



Jump by dragonjek
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PNF-404. The designation given to the distant planet discovered by Captain Olimar when his ship collided with an asteroid, forcing him to crash land on the planet and undergo a harrowing trial to survive. The planet has a high level of the toxic chemical oxygen, making up an astonishingly lethal ~20% of the atmosphere, rendering it uninhabitable to conventional species such as the Hocotatians and the Koppaites. This means that everyone who visits the planet must wear their space suits if they hope to survive—of course, the high levels of radiation present on the planet would have made such suits necessary even without the oxygen.

Despite the high oxygen and radiation levels, life flourishes on this planet. The most important example would be the species dubbed “Pikmin”, for their similarities to the much-beloved Pikpik-brand carrots. Pikmin straddle the boundary between plant and animal life, and have a curious life cycle that is inextricably intertwined with that of the Onion (again named for a vegetable), with whom they share a symbiotic, mutualistic relationship.

The Onion produces a seed, which grows into a Pikmin. The Pikmin obtains food, which it brings to the Onion. The Onion takes a portion of the food for itself, and uses the rest of it to produce more Pikmin seeds. But eventually night falls, and the vicious swarms of nocturnal predators emerge to hunt, eager for Pikmin flesh. So the Pikmin retreat into the Onion, which is capable of flight (even in space!), and stay aboard until dawn comes.

You might be wondering how Pikmin haven’t overrun the entire planet with their capacity for rapid numerical growth. For one thing, almost all predators are easily able to crush any individual Pikmin, or even small groups of Pikmin (and

sometimes, very large groups!)—but even setting that aside, by themselves the Pikmin are almost helpless. They have little initiative, and although intelligent enough to perform simple acts of craftsmanship, they have no leadership ability or capacity to organize as a group. Such is their ineptitude at survival that most Onions have only a handful of Pikmin feeding them, if that. However, they are intelligent enough to recognize the leadership potential in others, even if they're of a wildly different species; for this reason, when they encounter members of a sapient species, Pikmin will become subordinate to them, recognizing that their best chances of survival lay with following orders.

You receive **+1000 Choice Points** to prepare yourself for your stay in this setting—after all, proper preparation is a big part of good dandori. You arrive at just about the same time that Captain Olimar hits the asteroid that sends him crashing onto PNF-404. Regardless of your background, you will soon enough be provided with an opportunity to go to the homeworld of the Pikmin.

Whether this world follows the original timeline of *Pikmin*, *Pikmin 2*, *Pikmin 3*, and *Hey! Pikmin*, or if it instead takes after the alternate universe of *Pikmin 4*, is up to you.

As this is a rather tiny world, all of your powers are also rather tiny; your items, abilities, companions, and what-have-you are reduced in scale to be suitable to your new stature.

Location

Although you can freely pick where you start off in this world, if you'd like to earn an extra **+100 CP**, you can roll 1d8 to determine your beginning location. Pikmin and Beasts disregard a result of 6 or 7, rerolling those numbers.

1 – Distant Planet PNF-404, The Impact Site:

This is the location where the *S.S. Dolphin* will soon impact. There's a red Onion to be found here, although maybe it would be best to leave it to be discovered by Captain Olimar? He'll need the assistance of Pikmin to find the parts of his ship. It's currently bright and summery, but it will turn to autumn in a few short weeks. PNF-404's surface is primarily covered by

water (although you'll find only a small amount here), and it has a single white moon.

2 – Distant Planet PNF-404, Valley of Repose:

This is an excellent example of the bizarre natural patterns and phenomena of this planet; this world doesn't seem to have seasons in the conventional sense, as different parts of the same continent on the same hemisphere can go through wildly different seasons at the same time, and can change rapidly. For instance, although it currently resembles autumn here, in a few weeks it will become winter, being covered in snow despite being quite close to regions going through spring, summer, and fall. This is also where Captain Olimar and Louie will descend should they return to the planet in search of treasure to pay off their company's debt. It has a red Onion, if you're looking to pick up some Pikmin of your own.

3 – Distant Planet PNF-404, Tropical Wilds:

Crashed ships are a repeated problem for people passing by this world; although the space debris surrounding the planet is one cause, other people crash without any detectable reason—yet another of the mysteries surrounding PNF-404. An example of such crashed spacefarers will soon be Alph, who would land in the Tropical Wilds. It's a brilliant and verdant jungle, and contains a red Onion.

4 – Distant Planet PNF-404, Rescue Command Post:

Well, it's not quite a Rescue Command Post yet, and depending on your decisions it might never become one. Should the Rescue Corps come to this planet, this will be their base of operations (after yet another crash landing). At the moment, though, it is still claimed by the wild, and the remnants of the lost civilization of this planet. It contains a red Onion.

5 – Hey! Pikmin Planet, Brilliant Garden:

PNF-404 isn't the only world that has problems with crash landings. This one, discovered by Captain Olimar, is another planet populated by Pikmin, and one that was formerly inhabited by the same extinct species that once ruled PNF-404. It is yet unknown whether Pikmin traveled here with that ancient civilization, if they're an instance of convergent evolution, or if an Onion managed to fly through space all the way to this planet. This is the

location a Master Onion will land in the future, although at the moment there is nothing to be found.

6 – Planet Hocotate:

The homeworld of the Hocotatians, although they have since colonized a multitude of other planets, creating a thriving intergalactic society. Hocotate is primarily colored pink when seen from orbit, and has two beautiful rings that dominate the sky when you look up from its surface. Like all civilized planets, the concentration of oxygen in its atmosphere is very low. This world has nothing like the enormous predators that populate PNF-404, and is a very safe place to raise a family. Provided, at least, that you aren't a great enough fool to borrow money from All Devouring Black Hole Loan Sharks.

7 – Planet Koppai:

A terrestrial planet with 10 times the mass of PNF-404, it is located roughly 279,000 light-years away from the world of Pikmin, found in one of the gravitationally bound satellite galaxies that accompany the primary galaxy. Its moon orbits the planet on a vertical axis rather than one that follows the equator, like you would find in most other worlds, and it has a roughly 7% oxygen levels in its atmosphere—higher than most species can survive, but still roughly a mere third the levels on PNF-404, meaning that they still need to wear space suits when visiting.

But most importantly, it has a major food shortage. Due to short-sightedness and a lack of planning on the part of the Koppaites, they have consumed very nearly all of their food, and have done next to nothing to preserve the means of continuing to create new food. A tragic example of poor dandori in action. In desperation, the Koppaites have gone on to search other planets for food sources—but Koppaites can only get nutrients from foods that have the rare nutrient Piktamin U. And luckily enough, the Koppaites are soon to get a message back from their search drones detailing the discovery of a planet containing Piktamin U, one named PNF-404.

8 – Free Choice:

Luck is also a part of dandori, and it's safe to say that you've won this little lottery. You can choose any location in the universe to arrive. Maybe a different location on PNF-404, or perhaps you'd like to visit one of the other worlds, such as the Rescue Corps headquarters on Giya?

Origins

Your origin determines what your history in this world will be like, and decides which options are discounted for you. You may optionally be a drop-in, simply arriving in this world without having a past provided for you—however, you are still proportionally altered to be around 2 centimeters tall if you're a human of average height (if you're larger or smaller than a human normally, your size will be adjusted appropriately). Your age and gender are up to you to decide.

Captain:

Maybe you were trained to take charge, or maybe it was a responsibility thrust upon you. Regardless, you have the leadership qualities that allow you to be a masterful commander of Pikmin, which is perhaps the most important quality for survival on the distant planet. You are either a pointy-eared Hocotatian, or a round-eared Koppaite.

Foodie:

Could it be that you're a professional chef? Or maybe you just really like to eat it. It doesn't really matter—what does matter is that you know how to handle food, and food is the most important thing around. If you'd like to sample rare delicacies that can't be found elsewhere in the galaxy, PNF-404 would be a good place to look. You are one of the omnivorous Hocotatians, or one of the primarily frugivorous Koppaites.

Intellectual:

You know science, or perhaps you know engineering. Perhaps you're a materials scientist, or it could be that you study biology. Whatever the case, you're certain to find a whole host of exciting things to discover on PNF-404. You are either a Hocotatian from one of the planets they've claimed, or a Koppaite from Koppai.

Ranger:

You're a brave explorer of the unknown, here to go where no man's gone before. And in terms of uncovering the world's mysteries and discovering the undiscovered, PNF-404 is the place to be right now. Regardless of if you are a Hocotatian or a Koppaite, as a mature adult your height is roughly 2 centimeters tall.

Pikmin:

You are one of the eponymous species indigenous to PNF-404. They are intelligent enough creatures, and can be playful and curious. However, they have very little sense of individuality, and will happily sacrifice themselves for the sake of the colony and their Onion. Fortunately, your mind is untouched, and you retain your full intellect. Perhaps you could be the first leader of Pikmin to arise from their own species? You begin as a leaf Pikmin who has been freshly plucked from the earth by another of your kind. Although there is some variance between species of Pikmin, on average they stand at just below 3 centimeters... if you count the stems on their head that make up half their body length, that is.

Beast:

You are one of the creatures that roam PNF-404 or the alien planet discovered in *Hey! Pikmin*. Regardless of if you are a mighty predator, or an herbivore fully prepared to defend itself from predation, you are almost certainly capable of killing Pikmin in droves. Indeed, depending on your species, it is entirely possible that you could wipe out an entire colony of Pikmin on your own... assuming they aren't led by a more capable species, that is. Besides animals, this is also the category for mobile plants. Your size is somewhere between the range of 0.5 to 70 centimeters, depending on what creature you are.

Perks

Perks are discounted towards the associated origin by 50%, with 100 CP perks being free. Beasts have access to the Creature Customization section instead of having perk discounts, although they can still buy perks at their normal price.

General Perks

The Universal Language (Free):

Everyone in this and nearby galaxies uses the same language, and you'd be missing out if you didn't know how to speak it, too. Fortunately, at the start of every jump, you gain complete fluency in the most widely-spoken language in the setting.

TwEEEEEEEEEEet! (Free):

It's amazing the instructions you can manage to convey just through blowing your whistle. You can use a whistle (or any other instrument) to provide astonishingly complex instructions, even to creatures that don't understand your language. You could, for instance, command a group of Pikmin to build a bridge, to break down a wall, to create a ramp, or to split into color-coordinated groups, and could tell a space dog to drag an object back to the ship or attack one specific individual in a group of enemies.

Secondarily, you gain the ability to limit the sounds you make when using any sort of musical instrument, including a whistle (or even a car horn!). You can make it so that your sounds are only heard in a specific area, so that you can command parts of your Pikmin horde to do different things.

Easy Repairs (Free this jump, -100 CP to keep):

It would be a shame if you brought a much-needed lost ship part to your vessel, only for you to have to leave it behind because you didn't have the time to properly install it. Fortunately, you seem to have a special way with machines. This doesn't help you create something from scratch, but if a piece breaks off of a device, you are able to instantly return it to its proper position just by bringing the broken part close to the machine.

Strong Throwing Arm (Free this jump, -200 CP to keep):

You gain incredible strength and accuracy... at least, when it comes to throwing objects. You always know precisely where something you intend to throw is going to land, and when throwing something, you are strong enough to hurl objects a distance of many times your own body length, even if they weigh up to twice as much as your own weight. Furthermore, you are capable of throwing objects as lacking in aerodynamics as Pikmin with the same accuracy you could an object actually designed to be thrown.

You are also capable of throwing objects at a ludicrous rate; using a single hand, you could grab and individually toss 4 objects in a single second—and with training, you could increase this speed to be as high as 10! If you're throwing living beings that are willing to be thrown (such as Pikmin), then if a group of them is near you, they can near-instantly adjust their position to place another of their members within grabbing range so that you can continue to hurl them at such high speeds.

Falling From Space (-100 CP):

Terminal velocity is the speed at which air resistance prevents a falling entity from accelerating further. Small objects, being more affected by air resistance because they have less mass to push their way through, have a much lower terminal velocity than larger objects, one low enough that they never reach dangerous speeds. A mouse could fall from orbit without being harmed by the impact, assuming it didn't suffocate first. And you? You're smaller than a mouse. But strangely enough, this trait also carries over to any larger forms you have, ensuring that you never take damage from falling, no matter how far you fall. Now, if you land on something hazardous, this isn't going to protect you... but ordinary ground will be safe to impact. You won't even crack your helmet!

This benefit also applies to any subordinates or pets that you have.

Sparkling Treasures (-200 CP):

You have a special addition to your vision, allowing you to see the monetary value of objects (relative to a market of your choosing). Specifically, if an object is valuable enough to be considered a "treasure", it will start to shine and glisten to your sight. This is more than just a visual sign of wealth, as it is an indication that the object contains the mass-less, volume-less fuel source known as "Sparklium". Normally it is only found on specific planets, but as long as you can find treasures, you'll be able to extract Sparklium from it. Sparklium that hasn't been extracted has no properties other than causing sparkles to your sight, so don't worry that this will make objects more dangerous just because they contain high levels of Sparklium.

By taking this perk, you gain all the knowledge needed to harmlessly extract Sparklium from any object, the know-how to imbue Sparklium into an item in

order to store it, and the mental blueprints to create or modify engines that can run off of Sparklium as fuel.

You can toggle this special vision off if you so desire.

Captain Perks

Basics of Dandori (-100 CP):

Dandori is the art of organizing your tasks strategically and working with maximum efficiency to execute your plans quickly. And it is absolutely the most vital talent for any leader to have on PNF-404, as it encompasses delegation, prioritization, preparation, strategy, tactics, logistics, and more skills besides.

Fortunately, you have a good handle on dandori, although you're no expert with this perk alone. But you do have some big advantages that other wannabe masters don't; you gain an infinite capacity to mentally multitask, and a perfect internal clock.

Responsibility (-200 CP):

One of the burdens of leadership is that the safety of those you lead lies in your hands. Fortunately, this is a burden that is a bit lighter for you. When one of your minions (or followers, servants, soldiers, employees, or similar underlings) is in danger, you automatically become aware of it, and you know where it is, and what you can do to most quickly and effectively rescue them. But sometimes, there's nothing you can do, in which case you'll know that too.

You can toggle this on and off, such as if you know many of your Pikmin are going to die and don't want to be reminded that you could save them, if you just put all the rest of your Pikmin in danger to do so, such as to rescue Pikmin left on the surface at night.

Orderly Operations (-400 CP):

Groups are capable of more than individuals can achieve, but this relies on a certain degree of organization, as an unruly mob will get in its own way half of the time. Fortunately, when you tell a group of your underlings to do something, they will automatically understand who in the group would be best for a given job, how the jobs should be divided between members for greatest efficiency, and how many of their number should be assigned to any given task.

As a handy side effect, it allows your followers to move in a seemingly disorganized horde without tripping over one another or knocking each other over.

What Would Jumper Do? (-600 CP):

Sometimes you get separated from your underlings, or they are otherwise left to their own devices. Now, for a fully independent individual, this isn't necessarily a bad state to be in... but not all of your followers will be that capable. From now on, your followers will be aware of how you would want them to act in any given circumstance, as though you were actually there and had all of that follower's knowledge of the subject at hand, in addition to your own information. You'd never have to worry about a Pikmin getting lost out in the wilds again. You can toggle this effect off, if so desired.

Foodie Perks

Fixing Foreign Foods (-100 CP):

When you perceive any form of flora and fauna and intend to cook it (or otherwise prepare it for eating), you gain an instinctive understanding of what you *shouldn't* do when preparing it. This knowledge adjusts to account for the culture, biology, and personal tastes of whoever you are making the food for. This helps you avoid toxic foods, prevent bad flavors, dodge cultural faux-pas, and is all-around helpful for ensuring that the food you prepare is at least decent to those who would eat it.

If a potential food creature needs to be killed in a specific way to ensure that it leaves behind edible material and doesn't, for instance, dissolve into nothingness upon death, you'll know what to do to preserve the body.

Glutton's Gullet (-200 CP):

How do you fit so much food into such a tiny body? You seemingly have no limit to how much food you can eat. No matter how much you eat, you never grow any larger, nor do you gain weight. The energy from the food you eat is still stored up, though, and preserved until you need it. If you ate enough, you might not need to have another bite again for an entire year, or even more! But could you really go without the *taste* of food for that long?

But maybe you aren't all selfish, because you can also expend this stored up energy to power up your followers. This boosts them as though they had been dosed with **Ultra-Spicy Spray**, and can empower 10 followers by burning up an amount of energy equal to 1 meal.

Dodging Responsibility (-400 CP):

Alright, so maaaaaybe you happened to eat an entire shipment of Golden Pikpik Carrots, driving your once-prosperous company to bankruptcy. And it's possible that you somehow mind-controlled an evil bug into fighting off attempts to bring you home after you were forgotten on an alien planet. And it could be that you stole all the food from the only other people you discovered on that planet, and you miiiight have kinda-sorta kidnapped some people and sicced a primordial space dog on the people who tried to rescue you from the deadly oxygen of the planet you're stuck on. But really, you're harmless.

You will find that people will never give you more than a slap on the wrist for your misdeeds, as long as nobody was seriously injured by them. You just never seem to encounter real consequences for your behavior.

Mind Control? (-600 CP):

You. Uh. Why do you have this? Sure, there's some speculation that Louie controlled the Titan Dweevil and the Ancient Sirehound, but that's hardly confirmed. But I suppose that doesn't really matter, does it? You find that you're capable of an incredible feat of psychic power. You can't read minds, but you can take control of them, directing weaker minds to do your bidding and behave in the ways you desire. This isn't particularly effective on sophont-level intellects, but you can still accomplish some minor tasks like lulling an already tired person to sleep.

Intellectual Perks

Academic (-100 CP):

You've been extensively trained in a field of study known to this and neighboring galaxies. Whether it be material sciences, mechanical engineering, programming, or medicine, you're amongst the best of the best in your area of expertise, and have a solid grounding in all forms of science this setting has to offer. This knowledge in your field updates in future jumps to be equally advanced in the local equivalent of your field. You may purchase this perk multiple times.

Vulnerability Identification (-200 CP):

Not every creature has a weak point, but plenty of them do. And if it has some sort of weakness, then you can rest assured that you'll be able to suss out what it is after just a short time—quickly enough to make use of the information in battle, at the very least. What's more, you are exceptionally quick-witted when it comes to figuring out how to make an enemy expose its weaknesses, and your followers' and minions' attacks inflict half again as much damage when targeting an enemy's weak points.

Effective Observations (-400 CP):

The details Captain Olimar was able to find on the creatures of PNF-404 is remarkable, especially considering how little time he had to spend on them. This is a trait you have in common. Just by spending time around a plant or creature, you will start to discover more about it, even without trying. You could learn more about its diet, its reproductive behaviors, its social behavior, its biological makeup, and even its genetics. The information just flows into your brain. This effect is amplified when you engage an enemy in combat, providing you much more information on that species.

Collaboration (-600 CP):

Science isn't something learned or practiced in isolation; progress is only made through the combined efforts of a great many people. And now, you can ensure that progress is always made, as long as you have more bodies to throw at the problem. The more of your subordinates work together to solve a single problem, the more effective they become. This applies to all sorts of things; your scientists become more intelligent and creative as you hire more of them, your doctors heal wounds more quickly and with few complications the more you have, and your Pikmin each deal more damage the more of them you pile onto an enemy. If you had large enough numbers, you could accomplish seemingly impossible feats.

Ranger Perks

Fisticuffs (-100 CP):

When exploring in the wild, you can't always be sure that you'll have people (or Pikmin) to back you up. Sometimes, you have to lay down the law with your own two hands. Although this doesn't give you any particular skill with martial arts or fighting technique, it does give you a simple and useful enhancement; when it

comes to combat, your personal attacks inflict twice as much damage as they ought to.

Bird's Eye View (-200 CP):

This is a world built for giants, and it can be hard to get around when you're about the height of a nickel—and even harder to see, if you happen to be looking for something in particular. Fortunately, this should come in handy—the ability to “zoom out” your vision, allowing you to look at yourself and the world from a third person perspective. You can move this viewpoint close to you, or move it distant, but you are always at the center of this point of view... well, almost always. If you have any subordinates or allies, you can change your perspective to look at the world with them at the center point, rather than yourself. However, no matter what perspective you take, as long as you are still able to see yourself, you will have no problems moving around and maneuvering, even though you may be unused to seeing yourself move from a third person perspective.

Sneak Attack (-400 CP):

You don't even need to try to be stealthy. As long as you or your followers aren't both nearby and directly in front of them, your enemies will not notice your presence until you actually attack them. Do note that this doesn't apply to enemies that are actively searching for you, and is mostly useful against wild monsters and beasts that don't already know about you. The “directly in front of them” part doesn't apply to creatures with accurate means to detect you apart from sight, or to beasts with a broader range of vision.

We Move as One (-600 CP):

Very little is as frustrating when you're on a time limit as needing to wait around for your slower leaf Pikmin to catch up to you. Fortunately, you know how to share any sort of “buff” you receive with your subordinates; if you receive a speed boost, all of your followers and minions will benefit from it, as well, and if you wear armor that increases your damage or provides invulnerability to an element, that too will be shared with your underlings.

Additionally, your subordinates will never be slower in moving than you are, even if your unmodified “base” speed is higher than theirs. They will always adapt instantly to these changes, and you can withhold these effects if you'd rather not share some of your boosts.

But you won't always have minions with you, now will you? For those times that you're on your own without any allies nearby, you receive a +50% increase to your speed.

Pikmin Perks

Pikmin Traits (Free, Mandatory, Exclusive to Pikmin):

After growing from a seed, Pikmin have three stages of life. The first stage is marked by a leaf emerging from their stalk, the second, by a flower bud, and the third by a flower. With each stage, the Pikmin moves a little faster and becomes a little more productive at their tasks. You begin as a leaf Pikmin, but certain activities such as consuming Nectar, being affected by Ultra-Spicy Spray, or being electrocuted (but only if you're immune to electricity!) will immediately elevate you to being a flower Pikmin. You can also progress normally through the passage of time. However, being struck or flung off of an enemy will cause your flower to degrade into a bud, and a bud into a leaf.

Despite having flowers, Pikmin are incapable of sexual reproduction, and rely near-exclusively on the Onion to reproduce (a dead flower Pikmin has a chance to leave behind a seed, but this is the result of self-fertilization rather than fertilization via another Pikmin).

Although flowers and buds normally aren't known for the ability to photosynthesize, those of a Pikmin are in fact able to do so, and very efficiently at that. Combined with the nutrients your body can take in from the ground (which it also does very efficiently, considering that your entire body apart from your stem is a root), it allows you to go through life without actually eating anything—which is good, because you don't have a mouth (Blue Pikmin appear to, but this is actually a set of gills). Your nutrients come either from the soil, from nectar, or is provided by the Onion after it has sufficiently broken down the food you bring it.

Now, why might a mostly-plant creature need gills? Pikmin respire through their leaves, buds, and flowers; fluids clinging to this structure, or poison gas clogging it, can cause a Pikmin to suffocate in short order. Blue Pikmin have evolved a set of gills, located where the mouth might be on an animal species, which allows it to breathe underwater.

Pikmin vary widely in color, each matched to a specific color of Onion. The color of a Pikmin is very important, as it determines what qualities you possess. You must select one of the following, some of which may have an additional cost. Pikmin are immune to damage caused by radiation.

Red Pikmin (Free):

The thorn on your face allows you to inflict an additional 50% damage on all of your attacks, and you become fireproof.

Yellow Pikmin (Free):

By being a Yellow Pikmin, you are lightweight and gain large ears; this allows you to be thrown higher than other Pikmin. You also able to harmlessly (to you) conduct electricity through your body, rendering you immune to electrical damage. Yellow Pikmin are also incredibly fast at digging.

Blue Pikmin (free):

Blue Pikmin are amphibious, and capable of swimming—a unique talent among Pikmin. As mentioned earlier, they have mouth-like gills.

Purple Pikmin (-200 CP):

You are vastly more powerful than your fellows, and can lift ten times as much as other Pikmin... which is fitting because you're also ten times as heavy, the weight being visibly obvious on your form in both height and breadth. Upon impacting an enemy, you release gravitational waves, which will stun most foes and can forcibly phase-shift beings that only partially exist in this dimension to be fully vulnerable to attacks. You are slower because of your heft, though... Your head also has a few hair-like protrusions growing from it.

White Pikmin (-300 CP):

You are smaller than most other Pikmin, and have bright red eyes that provide short-range x-ray vision to let you find things buried under the ground. You are also significantly faster than your fellows, and are immune to poison and acid... which is good, because inside your body is a lot of fluid toxins that are also a sufficiently potent acid to near-instantly melt through steel. This makes you extremely hazardous to eat. You can also produce an

opening where your mouth should be, that allows you to spew this toxic acid in narrow streams.

Parasitic Pikmin (-100 CP):

You are no ordinary Pikmin, but one evolved to live as a parasite, growing into the very brain and nervous system of a specific species of creature (such as how the Bulbmin is evolved to parasitize Bulborbs). Unlike Bulbmin, however, you are not subject to the same instincts that drive the beast you are “driving”. Your body and that of your host are fused into one being, providing you access to the Creature Customization section to design your host’s body.

Rock Pikmin (-200 CP):

You aren’t actually made of rock, although you might look like it. Instead, you are a special type of Pikmin known as “Hermikmin”, which are like hermit crabs in that you store their organs inside of a solid object—in this case, a rock that forms around you when you’re created. But because Pikmin don’t grow any larger, you’re effectively fused with this rock, and it becomes a part of your alt-form once the jump is over. Your hard body means that you produce powerful impacts against enemies which can force them to flinch, but you rely on being thrown to have the most effect; rushing towards the enemy on your own is less effective, and unlike all other Pikmin types, your limbs are positioned wrong for grabbing hold of an enemy and headbutting them to death. Your rocky shell makes you incredibly resistant to damage, however.

Winged Pikmin (-200 CP):

The shortest Pikmin, you are still just as strong as your larger counterparts—but significantly more useful, because you have evolved wings resembling those of an insect. These wings are powerful enough to let you lift the same loads a Pikmin on the ground would be able to lift, but your smaller size means you inflict less damage on your enemies.

Ice Pikmin (-300 CP):

Ice Pikmin are another type of Hermikmin, this time evolved to freeze yourself in a layer of ice. This ice layer is short enough that you can still grab hold of enemies, and the cold you emit causes extra hassle, being capable

of freezing a foe solid for a short time after holding on for long enough, or with enough allied Ice Pikmin to back you up. Ice Pikmin's extreme cold temperature also renders you immune to other sources of cold, and allows you to freeze water by entering it—but don't worry, the "shell" of ice that is a part of your body will never get mixed up with the ice that forms around you. Just like how a sufficiently-motivated Pikmin can pluck itself out of the ground, so too are you capable of pulling yourself out of solid ice that freezes around you, if you enter the water.

Glow Pikmin (-600 CP):

You... might not be a Pikmin, actually. And might not even be alive. Glow Pikmin don't reside in Onions, but instead live in the Lumiknolls that appear at night beneath the location an Onion previously landed. Glow Pikmin have no legs, but that doesn't matter as you can just fly through the air—and you can also turn yourself into photons to travel near-instantly to any location you know of. As a Glow Pikmin, you are immune to fire, ice, water, electricity, and poison. Finally, a Glow Pikmin is partially composed of pure photons, and you are unable to die at night—when "killed", you just turn back into light and retreat to your Lumiknoll, to slowly recover until you can reincorporate a physical body. You can only die in a place that is very brightly lit, such as if you are slain during the day, which scatters your photons and permanently kills you. For this reason, Lumiknolls hide underground during the day, and normal Glow Pikmin are scared of the light.

Other Pikmin (-100 CP):

There are still more Pikmin out there than those that have appeared in the games, and if you'd like to, you can customize what sort of Pikmin you become by filling out the Creature Customization section to represent your custom species of Pikmin.

Headbanging (-200 CP):

It's remarkable what Pikmin can accomplish simply by smacking their stem against something. Just slapping a pile of sticks is enough to build a full-fledged bridge out of it! Now, you can apply this principle more broadly. You can substitute any physical action for hitting the object in question with your stem (or your face). Trying throw a ball? Just smack it with your face, it'll go where you want it to. Trying to build a structure? Just hit the materials you're going to use to build it,

and it'll basically build itself. Need to perform delicate heart surgery? As long as you have all the tools you need, you could just repeatedly smash your face into the patient's chest and the surgery will be completed.

Lay Low the Giants (-400 CP):

It can sometimes be hard to tell how much damage a Pikmin is doing until their enemies keel over. Likewise, individual attacks that often seem to be fruitless against a large barrier will eventually work to bring it down. The success of Pikmin is that of cumulative progress, each Pikmin eking forwards a little bit at a time. You now have the guarantee that whenever you or an ally attack an enemy, you will do damage; whenever you or an ally try to break an object, you will make progress towards its destruction. It may take time, and it may take a lot of attempts, but eventually you can slay even the toughest foes and shatter even the toughest barriers.

Pikmin Bloom (-600 CP):

Flowering can bring a Pikmin some much-needed advantages in movement and attack speed, but this is a delicate and fragile benefit; a flowered Pikmin can be reduced to a bulb or even a leaf from a sudden impact. Wouldn't it be a shame for your strengths to fade away, just because they were as transient as a flower?

From now on, you'll never have to fear that; you can never be made less than you are. Your powers and abilities cannot be taken from you (barring, of course, the application of drawbacks or gauntlet rules), and any sort of normally-temporary beneficial boosts that you receive, such as from a spell, potion, or a perk with a limited duration, will instead remain in effect in perpetuity, without costing any energy to maintain or otherwise having negative side-effects.

Let your flower never fade away.

Creature Customization

There are no discounts for this section, but if you have the Beast origin you receive an additional **+700 CP** to be spent here. This section is only available to Beasts, Parasitic Pikmin, and Other Pikmin.

Radiation Immunity (Free, Mandatory):

PNF-404 has a high level of radiation, so creatures on its surface have evolved to survive and thrive in even highly irradiated areas.

Appearance (Free):

You can freely decide the shape of your form, as the species on this planet have evolved a vast degree of biodiversity. Want eyes? Have as many as you want. Want legs? You can have two, one, none, ten, or however many you want. Are you carnivorous or herbivorous? Don't worry, Pikmin count as both a plant and an animal, so as long as you can eat, they're viable foods. Are you insectoid, mammalian, amphibian, or plantlike? Sure, be any of those, or maybe more than one—the Burrowing Snagret is both reptilian and avian.

Your appearance is yours to determine, so long as it is recognizably inhuman (or, for Other Pikmin taking this section, you must be recognizable as a Pikmin). Your size, however, must be purchased separately.

Size (Varies):

Creatures on PNF-404 come in a wide variety of sizes. For **+400 CP**, you are merely the size of an ujadani, and are roughly 5 millimeters in size. For **+200 CP**, you are up to the size of a Sheargrub, being even shorter than a Pikmin (although potentially greater in width). This is also the size category Pikmin fall into. For **+100 CP**, you are at most equal to the mass of a Dwarf Red Bulborb (which is technically a member of the breadbug family that evolved to mimic the juveniles of the Red Bulborb). For **Free**, you are in between the previous category and the size of a Yellow Wollywog. For **-100 CP**, you can be large enough to match a fully-matured Spotty Bulbear. For **-200 CP**, you are instead up to the general size range of an Emperor Bulblax, although not the one of prodigious size that Captain Olimar would encounter in the first *Pikmin* game. For **-400 CP**, you are a true monster of an animal, your size reaching that of a Sovereign Bulblax or a Quaggled Mireclops. For **-600 CP**, your total mass approaches that of the Plasm Wraith—although the main body wasn't the largest monster, it had enough bodily mass to produce many other copy-animals from its own substance, all of which were a part of it.

Mighty Senses (Free to Beasts and Parasitic Pikmin):

For free, you gain the ability to see in the dark, which causes your eyes to glow an eerie red when the light is low enough.

If you want more impressive senses, however, you can pay for them. For **-100 CP** each, you can pick a single sense you possess and elevate it to incredible levels, as proportionally superior to your original senses as the difference in the senses of smell of a human being and an African Elephant... not that any animal that big lives on PNF-404.

For a separate **-100 CP**, you can add an entirely new sense or expand an existing sense into entirely new territory, such as the precise ability to sense electrostatic fields, or perhaps x-ray vision (with no risk of causing cancer).

For **+200 CP** each, you can select one of your senses to be nonfunctional in this form.

Symbiosis (Free):

A purely optional choice, this allows you to be, rather than a single creature, a fusion of two or more. This doesn't affect any of your purchases, but does allow you more leeway in how you design the creature that you are. It is up to you if these symbiotic creatures have their own minds, or if your consciousness inhabits their bodies—you are inseparably fused together either way.

For an additional **-100 CP**, your body merged together with that of a symbiotic machine, such as with the Man-at-Legs. This machine allows you to run “programs” of actions to happen in response to certain stimuli. For instance, if you are attacked, it might activate a programmed action to retaliate with your own attacks, which would happen independently of your own actions and responses.

Jaws That Bite, Claws That Catch (-100 CP):

You have some manner of natural weapon(s) that you can use to defend yourself or hunt down prey, and that is especially useful for slaughtering Pikmin. For an average-sized creature, the default purchase is only capable of killing a single Pikmin at a time, although it may still inflict grievous damage on a larger enemy; for instance, you might have a bite attack, or you could stab an enemy with your elongating proboscis. However, the larger you are, the stronger and wide-reaching your attacks become.

For an additional **-100 CP**, your attack becomes more powerful and gains more area coverage. Perhaps you can crush several Pikmin at once by crushing them with your belly, or you have a particularly large mouth that lets you snatch up multiple Pikmin at once.

For a final **-100 CP** on top of that, you have a very powerful attack, and one that can massacre Pikmin by the dozens... if you can catch them, at least. You might have a sweeping tongue attack that drags in Pikmin, or perhaps you just roll around and crush them.

For a separate **-100 CP**, your attack is a ranged attack of some sort, such as allowing you to gather nearby sediment into a boulder and firing it at your enemies, or perhaps your bodily attack simply has extraordinary reach.

Fireproof (-100 CP):

You are completely immune to heat and fire attacks. For an additional **-200 CP**, then you are also capable of producing some kind of fire attack, such as a Fiery Blowhog's flamethrower. For an additional **-100 CP**, your fire attack is guaranteed to leave patches of burning flames behind to torment your opponents.

Conductive (-100 CP):

You are completely immune to electricity damage. For an additional **-100 CP**, you also conduct electricity, passing it harmlessly through your body and allowing you to use your own flesh to complete a circuit (when you do so, and move, the electricity will continue to flow through the space you were once occupying, keeping the circuit intact). For **-100 CP** on top of that, you are capable of unleashing some manner of lightning attack to shock and stun your enemies. For an additional **-300 CP**, your lightning attacks will be immediately fatal to any creature of less mass than you that isn't resistant to electricity.

Chilling (-100 CP):

You are completely immune to cold and ice attacks, and can easily break your way through ice even if you otherwise aren't particularly strong. For yet another **-200 CP**, you have some manner of ice attack that lets you freeze your enemies, such as spraying a substance that flash-freezes on contact.

Water Adapted (-100 CP):

You can breathe both water and air equally well. Aqueous substances slide off of your body without clinging to you, and you are capable of swimming ably. For an additional **-200 CP**, you are capable of spewing some manner of water attack, such as dealing damage from the pure force of the water you emit, blowing bubbles that capture enemies, or including a thickening agent in the water that causes it to form clinging globs that could suffocate an opponent.

Poison Resistance (-100 CP):

You are immune to poison and acids. For another **-200 CP**, your blood (or similar fluid) is incredibly toxic, being potentially lethal to anything that ingests your flesh. For another **-100 CP** on top of that, you are capable of weaponizing your internal toxins, such as spewing a cloud of poisonous gas. For a separate **-200 CP**, the toxins in your body are also extremely acidic, to the point that they could melt metal almost instantly.

If you have purchased all of the above, then you can spend another **-100 CP** to improve your toxins into the red and black gaseous substance known as Gloom. Gloom is instantly fatal to any creature that respirates it, apart from yourself, but it loses cohesion and dissipates into uselessness a short time after it leaves the body. For another **-100 CP** on top of that, your body emanates a cloud of Gloom that sinks low and clings to the ground where you walk. Only parts of your body raised above the Gloom are vulnerable to attack.

Blustery (-100 CP):

You are able to gather air by some means and blast it outwards; although not harmful, it will blow away your opponents. For an additional **-100 CP**, this air has chemicals mixed into it that afflicts some sort of “debuff” on your enemy, such as making them slower, weaker, or more vulnerable to damage. When it hits Pikmin, it will reduce them to having only a leaf, regardless of if they had a flower or a bud. For a separate **-100 CP**, you are capable of powerful inhalations that will drag small creatures towards you, and even into your mouth.

Lightweight (-100 CP):

Although your height is the same as it ever was, you are far lighter than other creatures in your size category, reducing your weight by between ten to fifty percent; this increases the distance you can be thrown, and makes long jumps

easier. For an additional **-300 CP**, you are outright capable of flight through one method or another.

Weighty (-100 CP):

Although your height may not change, you are more massive than other examples of your size category in terms of width, increasing your weight by between ten to fifty percent; this makes you harder to be pushed around by opposing attacks. For an additional **-300 CP**, you develop an ability allowing you to weaponize gravity in some manner, such as releasing stunning gravitational waves on impact, or pulling an enemy towards you.

Dig Dug (-100 CP):

You are capable of slowly burrowing through the ground, or of digging up objects. For an additional **-100 CP**, you dig quickly enough that hiding underground is a viable option in combat, and you can maneuver under the earth to attack from different locations. For a separate **-100 CP**, you are capable of rapidly burrowing other objects, shoving them quickly into the ground to limit their mobility, or stop them from moving entirely in the case of Pikmin.

Clambering (-100 CP):

You are capable of climbing up sheer surfaces—even surfaces that are completely smooth. This likewise allows you to cling to the ceiling, although it does nothing to help with the potential of blood rushing to your head.

Webbing (-100 CP):

You are capable of creating lines of sticky webbing. This can be placed as a trap, or fired as a projectile; it does no damage, but depending on the size of the target can either trap it in place or inhibit its movements.

Camouflage (-100 CP):

You have some manner of camouflage that allows you to either hide your true nature behind the appearance of another creature, plant or treasure, or that allows you to blend in with your surroundings. For another **-200 CP**, you've gone past camouflage into genuine invisibility, although you remain inexplicably capable of sight even when invisible.

Interference (-100 CP):

You are capable of emitting waves that interfere with all manner of non-biological scanning and sensory input. So long as you emit these, any machines with some means of detection or scanning will be unable to perceive a wide area around you.

Green Thumb (-100 CP):

Your touch induces plants to grow faster, and you can make flowers (and Pikmin!) bloom instantly. This also heals any wounds the plants may have suffered, and refreshes their energy.

Noisy (-100 CP):

You are capable of roaring, trumpeting, or otherwise emitting a loud noise that is terrifying to any creature smaller than you, and will cause them to panic. For **-100 CP**, you are also capable of perfectly mimicking any sound that you've ever heard. A Pikmin could very well be confused into following you if it heard you make a whistle-blow.

Minion Master (-200 CP):

You are capable of rapidly producing young, such as larvae, which are capable of combat mere moments after a nearly instantaneous birthing process. Such young are easily killed, but are more than capable of taking out Pikmin. You don't produce many at a time, but you can produce them steadily. For **-200 CP**, you can provide your young with access to some or all of your creature customizations right away, rather than having them appear later in life.

For a separate **-100 CP**, you are capable of somehow commanding your young to do your bidding, similar to how the Scornet Maestro can control the Scornets.

Your young are sized in proportion to you similarly to how a Bulborb Larva is in comparison to the Empress Bulblax. They will grow to maturity in 5 weeks, matching your purchases in this section, but have the mind of an animal and no access to any of your perks or other abilities.

Armor Plating (-200 CP):

You have some manner of natural defense, such as a tough hide, scales, or a shell. For the given price, this will provide a moderate reduction to all damage you take, but you will have a vulnerable spot somewhere on your body where you take damage normally. If you also possess **Jaws That Bite, Claws That Catch**, the

damage of your bodily attack is increased according to how strong your defense here is.

For an additional **-100 CP**, even your weak point is covered, but a specific type of Pikmin will be able to unveil your weak point or can attack it directly with no loss in damage.

For a separate **-200 CP**, your protection is strong enough that Pikmin are entirely incapable of breaking through it, except for your weak point. For another **-100 CP** on top of that, most other creatures on this planet are similarly incapable of breaking through your defenses, leaving you vulnerable to only the most powerful predators of this realm.

Do note that these are only physical defenses, and provide no protection against elemental attacks. However, if you possess **Fireproof, Conductive, Chilling, Water Adapted, or Poison Resistance**, you can include one (and only one) of those elements into your natural defenses. For a separate price of **-100 CP**, you can protect your weak point with the relevant element, making it so that your vulnerabilities can only be attacked by those who can resist that element.

You can reduce the cost of this option by **+100 CP** in exchange for making your protection vulnerable to being broken by Rock Pikmin.

Spore Attack (-200 CP):

You are capable of releasing spores that cause compulsive behavior in creatures exposed to it, such as forcing them to dance or run around. For another **-300 CP**, this becomes for insidious, and your fungal spores are capable of blooming inside creatures to control their nervous systems from the inside; although you don't have direct control over them, victims are forced to think of you as their leader/ruler/queen and protect you from possible enemies, as well as obey your commands.

For a separate **-200 CP**, your spores can be creepy in an entirely different way, as you are able to use them to fill a deceased creature and animate its body with the fungi that grow, which you can command like a minion.

Regeneration (-200 CP):

You are capable of healing from damage that you suffer at a notable speed, fast enough to make a small difference in combat. For another **-200 CP**, you are even able to regenerate from death itself, although until you complete the jumpchain this is limited to once every jump, or once every ten years (whichever comes first). It does require that there be a most-intact body left behind, however.

Amorphous (-300 CP):

The majority of your body is a thick, aqueous substance; not only does this largely render you immune to conventional damage, but it means that non-Blue Pikmin who touch you will begin to drown. However, part of your body protrudes from your amorphous mass as a solid, and is a weak point that will leave you vulnerable if attacked. For another **-100 CP**, your solid parts are entirely encapsulated by your watery body.

Bombardier (-400 CP):

Your body is capable of producing a material known as “bomb rocks”, allowing you to produce stones that will explode five seconds after it receives a sharp impact, or is exposed to significant pressure. For free, you may optionally burst in a large explosion upon death.

Extradimensional (-600 CP):

What the people of this world see when they perceive “you” is little more than the metaphorical and ectoplasmic shadow of your true body, which resides in another dimension. As a result, you are completely unable to be harmed by any means, but are able to freely interact with objects in the main dimension as though you were actually solidly present... but only when you want to, and doing so does not make you temporarily vulnerable to attack. Other than physical senses, it is impossible for sensors without interdimensional capabilities to detect you at all.

The only possible method of attacking you is to have some means of targeting you across dimensions... however, you do have a peculiar vulnerability to gravitational effects. Gravity waves would cause your extradimensional body to temporarily merge with your “shadow” in this dimension, making you physically present and allowing you to be damaged.

Photonic (-600 CP):

Your body is partially composed of photons. While this doesn't mean much in day-to-day life, it does mean that if you "die" at night (or otherwise while in darkness), you will disintegrate into light and flee back to one of your properties (or your Warehouse, if you have none), where you will be reconstituted over the course of 12 hours into a new solid body. The only time you can be properly killed is if you are slain in a well-lit area, which will cause your component photons to disperse and leave you truly dead. You can also briefly turn entirely into photons in order to travel at the speed of light—rather than rusting your own timing, you instead determine where you want to go, and then turn into light and travel to that point. At any reasonable distance, this is indistinguishable from teleportation.

Plasmic (-800 CP):

Your body is composed of a thick, amorphous substance. You have complete control over this substance, and are able to freely reshape your form. Although normally amorphous, you can alter the physical state of your body to become a tough solid, or even become gaseous. This reshaping process can happen slowly, or it can be swift enough to allow you to impale multiple Pikmin over just a brief moment.

What's more, you are able to split your body into multiple parts, and retain control over your component piece—you have enormous multitasking potential, letting you manage many bodies simultaneously. Combined with this, you can also alter your coloration; along with your form-shifting, this allows you to perfectly mimic other creatures. If you separate parts of yourself, you can also shape-shift those parts, and may optionally imbue them with the instincts of the creature you are basing their transformation on. However, if such separated parts of you are heavily damaged, they will splatter apart into the substance from which you are formed.

In addition to this, damage dealt to you or structures you create from your mass can cause parts of you to splatter across the floor. Although you can reabsorb these after a short while, sufficient damage dealt to separated parts of you make it impossible to integrate into your body again. If your body is sufficiently reduced in mass that you are unable to sustain a body around your nucleus, you will die.

Items

Items are discounted towards their respective origin by 50%. 100 CP items are instead free. If you already possess a similar item, upon purchase you may import that item into this new form, turning it into an alt-form and giving it all of effects the item has. If a purchased item is lost or destroyed, it will be returned to you, intact, after 1 week. You receive **+200 CP** to spend on items.

General Items

Lifetime Supply of Food (Free):

Hocotatians get Instant Space Noodles that have a decent flavor, but it's very easy to get tired of them if you are forced to eat them day after day. However, they do contain all the nutrients you need to survive. You get a new package of Instant Space Noodles whenever you need one.

Koppaites instead receive a bottle of something labeled "Fruit Juice". It tastes like fruit. What kind of fruit? Even the most experienced gourmet would be unable to answer that question. It has all the nutrients a Koppaite needs to survive, including Piktamin U. It refills whenever you screw the lid back on.

Pikmin have a you-sized pot filled with eternally-nutritious soil, with a lamp overhead that provides sun rays.

Beasts receive one lump of food once every 12 hours. This lump provides all the nutrients you need for the next 12 hours, and tastes good, but strange. This lump is exactly the same no matter your species, but still provides all the nutrients you need.

Tablet (Free):

This is a Rescue Corps Tablet, which you've somehow obtained even if you aren't part of the Rescue Corps. It doesn't matter how you got it, the point of this is that you have a very powerful computer at your hands that is useful for all kinds of things. It will automatically have all the relevant apps downloaded to it. It can sync up with other computers to get information from them, such as if you've upgraded your ship with the **Whimsical Radar**.

Optionally, this could instead be a KopPad.

Space Suit (Free):

You receive a sealed space suit suited to your body type. It is capable of generating breathable air for you for a grand total of 30 days before it runs out, and it has a whistle installed—it's always important to have a whistle included in your space suit in case the Rescue Corps and their space dogs ever need to save you. Pikmin and Beasts receive their space suit after the jump is completed, unless they purchased upgrades (in which case they receive one immediately). Your space suit can be further customized with more purchases.

Leader's Upgrades (-100 CP):

Includes the Meta Tweeter, which allows your whistle to blow in a larger area; the Pluckaphone, which allows your whistle blows to motivate Pikmin to dig themselves out of the ground; and the Rocket Fist, which increases the power of your punches.

Stability Upgrades (-100 CP):

Includes the Gunk Busters, which prevent your speed from being reduced by the environment you're walking through, and the Brace Boots, which give you a resistance to wind blowing you around.

Safety Upgrades (-200 CP):

Includes the Anti-Electrifier, making your suit immune to electricity; the Scorch Guard, which renders you immune to heat and flames; and the Thermal Defense, which makes it impossible for cold to affect you

This purchase also makes your suit immune to all manner of acids and toxins.

Survival Upgrades (-200 CP):

Includes the Air Armor++, which reduces damage you take by 75%, and Tuff Stuff++, which doubles your health while you wear the armor.

Spaceship (Free this jump, -200 CP to keep):

Nights on PNF-404 are dangerous; technically survivable, but without a fortress or a small army it isn't terribly likely. That's why smart people flee the surface during

the night, and rest in orbit until morning comes. You have a space-capable ship that can ferry you about at sub-light speeds, but it lacks the means to make the boost to super light speed. By default it is not armed and is capable of comfortably containing you plus any companions you may have imported into or otherwise purchased on this jump. It has an atmospheric filter that will ensure that it always has air that is breathable to you. Further features, however, will need to be bought separately. Beasts and Pikmin don't get the free temporary ship, but do get one if you purchase it. This vessel is comfortably sized for your body, and has intuitive controls you can easily access no matter the body you purchased in this jump.

By paying an additional **-200 CP**, you can increase the size of your ship, allowing you to fit more travelers aboard and increasing the hull size. This purchase enlarges your ship to equal that of the *S.S. Shepherd*. Your ship will additionally have advanced medical equipment, tools for scientific analysis, the gear needed to perform engineering, sufficient parts to repair any damage the ship may take, and so on. It is heavily armored enough that none of the night predators of PNF-404 will be able to break through it, and with its sheer size, no animal exists on this world that would consider it to be prey.

Your ship is able to beam you in and out of it, and has a cargo hold that looks small, but makes extensive use of size-shifting technology to allow it to hold a truly vast volume of cargo.

Extraordinary Bolt (-100 CP):

Installing this extraordinary component into your vessel improves the capacity of your ship in all categories. Extraordinary!

Analog Computer (-100 CP):

This advanced computer enables the ship's computer to think outside the limits of binary coding, allowing it to become a truly intelligent AI. It is still treated as an item rather than a companion, although if you wish to import it as a companion in a future jump, it will become a genuine companion.

Repair-Type Bolt (-100 CP):

This looks like an ordinary bolt, but is actually capable of repairing any damage the ship takes and fixing any glitches the computer may

experience. However, it can only fix things, it can't recreate missing components.

Interstellar Radio (-100 CP):

A device that sends radio waves through space at super light speeds, letting your signals reach the far reaches of the galaxy rapidly. It would probably be best to restrict this to when you need to send an S.O.S. signal. You can also receive radio waves from space, which can help on those lonely nights when there's no one to talk to.

Whimsical Radar (-200 CP):

This important tool is capable of detailed detection in a large area. It will provide you with a continually-updating, detailed map of your location. Each day you can determine what categories the radar will search for, and it will update your map to include those things, letting you find parts or avoid danger much more easily. It can be set to detect ship parts, treasures, food, dangerous creatures, environmental hazards, cave entrances, Pikmin locations, and even more!

Eternal Fuel Dynamo, Positron Generator, and Chronos Reactor (-100 CP):

By harnessing the power of antimatter, the Positron Generator can generate immense amounts of electricity in a short time. Alternatively, you could use the Chronos Reactor, which warps the space-time continuum to produce vast amounts of power. Both of these devices emit large amounts of energy quickly, but you also have the Eternal Fuel Dynamo, which will produce a truly endless amount of energy... but only over time, meaning that if a lot of power is needed quickly—such as to jump to super light speed or warp space—you need to use the other options.

Gravity Jumper or Cosmic-Drive Key (-100 CP):

One of the most critical parts of a space ship, you get to decide which you purchase. The Gravity Jumper manipulates gravity to push your ship to accelerate to super light speed, while the Cosmic-Drive Key can let your ship travel through warp space. In terms of how long it takes you to reach your destination, however, they are pretty much the same.

Guard Satellite & Nova Blaster (-400 CP):

The Guard Satellite is an autonomous guardian that will act of its own accord to defend the ship against possible threats (although interference from PNF-404 means that it will be unable to protect the ship from the space debris that clogs the area around the planet). The Nova Blaster is its means of defending the ship, producing a blast of light that travel the currents of space-time, and is capable of destroying anything up to the mass of a full-fledged star.

Onion (-100 CP): [One Free to Start]

You receive an Onion of your choice, chosen from Red, Blue, Yellow, or Rock Pikmin. For an additional **-100 CP**, you can instead gain a Purple, White, Winged, or Ice Onion. Optionally, you can instead design your own Pikmin in the Creature Customization section. If you chose the Other Pikmin suboption in the **Pikmin Traits** perk, then you have your own color of Onion for free. You may purchase this multiple times, receiving one additional Onion each time.

This Onion can contain a theoretically infinite number of Pikmin, if you fed it enough; they naturally utilize energy similar to the **Miniaturizer** to store more Pikmin and absorb food items that may be larger than the Onion itself. It is not, however, capable of transforming someone into a Leafling. All Pikmin it produces are considered to be followers. Should all Pikmin of a given color be exterminated, its Onion will release a single Pikmin seed of that color for you to replenish the population.

Onions are semi-sentient, and will move around where you direct them to go, and are aware enough to avoid danger. You can freely decide whether the Onions resemble their newer designs, or have their classic appearance.

Master Onion (-500 CP):

Instead of having many individual Onions, you have elected to get a single Master Onion. It has all the Qualities of the Onion you chose above, but it has an additional feature allowing it to incorporate other Pikmin Onions that you find into it, fusing into a single, larger Onion that is capable of producing Pikmin of every kind of Onion that composes it.

Do note that neither the Onions nor the Pikmin object to this; Pikmin who discover each other in the wild will work together, rather than having factions based on type or Onion or origin.

What makes this Master Onion special, however, is that should you eventually encounter a new element, a new energy, or a new type of problem you are incapable of solving, this Master Onion will create an entirely new species of Pikmin based upon it.

It is up to you whether your Master Onion has the ever-shifting coloration from *Pikmin 3*, or the distinctly separated colors of *Pikmin 4*.

Lumiknoll (-200 CP):

If you've purchased an Onion already, you can also buy a Luminknoll. Although Onions retreat during the day, Luminknolls sprout up at night on the land they once occupied, and contain the immensely capable Glow Pikmin. On this world, their presence will attract predators, but in future worlds that won't be a problem. Your Luminknoll will only produce enough Glow Sap to keep itself fed, and there will be none for your use. This Lumiknoll, unlike those you will find in the wild, can process any kind of food into more Glow Pikmin, not just Glow Pellets.

Every day, you receive 3 Glow Seeds, which if planted in the ground in a dark place (such as a cave) will instantly sprout into Glow Pikmin, which will serve you unless doing so would expose them to sunlight.

Captain Items

Idler's Alert (-100 CP):

A must-have tool for anyone seeking to master dandori. When activated, this device sends out a sound that attracts Pikmin who aren't currently engaged in a task, bringing them to you from any location that can be reached within 10 minutes of running. As Pikmin have a tendency to do nothing if they aren't currently fulfilling orders, this will be a very helpful tool for keeping your Pikmin occupied.

Jetpack (-200 CP):

It's just what it sounds like; a jetpack, allowing you to fly through the air. However, it is only capable of lifting you, and it can't keep you airborne indefinitely. It needs time to recharge after use.

Libra/Sagittarius (-400 CP):

These aren't necessarily literal copies of the Libra or Sagittarius items from the game; rather, you have a memento of someone who means a great deal to you. So long as you have this memento on your person (or attached to the vessel you are piloting), you will never experience bad luck. Now, it won't make you have GOOD luck, but at least your luck won't be bad.

Space Dog (-600 CP):

You have a fully trained and rescue-certified space dog, of similar breed to Oatchi. Space dogs make for fantastic pets, and smart enough to understand speech and complex commands (although they are not themselves of sophont intellect). Space dogs have the face of a dog, but walk on two legs like a Bulborb (indeed, Olimar named the entire Bulborb family of "grub-dogs" for their similarity to the space dog he had at home, the dearly beloved Bulbie). Space dogs can breathe in a wide variety of atmospheres, can hold their breath longer than a whale, and are as strong as a hundred Pikmin. They can track by scent, have a powerful bite, are excellent jumpers, and are powerful enough that even carrying a hundred Purple Pikmin doesn't slow them down. Not only are they cute, fuzzy additions to the family, but their wide variety of talents make them excellent help in almost any situation.

Your space dog has a collar which confers upon it the benefits of all of the upgrades you purchased for your **Space Suit**, except for the Jetpack and the Rocket Fist. Your space dog will never be leafified like Oatchi was. You receive one Scrummy Bone to feed your space dog each day—don't worry, it's packed full of nutrients, not only restoring energy as food but also healing wounds.

As the Ancient Sirehound proved, space dogs can gain bizarre powers in this world. You can spend points on Creature Customization options to improve your space dog; these purchases are discounted if this item was.

Foodie Items

Chef's Tools (-100 CP):

As important as the ingredients is the equipment the chef uses in preparing them. You have a kitchen with a full set of cooking implements suitable for the finest chefs on Hocotate, including devices such as an oven, stove, blender, and so on. What's more, if you ever encounter a method of preparing food that your kitchen is not equipped to handle, it will expand to become capable of doing so, with equally high-quality tools. If you have the **Spaceship** item, it is integrated into the ship; otherwise, it becomes an attachment to your Warehouse post-jump.

Ingredients Catalogue (-200 CP):

This is a shopping catalogue that lists every sort of food ingredient you have ever encountered, be that ingredient alive or inanimate. By calling the number provided with the catalogue, you will find the ingredients ready and waiting, delivered to your location within ten minutes. Your ingredients are guaranteed to be perfectly fresh, unless you ask for it to be aged, in which case it will arrive aged to perfection (by your standards). The ingredients always arrive deceased.

Stock of Pikpik Carrots (-400 CP):

You have a large supply of Pikpik-brand carrots, the very source of the name for Pikmin. Pikpik carrots look like they have legs, and any animal on PNF-404 will believe that they are in fact Pikmin, should they ever see them. Most beasts will try to eat them on sight, giving you a way to distract them. Your stock of Pikpik carrots replenishes each month.

You have a small separated supply of golden Pikpik carrots, which are grown from solid gold, and are completely edible—a mystery for the ages, but one that is very valuable.

Beyond that, you have a small number of bitter Pikpik carrots, which harbor an ultra-bitter essence that is capable of briefly paralyzing any creature that consumes one. In future jumps, simply touching a creature with a bitter Pikpik carrot will freeze them in place.

Ultra-Spicy Spray (-600 CP):

You have a supply of ultra-spicy essence that has been bottled up into a spray form. Originating from ultra-spicy berries coming from the Burgeoning Spiderwort plant, this is unsuited for eating. However, by spraying it in the air, you can energize yourself and all of your followers, allowing everyone to move and act at

half again their normal speed, and inflict half again as much damage on attacks. This also causes any Pikmin you possess to bloom flowers, if they were not flowers already. Your bottle replenishes each week.

Intellectual Items

Glow Sap (-100 CP):

A miraculous substance produced by Lumiknolls, it is capable of being added to nearly any medicine to improve its effectiveness, and if combined with cells from a healthy individual of the same species, can be used to create a medicine that cures the state of leafification (or any other manner of animal-to-plant transformation, as well as parasitism by plants). It is also highly nutritious to anything apart from the Mamuta species, and provides all the nutrients needed to survive—even for species with radically different dietary needs.

The Glow Sap produced by the **Lumiknoll** item does not have the properties exhibited here, and is perfectly normal Glow Sap.

Container of Sparklium (-200 CP):

Sparklium is a miraculous source of fuel that is found imbued into other objects, as Sparklium itself possesses neither volume nor mass. It can be extracted from these items and used as a fuel source, but you're lucky; you have a container with plenty of Sparklium, enough to fuel a trip from one galaxy to another. Every week, you gain this same amount of Sparklium all over again, which still provides neither mass nor volume. This is guaranteed to never cause any physics-related problems.

Raw Material (-400 CP):

A wondrous substance discovered on PNF-404, it resembles crystalline stones a bit smaller than a Koppaite (although it is truthfully a form of fossilized biological matter). However, when exposed to different stimuli, it can change its properties radically; the easiest is to turn Raw Material into clay, which can be done by heating it a bit, producing a larger lump of clay than the Raw Material itself seems to hold. However, with the proper treatment it can be turned into any physical substance that you have previously encountered. You receive an updating set of instructions on how to alter Raw Material, and your crate full of Raw Material replenishes every week.

Miniaturizer (-600 CP):

An important tool in this world, this device emits a light that causes objects to shrink, and can also undo this shrinking. Shrunken objects are reduced in both mass and volume, so this allows for the storage of truly immense quantities of supplies in not-particularly-large spaces. Living beings can also be miniaturized, and many space vessels are designed to be piloted by an at least partially-shrunken crew.

However, it requires that targets be mostly still for a period of time, which makes it less useful for combat purposes.

Ranger Items

Headlamp+ (-100 CP):

You get a headlamp attached to your **Space Suit**. It not only lights up the darkness, but it reveals beings that are invisible or camouflaged as well. For some reason, the light it produces doesn't bother creatures normally vulnerable to light, although you can still see perfectly fine with it.

Dash Boots (-200 CP):

An upgrade to your **Space Suit**, these boots have a very simple and straightforward purpose in that they enhance your speed, allowing you to move at half again your normal rate while wearing them. This speed increase is doubled if you are trying to run away.

S.S. Beagle (-400 CP):

Again, this is not actually a copy of the *Beagle*. What you have is an exploration pod, there to accompany you on your adventures. It is as flight-capable as the **Spaceship** item, and even benefits from whatever sub-options you may have purchased for it (if you purchased the **Analog Computer**, the ship and the pod share the same artificial intelligence; otherwise, its onboard computer just flies where you direct it to). It also possesses its own version of the **Miniaturizer** item, which only serves to shrink items that you store within it, and enlarge them as they are removed. At your own discretion, this can actually be a part of your **Spaceship** item itself, that separates from the main hull and follows you.

PNF-404 (-600 CP):

Technically speaking, this doesn't have to be PNF-404. You could choose the alien planet form *Hey! Pikmin* instead, but PNF-404 is definitely more interesting. It is

the planet that was once, 250,000,000 years ago, known as Earth. And now the whole thing belongs to you. It won't make a difference in jump, but once the jump is complete you will be able to access it via your Warehouse, where the entire planet has become an attachment.

Pikmin Items

Nectar (-100 CP):

This yellow substance is typically found with Honeywisps or in eggs, but there are a few other places to get it, too—such as from the jug of Nectar you have! It only pours out a couple units of Nectar per day, but each one is capable of instantly blooming 10 Pikmin into flowers.

Bomb Rocks (-200 CP):

These rocks are capable of exploding with a tremendous burst; 3 such rocks are capable of breaking through a cinder block. After pressure or a sharp knock is applied to them, they will explode after 5 seconds. You receive 3 bomb rocks a day, and can pull them out of nowhere whenever you want to use them. Unused bomb rocks don't stock up; they are instead replaced. You can carry these rocks even if you wouldn't ordinarily be able to.

Décor (-400 CP):

You have some piece of cute, cool, or funny clothing that you can wear—maybe a banana peel, maybe a bunch of mushrooms, or maybe a Mario hat. The precise details don't matter, as long as the nature of the clothing doesn't give you a particular advantage. What does matter is that wearing this piece of décor will improve your attack power by 50%.

Safe Zone (-600 CP):

Rather than an item, this is an upgrade to one of your Onions. It ensures that in a set radius around the Onion, it is impossible to inflict violence upon Pikmin. This isn't a terribly large area, but it is large enough to ensure that, as long as you (or your Pikmin) stay close to the Onion, you will not be harmed.

Beast Items

Beastly Besties I (-100 CP):

You get one of the creatures from the games. It's up to you to define what its relationship with you is, but it will obey you loyally regardless. With this purchase, you get a creature no larger than an Anode Beetle or a Dwarf Red Bulborb. Every week, you receive one more creature from this setting of this level.

Beastly Besties II (-200 CP):

Like the earlier "item", you get one of the animal/plant creatures from the games. With this purchase, it can be no larger than a Spotted Bulbear. Each month, you get another creature of this tier.

Beastly Besties III (-400 CP):

One of the creatures from the games will accompany you on your journey. With this purchase, you can bring along any boss or mini-boss in the series, without regards to size, be it a Man-at-Legs or a Sandbelching Meerslug; however, you can't bring one of the final bosses. You get another creature from this world of similar power every year, so be sure to stock up!

Beastly Besties IV (-600 CP):

One of the ultimate creatures on this world is now subordinate to your will. With this purchase, you can bring along any final boss to appear in the *Pikmin* series, such as the Berserk Leech Hydroe or the Ancient Sirehound. Once every jump after this one, you can select another creature of this power, and bring it with you on your journey as well.

Companions

Crewmates (-100 CP):

For 100 CP, you can import two companions into this jump (or create two, your choice). These companions receive 800 CP to spend. If you spend 300 CP on companions, you can import a full set of 8 for that price.

Canon Companion (Free):

If you can convince a character in this setting to follow you on your quest across realities, they can come with you as a companion at the end of the jump. Some people may be easier to convince than others. Any companions that are incapable of surviving the environment of Earth will be modified to be capable of surviving on both their home world and on planets such as Earth.

Scenario

Gauntlet: On the Distant Planet

This scenario transforms the jump into a gauntlet. All of the powers and items from outside this jump are locked away for both you and your companions, but in exchange, death does not fail your chain. It only makes you forfeit your purchases here and move on to the next jump. Furthermore, your starting stipend of 1000 CP is stripped away, forcing you to rely on drawbacks.

For accepting the gauntlet, **the value of all General Drawbacks is doubled.**

Depending on your race, you will have different goals to complete the scenario, but all of them take place on PNF-404, and instead of the location you rolled, you can begin in any area from the first game. Although you will have completed the scenario once you accomplish your goal, the gauntlet itself continues until 10 years have passed or you die. If you die after completing the scenario but before the gauntlet is complete, you still get to keep your purchases.

Hocotatians & Koppaites:

You have crash-landed. All **Spaceship** purchases are disabled, and your atmospheric filter is inoperable as well; your ship has now lost all the same parts that Olimar's did, or equivalents, and you now have 30 days to find 25 ship parts (although your ship is missing a total of 30 parts, only those 25 are needed to make the warp back home). If you choose the continuity of *Pikmin 4*, you only need to leave the planet with a ship ready to leave; actually returning to Hocotate or Koppai is unnecessary.

Captain Olimar has landed someplace else on this world, while you landed where he did originally. He will still make it off the planet regardless of your own success, and you are incapable of meeting him until the scenario is completed.

Pikmin:

You have instead been discovered by Captain Olimar on PNF-404, and now have to help him fix up the *S.S. Dolphin* and leave the planet within 30 days. By taking this option, Olimar will be unable to find all the parts in time without your assistance.

For the purposes of the gauntlet, it does not matter whether he comes back, so long as the ship is made spaceworthy and leaves this world.

Beasts:

You have a slightly different goal; they must find and defeat all the bosses of the first *Pikmin* game within 30 days. This means the Armored Cannon Beetle, the Beady Long Legs, the Burrowing Snagret, the Goolix, the Mamuta, the Puffstool, and the Emperor Bulblax. You do not need to defeat the Smoky Progg. Olimar is guaranteed not to find these bosses until you do. Should you choose the continuity of *Pikmin 4*, you are instead required to defeat 6 bosses and the Ancient Sirehound.

Reward

For completing the gauntlet, you gain the **Spaceship**, which has been fully upgraded with all suboptions and has a renewed atmospheric filter. You additionally gain a **Master Onion** with a **Lumiknoll**, letting you produce any kind of Pikmin from the games.

Drawbacks

If you need extra points, you can make your time here more difficult in exchange for that sweet, sweet CP.

Gauntlet Drawbacks

These drawbacks are specific to the gauntlet.

Scattered (+100 CP):

Normally, the enemies and parts could all be found in 5 different locations. Now, parts have fallen in a wider area, and the creatures Beasts need to hunt have likewise spread out. You now need to search 7 locations. For an additional **+100 CP**, you instead need to search 10 locations.

Less Time (+100 CP):

Instead of having a full 30 days, you have 5 fewer days to accomplish everything. Each time you take this drawback, your deadline shrinks by 5 days.

Stretch the Maps (+100 CP):

Each area that you are searching for parts and bosses is now 25% larger. You can purchase this a second time to make it 50% larger.

Collect-a-thon (+100 CP):

If you are a Hocotatian, Koppaite, or Pikmin, there are now an additional 5 parts to find, although you only need 4 of those parts to leave the planet. If you are a Beast, you need to defeat 1 additional boss, randomly chosen from the other bosses in the series (and which will now appear in one of the areas you have access too). You may take this drawback multiple times.

Wild World (+200 CP):

The parts and enemies of this world are not in the same locations that they were before; you can't rely on past knowledge to help you obtain them. For an additional **+100 CP**, you have instead landed on an entirely different part of the Pangaea Ultima supercontinent which has never been explored before, leaving you entirely ignorant as to the location of your targets.

100% Completion (+200 CP):

If you are a Hocotatian, Koppaite, or Pikmin, you need to find every single part of the ship in order to complete the scenario. If you're a Beast, you need to defeat the Smoky Progg in addition to the other bosses. If you have **Collect-a-thon**, then you'll also need to defeat the Waterwraith.

General Drawbacks

These drawbacks can be taken by anyone.

Timeline Choice (0 CP):

In the timeline of most of the games, events take place 250 million years after the modern day, where the continents have reformed into the supercontinent of Pangaea Ultima and humanity has gone extinct. The world shows this, with only remnants left of human civilization (although how some parts, like cardboard boxes, managed to last that long is a mystery).

Meanwhile, in *Pikmin 4*, humanity disappeared recently enough that there are still houses, one of which still contains a lit stove. It is up to you which timeline your adventures take place in. The types of Pikmin will remain the same either way.

This toggle also lets you decide which fan-theories, if any, may best apply to this world, such as the theory of the Umibozu, or that Glow Pikmin are the ghosts of deceased Pikmin.

Literal Treasures (0 CP):

Olimar and the ship that discovers treasures have some very... *odd* beliefs about what some of those relics they've recovered really are. Normally, this could be easily explained as ignorance on their part, but now? Now they're completely right about what the treasures are and what they can do.

While for some this won't make a difference—the King of Sweets remains a piece of candy—for others, this will cause radical changes to the world and your time here, such as Crystallized Telepathy or the Omniscient Sphere. Do note that any special qualities these treasures possess will not be fiat-backed, and will not accompany you on your chain.

Greed (+100 CP):

You need money. You need it so bad! You're a money-grubbing, greedy individual, and will put yourself in incredible danger if it means you might make some money along the way.

Dependent Pikmin (+100 CP):

In the games, Pikmin are entirely dependent upon orders to get anything done, and will suicidally rush into death if you accidentally order them to. The short videos released by Nintendo show that they are capable of greater independence and have a survival instinct. However, this drawback ensures that you Pikmin will do *nothing* to protect themselves or ensure their survival unless you order them to do so, separately for each individual time they are in danger.

Tummy Rumbles (+100 CP):

Your belly keeps groaning at you. You need to eat twice as much to keep from starving to death. Unfortunately, this also disables the **Lifetime Supply of Food** item for the duration of the jump.

Gather Your Pikmin (+100 CP):

You are now incapable of exploring the world at night. If you are on a planet's surface at night, the best you can do is try to defend your location or hide.

Snatching Snitchbugs (+100 CP):

The Scarpanid family, containing both the Swooping Snitchbug and the Bumbling Snitchbug, comes from a line of bugs that lost their wings, and whose antennae evolved to allow for flight. Swooping Snitchbugs have an infuriating tendency to fly off with your Pikmin and bury them, while Bumbling Snitchbugs will try to do the same to you—but to more painful results when they slam you into the ground. There are now three times as many of these pests as there were before.

Temporal Continuity (+100 CP):

Just like the world itself is weird, time flows strangely in PNF-404; while you're exploring something such as a cave, or are otherwise sufficiently deep underground, time seems to flow different for you compared to above ground; this can range between a virtual freezing of time outside, to you having six minutes to act for every single minute that passes outside. Well... normally. Now, all your cave explorations are going to be more rushed, because time above ground and underground now pass at the same, normal rate.

Artificial Limitations (+100 CP):

While there should be no reason why only 100 Pikmin can leave the Onions at a time, you find yourself unable to command more than those 100 Pikmin. For each additional **+100 CP**, the maximum number of Pikmin you can lead is reduced by 20.

Flarlic Hunter (+200 CP):

You can only command 10 Pikmin at a time; Onions will flat-out not let you bring out more, and wild Pikmin you find won't obey you if you already have 10 Pikmin with you. By finding Flarlic, and feeding it to your Onions, you can increase the number of Pikmin who will obey you. By 10. You are guaranteed to be able to find Flarlic in this world even if you don't follow the *Pikmin 4* timeline. You can still only lead your normal maximum of Pikmin at once, even after finding more Flarlic.

Rule of Three (+200 CP):

Normally there would be no limit on how many different types of Pikmin you could command at once. Now, however, you find yourself in a pickle; the Onion will only let you withdraw 3 different types of Pikmin at a time. Any others you want to command, you'll either have to place one of your Pikmin types back in the Onion to withdraw another, or you'll have to find them in the wild.

Animal Lover (+200 CP):

You love animals, all animals. You just love them so much! Too much, honestly, because you won't kill them for any reason. Even to protect yourself...

Eternal Conflict (+200 CP):

Normally, clearing out an area of enemies would give you some time to work for a few days before they returned. Now, that freedom is absent, as killing any given type of enemy will only result in a new enemy of the same type returning in two days.

Inescapable (+200 CP):

Did you perhaps think that you could escape from combat just by avoiding hostile planets? That won't work anymore, because the beasts of PNF-404 and the *Hey! Pikmin* planet can now be found all over the galaxy, on every planet. Local militaries will mobilize to defend against them, but there will always be some where you're the only person in a position to do anything to stop them.

Game Time (+200 CP):

This world now progresses in time at the same rate it does in the game. That is to say, the planet now spins x48 times as fast as normal, so days and nights each last for a meager 15 minutes. Don't worry, there won't be any problem with physics or landing on the planet due to this ridiculous rotational speed.

In the Dark of the Night (+200 CP):

Normally, there's a 50/50 split between the time of day and night. Unfortunately for you, that's just changed to a 20/80 split, increasing the length of the night. This is a problem because all predators become much, much more active at night on PNF-404, and there are a whole host of nocturnal predators who hide during the day to emerge only at night.

Loss (+200 CP):

You cannot bear to abandon anyone. For every day that one of your Pikmin is left behind on the surface, you must give up **100 CP** worth of purchases on this jump. These lost CP are not regained at the end of the jump. Your failure is your burden to bear.

Leafified (+300 CP):

You have been brought to an Onion, and instead of “digesting” you, it turned you into a half-Pikmin. Your head is covered in leaves, and you have a stalk growing from your head. The good news is that even if you’re a Hocotatian or a Koppaite, these leaves will allow you to breathe the air on PNF-404 and resist radiation. The bad news is now your mind is partially rewired to want to serve Pikmin interests first and foremost, and you have a ludicrous obsession with “dandori”. You easily become dizzy when mentally complex tasks are performed in front of you.

Fortunately, you aren’t inherently violent to other people, and the Rescue Corps will be coming soon... but you can utilize the full extent of your perks in pursuit of your obsession with dandori, and it isn’t terribly likely that the Rescue Corps will be able to actually rescue you. At least this, like all other drawbacks, is wiped away once the jump is complete.

Representing your half-Pikmin status, you may reduce the value of this drawback to only **+100 CP** in order to gain access to the **Pikmin Traits** perk. You may gain your leafified appearance as an alt-form after finishing the jump, regardless of if you accept this deal.

Moss’s Boundary (+300 CP):

If you get too far away from your starting planet, you will start to grow ill, and will eventually die. If you took the gauntlet as a Koppaite or Hocotatian, then you only need to complete your ship to finish the scenario; you do not need to actually leave PNF-404.

Rapid Transformation (+300 CP):

PNF-404 is strange for many reasons, but one of them is the curious ability of locations on its surface to rapidly transform over a very short period of time. Now, you experience this everywhere you go, but to a greater extent. Indeed, pathways and routes could change from one day to the next. You’ll still be able to reach wherever you want to go, but you’ll never know how to get there.

Grief (+300 CP):

You think of each of your Pikmin as an individual, and have named and befriended all of them. This is a problem, because if even a single one of your Pikmin dies, you will be as crushed with emotional agony as if your best friend had died. And it won't get any easier the more you experience it; indeed, if enough Pikmin get wiped out at once, you will probably be driven to the inescapable depths of despair.

The Anti-Pikmin (+300 CP):

Pikmin only see you as a predator, and although they won't attack you, they will run and hide from you. Any Onion purchases are disabled until you finish the jump.

Death of a Thousand Cuts (+200 CP):

Pikmin now see you as food, and will ruthlessly swarm you. No matter how strong or how tough you are, each individual Pikmin will still do a little bit of damage to you on their attacks. If enough of them get on you, then even a mighty Jumper may be able to be felled.

Shadow of the Colossus (+600 CP):

All the enemies of this world are ten times larger now, with proportional increases to their power and health.

All-Devouring Black Hole Loan Sharks (+600 CP):

You made a terrible mistake! You thought you went to take a loan out at Happy Hocotate Savings and Loan, but you accidentally went to the business next door: All-Devouring Black Hole Loan Sharks! And now they're out to get the money you owe them, or take the payment out of your flesh. They will spend any amount of money needed to find you and put the hurt to you until you either pay them back, or die in the process. You do not have enough wealth to pay them back.

Don't let them catch you.

Ending

So, it looks like that wraps up your stay here. Was it fun? Well, you get to return to normal size now, but you, your followers, and your companions get two alt-forms out of this jump; your race at your tiny, Pikmin-scale size, and your race scaled up by about 90x. All of your items in this jump are capable of similarly switching size up and down.

Now, time for your choice.

Go Home:

Much like Captain Olimar, your fondest wish is to return to the world from whence you came—and the family you have there. Your jumpchain is finished.

Stay Here:

Maybe Louie is a kindred spirit of yours? He also wanted to stay on this world. Your jumpchain is finished.

Move On:

Like the irrepressible rookie of the Rescue Corps, you are driven to progress ever forwards into the unknown. Your jumpchain continues.

Notes

Sparkling Treasures and **Container of Sparklium** seem pretty similar, but the former requires you to keep finding treasures in order to get fuel from them, while the latter provides a large, steady quantity of the stuff. And “treasure” isn’t quite so common on most worlds as it is here.

Changelog:

- Version 1.1
 - Clarified that Onions are semi-sentient and will avoid danger. Pointed out how Onions naturally produce Miniaturization rays to absorb food and contain Pikmin.
 - Altered the size category of Pikmin. They’re the same as Sheargrubs now, because in all honesty Sheargrubs still have more mass, and

Pikmin aren't REMOTELY close to a Dwarf Bulborb in size, even if they might be in pure height.

- Added the **Dependent Pikmin** drawback
- Added the **Rule of Three** drawback
- Added the **Temporal Continuity** drawback
- Altered **Canon Companions** to let them actually, you know, survive, considering that most jumps take place on places with Earthlike atmospheres.
- Version 1.0
 - Spelling and grammar corrections
 - Clarified the size category of a Pikmin. They are pretty thin, so I considered putting them in the same size category as Sheargrubs, but I decided that the height of their stem made a difference.
 - Altered **Onion** to allow you to customize your Pikmin without having to pay a base cost for it (apart from the cost of the Onion itself, that is)
 - Clarified what happens if you die during the gauntlet, but after completing the scenario
 - Adjusted **Leafified** to allow you to take **Pikmin Traits** by reducing the value of the drawback
 - Swapped the positions of **Easy Repairs** and **Strong Throwing Arm**
 - Added **Timeline Choice** drawback. Well, it's more of a toggle... but that's where you'll find it
 - **Artificial Limitations** can now be taken more times to reduce the number of Pikmin you can control
 - Added the **Snatching Snitchbugs** drawback
 - **Eternal Conflict** drawback was added in
 - Added **Shadow of the Colossus** drawback
 - Added the **Inescapable** drawback
 - Added the perk **Sparkling Treasures**
- Version 0.5
 - Created jump