Scopio XV-1(600, discount Agori)

The closest thing to a tank Bara Magna has. In addition to being a tough and dangerous

vehicle, the Scopio can unfold into a four-legged mecha for combat purposes. It is equipped with pincer mandibles, a Thornax Launcher, and two Force Blasters(Generic energy cannons).

Underground GB Lab(1200, discount Agori)

In your warehouse you find a compass which does not point north or south. Rather, it points you to the entrance of this well-hidden underground laboratory. Inside a certain cave there is a seamless hexagonal piece of wall that, when pressed, opens that wall into a vast cavern.

The first chamber consists of a central node with seven paths branching off it. The entrance, and six large chambers each saturated with the element of Sand, Jungle, Fire, Ice, Water, or Rock, all once plentiful on the surface of Bara Magna.

That node also has a ramp down to a gate that opens into the second chamber, an equally vast empty room with glowing sketches of some sort of robot on the walls. Those sketches are, of course, nowhere near detailed enough for you to replicate the Great Spirit Robot.

While that second chamber could be perfect for building or planning all manner of things, the main benefit is those six chambers. By exposing someone to the concentrated elemental power of a given chamber for an hour, they will become an Element Lord of that chamber's element, gaining the benefits described in the Elemental perk.

This follows you between jumps, appearing in an appropriate location near your point of arrival.

Vorox

Thornax Fruit(100, free Vorox)

You gain a stockpile of a hundred Thornax fruit. Edible, tough and spiky enough to be a deadly projectile, and it becomes explosive when overripe! Perfect for a jumper's plans, no doubt. You may plant them if you wish.

GB Blasters(300, discount Vorox)

Ten sophisticated blasters, as designed by the Great Beings and given to the Vorox Kabrua's pack. Each can fire spheres of explosive force.

Tunnels(600, discount Vorox)

The Vorox have an advantage few know about. Over the years, they've a network of underground tunnels making for fast, sheltered travel across(or rather beneath) the desert lands. In future worlds, you will find similar tunnels. Whenever you need to go somewhere, you will always have the option of using underground tunnels to get there. Unless maintained, these tunnels will cave in and disappear over time.

Remote Control(1200, discount Vorox)

This staff, designed by the Great Beings and given to the Vorox Kabrua, can shut off the powers of any MU Inhabitant. And now, it will work on the abilities of any artificial being in future jumps, be they robots, golems, cyborgs, or something else entirely.

Glatorian

Thornax Launcher(100, free Glatorian)

It's a launcher that shoots thornax fruit. Or other fruit, I suppose. Comes with ten complementary Thornax.

Elemental Weapon(300, one free Glatorian, Vorox, Skrall)

You have a weapon touched by the Mask of Life. This grants you toa-level power over your Bara Magna Element while you wield it, but not necessarily toa-level precision.

Exsidian(600, discount Glatorian)

Exsidian is a precious material famed for its durability, and for good reason. Not only is it incredibly hard and resistant to most attacks, it's consistently resilient to unusual forms of destruction. It's rustproof, isn't worn down by sand, is acid-resistant, and can even survive the destructive effects of Energized Protodermis. If you find some other method of destruction that relies largely on the lack of a defense for it, this will help, but enough brute force can still overcome the metal.

You gain three one foot long ingots of this metal in your warehouse every month.

Atero Sandfalls(1200, discount Glatorian)

Atero is a large arena on a small island of a rock. That rock is straddled by a river of sand, vast amounts of granulated silicon pouring over a cliff at every moment. With this your warehouse gains a bottomless pit containing just such a sandfall sequestered behind double doors styled to your choosing. The pit has a ceiling, which appears to generate the sand constantly, and the pit measures 250 feet from wall to wall.

You could harvest the sand for your no doubt nefarious purposes or simply toss people and trash down the pit, but the important thing is that you can open portals from that pit to anywhere you please. Cover anything and everything with horrid amounts of sand as you will.

For an additional 100(discount Glatorian) you can gain another such fall for lava or (fresh)water, or both if you pay up twice.

Skrall

Skrall Shield(100, free Skrall)

This shield is pretty tough and has a fancy design on the front, but more importantly it doubles as a buzzsaw. And a bladed frisbee. Never seems to run out of power for spinning it's blade.

Cloak(300, free Female Skrall)

This dark brown or faded purple cloak looks very much like those the Sisters of the Skrall wear. Whether you are one or not, it has a strange property - While wearing it, nobody seems to pay attention to you, even those looking for you will have trouble noticing you in a crowd without glancing over you several times. If you wish, you may reverse this effect, drawing everyone's attention to you in a moment.

GB Cybernetics Station(600, discount Skrall)

The Skrall are armed with a good deal of Great Being weaponry. But this is something else entirely. It looks like you've found the device the Great Beings used to turn everyone on this world into cyborgs. Even supplied with raw materials, this station is capable of refining them into cybernetics and implanting them into anyone placed on the bed in the center. Anywhere from just replacing a limb or an eye to full body alterations, the mechanical replacements work just as well and better than the originals. You might be able to program in your own designs, if you have the science.

Baterra(1200, discount Skrall)

The Baterra were created by the Great Beings to stop the Core War. While they didn't succeed, they are still a marvel of technology. You gain one hundred Baterra, all programmed to listen to your commands rather than kill anyone holding a weapon. Each one is a shapeshifter, capable of turning into a tree or rock until the moment is ripe for ambush and then transforming into a liquid metal mechanical menace. These machines can make quick work of Elite and Leader-class Skrall just as well as the common kind, and the single batch created in canon plagued the Skrall for a hundred thousand years without being stopped. If someone manages to destroy them, they will replenish after a year and a day.

Element Lord

Amorph Armor(100, free Element Lord)

As useful as it can be, sometimes an amorphous body is just a hassle. This armor, shaped in a generic humanoid form, will always be able to contain your form and let you act as if you had a proper humanoid body, whether you're a swarm of bugs, a puff of gas, or a shapeless mass of tentacles.

Elemental Reservoir(300, discount Element Lord)

Choose an element offered in this jump. You now have a sphere of that element. A ball of fire, plasma, iron, lightning, capable of being moved in any way that thing should be movable. The important thing is that this ball cannot be exhausted or otherwise depleted of the element it consists of. A ball of Fire will supply as much heat as you can draw out of it, and a sphere of Iron would give you enough metal to build a whole city from scratch and more.

Spirit's Wish(600, discount Element Lord)

You gain an archway attached to your warehouse wall. Whenever someone walks into it, it will scan their minds and send them to whatever destination they desire. Does not teleport across dimensions.

Valley of the Maze(1200, discount Element Lord)

The Valley of the Maze is an ancient fortress of the Great Beings. In the center is a vast tower, containing countless halls and chambers and an advanced power source capable of energizing a planet-sized robot. Around this tower-fortress, however, is the Maze. A web of vast stone walls and countless traps, nearly inescapable without an updating map as it constantly rearranges itself to redirect its prisoners, and fully capable of enduring the Element Lords' attacks for years. This structure will follow you between jumps.

As a courtesy, you get a free Maze Coin. Unfortunately, this free coin is not Jump-powered, and so will only show you the layout of the Valley of the Maze.

Companions:

Any unlisted freebies are free to their origin for companions. Options other than Unity import one companion per purchase. Companions may not take drawbacks.

Unity(Variable CP)

Pay any amount of points, and (up to) 8 of your companions will gain the same amount each to spend on anything except more companions. Alternatively, pay at a 2:1 ratio(2 of your points for 1 of theirs) to grant points to ALL your companions. Companions granted points this way may import at normal cost for their wanted species.

Chronicler's Company(50, Free Matoran)

Import or create a Matoran companion. They gain Organic Protodermis and a Kanoka Launcher, an Elemental passive, and any Matoran perks you yourself have bought.

Turaga(100, discount Turaga)

Import or create a companion as a Turaga. They gain limited elemental powers, a Badge of Office, Personal Experience, and any Turaga-discounted perks you have.

Vorox(100, discount Turaga)

Import/Create a Vorox companion. They get their own Vorox Pack, Elemental Weapon, some Thornax Fruit, and any Vorox-discounted perks you have.

Glatorian(200, discount Glatorian)

Import or create a Glatorian companion. They get a Thornax Launcher, an Elemental Weapon, and Skilled Warrior, as well as any Glatorian-discounted perks you have yourself.

Rahkshi(200, discount Rahkshi)

Import or create a companion as a Rahkshi. They get Shadow Kraata, Rahkshi Armor, and any Rahkshi perks you yourself have.

Toa Team(200, discount Toa)

It's customary for a Toa to have a Team, usually consisting of five other toa. Import or create a Companion as a Toa to give them a rolled Elemental Power, a free Elemental Focus, and Toa Biology. They also get any perks you bought from the Toa tree.

Skakdi Kin(300, one free Skakdi, further purchases discount Skakdi)

What good is a Skakdi without another to use their powers with? Create or import a companion to be a Skakdi of a rolled element, granted an Elemental Weapon, a Vision Power, and any perks you bought from the Skakdi tree.

Skrall Warrior(300, discount Skrall)

Create or import a companion as a Skrall to give them Skrall Biology and a complementary Skrall Shield + Elemental Weapon. For an additional **100**, they may be a female skrall and gain Psionic powers. They gain any perks you bought discounted to their race and gender.

Brotherhood of Makuta(300, Makuta Only)

Surely you won't make your companions miss out on the fun? If you're a Makuta, you may import your companions as a Makuta to gain Makutahood, a Protosteel Weapon, Makuta Armor, and any of the Makuta-Discounted Perks you yourself bought.

Element Lords(500, discount Element Lord)

... Plural. Import or create a companion as an Element Lord, they get Elemental and any perks you bought discounted to Element Lords.

Drawbacks

Take as many as you dare. Who am I to keep you from making things harder on yourself?

Love is Not Canon(+50)

...Not even for you. Sorry bub, but for the duration of your jump any understanding of romantic or sexual feelings will be purely intellectual, as you are entirely incapable of feeling them. You can still have platonic friendships, though.

Jump Canister(+50)

Instead of arriving in a normal fashion, you arrive at your given location inside a large cylindrical device, a Toa Canister. While this would normally be no particular disadvantage, your parts have been disconnected and you will need to reattach your arms, legs, feet, etc before you can do anything. Your limbs will work just fine once you attach them, but if someone or something sneaks up on you like this it won't be pretty.

Amnesia(+300, requires Jump Canister)

... It appears that whatever broke up your body also broke up your mind. While you still have all your powers, it's doubtful you'll know to use them as you have no memory of anything except basic skills and how to take care of yourself.

I'm Just Collecting!(+100)

You have a reputation of being a thief. Nobody has any proof, so you won't be thrown in jail or anything, but people will be very suspicious of your acts. If you actually do steal anything, or do something else worthy of suspicion, this will only get worse.

Sahmad's Tale(+100)

If you are a resident of Bara Magna, then you are part of the now-destroyed Iron tribe, or are known to have been part of their tribe when they still existed. While this is irrelevant to your capabilities or disposition, the Iron Tribe is famous for dying to the horrid Dreaming Plague. If anyone realizes you are a survivor, they will believe you are a carrier of this plague and are unlikely to be convinced otherwise. People will literally avoid you like the plague. If you are an MU Inhabitant, you have been mutated or otherwise changed to strongly resemble one of the monstrous Zyglak, to roughly the same effect; While the Zyglak were not killed off by any plague, they do carry a dangerous flesh-eating virus. You do not actually have your appropriate disease, but people will believe you do.

Dreaming Plague(+300, requires Sahmad's Tale)

...Sorry, I lied. You actually do have whichever disease is appropriate to your location.

If you have the Dreaming Plague, you will become unable to dream, making you suffer the effects of sleep deprivation, go more insane with each passing day, and if you cannot cure yourself within a month, you will die and thereby fail your chain. This is not a plague proper, but an attack by the powerful psychic entity known as Annona. Thus, the only way to save yourself is to find and kill Annona.

If you have the Zyglak Virus, the disease will consume your flesh at a rate such that you have one month to live. Regeneration will stay this somewhat but as the virus proliferates it will slowly overcome your ability to regenerate. Viruses in the Matoran Universe are not biological and will not respond to biologically based abilities or your immune system.

If you wish to be cured, you will need to find an expert on or smuggler/thief of Viruses, and convince them to give you a virus that will kill off the one permeating your body. Your options here are the Brotherhood of Makuta, The Order of Mata Nui, or the Dark Hunters. The first two have been mentioned in the Locations section. The Dark Hunters are essentially mercenaries.

Past My Prime(+200)

...And a Glatorian past his prime is no good to anyone. You're old, Jumper. Not so much that you can't walk or anything like that, but you're slower and weaker than you used to be, and your opponents will have no qualms about capitalizing on that.

Bone to Pick(+200)

The Bone Hunters are a large group of bandits on Bara Magna that ride what amount to cyborg dinosaurs. They now have a vested interest in seeing you dead.

If you are in the MU, you have instead run afoul of the Dark Hunters, a powerful group of mercenaries.

I Was Right, I Was Right!(+200)

The Glatorian Kiina has a vested interest on getting off this desert rock. While she was thinking more of flying to another planet, she certainly didn't say no when your Benefactor said she could take your place in the Chain if she were to kill you. While one Glatorian alone may not seem that dangerous, keep in mind that, as a veteran Glatorian of Tajun, she has a fair bit of influence over her village, and even a few of the other villages' Glatorian.

Skrall Prisoner(+200)

You start out inside a metal cage suspended in the air via chain, smack dab in the middle of Rixtus. The home of the Skrall, if you forgot. Good luck getting out of here.

Energized Protodermis Entity(+300)

Energized Protodermis is a mystical silver liquid that, on contact with anyone or anything, either transforms them into something greater or instantly kills them. Unbeknownst to most, it is also sentient, and has developed a severe dislike for you. While it will not seek you out, any pool or sample of liquid Energized Protodermis you run across will attack you with waves and jets of its own substance until you leave. If you are struck, you will instantly die and thereby fail your chain. If you bought an EP Pool, well, try to avoid it until the jump ends.

DID THIS PATHETIC WEAKLING REALLY BELIEVE HE COULD BRING DOWN THE MIGHTY TUMA?(+300)

You're a bit arrogant, you know that? You never seem to consider that your opponent might actually be capable of defeating you, and seem insulted whenever anyone suggests something to that effect. What's worse is that your cybernetics weren't built quite right. In the middle of the back is a small gap in your armor that sparks every once in a while. If someone hits you there, you will collapse in pain, and repeated blows are likely to sever some wires and leave you immobile until someone can fix the damage. You will bear the same weakness even if your species is not cybernetic, such as an Element Lord.

Battera(+300)

The Battera are a group of shapeshifting robots designed to try and stop war by killing anyone holding a weapon. Seems simple, right? Unfortunately for you, they consider your array

of powers as a 'weapon' that you are always 'holding'. Within a few months of your arrival, you will be subject to an ambush by these Bateria. They could be anything - a rock, a tree, a bird - and they are strong and fast enough to make quick work of any Skrall. If you kill the first ambush, expect more throughout your stay here.

Energy Storms(+300)

You arrive ten minutes before you're supposed to. That's lucky for you, because you now start off inside the vast cave and heart of the Great Spirit Robot, Karda Nui. Nine minutes from now, Toa Ignika will sacrifice himself to power up the robot. If you can't find a way out by then, you will be caught and killed by the devastating energy storms that serve to power the robot you reside in.

If you take this with 'Even the Dreams of the Mad', you will replace Sahmad at the appropriate time and place, but a stray dream will alter your surroundings into a replica of Karda Nui which is surprisingly resilient to the projected visions of the Skakdi. Not enough to save you, but enough to still present a danger.

If you take this with 'Skrall Prisoner', then you will be in a cage suspended from the extremely high ceiling of Karda Nui, and the Skrall will be deposited nearby.

The Power is in Me(+400)

...Not anymore, it ain't. You get one free purchase of Elemental Focus. Guard that weapon with your life, because for the duration of this jump you may only use your powers by channeling them through it. Obviously you can't do that if you aren't holding it. Maybe gluing it to your hand would be a good idea? Note that this weapon has no exceptional durability, either.

Golden Skinned Jumper(+400)

Your skin is now a shiny gold! This is because you now share the traits of the Golden-Skinned Being. What? No, you can't grant wishes, silly. But like the Golden-Skinned Being, you do feed off of granting people's dreams. If you do not grant one of someone else's legitimate desires to reasonable accuracy(Kill someone they hate, bring back someone they love, reveal corruption, build something they want, essentially accomplish anything that they couldn't do on their own without great effort) at least once a month, you will starve to death. Better get moving, Jumper.

Great Jumper Robot(+600)

Normally, the forces of good on this world would rally to fight against Makuta Teridax. Now, they will decide that you are an even greater threat than he. Though you will not need to fight against Teridax himself, you will have armies of Toa, OoMN Agents, and even Mata Nui with the Prototype Robot to endure before your jump is through. Teridax will not hinder them from attacking you - after all, why waste effort to keep them from wasting theirs on you? If you take this with Bionicle: The Jumper Reborn, Teridax and his forces will ally with everyone else for the sake of fighting you, pitting you against nearly everything this world has to offer.

Bionicle: The Jumper Reborn(+600)

Mata Nui? What Mata Nui? As Mata Nui crashes into the planet within the Mask of Life, his mind is replaced with yours. The Ignika forms you a body and equipment concurrent with your choices here... and then goes dormant. You will not have the Life-based powers Mata Nui was able to almost make use of, and you will not have the advantage of the Golden Armor to provide a distraction against Makuta Teridax.

If Makuta Teridax, in his planet-sized robot body, conquers or destroys Bara Magna and/or it's inhabitants, you fail your chain. You won't need to worry about that if you take this with Great Jumper Robot, however - just surviving.

The Yesterday Quest(+800)

You have angered the Great Beings, Jumper. Or at least one Great Being in particular. Velika will do everything in his power to kill you, from hacking your MU-based powers and turning them off to building death robots designed specifically for your powers, from this jump or otherwise, to building a third Great Spirit Robot just to grind you to dust. Not only will you have to deal with incredibly advanced weapons built just for you, you will need to figure out how to pin down Velika with his body-swapping technology. He could be anyone on Bara Magna, any being in the Matoran Universe, on the Red Star, or somewhere else entirely. You may not leave until you have dealt with this danger, as Velika has devised a dimensional trap to keep you from jumping out. Good Luck.

I Grant Dreams(+1000)

Or perhaps instead of imitating the Golden-Skinned Being, you want to fight him? Well, good luck... He can't grant his own dreams, but he's being worshipped by an entire kingdom of skakdi who know very well he can conjure up whatever they please. Hope they aren't smart enough to dream that you drop dead. Bear in mind, anything they dream up works exactly as they imagined it. Spears of rock erupting from the earth will bypass your defenses just as they intended, a castle will endure your assault despite being made of mundane brick, and so on. If you attack the Golden-Skinned Being directly, you just might incite them to dream of his amazing prowess in battle and nigh-invulnerability... Good luck.

...Even the Dreams of the Mad(+500, requires I Grant Dreams)

Oh. Oh dear. Oh no. It appears that instead of coming in at a normal time and place, you've replaced the Glatorian Sahmad at the moment Annona devoured the dreams of the Golden-Skinned Being's Skakdi. This is very bad - normally Sahmad would rectify the matter by taking away the Skakdi's ability to dream so that the Being did not have to grant their crazed visions, but your Jumper state denies you the ability to use the Golden-Skinned Being's ability. In other words, the mad visions of a kingdomfull of Skakdi are being projected onto reality and the only person who could do something about it has been replaced with you. If you don't have a way to stop this, you and everything else living on this planet will soon be killed by or turned into literal living nightmares.

Ending:

All your drawbacks are removed at the end of your ten years here regardless of what you choose.

Unity

It's been fun, but this is your journey's end. You go back home, with everything you've gained in your travels.

Duty

This place has grown on you, you think you might just stay. The future is bright, or at least it was in canon. And with a Jumper's gifts, that can only be more true. You stay here, keeping everything you've attained across your jumps.

Destiny

This world is nice, but you're ready to journey onward. You continue on your chain with everything you have.

Notes:

Kraata Powers: Here they are, as described at Stage 6.

Fear - Can induce immobilizing terror in even the bravest and most rational warriors.

Disintegration - Can reduce rocks, plants, forged metals, and most other substances to dust.

Exceptionally durable substances such as Protosteel will resist your assault.

Poison - Can generate pools of poisons dangerously toxic to nearly anything alive.

Fragmentation - Can forcefully shatter anything in the immediate area and create explosions in the same range, though exceptionally durable substances will resist this.

Hunger - Can fully drain the energy reserves of large monsters and Toa Nuva alike. Anything without inhuman amounts of energy or stamina-boosting powers will pass out from exhaustion with a few seconds of this power.

Anger - Can turn even close-knit teams who consider one another as brothers against one another in total rage.

Weather Control - Can summon dangerous thunderstorms, blizzards, hail, powerful gusts of wind, fog, and so forth at will and control existing weather. While this may not sound all that impressive, summoning the most extreme weather possible and maintaining it for extended periods of time is a frightfully dangerous power.

Elasticity - Can stretch incredible lengths in the blink of an eye, and is impervious to blunt force and sharp edges alike.

Heat Vision - Can ignite anything in eyeshot, and burn/melt through most materials.

Illusion - Create psychic illusions that fool all the senses. You can make several realistic illusions at a time.

Teleportation - Can teleport anywhere, barring places that block teleportation of course.

Quick Healing - Heals so quickly as to be almost indestructible, and can apply it's healing abilities to others.

Laser Vision - Can burn through solid rock and metal readily. Can also be tuned down and defocused for use as flashlight eyes.

Gravity - Can crush anything in visual range with intense gravity. Can also decrease the effects of gravity, and change the direction of it's pull in an area or on targeted objects.

Electricity - Can generate and control a powerful electrical field to surround, shock, or stun distant and nearby foes alike.

Sonics - Can blast/shatter distant foes with powerful waves of sonic force

Vacuum - Can create gale-force winds and instantly reverse their flow, generate concussive blasts of air, and tear objects apart with 'powerful vacuum force'.

Plasma - Can instantly melt any object into vapor and absorb the resulting plasma for energy.

Magnetism - Has enough power and control over Magnetism to tear a slab of metal in two. Or just warp, shred, and crush your enemy's armor, that works too.

Fire Resistance - Can endure the Fire powers of a Toa Nuva. Works by making the user damp and exceedingly cold... Nothing says you can't use this as a freezing aura.

Ice Resistance - Impervious to the Ice powers of a Toa Nuva. Likewise, works via increasing your temperature and can serve as a heat aura.

Mind Reading - You can read and understand the thoughts of any creature lacking psychic defenses.

Shapeshifting - You can control your shape and material. Become a rock, clothing, a large dog, the only limit being that your mass cannot change.

Darkness - Can drown entire villages in absolute darkness, second only to Toa of Light or similarly powerful Light powers. You also become invisible in shadow.

Plant Control - Can control any plants in the area, and accelerate their growth or make them wither at will.

Molecular Disruption - Disintegrate any inorganic target on the molecular level with a touch. When dialed back, can soften or liquefy matter instead.

Chain Lightning - Controls devastating bolts of chain lightning that leap between targets.

Cyclone - Can create and control powerful cyclones at will. Go look up the destructive potential of strong tornadoes if you need help on how dangerous this is.

Density Control - Has complete control over its own density and that of anything/anyone in physical contact, from intangibility to high invulnerability.

Chameleon - Can become completely invisible in any environment.

Accuracy - Can hit the smallest target at great distance, no matter the environment or condition.

Rahi Control - Has absolute control over every living Rahi(animal) in the area.

Insect Control - Can control and command an entire hive of Nui-Rama(Giant insects. Car sized, easily.) and can summon insects from all across an island to serve it's will.

Stasis Field - Can freeze a target in near-permanent temporal stasis through eye contact or with a touch. Targets in stasis are indestructible until released. This can be applied to yourself for any set time.

Limited Invulnerability - Absolutely impervious to any form of physical harm. Which is why you can't have it.

Power Scream - Unleash a scream that shatters stone, can be heard all across the island, and knocks your foes back. Uh, you have a resistance to deafening noises if you take this power.

Dodge - Impossible to physically strike, no matter how swiftly or powerfully. Which is why you can't have it.

Silence - Can mute all sound across an entire village. Cut off communication, block sonic attacks, be exceedingly stealthy, slowly terrify your target with the lack of sound until they go insane, the possibilities are endless.

Adaptation - Instantly adapts to take maximum advantage of any situation or condition. Does not apply to attacks.

Slow - Can completely stop any movement in the area.

Confusion - Extended proximity will reduce any foe to mindless babbling. This is a maintained effect, not a permanent damage.

Sleep - Can instantly put an entire village into a deep sleep.

Kanohi Powers:

Hau - Mask of Shielding. Protects you from any attack you are aware of with a force field. Sneak attacks will bypass the shield and exceedingly powerful assaults will require more focus to block.

Kaukau - Mask of Water Breathing. Allows you to breath water. Only water. For a limited amount of time. Yeah, this one kind of sucks.

Miru - Mask of Levitation. Allows you to float and glide on air, or slow your fall. It will negate gravity but upward movement must be provided from something else.

Kakama - Mask of Speed. Lets you run faster than the eye can follow on any surface. The environment around you becomes a blur unless you have accelerated senses, but it somehow keeps you from running into trees and the like nonetheless.

Pakari - Mask of Strength. Amplifies your physical strength notably.

Akaku - Mask of X-Ray Vision. Lets you see through solid objects. Commonly fitted with a telescoping lens.

Huna - Mask of Concealment. Makes you invisible.

Rau - Mask of Translation. Lets you understand and speak any written or spoken language, be it Russian or Birdspeak.

Mahiki - Mask of Illusion. Can create optical illusions and change your appearance and voice to match someone else.

Komau - Mask of Mind Control. Can control the minds of others, and sense them in a limited fashion. Can also be used for mental attacks. Cannot be used to make someone act against their morals. Ineffective on animals and machinery.

Ruru - Mask of Night Vision. Allows user to see no matter the darkness, grants limited x-ray vision, and can cast a bright beam of light from its surface.

Matatu - Mask of Telekinesis. Grants the user considerable telekinetic powers, enough to toss someone up to the top of a skyscraper or shatter a stone wall. Runs on psionic power.

Calix - Mask of Fate. Allows the user to perform any physical feat they are capable of perfectly. Acrobatic leaps, artful dodges, if your body can do it you need not worry for your skill.

Elda - Mask of Detection. Lets the user see/hear hidden beings nearby, be they invisible, astral projectors, or something else. Can also detect the Mask of Life.

Suletu - Mask of Telepathy. Read others' thoughts and project your own, or send one being's thoughts to another.

Sanok - Mask of Accuracy. Never miss again. Innocuously drop a boulder and have it ricochet five times to hit your foe in the back.

Kadin - Mask of Flight. Allows the user to fly at high speed.

Iden - Mask of Spirit. Allows one to temporarily release their spirit from their body. In this state, you can fly at high speeds, phase through matter, are undetectable and intangible, and can possess spiritless or mechanical bodies. You cannot use your powers unless you are within a body of some sort. If your original body is destroyed, your spirit will fade away with no body to return to.

Arthron - Mask of Sonar. Can sense the movement and positions of others via echolocation. Useful in darkness and against invisible targets. Always on at a low level.

Faxon - Mask of Kindred. Allows one to take on the abilities of any animal that shares their general environment of land, sea, or air. Be it a hypnotic pattern, fire breath, bioluminescence, or something else, this will give it to you for your own use. Only one such ability at once.

Zatth - Mask of Summoning. Summons animals to the area to help you. Could be anything from a school of fish to a mighty dragon. The summoned creatures will start out aggressive to your foes, but do not bear any lasting loyalty to you.

Garai - Mask of Gravity. Can increase and decrease the effects of gravity on anything except yourself. Slam a foe into the ground or let them float into orbit as you please.

Volitak - Mask of Stealth. Camouflages the user to make them close to invisible, and deadens sound around them so they cannot be heard. Still cast a shadow.

Tryna - Mask of Reanimation. You may grant artificial life to and control dead bodies while you maintain focus. Zombie army go. This will pull the remnants of the given body together but it has no particular healing powers to bring back missing parts. Puppeteered bodies cease to be reanimated when you stop using this mask.

Jutlin - Mask of Corruption. Allows one to break down inorganic objects in line of sight, making them rapidly decompose and rust.

Avsa - Mask of Hunger. Allows one to absorb light, energy, or positive emotions at a distance. The user attains whatever they drain from others.

Felnas - Mask of Disruption. With a touch, you can cause any one natural active power of the target to go out of control. Make the pyrokinetic self-immolate, and the toa of stone bury themselves in rock.

Mohtrek - Mask of Time Duplication. You can transport any number of yourself from the past to the present to assist you in whatever you may need. When they are sent back, all memories of the future are erased but any injuries sustained are retained. If a past you is killed, you retroactively die in the moment you summoned yourself from. The concentration needed to keep your duplicates in the present increases with the number of yourself you summon.

Shelek - Mask of Silence. Make the target mute and deaf for as long as you concentrate.

Crast - Mask of Repulsion. Repel one target at a time, keeping them from touching you and flinging them away with considerable force. This can be used for limited flight by repelling the ground.

Pehkui - Mask of Diminishment. Shrink yourself and your equipment down to a minimum of six inches, retaining full strength and power capacity.

Mask of Clairvoyance - Uncontrolled visions of the future. THE future. Accounting for anything you try to do to change it. Whatever you see happen, will.

Kualsi - Mask of Quick Travel. Teleport to anywhere you can see. Telepathically projected images may be used, but are risky.

Mask of Emulation - By taking time to study a power, you can copy it until you deactivate the power. Subsequent emulations of this power take a shorter time to analyze, up to a point. Does not work on the powers of items, only powers inherent to a targeted being. Does not work on the powers of animals.

Mask of Growth - Allows the user and their equipment to grow in size up to a maximum of sixty feet tall. Strength increases proportionally, but a Pakari increases your strength more than this kanohi.

Mask of Rahi Control - Allows the user to control animals. Not as effective on insects. Does not work on intelligent/sentient animals.

Kiril - Mask of Regeneration. Repair damage to inorganic objects within sight. Turaga level cannot regenerate Protosteel, or similar rare materials.

Rode - Mask of Truth. Allows the user to see through all deception and disguises. Tell when one is lying to you, see past the most elaborate illusions, detect the invisible, and so forth. Will not detect lies if the person speaking believes they are telling the truth.

Mask of Charisma - Slowly changes the targets' perceptions and worldview until they agree with you and serve your cause.

Mask of Psychometry - Learn details of an object's past by touching it. While you see a portion of it's past, you have no control over how much information you actually receive. Does not work on living things, or multiple things at a time.

Mask of Intangibility - Allows the user to turn intangible, phasing through attacks and barriers. Does not make you fall into the planet. You may control how intangible you become.

Mask of Possibilities - Allows the user to increase and decrease the probability of a given event. Does not work retroactively.

Mask of Elemental Energy - Single use, recharges your elemental energy instantly. If you pay for this, it will recharge once a decade and apply to your other powers.

Mask of Mutation - Allows you to mutate other beings. Forcibly shapeshift them as you like, alter their biology, undo mutations you wish to cure, grant biological powers if you have the knowledge. Does not work on yourself, unless you trust a companion to use it on you.

Mask of Scavenging - Whenever someone near you dies, you may absorb their life force for a small but permanent boost to your physical abilities.

Vahki:

Zadakh - Staffs make the target extremely suggestible.

Rorzakh - Staffs allow the Vahki to use the target's eyes and ears as their own undetected.

Bordakh - Staffs make the target exceedingly loyal to your side, to the extreme of betraying their own friends.

Nuurakh - Staffs fill the target's mind with a single overriding command, making them follow it diligently enough to shove others aside who interfere.

Vorzakh - Staffs temporarily erase the target's mind, bar motor functions, leaving them wandering mindless husks known as shamblers until the effect wears off.

Keerakh - Staffs scramble the target's sense of time and place. Can't fight very well when you're convinced you're in your office filing papers away.

Kranua - Can turn into mobile sand and reform at will, larger + stronger than most Vahki, share Nuurakh staffs.

Kraahu - Six-legged Vahki that can spray stun gas and shock anyone that touches them. Can split off legs into their own drones that can search the area and deal with troublemakers. Each leg doubles as a stun staff, two Keerakh, two Bordakh, and two Zadakh.

Vahki speak at a highly accelerated rate in the matoran language. Their words sound like brief chirps and beeps as a result.

All Vahki can fly if need be.

Staff effects can be applied with a touch or via a blast of energy.

No, the Golden Skinned Being cannot grant your wishes, unless you choose to stay or return using your Spark. Neither can he grant those of your companions. Or wishes that he could grant your wishes. Don't try and cheat.

If you try and steal the Mask of Creation, Jump-Chan will destroy it, making you and everyone else in the universe unable to create anything till the end of the jump.

You may steal the Mask of Time, but it can only control time inside the Matoran Universe. That is, the giant robot. It's useless literally everywhere else, even alternate versions of the Matoran Universe. That's canon.

You may steal the Mask of Life, but touching it will give you a Life-based curse or transformation until you let it go, and it may very well decide to fly away from your stores at any point. If you do use it, it automatically dissolves you into pure life force to power whatever act you wish to perform with it as is normal for its functions. In your last moments of existence, you can do nearly anything, though. Teleport people, purge unwanted mutations, all sorts of stuff. But then you will die and fail your chain.

You may hijack either Great Spirit Robot if you have the means, but you can't take it along with you.

Light and Shadow do not mix. They cannot be combined into any attack, nor can a Kaita be formed involving both elements. Beings that wield Light are weak to Shadow, and vice versa.

Yes, the triple costs for Apprentice Geneticist and Toa Power include whatever extra you paid for Organic Protodermis or Shadow Kraata. Same goes for Were-Vorox and the toggle price.

The Kraata Power of Teleport can be used to teleport other people and beings.

Any efforts to steal or copy the Kraata Powers of Dodge and Limited Invulnerability will fail until post-spark.

Toa Power does not need to be poured into a stone to make a Toa Stone. A Toa Stone is simply any object that serves as a receptacle for Toa Power. It can just as easily be a mask, or weapon, and work just as well.

When Matoran become Toa in this world, their new form cosmetically matches their subconscious image of a Toa, whatever that may be. Not an exact copy of their greatest hero or

anything, but they match their general style, they might get vestigial wings or fins if they thought of Toa as having such. If you wish, this can apply to the beings you empower with Toa Power, transforming them towards their ideal of a hero.

Be reasonable with Energized Protodermis. Please.

Yes, Makuta can make viruses, strange forms of energy and powder that seem to be capable of nearly anything, from putting Mata Nui to sleep to shattering every Vortixx in miles to devouring a Makuta's armor. This is not listed because Viruses do not work on anything not consisting in protodermis, making them of minimal use in future jumps.

Yes, Nova Blasts are canonically capable of the vague 'can extinct a planet'. I am undershooting that and going with the more solid example for Jump purposes. Deal with it.

In case it wasn't clear, Yesterday Quest will leave any of your gains from this jump turned off or otherwise countered until Velika is dead, and I Grant Dreams/Even the Dreams of the Mad will bypass any defenses you may have effortlessly.

Protosteel is nigh indestructible to physical force, but it is destructible, and things such as acid, intense heat, and lasers can all destroy it nonetheless.

If you wish to see the canon inspiration of I Am Nothing watch <https://youtu.be/eXdB427WESA?t=381>.

Inika does not make any Kanohi you acquire organic, only the ones you buy here.

The Olmak, Mask of Dimensional Gates, cannot be used in any manner until post-spark.

Changelog:

V1: Made the Jump.

V2: Lowered Drawback points.

V3: Added genderswap option for toa/turaga/matoran, specified details on Iron, The Three Virtues, Inika, and Unity, added MU half of Bone to Pick, transcribed Wiki link info, slightly decreased Makuta price, altered CP gain from certain origins.