

# Ori

A Mystical Jumpchain

By Esper

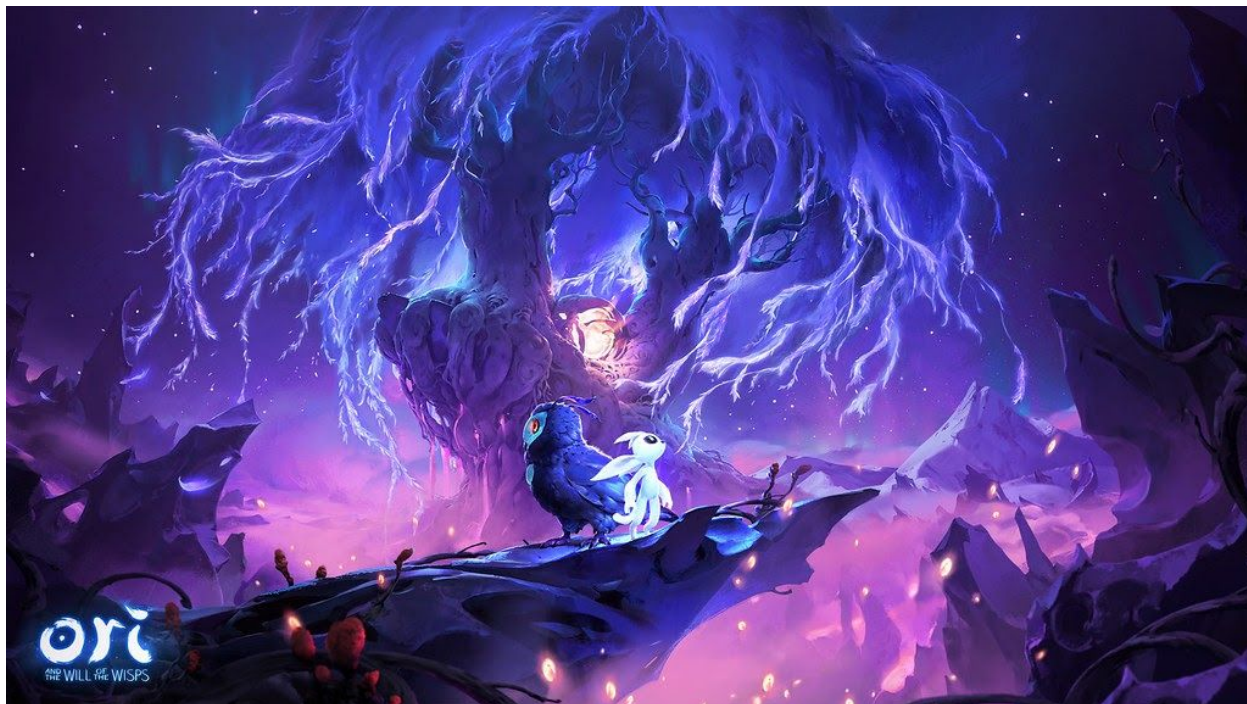
Version 2.0



A great storm rages one night in the land of Nibel. The great Spirit Tree clings to the shining leaves on his branches when one is wrenched from his grip, whipped about in the wind, and blown far away where it is found by Naru, a kindly being of darkness. The leaf transforms where it lies into a Spirit Guardian, a creature of light and potential power, whom Naru adopts happily.

Much time passes as Ori and Naru enjoy their peaceful lives, until the Spirit Tree calls for his lost child through the Light Ceremony and everything changes. The power of the tree in his search accidentally kills three little owls. Their mother, Kuro, in a rage and desire to keep her remaining egg safe goes on a rampage, hunting down the Spirit Guardians and stealing the Spirit Tree's light. As a result, the forest begins to decay and with time Naru passes from starvation leaving Ori alone.

Traveling to the Spirit Tree, all seems lost when the child collapses. But the tree, in one hopeful act of desperation and love, reaches out and restores his last remaining child. Now Ori must embark on a long journey to restore Nibel's stability and return the Spirit Tree's light before Kuro snuffs their own out forever...



...or perhaps you would begin your journey in Niwen before Ori and their owl sister, Ku, are separated and fall into a land bereft of its light where The Decay slowly turns all that live there to stone and ash but for what few pockets of civilization survive there? Where Shriek destroys all who disturb the silence in her bitterness and Wisps are all that's left of the Spirit Willow? A dying land in need of restoration...

It is a world where light, darkness, family, death, and life exist in thematic harmony, rather than good and evil. This is where you will live for ten years, Jumper. I hope you enjoy the trip.

But first, here's **1000 CP** so you can get some stuff to help your stay go more smoothly.

## Age and Gender

What, were you expecting to roll some dice? Of course you can pick your age and gender for free! Such a silly thing to consider.

## Origin

Each non-human origin becomes an alt-form. Unfortunately there's only one type of light being, unless you want to be a tree? I can always arrange that!

**Human (Drop-in)** - Your bog standard human being. While it's not necessarily setting compatible, some people do appreciate having the option. Since there is no information on humans in the setting, except possibly for an old mill, you will be taller than Ori but shorter than Naru so you can interact with the natives as there are creatures and flora that seem to be of comparable size to those of Earth that are all giants next to many of the people you'll encounter. You decide if Humans are compatible with light, dark, or are true neutral in the setting. Alternatively, you may discard the human option and simply enter the world as whatever creature you were before.

**Spirit Guardian** - Such beautiful beings with their iridescent fur and cute rabbit-like appearance. You get to be one of Ori's people. Maybe you survived Kuro's purge or were born from another Spirit Tree and traveled to Nibel on a journey. Either way, you're here and have the same potential for abilities that Ori has. You can run, jump, and flip with a grace that puts the best acrobats to shame, learn various skills from Ancestral Trees, receive post-cognitive visions to learn about people, and should you die, you also would become an Ancestral Tree. But let's hope you don't have to, hm?

**Naru's Race** - You are one of Naru's people whose race is unnamed. You're fairly strong, able to shake small trees for food, and decent at building things that help you survive in the forest. You're a bit on the slow side and don't jump too well, but your dark fur and round belly makes you quite cuddly.

**Gumon** - A people who could be described as a ball that decided to sprout arms and legs. You blend in well with the shadows of the woods, can move swiftly, and know ways to use Light Vessels to power things. With you around Gumo will have a friend.

**Owl** - Perhaps a race just as mysterious as Naru's. You are a large imposing creature to the others on this list, able to fly, and see in the dark. You could stick around Nibel and Niwen if that suits your liking, or use those wings of yours to explore. The whole world is your oyster.

**Niwen Native** - There are many people in Niwen, which would you like to be? The charming Moki who are watched over by the great Kwolok? The Gorlek who built the structures for the Spirit Guardians? Or maybe a monkey like Opher? There are many to choose from!

## Time

You may freely pick your location of arrival, but here are some suggestions:

**Before The Storm** - Some time before the storm struck Nibel and wrenched Ori away from the Spirit Tree.

**Night Of The Storm** - The moment that puts the first game's events in motion. It could be months to a few years before you get to canon.

**Day Of The Calling** - The day Ori wakes up and builds a bridge with Naru to get to that tasty fruit, the night that follows would begin the tragedy.

**Journey Start** - Ori's revival and first steps into the Sunken Glade where they will discover Sein and begin their quest to save the forest.

**Journey's End** - Kuro's sacrifice and the return of life to the forest. You could stick around to see her remaining child grow up but there's also a much bigger world beyond the valley.

**Ku's Birth** - Maybe you'd like to skip ahead to the second game and get to know Ku as she grew up and bonded with her family?

**Return Of The Storm** - Second game, beginning once more with a separation. Here is when Ori drops into the Inkwater Marsh and Ku into the Silent Woods.

**A New Age** - If you don't feel like disturbing the completed stories and wish to live your own adventures these are the years after the second game's conclusion, when Shriek was defeated. (Incompatible with the Drawback **Partings Are Such Sweet Sorrow**)

## Location

There are many places to begin your stay in Nibel or Niwen. You may pick freely, but not all places are wonderful.

### Nibel Areas:

**Swallow's Nest** - Ori and Naru's home in the first game and later adding Gumo and Ku to the small family in the second. Full of fruit trees and a nice view of the valley as a whole.

**Sunken Glades** - A deep wet area near the base of the Spirit Tree, the place where Sein can be found and the entrance to Black Root Burrows.

**Spirit Caverns** - Close to the Spirit Tree lie these caverns and the tall woods above them. If you're not careful you could find getting out a difficult task.

**The Spirit Tree** - The great tree of Nibel that keeps the balance of life in the land. You'll arrive at the overlook where you can view it best.

**Hollow Grove** - More of a transitional hub area full of underground lakes which connects many of the main regions of Nibel, though at the start of the story you'll find most of those paths walled off or inaccessible.

**Spider Coves** - Sitting just off the Hollow Grove you'll find this small nest of spiders. I hope you're not too squeamish, Jumper.

**Thornfelt Swamp** - The stagnant poison waters that sit at the base of the Ginso Tree and are covered in long, thick thorns just about everywhere you look. When flowing with fresh water it is a much more beautiful place but still thorny.

**Moon Grotto** - A long deep cavern lit with luminescent fungi, with many offshoots that lead to familiar places and more than a few dead ends. Better bring your climbing skills and beware the deadly lasers on your way down.

**Gumo's Hideout** - Despite the deadly traps about, Gumo prefers to run rather than fight. If you prove yourself a friend, he will help you in turn. This is just a place for adrenaline junkies otherwise.

**The Ginso Tree** - The location of the Element of Water, this poor tree once a source of fresh water is now dry and infested. Climbing to the top to restore the Element within is a daunting task but if you want the poisonous water in the swamp below cleared it must be done. Have fun outrunning the geyser that erupts when you do though but don't try this if you don't have Ori's powerset. An otherwise nice place to visit if it has already been cleared.

**Black Root Burrows** - This was once Naru's home, don't mind the darkness once you get that orb set on that pedestal it'll be driven away and you can explore deeper. You'll find the beach eventually, feel free to kick your shoes off and relax a little.

**Lost Grove** - Just a tiny, hidden, sandy spot right next to Naru's old home. There's a Spirit Well there so you can port out if you have the ability.

**Misty Woods** - Feel like getting lost do we? Although a tiny area normally, the mists here warp your perceptions causing those who enter to wander forever. Getting rid of the mist can be done and will open the way to the Forlorn Ruins, if you can keep your wits about you.

**Forlorn Ruins** - The frozen home of the Gumon, where all within perished, and the location of the Element of Wind. The entrance is locked from the outside keeping you from leaving or entering, you'd have to get the key in Misty Woods if you dare or maybe try your hand at restoring the Wind Element if you found yourself inside. It's pretty much just rubble if you start after Ori went through it.

**Kuro's Nest** - Depending on when you come you may find an empty nest or arrive in one of the most dangerous places you could be. Either way you'll have to find a means to get off the mountain. Or fly, if you're an Owl.

**Valley Of The Wind** - A river runs across the bottom of this location while all the rest of it is above. If there's a breeze you can ride the updrafts if you've the means but I warn you it's full of spikes up there. The key to enter Mount Horu is at the top but it's better than climbing right?

**Sorrow Pass** - The area at the top of the Valley of the Wind where the Sunstone is located. Unless the Element of Wind has been restored it is inaccessible except by those who can fly.

**Mount Horu** - The hottest place in Nibel and the location of the Element of Warmth, don't come here unless you have some serious heat resistance and even then don't come, you might get trapped inside.

#### **Niwen Areas:**

**Inkwater Marsh** - The place where Ori lands in the second game, it is part of Howl's hunting grounds though you're not guaranteed to run into him if you're careful.

**Howl's Den** - The home of a large vicious wolf who's mind may have fallen to The Decay, like many before him. He will eat you if he catches you.

**Kwolok's Hollow** - The area of the marsh where the guardian Kwolok lives, he's a great toad and very welcoming. Perhaps he can help direct you to any goals you might have while visiting. If you're interested in collecting the Wisps, he has one if you can convince him to give it to you.

**Wellspring Glades** - A safe haven and hub area which connects the others in Niwen. Many locals come to make a home here but it could use some sprucing up. Maybe you'd like to help them?

**Silent Woods** - A stone forest of ash and death where the deformed Owl, Shriek, resides. The decay is strongest here and if you stay too long the creeping stone will get you as well. If you arrive when Ku falls here perhaps you can save her.

**The Wellspring** - The location of the old mill where the gears are gunked up allowing poison water to sit stagnant in the region. Unjamming the gears and getting them turning again will wash out all that nasty stuff, just be careful of the giant eel leech thing lurking round the top.

**Luma Pools** - Beautiful blue pools and pink trees, one of the few places left untouched by The Decay. In this region you'll find your path completely submerged in water. How you'll get around that without a water breathing ability I don't know but I recommend getting one. If you didn't kill

the eel monster from The Wellspring you'll fight it here as well as a good friend and gain a Wisp, I just hope it was worth it.

**Mouldwood Depths** - A place filled with webs, dead insects, and a darkness that conceals the chitinous beasts that kill you. Also home to a massive spider, keep your eyes on the ceiling Jumper, and bring a light, the darkness hurts. You will find one of the Wisps if you search deep enough.

**Baur's Reach** - An area frozen in ice by The Decay where Baur, the great bear, sleeps. Only once the fire pillars are lit will spring return to this mountain and Baur awake. Shriek won't like you messing with things though and especially if you claim the Wisp at the peak.

**Midnight Burrows** - This is a maze of Light Portals like those found in the Ginso Tree. Except for a few trinkets and an ability, there's not much to the place except to have fun with portals.

**The Feeding Grounds** - The most dangerous place aside from the Silent Woods that you could be as Shriek can be found eating here often. Be very cautious as you move about lest you become her lunch.

**Windswept Wastes** - The only desert around beyond the Silent Woods and the ancestral home of the Gorlek before The Decay set in. There are few that have not fallen to corruption that live here but without the ability to dig beneath the sand you're not likely to meet them.

**Windtorn Ruins** - The old sealed Gorlek city, once a thriving place now just a monument consumed by time. It is the resting place of the final Wisp in the game but beware the giant sand worm that shall awaken if you attempt to take it.

**The Weeping Ridge** - A dangerous and unstable place near the Spirit Willow and the final area of the second game. It is the source of Niwen's woes, come here at your own risk.

## Perks

Just some powers and traits to make your stay interesting. **100 CP** perks are free with their origin, 50% discount on the rest.

## General

**Clean and Untroubled (Free!)** You are always clean inside and out as well as untroubled by pests. You'll easily avoid the worries of taking cold baths or doing your laundry in water you're not certain is safe, with each new day starting with you and your clothing as clean as if you just

had a shower and shave. You also never have to brush your teeth, clean your ears or nose, nor be concerned by things like blood clots, clogged arteries, chemical buildup in your kidneys and elsewhere, cancer, or infection with all your organs working at their optimal to peak efficiency even if you overload your liver with all the alcohol you can consume. You'll still be vulnerable to losing brain cells and to viruses but you won't keel over because your insides weren't clean enough that a wolf would turn its nose up at you in disgust. In addition, bugs, parasites, pests, and other creepy crawlies will leave you alone if you desire. You'll never have to worry about fleas, lice, ticks, or other parasites like worms, nor any arthropod crawling into your mouth while you sleep and especially no more mosquito bites. You can toggle this perk on or off, in whole or in parts so you can let yourself get dirty and still have no bugs come bother you even if you'd fallen in manure.

**Spirit Tongue (Free!)** All beings here seem to communicate via a universal language even those that would be normal animals on Earth. You are fluent in this tongue now and can speak to anyone with a different language from you through it even in future Jumps. Only those whose spirits have been cut off, blinded by corruption, and left as largely maddened beasts cannot hear your voice or understand you.

## Human

**En-Dur-Ance For Days (100 CP, Free Human)** You have durability on par with Link from "The Legend of Zelda" with all his health containers plus fairy blessings. Mind you, your durability is not infinite and will fail with enough sustained damage but if something hits you with enough force to kill a normal human, or you fall off a high ledge, you'll survive and be able to walk it off with even spikes leaving nothing but scratches. You also have far more endurance than you should, able to go a whole week without feeling the siren call of sleep. You've got a decent bit of agility as well, able to catch yourself on cliff edges even after rolling towards them like a runaway tire.

**Grace of a Gazelle (100 CP, Free Human)** You move through nature like you were born in it. You know exactly where and how to place your feet on an instinctive level when the ground you run on dips and rises unevenly, as well as the best way to step and adjust your body to avoid making unwanted noise in the underbrush, and generally how your body should move to avoid hurting yourself or cause unnecessary strain. You know how to leverage something without injuring your back, can step in holes at full running speed without twisting an ankle, and walk without breaking twigs or leaving obvious signs of your passing.

**Field of Intent (200 CP, Discount Human)** Creatures, plants, and objects now have auras visible to you that can indicate if they are dangerous. Such things will have a reddish purple glow about them which can be seen so long as you have a line of sight, nearness not required though it helps if you can see clearly.



**Field of Peaceful Travel (400 CP, Discount Human)** This is an aura that can make you appear completely harmless and not worth attacking by normally hostile creatures as long as you do not attack them in turn. You could walk right past the enemies in the game and they wouldn't bother you even if you came close enough to lightly brush your fingers over them. This won't prevent more intelligent beings from stopping or following you just to chat but they won't attack you no matter how much it would be out of character for them to do so, they may even set you aside if you're simply in the way. This also works against plants that have even less brains than a common animal like man eating fly traps. And if you step on something's foot or whatever by accident it won't cause them to come after you, so long as it was a genuine accident.

**Loot Magnet (600 CP, Discount Human)** You have a magnetic field for any useful or important objects you find. Items, food, collectables, treasure, whatever you consider loot will be swept up in a 75 foot radius to float around you or lay at your feet. You may toggle this at will. As per the usual loot magnet rules the objects cannot belong to anyone nor be anchored to anything. You can walk through an apple orchard all day and not collect a single fruit until you knock it from a branch. You get a small hammerspace of ten slots to carry these items in, which will stack with no slot limit for food and a separate slot for currency. You also have the ability to discard any of your items at a sufficient velocity to give anything you hit a very bad day, Z Targeting to turn your items into guided missiles included for that aim assist. So store up those pebbles, Jumper, and go fight Goliath, no sling required.

## Spirit Guardian

**Support Powers (100 CP, Free Spirit Guardian)** Abilities that aren't the main powers in the games like Water Breathing and Sense are now yours. This includes Ori's non-combat vision abilities and immunities such as post-cog viewing, memory sharing, light merging, immunity to extreme temperatures, and the ability to ignore fall damage, as well as any other abilities they may passively possess as a Spirit Guardian.

**Soul Link (100 CP, Free Spirit Guardian)** Soul Link is technically an in-game only skill that allows you to place checkpoints in case of death. With this perk you now have the ability to use Soul Links and their associated support abilities both for this Jump and future ones. You can heal and restore energy by Rekindling a link, view or manage all of your perks and abilities, and create links with less energy. You'll be able to keep track of your powers' growth, toggle any of your perks on or off as well as select parts of the perk you want to keep active, and safely test and observe how the various energies of your powers mix if they mix at all. Reminder, you can only make Soul Links in places where enemies or dangers aren't close enough to threaten you and, if you respawn, you don't keep any personal progress such as items, money, and power growth. You can find your items and loot where you last died, if no one ran off with them, and

there'll be an orb you can collect that will have your power gains. A Soul Link will last for 24 hours and has no limits on distance if you need to place one on a separate planet for a while.

**Energy Generation (200 CP, Discount Spirit Guardian)** Normally you'd have to smash crystals or use Soul Links to recover light energy spent by certain skills. You now generate that power over time naturally. Not fast enough to allow you to completely stomp enemies in your way but quick enough that you may rely less on your Soul Links and crystals.

**Soul Link Upgrade (400 CP, Discount Spirit Guardian)** Now you can make two Soul Links and use them as quick portals to get around easier; this will not require sacrificing your growth progress. Also recovery gains from Soul Links are doubled, as well as creating the links costing even less.

**New Game + (600 CP, Discount Spirit Guardian)** Do you want to skip ahead to the good stuff rather than find some Ancestral Trees of your own to learn skills from? Then take this and gain all of Ori's powers from the games. You'll get Bash, Dash, Stomp, Double Jump, Charge Jump, Charge Flame, Light Burst, Climb, and Wall Jump, plus Spirit Flame from the first game. Then Burrow (sand, snow, or soft soil only), Grapple, Spirit Edge, Spike, Spirit Arc, Flash, Spirit Star, Sentry, Spirit Smash, Blaze, Launch, Regenerate, Swim Dash, Ancestral Light, and Fire Burst. You will also be able to train these abilities to the same potential as Ori and beyond as well as make new ones.

Check notes for details on each power.

## Naru's Race

**Panda Warrior (100 CP, Free Naru's Race)** You can use your unique physique to fight like a panda does. Bounce enemies off your rotund muscular stomach, roll into them to knock them down, pick them up and throw them, or straight up use your fists for a devastating punch. You're quite adept at using your new form in ways that best benefit your fighting style.

**Spirit of Hospitality (100 CP, Free Naru's Race)** You are a very hospitable person both at home and abroad. You could host any number of complicated ceremonies to exceed the expectations of even an expert, whether you have the needed things to conduct those ceremonies or not, as the spirit of your intent will carry over in your attempts. You know all the best ways to present your home as warm and inviting even if you lived in a cave with nothing to your name. You know how to put at ease strangers you invite into your house, with the unspoken boundaries of your home and how they're expected to behave being imparted to them when they pass the threshold, you could also make them feel unwelcome if they do anything worthy of being kicked out. Everywhere you go you carry an aura of a cozy home making people relax more easily and be more considerate, they'll also have less of a desire to piss you off. Even the most 'eff the world' rebel will behave around you.

**Wandering Nomads (200 CP, Discount Naru's Race)** You and Naru won't be the only ones of your people around, there will periodically be wandering members of your race that pass through the region now and then. They may have interesting tales to tell or things to show you, some may even settle in Nibel after the forest is restored adding to the happy little community in the valley. In future Jumps if there are few members of any race around, due to low concentrations in a region, you may choose to affect them so more people show up in your area. They may not always stay but you'll enrich any setting by having more beings appear that did not in the original canon.

**Rearing The Unknown (400 CP, Discount Naru's Race)** Just as Naru was able to care for a child who was not her own species so too can you care for alien beings. Any person not of your race you will be able to raise, if they are children, or connect with and give wholesome care to. You will not harm them accidentally due to ignorance towards their needs or be unable to understand them if they should have different instincts or abilities from you that cause them to experience the world around them in ways you do not. And you are able to convey how you experience the world and your values to them in turn so that they understand you in spite of such differences. As the cherry on top you have a pleasant parental nature that is not overbearing or too distant, hitting that middle ground sweet spot just right to make you the best Dad/Mom in the world.

**Food Detector (600 CP, Discount Naru's Race)** You have a knack for finding food that is edible to you and those you surround yourself with. This 'radar-like' sense can reach for miles to help you locate a meal of whatever food group you're looking for. If you want meat you'll find the closest game and know which direction they're going as well as how fast. Plants will reveal all the fruits, veggies, and herbs you could shake a stick at to enjoy a more vegetarian feast. You can also tell what parts of plants on a poisonous or inedible green are safe to eat, what can be used to make tinctures with, and when plants are ripe or mature. This has the same effect for animals as well, you can tell what can be eaten, what is poisonous, diseased, or rotten, and what parts can be used for tinctures.

## **Gumon**

**Explorer's Compass (100 CP, Free Gumon)** There's more than one way to navigate a path and you've traveled them so long that you're well versed in the art of finding alternate routes. All roads may as well lead to Rome to you, or rather whatever your destination is, whether that's finding a way into a structure or up a mountain, and if you're in the mood for the scenic detour you'll find the best there is. You're particularly good at escaping when things are falling down around you, sometimes quite literally, it won't take you long to locate the quickest path out, not necessarily the safest but it will be the one you're most likely to live through in as close to one piece as you can get. This also covers your allies if they're close by.

**A Breezy Night's Passing (100 CP, Free Gumon)** You are difficult to spot in the dark; your body's natural physique and coloring can make you seem like part of the scenery, especially when you don't move. As a Gumon your limbs are also long and spindly allowing you to swing yourself around places quickly and lift off the ground with greater force giving you a much higher jump. In these things you are particularly exceptional for your race, you blend in so well that people have a tendency to walk right by you without noticing even when their eyes have swept over your form. It's as though you were perfectly camouflaged with the world around you.

**Survivors of the Freeze (200 CP, Discount Gumon)** You and Gumo will not be the only ones of your race left, there were others that escaped their home before it froze over. It is unknown where they went or if they stayed, but you are assured to find them as a small thriving community. In future Jumps if there are any races that suffered a calamity that brought them to the brink of extinction that you'd like to affect, there will always be a community of survivors for that race enough for the species as a whole to survive. In fact any genetic errors that would normally cause problems are reversed so those beings aren't dead within a few generations and able to get their numbers back to sustainable levels.

**Trap Designer (400 CP, Discount Gumon)** If Gumo could do it, you can do it better. You can design and create sophisticated or simple traps and defenses that are difficult for most creatures to evade. Spikes on a turning wooden contraption, moving stones, or just a standard trip wire to drop a boulder on top of something, like those spiders that creep everywhere.

**Light Channeling (600 CP, Discount Gumon)** You have the know-how and skill to artificially harness light from Spirit Vessels and crystals to build architectural wonders. From floating blocks or curved walls that change your personal orientation with the ground, to defensive powerful lasers, and doors requiring a specific amount of energy to open. Note that those floating blocks and curved walls will be super hot from the energy flowing through them; I would invest in a Light Vessel for protection.

Post Jump you gain the ability to harness any light or Holy power for your tech and create Light Vessels with the specific properties of that harnessed light allowing you to continue creating your architectural wonders.

## Owl

**Screech (100 CP, Free Owl)** You have a loud screeching call that intimidates and frightens smaller creatures and even some larger ones when they're weak willed. You could scare all manner of beings with the right setup. You can also channel energy into a longer scream to create a temporary sound bubble around your head and most of your body that damages creatures that try to get near your noggin.

**Bright Vision (100 CP, Free Owl)** Owls have great dark vision as do you but you also see just as well in the daytime as you do at night, granting you greater vision for any time of the day. Your eyes have no trouble adjusting quickly to sudden light changes and aren't damaged by even the brightest light.

**Sturdy Bones (200 CP, Discount Owl)** All birds have hollow bones in order to fly, as do some dragons, but such structures are more fragile and prone to breaking. Your bones in any form are much sturdier with hollow bones gaining all the benefits of normal bones without the weight, and normal bones becoming even tougher without changing their structures. You may even make your normal bones as light as hollow ones if you wish.

**Air Seeing Eye (400 CP, Discount Owl)** You can see the wind, its eddies and whirlwinds, just like you would in a game with white streams revealing the direction the air is blowing and where it rises, falls, or twirls. This has uses beyond just making you a better flyer as you'll be able to see normally invisible wind based attacks, all types that use air in one form or another. You may toggle this form of sight on and off if you want to.

**Spirit Light (600 CP, Discount Owl)** The first time she was exposed to the Spirit Tree's light Kuro was able to absorb it instead of burning. You can do the same thing but better. You can absorb Spirit Light and release it allowing you to avoid Kuro's final fate. When you take in Spirit Light you can also use it in minor ways, like spitting glowing light pellets, though with time and influences beyond this Jump that could change...

Post Jump any 'Holy' or light powers can be substituted as Spirit Light allowing you to absorb and use them and even exchange their properties to grant light powers a touch of Holy or other traits.

## **Niwen Native**

**Maker of Ways (100 CP, Free Niwen Native)** Cartography, an old skill as ancient as civilization. Whether a crude map that gets the idea if not the accuracy across or the finest detailed map a master could craft you have the skills not only to create such but enhance them. With knowledge of the area you could carve a map in stone which can only be seen via a key, or a paper map showing where the holder is in the region, even maps which will show collectables. You can judge distances between landmarks and features accurately without tools to measure them. You may treat any map you are making or that's already filled in like it were an interactive tool as you can zoom in and out, skim over portions, set waypoints on the page that appear in reality only to your eyes, and use it to reveal the next stage of a quest. As a side bonus you can instantly and at will cause any image you envision to appear on paper like substances or clothing materials, whether a map, a drawing, or a diagram; whatever it is it will appear in perfect clarity as if you had inscribed it slowly and deliberately.

**Planting Seeds (100 CP, Free Niwen Native)** They say living in harmony with nature is the best way to live. You're a garden designer enthusiast, any garden you grow could regularly make it onto the cover of a gardening magazine and win 'best garden' contests if those were a thing here. You have an eye for not just how and when to plant the seeds you find in all future Jumps but where as well, whether that's in your backyard, on the roof of your house, or a panorama of hanging plants all over the glades. More than that, the flora you grow matures faster and healthier under your ministrations with sprouts popping up in just an hour. Giving back to nature has never made you happier.

**Martial Enthusiasm (200 CP, Discount Niwen Native)** You are flexible in the art of combat, naturally more dexterous and able to adjust from one fighting style to another on the fly. You also are enthusiastic and adept at teaching, able to come up with new forms of techniques and combos that best suit your students even if they have abilities that are wildly divergent from your own. In just a few hours you can easily teach a student how to master a new move or power. You have a much faster learning rate when reading techniques as well, why just an illustration is enough for you to pick up the move in minutes.

**Shard Refinement (400 CP, Discount Niwen Native)** Spirit Shards are gems buried in places around the world. It takes someone who knows gemcraft to refine and release the mystical properties trapped within. You are one such jewelsmith, Jumper. You can cut and polish gems with simple tools and make them small enough to wear, create interchangeable fittings to hold them in, and imbue or awaken any energies that sleep within. Post Jump you can work with any gems or crystals to awaken their mystical properties.

**Gorlek Architecture (600 CP, Discount Niwen Native)** You're a pro at building and repairing structures with Gorlek Ore. You can make decent homes out of nature, clear away thorns and rubble, even construct things for others that best suit their needs and abilities such as the Spirit Wells that teleport Spirit Guardians from one well to another. Stone is like putty in your hands allowing you to make grand structures that will stand the test of time. It would take deliberate destruction to tear down all you've built.

## Items

Some items you might want for rewards and living a little more comfortably. You get 200 CP stipend for spending in this section. 10 and 100 CP items are free with their origins, 50% off on the rest.

## General

**Souvenir Snowglobe (Free! Or 50 CP)** You get a free snow globe depicting your favorite location with an active scene inside it and may purchase more for 50 CP with a different scene in each globe. If it depicts the Spirit Tree you'll see its branches waving in an unseen wind and a Spirit Guardian might be seen now and then. Snowglobes can change their environment based on the season so you'll see the Spirit Tree covered in snow as the Spirit Guardian builds snowmen. In all future Jumps you get similar snowglobes, with any tiny characters inside able to visit others in your collection like the portraits in Hogwarts can.

**OST (Free!)** You get the full soundtrack from the Definitive Edition first game, the second game, the trailers, as well as your theme done in a way that would fit right in with Ori's world. These tracks will play in the background as you travel, playing songs suitable to the environment, fight, or cutscene by default, and integrate into any other background music perk/item you have. Comes with a toggle to turn off and on, as well as volume controls, the ability to make playlists with your favorites, put songs on a repeating loop, and even acquire remixes or song covers by artists through the Spirit Trials item as a prize, this will include any other music when added to other OST options from other Jumps.

**Mapping Supplies (50 CP)** This simple three pocket bag holds infinite map making materials such as paper, leather, and cloth with tools like ink, etching pens, hammer and chisels for your stone maps, and anything else you might need. The bag will return to you if lost or stolen and be repaired if destroyed, it cleans itself, will not degrade, and is water and fireproof, as well as plenty sturdy so all your maps can be stored without worry. You may import any fiat backed bag item you own to gain these features.

## Human

**Mountaineering Gear (10 CP, Free Human)** You get a bundle of safety gear, plus a tent, basic cooking supplies, and seasonal clothing for your camping necessities. The tent will provide an AOE safe zone when set up so you and your stuff remain undisturbed from hostiles. It is also weather proofed, fireproof, not easily torn, and things that fall on it bounce off rather than crush and when you want it to it can change its appearance to camouflage patterns for extra concealment. The safety gear won't break, allowing you to haul heavy stuff if you need to, and the clothing will keep you comfortable no matter what temperatures you have to put up with. Your cooking supplies are easy to clean and maintain while the included knives remain sharp so you can use them as decent weapons and tools. The tent is a nice pop-up type with strong ropes to hold it in place that won't break and can fit seven people comfortably; you can store all your stuff inside and simply carry the folded tent across your back with no issue, not even weight. Your tent will repair itself in a day if it gets damaged and post Jump will appear close by or in your Warehouse or equivalent if lost or stolen.

**All-Terrain Steel-Toed Boots (100 CP, Free Human)** A set of the best boots you will ever wear. They are tailor-made to fit your feet with even the steel molding itself to be barely noticeable, are already broken in making them super comfy, and will never degrade beyond the state of 'broken in'. Despite the steel in the toes, these boots are very light and make the wearer just as light without running the risk of a breeze carrying you away or getting blown about by strong gusts. You could walk on grass blades and barely bend the grass, as such you'll never sink in mud, sand, quicksand, or snow, nor trip pressure based traps. The boots give you a boosted jump, perfect balance, and protect you from fall damage, as well as provide ankle support, and keep your feet comfortable in all conditions. You could even run across water if you're fast enough. You may import any set of footwear you own that is flat backed to gain these traits.

**Cooking Herbs (200 CP, Discount Human)** Food is wonderful but sometimes it needs a bit of flavor. With this collection of salt, herbs, and spices you'll never have to put up with bland food again. They come in small, easy to carry, 0.75 oz bottles like you'd find in a store and refill to full weekly. Perfect for a small family.

**Warding Lantern (400 CP, Discount Human)** If you picked up all the perks from the Human Origin you're certainly protected against any hostile creatures from this setting. Unfortunately they aren't the only thing that could consume you while you're here, The Decay can still get to you in places that aren't maintained by Spirit Trees but that's why this lantern exists. This lantern covers you in a fifty foot radius of anti corruption light, much the same way Ori's Flash skill protects them in dark giant bug infested caverns. With this lantern any creeping corruption you might deal with in the future cannot touch you; you can't be turned to stone, possessed by daemons, tainted by the evils of the Old Ones; whatever the form of the corruption you are protected from it. It's also just handy for providing a light to read by if you need one.

**Secret Area (600 CP, Discount Human)** Lots of people have dreams of owning a place deep in the woods or far off the grid where no one can just come out to badger them and their privacy is absolute. By buying this you now have such a space somewhere in the world just for you. It could be hidden in a variety of ways; behind a waterfall, in the deepest part of the woods, within a winding canyon, between two cliffs, hidden in a snowy mountain range up a singular dangerous path to a fully flourishing valley; however you like. It is first off guaranteed to have access to basic needs such as fresh spring water and resources for building a shelter with some basic food you can find nearby or hunt and the location will be gorgeous. Your space is also guaranteed to not be found by anyone or any unwanted thing via any means; not satellite, nor scrying, nor scent, not even a fly over by a witch on a broomstick; you can make all the noise you want here and not be discovered. Only by leading someone here could they find your little hideaway and that's a value worth the CP. Complete privacy at last.

## Spirit Guardian



**Gliding Feather (10 CP, Free Spirit Guardian)** You have your own Kuro's Feather, not necessarily from Kuro herself though. You can use it to glide and ride updrafts to high places and it won't be damaged in any way. It can carry you on the wind even if you would normally be too heavy for a feather.

**Wind Feather (100 CP, Free Spirit Guardian)** Your gliding feather is upgraded to create mini whirlwinds when waved. These dust devils can be used to knock back enemies or launch yourself on an updraft when there's no airflow. In addition your feather can now return to you like a light vessel if you drop it.

**Spirit Well (200 CP, Discount Spirit Guardian)** You get your very own Spirit Well installed in your Warehouse or equivalent which you can teleport to instantly from anywhere. It also heals wounds completely, can restore partially mangled limbs, and top you up on any energies you might possess. It comes with pre network connections allowing you to hook up any Spirit Well you build in future Jumps to it to travel to those worlds quickly.

**Spirit Trials (400 CP, Discount Spirit Guardian)** At the end of your Jump, if you purchased this, small monuments will appear in the local region of your next Jump and across the world. Once activated you will be able to race a ghost for fun and prizes. The race will always be challenging no matter how fast you can move or teleport. You may choose for these Trials to not appear before the start of any new Jump.

**Spirit Shrine (600 CP, Discount Spirit Guardian)** At the end of your Jump this shrine will appear in your warehouse, or equivalent pocket dimension, where you can hone your skills against any previous enemies you've ever faced. Shrines will also appear in other Jumps allowing you to battle foes from that world without dieing or chain failing. A rumor of their locations will always find its way to you.

## **Naru's Race**

**Dreamcatcher (10 CP, Free Naru's Race)** A highly decorative circle of woven threads that can stave off nightmares and sudden bouts of unfounded fear. Hang it anywhere in your home and you'll find your abode feeling even safer and cozier. It'll also keep the pests out of your house.

**Collector's Messenger Bag (100 CP, Free Naru's Race)** A bag that has four large inner pocket spaces plus one outer pocket space for the purposes of collecting things, carrying small items, or messages in an organised fashion. The bag is never weighty regardless of what or how much is placed inside, won't get in the way while traveling, repairs and cleans itself, doesn't degrade nor can it be cut, and is waterproof. You may import any fiat backed bag item you own to gain these features.

**Basket of Food (200 CP, Discount Naru's Race)** Those little orange fruits Naru likes to eat sure looked yummy didn't they? Here's a small basket of them with some assorted berries on the side. The basket is large enough to hold enough fruit to act as an appetizer meal that looks good in the center of a table before the main course gets brought out. The food in it is kept preserved and unspoiled until it's eaten then replenishes to full every two days and preserved again.

**Spirit Tree Seedling (400 CP, Discount Naru's Race)** At the end of your Jump you'll get your very own Spirit Tree you can plant and raise, no Spirit Guardian deaths required. Once it matures it will produce its own Spirit Guardians and another Spirit Tree Seedling, energy crystals will appear in the region it resides as well as in your warehouse, and the land it inhabits will become bursting with life making it easier to raise crops, keep corruptive decay and disease in check, and other things. The seedling it produces, which it will do every year, will be of a different tree type than the original so you can get a variety of them to plant as you like. Any Spirit Guardian can be taken as a Companion on all future Jumps.

**Cavernous Kitchen (600 CP, Discount Naru's Race)** Quite literally a cozy kitchen set in a large cavern where there's plenty of airflow to provide clear oxygen but not blow out the fires while you're cooking. It comes with a massive cauldron that could feed a whole village and provide seconds while the food made in it remains fresh and warm no matter how long it takes to empty the pot, both a fireplace and firepit for different food related needs, and plenty of storage for your ingredients. You can choose to have the kitchen run by your followers (who will keep it stocked) if you don't feel like working there, it will attract weary patrons regardless. In fact, this kitchen can be inserted in remote locations and still attract travelers, particularly the lost. You may choose to insert this into future Jumps or leave it as a Warehouse attachment.

## Gumon

**Homesteader's Tools (10 CP, Free Gumon)** A stonehead hammer, small ax, wooden mallet, and other pre-industrial tools you can carry in the included bucket. They won't rust, dull, rot, require maintenance, and most certainly won't fall out of the bucket when placed in it. If you lose them they'll return to the bucket and the bucket will return to you if you happen to lose that. You should find these tools handy for some projects.

**Light Vessel (100 CP, Free Gumon)** A sphere of light that can be carried or float behind you as Sein follows Ori. Unfortunately this vessel has no consciousness and so cannot fire Spirit Blasts like Sein but can power things, give protection from certain types of hazardous surfaces, or be used as a one-time-use resurrection mcguffin. Perhaps you could find a way to give your vessel sapience, with some experimentation. Once the vessel has been used for power or resurrections you'll get a new one at the end of the month.

**Builder's Blueprints (200 CP, Discount Gumon)** These blueprints can tell you how to build the various structures and stoneworks found throughout the games right down to the materials and measurements. So if you want to build your own Forlorn Ruins as not so forlorn or ruined, here's a blueprint for it, and for the Watermill, and the Gorlek Ruins...you get the picture. Post Jump you'll get a new set of blueprints allowing you to build iconic structures from all the worlds you visit in case you can't buy them for some reason, any esoteric qualities the buildings possess will be included so you can build an exact and faithful copy.

**Misty Lantern (400 CP, Discount Gumon)** That mist from the Misty Woods sure would be handy to take with you wouldn't it? Well I just so happen to have a lantern here that can perpetually expel the same stuff when you open it. This mist won't affect you or your Companions but will quickly envelope an area as large as four city blocks and turn the environment into a twisty confusing maze where the scenery seems to move of its own accord and wow where did that wall come from? Was that pit always there? Anyway, you can also use this as an opportunity to study the properties of the mist itself in a safe environment when you're not using it as an extra deterrent against people trying to break into your house.

**Light Portal Logs (600 CP, Discount Gumon)** A Stack of five large, hollow, wooden logs that a man could walk through which contain portals to transport you back and forth between the other logs, physics still applies when portal traveling so jumping down one could launch you into the air from another. They're great for getting to those hard to reach places if you know where to place them. Maybe use them to get around your warehouse quicker and hey, you can always study them to figure out how they work, could be a nice addition for that spaceship you've been saving up for or networking your other pocket dimensions.

## Owl

**Wizard's Hat (10 CP, Free Owl)** A cute wizard's hat to make yourself look even wiser, in fact it does grant you a boost to all your insight and perception based perks and skills at about +3, if you catch my drift. When you put the hat on you don't have to worry about it blowing away as if it does so it will just float back to its spot on your head.

**Blue Ribbon Necklace (100 CP, Free Owl)** With a teardrop jewel, in a color of your choice, on the front, this simple but elegant accessory can allow you to fly in any weather or windy conditions as it will ward off the worst of a howling storm turning it into a pleasant breeze. The ribbon cannot be broken or cut, nor its jewel destroyed, and won't slip down off of your tiny owl shoulders nor past your head during flight.

**Nesting Nook (200 CP, Discount Owl)** You have a nook somewhere in the land that is the perfect nesting spot for you, it even comes with a premade nest. It could be in a tree, on a cliff,

even on a building. It is never too breezy there and is tucked well away from predators with a position close enough to fresh water and food that only requires you to take an easy flight to them.

**Land of Nibel (400 CP, Discount Owl)** Is the Nesting Nook not big enough for you? Can't bear to part with such beautiful scenery? Then you may take the entirety of Nibel with you from the locations found in-game to those beyond that were never properly explored, with natives included as followers. You can also control what state your copy of Nibel takes at any time such as if you want it in its fully restored state some days or its declining state on others, even allow Mt. Horu to erupt and see the aftereffects. You may insert this place in any future Jumps or leave it attached to your Warehouse or equivalent, you need not worry about anything ruining your land that you don't want in it.

**Land of Niwen (600 CP, Discount Owl)** Now when I said the world was your oyster I wasn't expecting you to take it literally. Still, if you already bought Nibel it's only fair that you also acquire Niwen. As before you get all the locations found in-game and any that were not properly explored, natives as followers included, along with the ability to adjust which states Niwen appears at any time. Post Jump you may insert Niwen in any future settings or leave as an attachment to your Warehouse or equivalent with no worries of anything corrupting your pristine copy that you don't want in it (fyi this does mean you can kick that influence out on either land purchase later if you change your mind.)

## Niwen Native

**Shard of the Spirit Tree (10 CP, Free Niwen Native)** You have a little light crystal shard that wards away darkness with its glow and can raise your spirits when you're sad. With a little refinement it could become something special. You will receive five new shards every month and each one you refine is guaranteed to be restored if destroyed or returned if lost.

**Gorlek Ore (100 CP, Free Niwen Native)** A box of this bluish ore which you can use for building various structures. It synergizes well with Spirit Energy. You get twenty to work with and a crate of 100 ore will be delivered to your Warehouse or equivalent monthly.

**Mixed Seed Packets (200 CP, Discount Niwen Native)** These are five seed packets that you'll receive monthly. They contain Sela Flowers, Blue Moss, Lightcatchers, Moon Blossoms, and Spring Plants. Sela Flowers will produce Spirit Light, Blue Moss can be used to climb upside down or cling to spinning structures, Lightcatchers are the hanging lantern esq plants that Ori bashes off of, Moon Blossoms are your grapple flowers which Ori can hold onto, and Spring Plants are those trampoline-like plants you can bounce off of for greater jumping height.

Planting these seeds in other worlds will cause them to start appearing there rapidly. Within three years of your stay they'll be as numerous as a common flower, they'll take even less time to spread the more places you plant them.

**Old Library (400 CP, Discount Niwen Native)** This old and forgotten library, while small, has plenty of lost secrets on its shelf all bound in handy books and scrolls. Within the dusty tomes are lost techniques, advanced architectural knowledge, forgotten accounts from history, and other interesting or secret tidbits about the world that haven't been cracked open since the library became inaccessible. Post Jump this simple shelf of books becomes an attachment for your warehouse or equivalent and always updates with new information about the setting with any of the old being stored digitally or in any other library you own. You may also import these features into any of your existing libraries, even digitally.

**Super Fertiliser (600 CP, Discount Niwen Native)** You get a refilling bag of this stuff for the Jump to spread over any botanical thing you wanna grow and grow they will. Any plant you feed this stuff will shoot up faster and to massive sizes. Trees will tower over redwoods, carrots will grow as tall as men, you could even grow your own mushroom forest sans floating blocks and goombahs unfortunately. The fertiliser keeps your plants healthy, makes crossbreeding easier and they'll also require less water. In addition you can imbue the fertiliser with other properties like mana or potions to create wonders of pure nature. You'll get a large cargo crate of this stuff for your warehouse after this jump that refills to full on a weekly basis.

## Companions

Got some people you'd like to take to this beautiful yet dangerous world? Or take with you when you leave? Check out the list!

**Import (50/100 CP)** Pay 50 to import one companion, pay 100 to import all 8 of them. They get the **freebies** plus the **100 CP** perks for free and get **800 CP** to spend.

**Sein Import (50 CP)** Does one of your companions want to be your Sein? This option will turn them into your very own blasty ball of light and they get to keep it as an alt-form in the future. Or if you want to you could be their Sein and get the same reward. Perhaps you want to play as Sein if you're playing solo too? For a simple purchase you can do that.

**Export (50 CP)** While the characters are very content in their world, you might be able to convince one to come with you. As long as they agree, you can bring any number of them with you for a single purchase of this option.

## Drawbacks

Take any for extra CP.

**Extended Stay (0 CP, Incompatible with Partings Are Such Sweet Sorrow)** You may add five years to your stay in this gorgeous world for 100 extra CP. You may take this Drawback as many times as you desire, adding 100 CP each time.

**I'm A Spirit Guardian Now! (0 CP)** If you would prefer to spend your time in this world as Ori you may toggle this and start your life in the Jump a week before the Spirit Tree calls for you.

**Partings Are Such Sweet Sorrow (0 CP, Incompatible with One of Those Drawbacks, Double The Trouble, or A New Age)** If you prefer to end the Jump early rather than stay for ten years you may toggle this and leave when the stories are concluded.

**Nightmares (100 CP)** The darkness that befalls creatures may not be evil as humans conceptualize it but it affects you much worse for some reason by giving you rather vivid nightmares. These never devolve into PTSD episodes of an extreme nature but you'll still find yourself waking up some nights with a dreadful feeling that rests painfully in your chest.

**Lightning Shy (100 CP)** You have a bad case of Astraphobia, a fear of Lightning. You find it very difficult to go outside at the first sound of thunder and tend to run for shelter at the first hint of lightning.

**That Prickly Feeling (100 CP)** Thorns, a pervasive and persistent feature of both Nibel and Niwen and they just love you, Jumper. You encounter them more than usual whether they be plants or spikey stone. Want to go swimming? Thorns cover the bottom of the watery soil. Climb some trees? Thorns on every side with tiny bare patches to jump to avoid them. Go exploring a volcano? Thorns, thorns everywhere, somehow. Watch where you tread from now on.

**Errand Boys and Double Backs (100 CP)** Remember the little optional fetch/trading quest in Will of the Wisps? How much more pleasant it was? Well every week of your stay here you'll be ferrying different things to people, exchanging them for more things, and then be forced to backtrack as they'll never be in the last place you saw them once you have the item they wanted.

**Murder of Crows (200 CP)** The bird enemies of the game have a vested interest in pecking you to death. I'd stay out of places that they've obviously claimed as theirs if I were you.

**Sunburn (200 CP)** You're more sensitive to light than usual and get burned by the sun and Spirit Light more easily. If you're a Spirit Guardian light makes you itchy.

**Mightier Than A Flea (200 CP)** The powers you've gained from other Jumps are nerfed to fit the setting and none of your charisma or social fu perks are working, you'll just have to get by as your normal socially awkward self.

**Warped Existence (200 CP, Incompatible with The Cycle of Life and Death)** You were touched by both the Spirit Light and The Decay and they warped you into a twisted creature whose appearance is frightful to others. While your mind doesn't change people will fear you, even drive you off if they feel you're threatening their young. I hope you can deal with the rejection and isolation, or it'll be a lonely ten years.

**Where Was I Last Summer? (400 CP)** Is it you or do the forest paths keep changing? It's like you're constantly enveloped in that strange mist from the Misty Woods causing the scenery around you to change and warp when you're not looking. Navigating in this strange vogue is going to be difficult as you could get lost for hours just going to the bathroom.

**Don't Tease The Toads (400 CP)** What did I just say, Jumper? I told you not to tease them! Boy do you have a problem, your survival instincts are skewed as you think it's fun to poke the various creatures of the woods with a stick. You don't learn your lesson either, not even when they're chasing you down because of your poor impulse control.

**Slug Troubles (400 CP)** Those weird spikey slugs that look like an eldritch abomination that throw smaller versions of themselves off? Yeah, they've multiplied and are everywhere now. Since this is your fault you get the honor of hunting them to keep their numbers down and make the forest of Nibel safe for beings like Naru. If you think moving to Niwen will help they'll be a problem there too. You'll need to clear out a significant amount of them for the rest of your stay here, about a hundred per week. So quit slacking and get to it.

**Hardcore Gamer (400 CP)** Enemies and bosses are twice as tough and the regular foes are doubled in number per area. Expect to work on that dodge skill, a lot.

**Hunger Pains (600 CP)** You have a harder time finding food for yourself and should expect to go hungry some nights. Any perks or powers you have that allow you to live without sustenance or with reduced sustenance are disabled, your infinite food items only give you food for one hour per week, and your various alt-forms that require no food can only be activated for three hours per week.

**Skittering Terror (600 CP)** Something other than Kuro haunts the forest, it's big, it's hungry, and it's after you. And once it finishes with you it will be after everyone else, even Kuro's last little chick. You better bring your 'A' game, Jumper, this enemy will demand no less. If you're living in Niwen you can expect to encounter the bosses twice as often and they'll be twice as destructive.

**Psychedelic Pill (600 CP)** You wake up in a white padded cell restrained by a straight jacket with doctors telling you your experiences were all just a dream. You can't even tell if they're lying as all your truth detection perks are disabled and your normal powers are temporarily shut down. You better find out if the doctors are right or you are because Nibel and Niwen need you to help save them. Once you get back to the woods your powers will return. You will not remember taking this drawback while you're in that asylum.

**The Cycle of Life and Death (600 CP, Incompatible with Warped Existence)** Your time in this world will not be without heartache, Jumper. You will find and connect with your own Spirit Guardian and then at some point you will lose them to the cycle of their kind. If you are a Spirit Guardian, you will be called to fulfill the purpose of your people to maintain a Spirit Tree's light and keep life in balance as those you loved are left behind. You will be restored at the end of your Jump with the ability to become a fully mature tree whenever you want.

**One of Those Drawbacks (800 CP)** A-Are you sure you want this, Jumper? Um, okay, so the Spirit Tree is dead, Naru is still very dead, Gumo is a bitter loner, Kuro has left the valley in grief, everything is on fire because Mount Horu erupted, and Ori is nowhere to be found. Can you even salvage anything here? I mean, by taking this you've basically destroyed a whole region and left it with a tragic end. Tell you what, Jumper, if you can still save the valley I'll grant you a whole 1000 CP to spend on your next Jump as a reward. Don't think restoring Nibel will be easy though because you'll need to get this happy ending back on track which means reviving both the Spirit Tree and Naru, rescuing and restoring Kuro's final owlet, helping Gumo make peace with the loss of his people, calming Mount Horu, and finding Ori. You need not bring Kuro back to sacrifice herself but you do need to help her renew her hope and make peace with what she's done. You are not leaving this mess unresolved just for those points or you get The Brick everyday for a whole month, whether you have a Benefactor or not. If you can't get anything resembling a happy ending or fulfill the quests given, you won't get The Brick for the genuine attempt at it but you won't get those reward points either.

**Double The Trouble (800 CP)** Whoa-ho ho, you're really asking for it now. Niwen is in dire straits thanks to you. Ori and Ku flew in a different direction and made it back safely home, but that means neither of them got thrown into Niwen and separated, Ori's second adventure won't happen now. The Decay is creeping across the land faster than before with Kwolok and the Luma Pools both affected, Shriek is much more hostile than her game counterpart and actively terrorizing the surviving locals in the Wellspring Glades, and a swarm of insects from the Mouldwood Depths is geared to infest the land and cause a famine. On top of that the bosses have doubled in number, there are now two Howls, two eel monsters, two sand worms, etc. and Shriek herself has a brother now, Screech, who managed to hatch with her and is just as bitter and bad tempered. It's now your responsibility to save Niwen and if you do I'll reward you with a 1000 CP for your next Jump. If you don't save it but make a genuine effort you'll get half those points. If you blow off your job you'll get Bricked every day for a whole year, Benefactor or not.



## End

Well I hope you had a good time but this is where we part ways.

Do you...

Go Home?

Stay?

Continue to your next world?

Whatever you choose, here's a painting of this world with its main characters that you can hang on one of your walls.

### Notes:

The Brick, for those unaware, is a punishment thought up by one of Jumpchain's contributors (one of Cliffc999's house rules is where I first saw it) that involves your Benefactor throwing a brick at your head that always hurts and always hits no matter how many perks you have that would say otherwise. It's like a house rule Drawback that's selectively activated when your Sponsor is displeased.

On how long each game lasts, from the time Ori is adopted by Naru to the forest decaying I would estimate a few years since those events don't seem like they happened in a super short time. As soon as the first game starts proper with Ori in Sunken Glades I'd estimate two weeks to a full month.

The second game's time frame seems similar with maybe a year or two passing from Ku's hatching to her and Ori falling into Niwen. Once Ori lands in Niwen I'd say things happen in a month or less given what befalls Ku and the urgency to save her. So if you take the early leave toggle and set your entry for Return of the Storm, you'll likely only stay for that long as I'm certainly not going to make you stay until the final scene in the ending after all those years have passed, that's what A New Age is for.

These are Ori's powers, the () indicate which game they originate from.

Ancestral Light (Wisps) - Players that have been granted this ability will have their attack power permanently increased by 25%. In non-gaming terms you're able to strengthen your limbs with energy flow to give your attacks more oomph. In-game it is possible to gain this skill twice so fanwank that setup how you like.

Bash (Blind Forest) - Bash allows Ori to grab various objects, projectiles, and enemies and use them to propel Ori and what Ori has locked onto in opposite directions. Bash can be used to grab onto lanterns or projectiles and launch Ori into otherwise inaccessible locations. It can also be used to redirect enemy attacks either to protect Ori or to use them to break down otherwise indestructible objects. Does not work on things that are too big or too small, like a fully mature Owl or the needles that a type of slug shoots out at you.

Upgrade: [Ultra Bash](#)

Blaze (Wisps) - Set nearby enemies on fire. Upgrade is Charge Blaze: Charge up a flame to damage and set all enemies in sight on fire.

Burrow (Wisps) - Burrow allows Ori to dive through sand and snow. It also allows Ori to dash through the sand when it is unlocked similar to swim dash, which also allows Ori to launch out of sand into the air.

Charge Flame (Blind Forest) - Charge Flame is the third skill Ori learns. It is an offensive attack that consumes one or less Energy Cells and damages any enemy within a certain radius of Ori. It can be used to remove breakable barriers which seal off areas that could hide secrets or important pickups. The damage radius, damage intensity, and energy cell cost of Charge Flame can all be improved by upgrading Ori's [Ability Tree](#) on the Offensive Branch.

Upgrades: [Charge Flame Burn](#), [Charge Flame Blast](#), [Charge Flame Efficiency](#)

Charge Jump (Blind Forest) - Rocket yourself upwards via a super jump from the ground or while clinging to walls. You can damage aerial enemies or smash through certain breakable obstacles too.

Climb (Blind Forest) - It allows Ori to climb along vertical surfaces, while also recharging their double jump, and allowing them to leap off and grab onto another surface. I'm guessing it either gives you really sticky fingers or some type of claws to anchor you because Ori doesn't have claws to climb stone with and the shard ability this gets tied to in the second game calls it Sticky.

Dash (Blind Forest) - Dash lets Ori charge either right or left quickly. Unlike in Blind Forest, Ori can dash in the air as soon as Dash is acquired. Note: this description is from Wisps, you'll have to train your Dash to match it.

Here are the upgrade descriptions from Blind Forest: There are two upgrades on the ability tree which change the way Dash works. The first is Air Dash, which allows Ori to use Dash in the air as well as on the ground. Ori can only Dash once while in the air. However, moving through a Ginso Tree portal, bashing off of something, or using Kuro's feather in a wind current will allow Ori to use air Dash again before hitting the ground.

The second upgrade is Charge Dash, which allows Ori to charge up a more powerful Dash. When Ori dashes while charged, it will either send Ori toward the nearest enemy within a certain range, causing damage to the enemy, or send Ori forward with more speed than a normal Dash. You can charge up a Dash in a similar fashion to Charge Jump. Using Charge Dash costs one

energy point. Charge Dash can be used in the air as many times as desired, as long as Ori has enough energy points.

Double Jump (Blind Forest) - It allows Ori to Jump again while already airborne, or jump twice (hence the name). The second aerial jump produces a characteristic "V" on screen which indicates that Ori has taken a double jump. This skill is required to continue exploring Nibel after Gumo's Hideout, and the extra jump also makes many pickups accessible that otherwise weren't.

Upgrade: Triple Jump

Fire Burst (Wisps) - Actually called Light Burst in the Will of the Wisps, this ability allows Ori to melt frozen objects and light other objects on fire. Ori can also use bash to launch off of a charged Light Burst to reach higher heights.

Flash (Wisps) - Create an aura of light. Deals 5 damage to enemies. Flash enables the player to move freely in the darkness, and acts as a shield. It can also damage enemies.

Grapple (Wisps) - Grapple allows Ori to pull itself towards [Blue Moon](#) flowers, blue moss, or some enemies.

Launch (Wisps) - Turn yourself into a projectile (allows you to use Bash on yourself). Launch functions in much the same way as Bash, controlling in the same way but not requiring a Bashable target to be present. Instead, Ori's current location is treated as the Bash target. Launch can be used in the air or on the ground. In the air, Ori can only Launch once during a jump, reset by touching the ground, performing a normal Bash or using the Grapple. However, performing a Launch will reset all other jump moves (Double Jump and Triple Jump, Dash and the height boost on Spirit Edge's downward strike) in the same way as a Bash or Grapple would.

When Ori Launches toward an enemy, the enemy will get damaged on contact.

Light Burst (Blind Forest) - Cast bluish light spheres into the air. Aiming and firing Light Burst onto special lanterns will light them, revealing secret passages previously blocked by unbreakable barriers. You can also Bash off of Light Bursts.

Regenerate (Wisps) - Channel Energy to heal while in combat. Regenerate allows Ori to heal 3 life cells and costs 1 energy cell.

Sentry (Wisps) - Spawn a spirit orb that attacks for you. When used, they spawn a Spirit Orb that resembles a butterfly that hovers near Ori. When Ori is close to an enemy, they attack, causing two damage to the enemy. Upgrade is Sentry Speed: Increase Sentry attack speed

Spike (Wisps) - Throw a powerful spear of light. Upgrade is Exploding Spike: Spike explodes on hit.

Spirit Arc (Wisps) - Fire an arrow of light. Spirit Arc allows Ori to create a bow and arrow out of light and is Ori's first ranged attack unlocked via Ancestral Tree (the actual trees, not the power).

Spirit Edge (Wisps) - Attack at close range with a blade of light. It manifests as a sword made of light, which can perform fast but weak combos at close range and destroy certain blockages in the environment. Spirit Edge has three primary means of attack: a quick horizontal slash combo executed by simply pressing the button it is assigned to, a launcher/overhead slash triggered with up and the button, and a downward slash usable in the air by pressing down and the assigned button. The launcher move can knock smaller enemies into the air, interrupting their attacks and rendering them vulnerable while they recover, while the first time the downward strike hits an enemy during a jump it will boost Ori up into the air, prolonging airtime. Subsequent downward attacks will not have this effect, however: like air Dash, Ori has to touch the ground or perform a Bash in order to reset it.

Spirit Flame (Blind Forest) - Spirit Flame is the very first skill Ori learns, and one of only two skills obtained through a Story Event and not an Ancestral Tree. Learned when Ori discovers Sein in the Sunken Glades, Spirit Flame allows Ori to fire its light at an enemy. And, provided certain abilities are present, even multiple enemies at once!

You can use this to combine with your Sentry or Spirit Vessel if you like.

Upgrades: [Quick Flame](#), [Spark Flame](#), [Split Flame](#), [Cinder Flame](#), [Rapid Flame](#), [Ultra Split Flame](#)

Spirit Smash (Wisps) - Pound foes with a strong, sweeping blow. It manifests as a hammer which is slower to swing than Spirit Edge, but deals more damage and has a greater hit-stun and knockback effect, as well as destroying projectiles. Like Spirit Edge, it does not use Energy. It deals 12 base damage points. It is capable of destroying certain otherwise impervious parts of enemies such as shells and shields, and its downward attack is a slam identical to Ori and the Blind Forest's Stomp that can destroy weak barriers.

The upgrade, Shock Smash, enhances the downward slam, creating a two-way horizontal shockwave similar to that of a [Red Mantis](#) on any surface Ori lands on. The shockwave deals less damage than the main impact and lacks the hit-stun and knockback effects.

Spirit Star (Wisps) - Throw a star that returns to you. It's upgrade of the same name allows you to pause the Spirit Star's flight and spin it in place. You can fanwank that as controlling the Star's trajectory and speed if you like, it's already a ninja star boomerang basically.

Stomp (Blind Forest) - Stomp is the 6th skill Ori learns, and makes them able to hit the ground hard and do damage to nearby enemies and objects, including the ground itself. This skill is earned after you've escaped the Ginso Tree, and walk towards the east in the Thornfelt Swamp.

The Stomp Attack can be used to do more than to destroy Breakable Floors. Other possible uses include damaging enemies, remove harmful blobs made by certain enemies, and repel incoming projectiles.

Upgrade: [Ultra Stomp](#)

Swim Dash (Wisps) - Allows Ori to Dash underwater, or near the surface of the water to launch into the air. Swim Dash lets Ori dash in any direction in the water, vertically out of the water, and down into the water from above.

Wall Jump (Blind Forest) - Passed on to Ori by the light of Fil, it allows the young spirit to jump up and off of walls, and enables access to areas that cannot be reached by a single jump alone. It is essential to exploring Nibel.

These are the Abilities gained from upgrading the Ability Tree in Blind Forest or from purchasing shards in Wisps:

## Utility Abilities

This is the cyan top branch of the tree. These abilities aid in survival and defense.

- [Rekindle](#) - Allows reusing Soul Links and shortens the cooldown timer (1 AP)
- [Regroup](#) - Creating a Soul Link restores 1 Life Cell (1 AP)
- [Charge Flame Efficiency](#) - Halves the cost of Charge Flame (1 AP)
- [Air Dash](#) - Allows Ori to also use Dash in the air (2 AP, Definitive Edition only)
- [Ultra Soul Link](#) - Creating a Soul Link restores 2 Life Cells (2 AP)
- [Charge Dash](#) - Allows Ori to Charge Dash (W) to attack enemies (2 AP, Definitive Edition only)
- [Water Breath](#) - Allows Ori to breathe in clean water (2 AP)
- [Soul Link Efficiency](#) - Halves the cost of a Soul Link (2 AP)
- [Triple Jump](#) - Allows a third jump in the air (3 AP)
- [Ultra Defense](#) - Reduces the damage inflicted by enemies (3 AP)

## Efficiency Abilities

This is the purple middle branch of the tree. These abilities make pickups more efficient, and provide conveniences for exploration.

- [Spirit Magnet](#) - Most pickups now float to Ori (1 AP)
- [Map Markers](#) - Make most pickups show on the map (1 AP)
- [Life Efficiency](#) - Life pickups will restore twice as much life (1 AP)
- [Ultra Spirit Magnet](#) - Most pickups will automatically be absorbed (1 AP)
- [Energy Efficiency](#) - Energy pickups will reward 50% more energy (2 AP)
- [Ability Markers](#) - Makes ability cells show up on the map (2 AP)

- [Spirit Efficiency](#) - Increases spirit efficiency (2 AP)
- [Life Markers](#) - Makes [Life Cells](#) show up on the map (2 AP)
- [Energy Markers](#) - Makes [Energy Cells](#) show up on the map (2 AP)
- [Sense](#) - Allows Ori to see through walls to find hidden areas (3 AP)

## Combat Abilities

This is the red/orange bottom branch of the tree. These abilities enhance Ori's offensive capabilities.

- [Quick Flame](#) - Allows you to shoot three flames before recharging (1 AP)
- [Spark Flame](#) - Increases the strength of the Spirit Flame (1 AP)
- [Charge Flame Burn](#) - Improves the radius and damage of the Charge Flame (1 AP)
- [Split Flame](#) - Allows the Spirit Flame to damage two targets at once (1 AP)
- [Ultra Bash](#) - Increases damage and allows bashing through enemies (2 AP, removed in Definitive Edition)
- [Ultra Light Burst](#) - Increases the strength and radius of Light Burst (2 AP, Definitive Edition only)
- [Cinder Flame](#) - Further increases the strength of the Spirit Flame (2 AP)
- [Ultra Stomp](#) - Increases radius and damage of Stomp (2 AP)
- [Rapid Flame](#) - Allows the Spirit Flame to be fired more rapidly (2 AP)
- [Charge Flame Blast](#) - Enhances the radius and attack damage of Charge Flame (3 AP)
- [Ultra Split Flame](#) - Further increases the Spirit Flame damage and allows to hit four targets at once (3 AP)

## List of Spirit Shards

Shard	In-game description	Location
<a href="#">Splinter</a>	Spirit Arc shots split into (3/4/5) short-range shots, dealing 50% damage each	<a href="#">Kwlok's Hollow</a>
<a href="#">Quickshot</a>	Spirit Arc fires 25% faster	Kwlok's Hollow
<a href="#">Arcing</a>	Spirit Arc shots also hit nearby enemies	<a href="#">Wellspring Glades</a> ( <a href="#">Twillen's</a> shop)
<a href="#">Vitality</a>	Gain (1/2/3) additional Life cell(s)	Wellspring Glades (Twillen's shop)
<a href="#">Energy</a>	Gain (1/2/3) additional Energy cell(s)	Wellspring Glades (Twillen's shop)
<a href="#">Life Harvest</a>	Enemies drop more Life orbs	<a href="#">The Wellspring</a>

<a href="#">Light Harvest</a>	Enemies drop (2/3/4) extra Spirit Light orbs	Wellspring Glades (Twillen's shop)
<a href="#">Energy Harvest</a>	Enemies drop more Energy orbs	<a href="#">Luma Pools</a>
<a href="#">Lifeforce</a>	(10/20/30)% bonus damage when above half life	<a href="#">Baur's Reach</a>
<a href="#">Last Stand</a>	Deal 20% more damage when below 15% Life	<a href="#">Windswept Wastes</a>
<a href="#">Reckless</a>	Increase damage dealt and taken by (15/25/35)%	<a href="#">Inkwater Marsh</a>
<a href="#">Life Pact</a>	Spend Life to cast spells when out of Energy	Inkwater Marsh
<a href="#">Overcharge</a>	Reduce Energy costs by 50% and increase damage taken by 100%	Wellspring Glades (Twillen's shop)
<a href="#">Swap</a>	Swap maximum Life and Energy	Wellspring Glades (Twillen's shop)
<a href="#">Magnet</a>	Orbs float to Ori from further away	Inkwater Marsh
<a href="#">Overflow</a>	Convert excess Energy to Life and excess Life to Energy	<a href="#">Silent Woods</a>
<a href="#">Finesse</a>	(10/20)% chance to deal 50% bonus damage	Wellspring Glades (Twillen's shop)
<a href="#">Spirit Surge</a>	Spirit Light grants bonus damage. Caps at (3000/6000) Spirit Light.	<a href="#">Mouldwood Depths</a>
<a href="#">Thorn</a>	Deal (25/50)% of melee damage taken back to enemies	The Wellspring
<a href="#">Resilience</a>	Take (15/20/25/30)% less damage	Inkwater Marsh
<a href="#">Deflector</a>	Melee attacks deflect projectiles	<a href="#">Midnight Burrows</a>
<a href="#">Turmoil</a>	Enemies respawn faster	Windswept Wastes
<a href="#">Bounty</a>	Enemies have 70% more Life and deal 70% more damage, but drop double Spirit Light.	Wellspring Glades
<a href="#">Catalyst</a>	Replenish some Energy when dealing melee damage	Baur's Reach
<a href="#">Fracture</a>	Detonate to split Fire Burst into three smaller bursts	Baur's Reach
<a href="#">Ultra Bash</a>	Bash deals damage	Luma Pools

<a href="#">Wingclip</a>	Deal bonus damage to flying enemies	Wellspring Glades (Twillen's shop)
<a href="#">Ultra Grapple</a>	Grapple (1/2) enemy per jump (and deal damage)	The Wellspring
<a href="#">Triple Jump</a>	Jump twice midair before landing	Wellspring Glades (Twillen's shop)
<a href="#">Sticky</a>	Stick and climb on walls	Inkwater Marsh
<a href="#">Secret</a>	Secret walls become semi-transparent	Wellspring Glades (Complete the "A Diamond in the Rough" Side Quest)

### **Changelog:**

Added changelog

Added Notes

Included a 50 CP price to buy more snow globes with a different scene in each

Added new features to OST

Updated the doc to include The Will of the Wisps story

Added Locations

Added Niwen Native Origin, Perkline, and Items

Added some new Items in general for all Origins

Included additional features to Spirit Tree Seedling allowing Jumpers to get more seedlings in different varieties every year.

Altered the Human Origin to be more compatible with the new information.

Updated 300 CP Drawbacks to 400

Added Drawback Warped Existence

Switched Shard of the Spirit Tree item to Niwen Native Origin

Added Errand Boys and Double Backs to Drawbacks

Added Hardcore Gamer to Drawbacks

Added The Cycle of Life and Death to Drawbacks

Added Double The Trouble to Drawbacks

Included replacements for Light Vessel item

Added damage capabilities to Screech perk

Improved the Bright Vision perk

Expanded the ability to scribe images instantly, now it affects clothing materials

Altered New Game + perk



Removed Triple Jump from Support Powers as it's a Double Jump upgrade, see notes on powers

Changed Dream Walking in Support Powers to Memory Sharing and added Light Merging

Added a separate slot for currency in the Loot Magnet perk

Added a pest begone feature to the Dreamcatcher item

Added a camouflage ability to the Tent item.

Added perfect balance to the All Terrain Steel-Toed Boots item.

Clarified that the Gliding Feather item works even if you're too heavy to float with a feather.

Switched the Maker of Ways and Explorer's Compass perks, MoW is now under Niwen Native and EC is under the Gumon origin.

Added origin headers to Items.

Placed the Mapping Supplies item under General and priced it at 50 CP.

Added the ability to convey understanding of how you experience life to any being you raise or care for in Rearing The Unknown perk.

Added incompatibility patches to some of the Drawbacks.