

In the land of Koho, common are the sacrifices of maidens,
in hope of recreating the world as a better place to live.

Not all accept the rituals, though.

An orphan girl, who has lost her mother to these rituals,
entered a forbidden land, in search of a particular item.

The legends say that this sacred item can even
bring the dead back to life, but for a certain price...

Momodora Jump



Momodora is a series that always takes place in an ailing or cursed world where a single maiden armed with a magic maple leaf must journey forth into a cursed or forbidden land to find the source of evil and purify it. The series takes heavy inspiration from Cave Story in early games and Demon's/Dark Souls series, Castlevania, and others. Like the Souls series Momodora is pretty terse in terms of setting, lore, and even goals beyond just 'find and destroy the evil'. Events will kick off at the start of the first game chronologically, Reverie Under The Moonlight, and will progress through the series until the events of the fourth game Momodora III, when a certain maiden enters a certain forbidden land to do certain forbidden things. Time and space is convoluted though Jumper, so after each 'game', 'act', 'era', etc, concludes you'll be forwarded into the next. It'll be a bumpy ride so stay sharp, keep an eye peeled for the golden ladybird, and most importantly take this with you-

+1000 CP



-Backgrounds-

Drop In - You just sort of show up in a spot where no one is looking. No prior memories weigh you down, but no connections either.



Priestess - A priestess from Koho sent out to destroy the evil that threatens your village. Requires being female. If you weren't before, you are now (for free of course). Gets a red maple leaf for free.



Witch - Magic arts were always your interest - unfortunately witches get a bad rap in this world, what with most of them going power-crazy (or just crazy) and cursing people. Seclusions' your comfort, solitude your company. And cats. A lotta' cats.



Bakman - Oh dear, you sure? All right, well instead of dropping in as a drop-in, priestess, or witch, you get dropped in as a... bakman. Those little mono-eyed block chuckers with the scarves? One of those. Almost no one has ever heard of a talking bakman and will probably either run or attempt to kill you on sight - but maybe you can show you're different?

-Locations-

Roll 1d8 or pay 100 CP to choose your location.

A field - A random empty field with a town off in the distance. Not a whole lot goin' on here.

Koho Village - Village in the west known for it's priestesses trained in exorcism and famous for their sacrifice.

Forest - One of the many forests of the land, there's always something trying to kill you - imps, bakmen, dryads, ladybirds..

Karst - The city has been cursed, with evil monsters and specters roaming the town while what few citizens remain hole up and hide in the few safe places left. Many seek audience with the Queen for various reason, but all the monsters and a certain witch make it treacherous to navigate and the inner sanctum where the Queen resides is blocked off with an impenetrable wall of boss fog Energy.

A Forbidden Land - Nobody is quite sure where the heck this is. You wind up just in the entrance of some old ruins that have much better technology then the rest of this world. Who knows what you will find if you delve deeper.

Frore Ciele - A part of the forest outside of Karst frozen in time. The trees don't sway but still rustle, the wind doesn't blow but still breathes, and everything is tinted a ghostly blue with slight whispering sound echoing from every corner. The only way out seems to be near some giant stones but a large number of imps and other creatures obstruct the way.

Underworld - Uh oh - you've wound up in the Underworld. Fortunately you're still living so you can climb your way out but the place is jam packed with enemies and the Underworld Queen might not take kindly to your presence.

Hell - Perhaps an even worse place to be at the moment. No fire and brimstone to be seen here though, only a broken landscape covered in the constantly falling snow and dreary cloud-covered sunlight. Not much else to be found other than the risen bones of the dead - and the corrupted Goddess of Death herself.

Free Pick - Choose where you land! Yes, land-as-in-falling land.

-Perks-

- Standard 50% discount for your background perk -
- One 100 CP Perk is free to that background -
- 100 CP Perks are Non-Discountable. -

~General~

Trinketry (-50cp): There's always some interesting bits and bobs around, and now you're a veritable magnet for them. You'll find a boost in the amount of historied little doodads you come across though they'll usually have no real value other than the historical or peculiar - and maybe the monetary if it's old or interesting enough.

Sword and Board (-100cp): Just like a knight of Karst you too are now skilled in the use of a sword and shield, and also have the beef to easily move around in a full set of armor while carrying your weapons - as long as your armor and weapons weigh less than you, their weight won't affect you.

Witchy Hitboxes (-100cp): Well.. all that magic has got to go somewhere. You've got the 'ampleness' of a certain giant witch and a boost to your overall looks. If you're a guy, well, look southward. If you're a bakman you are an extraordinary specimen of bakkyness, with bodacious hair and toned bakmuscles.

Particle Effects (-100cp): Want blue fire? How about purple sword beams? Rainbow kamehameha wave? You can freely change the color of your various attacks, or at least the ones that have a color to be changed. 'Invisible' is not a color.

Animism (-100cp): There's a good chance you might be in for a long ride, and there's a lot of things you'll take with you. A little of you rubs off onto your items and other affects over time, moreso the longer or more sentimental something is. They gain an affinity for you and you for them; bonded items may give you muse when you need it, peace of mind to quell tumultuous thoughts, a feeling of warmth during a cold and stormy night, and at a great bond may show up in a time of great need. Who knows where this will go; only time may tell.

~Drop In~

No Harm No Hex (-100): Curses normally triggered by trespassing or taking something now have problems sticking to you! You'll get a sharp 'hairs standing on end' feeling that where you are or what you picked up is cursed, and will have a short time to put it down or leave (or produce a counter-curse) before it takes a hold.

Throwing Arm (-100): You've got a real knack for throwing things at high velocity and actually hitting your target! You're overall throwing ability and accuracy has gone up dramatically for mundane objects but your true proficiency lies in launching paper charms or other blessed (or cursed) objects. Supernaturally enchanted objects you launch will have a real oomph added to them and their supernatural payload will be boosted slightly as well.

Jump and Dash (-100): You feel light as a leaf now, gaining the ability to double jump and quick dash! Your double jump will cause a shower of maple leaves to appear under you, and your quick dash will propel you a short distance at blistering speed and can even be used in mid-air to quickly change direction! The leaves effect can be turned on and off at will after this jump.

Another Form (-200): Cat, dog, robot, a rock - whatever form you find yourself unwittingly in, you'll find that you have great skill in adapting your new form to performing feats you could have as a human. Swinging a sword in your mouth, writing with your tail, doing the robot - you've now got the appropriate skill and kinesthetic creativity to pull it off and pull it off well, so long as it's at least semi-physically plausible.

Tricks of the Traveller (-400): There's a whole lot of magic flying around but you get by with your wits and copious amounts of force and skill. Your overall dexterity, strength, and speed have all gotten a boost to superhuman levels. You've also gotten a number of special attacks from the boss and enemy catalogue, including things like a spinning hail of knives, shockwaves of force, high-speed flying thrusts, leap slams, rain of arrows, etc - if it's based on physical force and not magic, you can probably pull it off.

Unfettered Spirit (-600): Being places you shouldn't be, couldn't be, wouldn't be - that's your thing now, isn't it Jumper? Your spirit even when still demands freedom and now has it. Nothing will ever be able to keep you against your will - chains will rust, magic will falter, shackles will crumble to dust. None and nought will deny you freedom, in the end. The stronger your will to leave, to escape, the more exponentially accelerated this effect will become. Enough desperation may even see the ground or the buildings around to collapse, or even the weather to conspire for you.

~Priestess~

Tuck and Roll (-100): While tumbling isn't normally an effective maneuver you've made an art of it. Your athleticism has taken a major boost and rolling/tumbling will never tire you. What's more, you've got a real knack at actually effectively dodging out of the way and you tumble more quickly to boot!

On Your Mark (-100): Through arduous training you have obtained prodigious skills with the bow. You could give professional marksman a run for their money but your true skills lie in quickly and efficiently putting shots on target whether you or the target are moving.

Priestly Chat (-100): With a moment of focus you can will a ghostly version of your true self (in your case the form you started the jump with, bodymod, or one of your alt-forms) to appear next to you. This apparition is completely intangible but can be used to talk to people. Despite being intangible you can still ring bells with it. Great for moments when you have been silenced or transformed into, say, a cat. It doesn't seem to bother anyone either.

Hack and Smack (-200): It cuts, it slaps, it purifies - what can't the holy maple leaf do? You have mastered the magic maple leaf, making it as deadly as any mace or sword but still uniquely it's own kind of leafy implement. The magic maple leaf seems to have a deeper connection to you as well, stiffening and slackening by your will as well as making a great catalyst for holy powers.

Sacrosanction (-400): You are a font of divine power, a holy presence not felt in ages. You now have a multitude of divine abilities far beyond your normal kith and kin. Heal the injured greatly with a laying on of hands. Rain holy arrows from your bow or imbue your other attacks. Make your maple leaf luminescent with a divine power to exponentially increase it's damage and purification powers and lastly channel your power into the ground to purify and ward it from evil that would do it harm.

Slight The Price (-600): It may be thanks to your extra-dimensional nature but spells, rituals, and other similar actions where a life or soul is the cost will no longer kill you - you've always got just a little bit extra left to give. Sacrifice is still required - you'll be left near the brink of death and any healing or recovery perks will be greatly diminished for the next 24 hours. It won't be the death of you and your soul will heal or 'refill' - just don't think too hard about where that big chunk went.

~Witch~

Cats (-100): Cats now have an unusual attraction to you; any cats within a large area around you that don't have any prior loyalties will come-a-runnin' just to be around you. Maybe it's your magic or just your nature but they'll respect the place you're in enough to not claw or pee on anything, happily lazing about or playing with each other while they wait for your affection. The functional side of all this is that they'll scatter long before anything openly dangerous shows up, which you can use as a sort of danger sense.

Counter-Curse (-100): It'd be a little silly to be a purveyor of curses and magic and have no guard for them, right? Your resistance to curses has gone up dramatically, your resistance to magic half that, as well as your ability to figure out the workings of curses, hexes, and all other dark maledictions to copy and add them to your repertoire. A death curse will still hurt you badly but not kill while you could sneeze off the bad luck obtained from walking under a ladder.

Counter-Counter Curse (-100): It'd also be a little annoying if you ran into people who were good at breaking spells. Through arduous study of the more common methods of spell unraveling you have discovered a technique to cast spells and curses that come with an anti-anti-magic buffer. The buffer doesn't guarantee success as it can be eaten away quickly by constant sources of dispellment or multiple disenchantments but it does buy you time to 'work your magic', so to speak.

Heretical Arsonist (-200): You've taken a few lessons from the pyromaniac of Karst herself! You gain an affinity for fire, allowing for fireballs, explosions, fire-orbs that explode into pillars of flame, and more! You can even teleport into flames you've directly caused or created, magical or otherwise. Fire and nothing short of extreme heat will ever harm you. Bandages and horrible burns optional.

Boss Magic (-400): You have a variety of spells taken straight from the boss attack catalogue - magic lasers, drifting homing orbs of hurt, shotgun dumbfire magic missiles, etc. If a boss uses it, you probably can too. They don't do much damage but mana-wise cost next to nothing so you can always spam them like crazy.

Witch of Decay (-600): The great magics of Lubella herself are now yours. Accelerating and decelerating the decay of people, plants, and magic itself are well within your purview. In addition you have curses that allow you to turn people into cats, cat demons, or anything in between. With enough practice you may even figure out how to reverse decay to the point of bringing the dead back to life.. if only for a little while.

~Bakman~

Bak Chucker (-100; Free Bakman): A bakmans specialty! You can pull spikey blocks out of nowhere and hurl them at your foes to inflict ~~massive~~ decent damage to enemies. Despite not only being larger and heavier than you, you'll never have any problems handling and throwing them.

Just Bak My Blocks Up (-100): You now have a form of weak telekinetic control over bak blocks - you can guide them in the air to increase their speed and accuracy, pull or push them towards you, and increase their spin as well as float them in the air. You can even ride them, though with a very slow and comically struggled bobbing.

Bakman Band Together! (-100): What you lack in size you can always make up for in numbers. In this jump you can easily sway Bakman to follow your orders and assume a kingly role. Out of this jump you can assume command of similar groups (for example a band of goblins) with nothing more than a few shows of solidarity or even just a show of force. This perk works best on groups that either don't have a strong sense of organization, or have a "the mighty rules" type leadership.

I Spy With My Bak-Eye (-200): Your eyesight is greatly enhanced, giving your eye(s) superhuman tracking capability and range, as well as making you nigh impervious to blinding effects. Being that a bakman is highly dependent on their large mono-eye your eye(s) also has/have the capacity for healing, regeneration, and self correction. Your eye(s) is/are overall just a lot tougher too.

Release The Bakrog! (-400): No more mister small guy! You can now transform into a super powered version of yourself, the terrible Bakrog demon! This form sports titanic strength and endurance, as well as a gigantic spikey block sledge that you can swing with incredible ease! Your bak-blocks are super sized to match your new towering form. Careful though - you will have an insatiable thirst for destruction in this form, and those with weak wills may find it difficult to let go of such intoxicating power..

Building Baks (-600): You've crossed into bakman legend territory! You can change the size of your bak blocks from small enough to fit in your palm to four times as big as yourself, and anywhere in between. You can also change the shape; round, pyramid, donut shaped, you name it. Your bak blocks can be set to hover in the air or on the ground as a trap, where they'll wait until someone passes by before flying straight at them. Their properties may be altered as well - they can be made as light as air or as dense as lead and anything between; they can be made to be buoyant, sticky like velcro, on fire, explosive, and bouncy. And finally, all your other Bak perks receive a major boost to power and efficacy. Go well, noble bakman.

-Items-

Clothing Item Free To Background

~Discount Priestess~

Trappings of Office (-100): You gain some attire befitting a Kaho maiden; a travelling hood or large bow, a dress and stockings, and some comfortable shoes that you really wouldn't think would be appropriate for travel but work nonetheless. While they aren't indestructible they are durable and somewhat resistant to curses, hexes, and other enfeebling magic. If destroyed a fresh set will show up in the warehouse within the hour. Comes in earthy tones as well as red and white, though the central piece will likely be 'Sacrificial Kahonese Maiden' black.

Maple Leaf (-100 Free Priestess): The series iconic red maple leaf! Can be used to slap enemies with all the solidity of a lead pipe, though with intent to cut it will also cut enemies as well. Don't ask how. Coming from the blessed tree of Lun it has strong blessings that allow it to purify impure objects and monsters and it's nigh indestructible. For an undiscounted 100 extra your leaf will be upgraded to the Green Maple Leaf which boasts significantly magnified abilities and can reflect projectile magics.

Bow (-100): A longbow made from the fallen branches of the tree of Lun, this otherwise plain looking bow boasts excellent power and drawing it is effortless. Extremely tough for wood and boasts a minor blessing, allowing its arrows to strike ghosts and other incorporeal enemies.

Paper Charms (-200): An infinite amount of rectangular paper charms you can seemingly pull out of thin air. A good throwing arm helps but they pack a punch on their own. Especially effective on supernatural enemies such as ghosts. They also make good luck charms - whether they actually grant good luck has yet to be seen.

Cat Sphere (-300): You've got your hands on your own Cat Sphere! Give this ordinary looking glass ball a squeeze and with the sound of shattering glass you'll instantly turn into a cat, and with a thought you'll turn back into a person again. If you have a maple leaf or other melee implement this also gives you the skill to swing it using your mouth with no apparent loss of strength or effectiveness. All your possessions on your person as well as your clothes will disappear when you turn into a cat and return when you turn back.

Seed of a Minor Lun Tree (-400): An otherwise unobtainable seed from the blessed Lun Tree of Koho. When planted in good soil the resulting tree will grow tall and hardy like a cottonwood but with large maple tree leaves that slightly glow, especially at night. Every ten years the tree will drop a few leaves that are blessed and function the same as the purchasable red maple leaf, along with a few large branches. The tree's wood is blessed and highly durable - the wood causes great pain to evil beings and its presence alone is enough to drive away lesser evil creatures. Once a jump it will drop a few additional seeds, which grow into trees that function the same.

-Items-

Clothing Item Free To Background

~Discount Drop-In~

Traveller's Garb (-100): Rough, rugged, and tough; this traveling getup will see you through thick and thin. The sun won't fade them, the heat seems to bounce right off, and the cold can hardly find any purchase - there's even a kerchief! Grease or dirt stains? Just give them a good shaking or hop in a river and they'll come right out! Hell you could swear if you don't look at them long enough the tears stitch themselves right back up..

Can be any kind of clothes and only one of each garment (ie boots, socks, pants, shirt, hat, coat - not twenty pairs of socks) OR import a pre-owned set of clothes to gain these properties.

Boomerang (-100): A plain if not large looking boomerang. Despite its otherwise mundane appearance this boomerang will punch through most obstacles and strikes with the force of small car. It will always eventually return to the user even if completely obstructed.

Pocket Incensory (-100): A small mundane looking iron incensory that easily fits into your pocket. Causes your various attacks to be on fire! The fire of course hurts but it mainly causes your attacks to be more staggering than before. Also puts off a rather pleasant smell.

Shield Generator (-200): Activate this small watch-like device and four shields will be generated that will somewhat-quickly hover and spin around you. Each shield will take a hit for you or strike an enemy it runs into but you can't control the shields at all so enemies can still slip shots in between them. You'll need a small moment between all the shields going down to let the watch recharge. Taking it off will remove the shields.

A Gun (-300): A 6" Colt Single Action Army, the greatest handgun ever made. This one's rather ornate and nearly impervious to normal wear or damage. Never runs out of ammo and the bullets themselves violently explode on impact. Perhaps a relic of times far in the past. Enjoy it's destructive power.

Bunny Swordmaster's Sword (-300): What is this doing here? A long yet light katana that feels good in your hands, with immaculate yet simple and rugged construction that makes it cut through objects and monsters like butter. Grants you an affinity for reflecting projectiles. Having it on you makes you sprout bunny ears.

-Items-

Clothing Item Free To Background

~Discount Witch~

Witchly Getup (-100): Just what you'd expect from a witch, a witch hat and witch robes and witch shoes.. and witch gloves if you really want them. These garments however are to magic as kevlar is to bullets. Always a comfy fit and they never get in the way or trip you up.

Magicked Lantern (-100): An odd but plain looking lantern found somewhere forgotten. For a normal person it appears to function like a normal lantern but for someone with magical capacity (like yourself) the light cast by the lantern allows its bearer to see ambient magical energy. What this looks like varies by individual but usually the air simply looks like it took on colors, with weak magical areas being slightly tinted and strong magical areas taking on stark contrasts and hues. Magicked items themselves simply give off a faint glow.

Returning Staff (-200): A strange white metal staff with a spiraling-square pattern bend at the top, commonly employed by floating cat demon maids. It is a good head and a half taller than you and cannot be destroyed. When thrown this staff will always return to the wielder much like the boomerang and cuts a swath through light obstructions in its path, despite otherwise being completely blunt.

Pardoner's Blade (-300): A scarlet red sword of a rather 'straightforward' design. It's overall shape and design is up to you; it can range anywhere from a shortsword to a zweihander, so long as it's a sword. A nigh unbreakable blade that's eternally sharp, it enables you to cast down massive bolts of lightning to strike your foes as well as channel curses through it for a small boost to their power. May import a weapon to take on these properties as well, red coloring optional.

Accursed Bell (-400): A bell which calls the demon cat, bakeneko. Give this bell a ring and call out to him, and your own bakeneko will appear! At the moment it looks like a normal, if rather large, cat. Given time and care bakeneko will grow to the size of a large adult human with a large tail near twice as long. Bakeneko possesses many strange yokai powers but the most notable may be it's ability to consume ambient magic, fire, ether, divine energy and - its absolute favorite - curses. Bakeneko can eat these powers and spit them out again to attack, but if given a moment to digest them, will shed fine silvery hairs. These hairs are a strange but miraculous workable material that are extremely durable and take on qualities suiting of whatever bakeneko had eaten to make them. Has a propensity for walking on its hind legs and dancing a merry jig if kept well fed. May or may not accidentally light things on fire with its tail. Claims no relation to bakmen.

-Items-

Clothing Item Free To Background

~Discount Bakmen~

Bakman Cape (-100): Most bakman sport a standard red or yellow cape, but you've got style for a bakman (or you just found it). Your cape can have any color and pattern and is changeable at will, is highly durable, keeps you nice and warm, and seems to avoid snagging or tripping you up. Will grow to match your size in any alt forms.

Bak Boots (-100): Bakman don't usually wear shoes, but you've found a nifty pair that happen to fit. These tougher-than-snot boots let you jump a good deal higher than before, and also ensure you take no significant damage from long falls. Further, they are also affected by other Bak-perks the same way bak blocks are..

Bak Shield (-200): An old square shield made of old metal from some old ruins, sporting a stylized monoeye similar to those on bakman blocks. Can be thrown like a bak-block but it comes back and it also functions as a shield, neat! It also is affected by bak perks that normally affect just bak blocks.

Bak Hammer (-200): An old hand and a half maul with a crude bak monoeye carved into both of the sides. Because it was made of compressed and pounded bak blocks it can be affected by various other bak perks. If it's ever destroyed or lost for too long you can pull a new one right from behind your back (though you can't have more than one out at a time). Becomes appropriately massive in Bakrog form.

Bak-Ball and Chain (-200): Originally a restraining device meant for lesser bakman, this ball and chain were cursed and warped by the first Bakrog Demon. When worn by you the ball will feel as light as a feather, and the chain can be lengthened and retracted rapidly by your will alone. In Bakrog form from 'Release The Bakrog' the ball will make it much easier to release Bakrog form. Yet again, can be affected by Bak-block effecting perks.

Bakman Patch (-300): An absolutely tasteless object. Calling on this patch will summon a merciless hail of Bak blocks from up in the air to fall and pummel your enemies. Has a small cooldown of around a few minutes. In Bakrog form from 'Release The Bakrog' the Bak blocks will be appropriately larger, and with 'The Building Baks' the cooldown goes down to 5 seconds. Make it rain.

-Items-

Clothing Item Free To Background

~Undiscounted~

Love Letter (-50): A plain piece of pink paper in a pink envelope. Within the letter, words filled with love and joy become swarmingly attached to your soul. Anyone who reads this letter will get a small boost to their overall health, and a minor strengthening of their soul. Only works once per person.

Hairpin (-50): A blue hairpin worn by holy maidens. Stick it in your hair and you'll gain a limited control over it, allowing you to will your hair into whatever style you'd like. It also seems to tangle less and make your hair just more pleasant to look at. Works on facial hair as well.

Pause Fairy (-50): An adorable tiny fairy in a red dress. She'll sometimes show up when you rummage through your packs or other belongings to offer random advice about any wide variety of subjects. It's always correct advice and would actually be useful.. if it ever pertained to anything you were doing at the moment. She can't be harmed.

Star Magnet (-50): A disc shaped magnet with a pink star on it. It doesn't actually attract metal, but it does lightly attract money. Any money. Anything that was made with the intent of being traditional currency will be attracted to this magnet. It won't work on fake money.


Ring of Candor (-50): An aesthetically pleasing but otherwise plain brass ring. It will give off a small ring noise when you approach an unknown secret entrance. How does it know it's a secret? That's a secret.

-Companions-

Companumber(?): The title is an amalgamation of two names after all! For 200cp you can import one companion into any background who gets 600cp to spend, or for 600cp you can import any number of companions and they get 400 cp to spend. Same discount rules apply to companions.

Momodora (-300): You've managed to convince the titular duo to come along for the ride! Once you've helped them purge the land of all that plagues it they'll join you on your adventures! Both each take up a companion slot, and both come with a green maple leaf. They also get 600cp each, with the same Priestess discount rules applying.

Not(usually) Picked Character (-200): Have a specific character in mind? With this any one character can come along on your travels! So long as they aren't one of the player controlled characters (Momo, Isadora, Kaho) or a final boss (Death/Rell for instance), you can take them. Of course not-so-friendly enemies like Lubella are going to be somewhat difficult to convince.. Not(usually) Picked Characters get 600cp to spend as soon as they technically become a companion, with the same discount rules applying.

Mint (-100): Another victim of Lubella cursed to turn into a cat-demon-maid thing but managed to keep her sanity through the ordeal. Unfortunately for her, she's lost all her memories and didn't quite get all the powers of her kin. She tags along with you in hopes of finding some pieces of her past or at least to get away from it all. Though she comes with no CP to spend on herself, she comes with a free  Returning Staff, the perk Throwing Arm, a personal variant of the perk On Your Mark that only applies to said staff, the perk Cats, the perk Counter-Curse (she's already cursed) and the ability to weakly float a few meters off the ground. She'll get better at it and faster in time, especially after her time in this world. She's really good at cleaning too!

-Drawbacks-

When All You've Got Is You (+100): People are a lot less trusting than they otherwise would have been. The evil has become so strong they can't afford to be. The good news is people will revert to their non-paranoid selves once you've given them a good beating or two - the bad news is every non-enemy character that isn't an MC is now a boss and you must fight them. Any attempts at fleeing the fight fail thanks to a boss fog style field.

Canon is Screwed (+100): Canon is rather vague and all over the place in this series and with this drawback it shows - once in awhile locations and history will shift and blur. Places will change names or locations, people may disappear only to re-appear later. Key people or locations like Karst are immune but surrounding areas or things related to them may change as well as the distances between them. Your knowledge stays the same however so you'll often find the proverbial rug being pulled out from under you. Things are gonna get weird...er.

Prepare to Die Edition (+200): Oh dear, looks like this world has taken some inspiration from another certain series lately. Enemies now hit much harder and the bosses have gotten smarter - no more 'charging bull' tier stupidity and expect some actually difficult bullet hells. They'll also be resistant, but not immune, to out of jump abilities.

Helping Hand (+200): The main heroines' would have no problem sorting things out on their own - now however they will require your help. Maybe Rell is pulling no punches, maybe the Underworld Queen has called in reinforcements, but whatever it is they'll need your help with their final fights, and sometimes along the way as well. If they should lose, your chain will end. Don't worry though, taking this drawback will at least guarantee they'll survive on their own in between major battles, and you'll always have some inkling feeling when help is going to be needed and roughly where.

Distortion In Time (+300): Haegok, a giant manifestation of corrupted prayer, has escaped the past before Kaho and the mysterious stranger could kill him off and is roaming the lands in search of prayer to feed off of. Anywhere he goes will suffer from rapid corruption and any curses in the area will be greatly exacerbated and warped. Few can detect his presence and he is now much more powerful than a few priests are able to handle. He may flee to the past or future when nearing defeat. What's more, he will be immune to out of jump powers. It would be wise to not let him grow powerful enough to reach Karst, or even worse - break into the Underworld or Hell; Haegok reaching the latter two will count as a chain-fail scenario.

-Notes-

Unfettered Spirit: This perk functions more on escaping and less on breaking and entering. After obtaining your spark this distinction will go away but for now think of it this way; you won't conveniently "escape" a bank only to land in the vault.

Other things to go here eventually or maybe not.