



PUYO PUYO TETRIS

Madou Monogatari, Puyo Puyo, Puyo Pop – this puzzle franchise has gone through many names and picked up a whole host of crazy and colorful characters! Whether you're an average everyday human, a time traveler, an anthropomorphic dog, or even a dancing fish, you'll fit right in as long as you're willing to pop Puyo.

You gain **+4000 Owanimo Points (OP)** to make your purchases here! (Don't get too excited, though – they convert at a rate of 400 OP = 100 CP.) (If the math's too much for you, there's a conversion table in the notes at the end of this doc.)

Origins



You can take any of these as a drop-in and pick any gender you'd like, or none at all. Random people show up out of nowhere all the time, so no one will bat an eye at your appearance, even if you outright say you're a worldhopper. (Actually, that might help you fit in!)

 **Adventurer:** What was once a typical fantasy dungeoneering setting changed forever with the discovery of the Owanimo spell, allowing anyone to cast spells via match-4! As an adventurer, you learned how to pop Puyos and fuel your magic under trial by fire, casting Fireballs and Ice Storms to fend off attackers and survive your expeditions. Your homeworld has been lost to time (*cough* and corporate buyout), but new survivors have a habit of popping up anyway. Roll 2d4+12 for your age, or your approximate age as comparable to a human lifespan if you'd like to be some kind of **Creature** (so long as it would give you no mechanical benefits). You start by default at the Primp Outskirts.

 **Magic Student:** Hailing from Ms. Accord's magic school or a nearby competitor, you're in training to become one of your world's greatest magicians. You've received tutoring in how best to cast spells by popping Puyo to catalyze a natural magic source, like the stars, comets, or weather, and your magic reflects that source in its disposition and aesthetic qualities. Roll 2d4+8 for your age and choose whether you're human or only *mostly* human. You start by default in Primp Town.

 **Mundane Newcomer:** Stop me if you've heard this one before: you were an ordinary human living an ordinary, modern life, when a hole opened up in the sky and started raining squishy blobs with adorable faces! By luck or by desperation, you arranged four of the same color next to each other, and... **BAM!** Performed your first spell! Magic is new to you and everyone else in your world, but with how loudly all these people who keep 'popping' in keep shouting about it, it's not exactly a secret. And, honestly, stranger things *have* happened... I mean, there's that one guy who turned himself into a squirrel-bear in a science experiment or something. Maybe he goes to your school? Anyway, you can be any age you want if you take this origin, but you'll only be going to middle school with this setting's protagonist trio if that makes sense for your backstory here. You start by default in Suzuran City.

 **Spaceship Pilot:** Now you're a real weirdo – instead of popping nice, sensible Puyo blobs or even matching four, you like to arrange blocks in stacks! Your name is probably a single letter, but spelled strangely, and you're probably themed after a block arrangement somehow, too. All the tetrominos have canon characters already, but you could replace one of them if you wanted. Or break the mold and be a pentomino! You live on a spaceship, can be any kind of

humanoid (robotic or otherwise), and will roll 2d8+8 for your age. By default, you start on the Starship Tetra.

●■ **Great Power:** For 1600 OP, you can be something greater than a mere magician. Maybe you're a Keeper of a fundamental force, or an interdimensional being made of starstuff, the manifestation of a universal force, or Satan himself! Either way, you can be any age and apparent age you want – or an amorphous blob, if that's your style – but you also take the **Obsessed** drawback for 0 OP.

Location

Roll a d10, or pay 200 OP to choose. Wherever you end up, popping a large enough quantity of Puyo can send you somewhere entirely different (though largely at random), so don't stress too much if you get somewhere you'd rather not stay.

1. ● **Primp Town:**



Unofficially the “home base” of modern Puyo Puyo, this friendly town welcomes magic users of all stripes. Its biggest attraction is the local magic school, which is known to get visitors from across the world and is run by the dulcet and elegant Ms. Accord. ...Or maybe that creepy cat puppet she always keeps near her. As bright and cheery as everything is here, there are some odd hints of a conspiracy lurking beneath the surface – one the games are happy to wink at, but never, ever follow up on. Maybe you'll find some answers to the mystery? Or maybe you're happy to take things at face value and have fun with all the games, sweet treats, and friends you could ask for. Also the home of Witch's potions shop!

2. 🟡 Primp Outskirts:



Includes the charming Nahe Woods, where you can find woodland creatures like Onion Pixie and Donguri Gaeru, and a series of caves, where a certain reclusive Dark Wizard has made his home. A sort of cosmic crossroads-by-default where just about everybody's been at least once, someone accustomed to living off the land could make a neat little home for themselves here without ever having to step into town and deal with Primp's craziness. (That won't necessarily stop the craziness from finding you, though.)

3. 🟡 Graveyard of Osolo:



A spooky crypt where it's always the dead of night. Did you crawl out of a grave to get here? There's a rickety old house lit by the full moon atop a nearby hill, surrounded by grinning pumpkins and dead and withered trees, but if you're afraid of ghosts, I'd suggest leaving for Primp as soon as you can get your legs under you. Otherwise, you might meet father-son duo Frank and Stein, tea-obsessed Skeleton T, or a stand-up pair of spectral twins who'd just love to play with you forever.

4. 🟡 Suzuran City:



A very typical Japanese coastal city, full of working folks going about their normal lives. Not immune to its own brand of zaniness, though. For all that it's a welcoming, communal kind of place – the sort to host talent shows in the middle of downtown on a weekend – folks largely keep to themselves here. Seeing a clump of teenagers loudly panic and jump to throw a hoodie over a kid's horns, a passerby is likely to simply shrug and think, "Oh well. Not gonna ruin my day." If you're visiting, you could drop in on the Maguros' fish stall or Andou Grocery. I heard Ringo's grandma used to be a fairly accomplished witch herself, and she's great at giving advice.

5. **Pyramids of Giza:**



One of the Seven Wonders of the World, along with Loch Ness, Mt. Everest, Easter Island, Area 51, the Bermuda Triangle, and Stonehenge. The desert climate may pose you some problems, but the pyramids are right outside Cairo and there's a Pizza Hut, like, right there, so you won't have any problems getting Wi-Fi even if you don't have a fancy Warehouse plan. They're used to dealing with confused tourists, too. (You could alternatively choose to start at one of the other Wonders listed, if you like.)

6. **Starship Tetra:**





A real, live spaceship! ...That might not be very exciting if you've already been to space. It's a little cramped, but the ship's crew is surprisingly good at fitting people into what space there is. The ship's mission is to travel the galaxies in search of anomalies in spacetime, but usually there's not much to report. Which *does* make it kind of weird that the captain has very strict responsibilities to log reports daily and send them off to... somewhere.

7. Liminal Area:



This is a liminal zone where things tend to get a little fuzzy. You can decide whether you've landed at the Edge of Two Worlds, home to a pair of codependent sibling-gods who rule over the concepts of Order and Fun, or the Edge of Spacetime, where a lonely Keeper of Dimensions watches over the universes and would certainly welcome the company. Alternatively, maybe you've landed in the Dream Realm, where the wishes in a visitor's heart guide their journey. Staying too long in any of these places might have side effects for a puny mortal, but if you're only passing through, you'll have every location in the worlds to choose from when you decide to leave.

8. **Ally's Storybook:**



A quaint little place full of charming little towns that read like a nostalgic tour through all your favorite RPGs. Or a collection of flat stereotypes, if you're on the more cynical side. You get your choice of where to start: Grimp (it's green), Bleuo (there's snow), Retty (it's a volcano), Yellome (it's a desert), or Purplune (actually a pretty nice city with a wizard-looking Color Tower, which may or may not currently be hosting a Great Power). There's not much reason to stay unless you're looking for Ally or Rafisol, but since this world is actually a book inside Primp's library, getting out will be a little bit trickier than just walking.

9. **Arena:**



Whoa, hang on. Is this live?? You've dropped in right in the middle of a competitive Puyo tournament! You're guaranteed to meet all the major characters, but as a new arrival, you've become a competitor by default, and these stands are packed. Hope you're good at learning on the fly!

10. **Intral City:**



A futuristic sort of place with a high standard of technology, Intral has been suffering from a slew of mysterious time-related phenomena. It's also home to opportunistic businesswoman Seo's Spacetime Detective Agency, which would be happy to work with you for an interesting story and the right price. The Agency's current newest employee is the energetic and friendly Atari, who has a penchant for disguises and the strength to pull her partner up a cliff with only a makeshift fishing rod. If you join her as an Agent, you'll be working with serious-minded Roquier, who frequently finds himself buried in other people's problems, and Puubot, a rabbitlike robotic assistant able to transmit calls across spacetime. Alternatively, maybe you'd rather work for the shadowy Time Paradise Company? They always have room for talented inventors willing to get their hands dirty.

Perks

All discounts are half off. 400 OP or under discounted is free, as is anything without a listed OP cost. Purchases are discounted for the origin that matches their color.

● **Magic**: You get access to basic elemental spells for free, but can pay more to learn one of Arle's attacks and increase the level of spell you can cast.

● **Judgment (800 OP)**: An unaligned spell for a basic burst of damage that will harm any opponent.

● **Mind Blast (1200 OP)**: Known in the Japanese as Brain Dumb, this spell blanks your target's mind for a while, causing them to freeze.

● **Diacute (1600 OP)**: A spell to power up the next one you cast. You'll slightly stutter the next incantation as you struggle to contain its new strength.

● **Bayoen (2000 OP)**: Arle Nadjia's signature spell, this "rends the hearts of those nearby, allowing her to paralyze or otherwise distract them with flowers." It can also project the strength of the caster's heart into a powerful all-out attack.

● **Survivalist (800 OP)**: You're used to working and fighting on your own and have learned to live and adventure with little outside support. You know how to forage, make camp, and dungeon dive at a high enough skill level to call yourself successful and know your way around a weapon well enough to fend off common dungeon residents.

● **Potions Training (1600 OP):** You've got an eye for ingredients, knowing how much magical resources are worth and what sorts of prices things made with them would sell for. You can even turn some of the most common into potions yourself, although your results are somewhat inconsistent.

● **Owanimo Master (2400 OP):** The power to pop Puyos came from your world, and unlike the other origins on this list, you'll bring it with you when you go. You'll find enough Puyo in other Jumps to be able to challenge anyone to a Puyo battle, although there's no guarantee anyone will agree to said challenge or let it bear any weight without a relevant perk, and more will appear in already-magical worlds. Popping these Puyo will continue to fuel your spells as it does here, potentially letting you exceed those worlds' previous limits if you can create a large enough chain. Also, doing things in fours is now more effective for you. Spending 4x the ingredients or time on something will improve its quality fourfold, being part of a group of four will bring the whole group more success, and if you send four of the same-colored thing to another dimension – yes, that's what happens to matched Puyos – then your next move will be 4x as effective.

● **Fast Friends (400 OP):** Bright, cheery, and always eager to meet somebody new, you have the ability to become friends with just about anybody, communicating your honest compassion to even the most standoffish. Groups you're in become more cohesive, any bonds you facilitate become deeper and longer-lasting, and even the cruelest villain would struggle to harm you directly if you've made any kind of sincere effort to connect. However, your expressions of friendship can be simplistic and are often spur-of-the-moment, leaving it easy for others to assume you're childish or naive.

● **Divination (800 OP):** Your magic source speaks to you, showing you visions of the future. These visions are accurate and true... ish. Time is a tricky business and things can come to pass in mysterious ways, but with practice and a good head on your shoulders, you can learn how much to push, what to push, and *when* to push in order to change or prevent what you see.

● **Red Right Hand (1600 OP):** Were you born with it? I'll tell you this much, it's certainly not Maybelline. At some point, whether you were aware of the precise moment or not, your right hand was replaced with that of an incredibly powerful magical creature. It responds and feels just like your actual hand, although it looks nothing at all like your left. Whoever's it might have been before, it's yours now, and it'll make your spells so strong you could be top of your class even if you completely slacked off. It does draw a lot of attention, though...

● **Role Model (2400 OP):** You find it easy to copy spells performed by those whose strength you admire, even if those spells are supposedly exclusive techniques. Simply spending time watching this person cast allows you to subconsciously pick up on the mechanics, meaning that while you'll have a hard time explaining why what you're doing "just feels right" to anyone else, you can quickly cast the same spells as your role model as naturally as though you'd invented them yourself.

● **Fast Learner (400 OP):** You pick things up quickly, no matter how ridiculous. If someone introduces you to a complicated tactical puzzle game and a whole alien magic system in the morning, you'll be standing with the best by that night. This may or may not involve the use of nerdy math mnemonics and entirely too many prying questions, but hey, if it works it works!

● **Blithe Acceptance (800 OP):** The world is drowning in Puyo, you just did magic, a fairy-girl and a fantasy heroine just fell from the sky, and you're supposed to be in math class right now. This all might be a little confusing, but it doesn't faze you for very long, and it won't faze your teacher when you say you really *really* need a hall pass to go to Area 51 and play puzzle games with an alien to save the world, either. In fact, you can tell anyone that silly match-4 games are how people decide anything from pizza toppings to the fate of nations in your culture, and people everywhere will now nod and agree that that seems very civil, why don't we try one of those now? Doesn't come with actual Puyos to pop unless you also have the Owanimo Master perk, but you can approximate with suspiciously similar substitutes that'll work the same for the match. The people you match against in the future will be about as hard to beat as someone of their rank would be in an official Puyo Puyo game – final bosses will be as difficult as an existing Puyo final boss, etc – so don't expect an easy win on the basis of their being unfamiliar with the mechanics, but characteristics like a demonstrated lack of forethought or spacial reasoning will carry over into the match, and fighting it out on a game board instead of the battlefield could save you a lot of pain.

● **Transformation (1600 OP):** You're good at thinking through all sides of a problem – to the point that you can pass advice to yourself about it. Choose Mega or Mini. If you choose **Mega**, you'll be able to contact your future self, who'll have a wise word or a hint to work through what's stumping you. If you choose **Mini**, you can contact your past self, who will be able to remind you of any simpler approaches you might be forgetting and put the problem into perspective so you can see what's actually tripping you up.

● **Hypothesis Confirmed (2400 OP):** You might not actually be able to see the future, but with this perk you can get pretty close, on both a broad and granular level. You've become adept at drawing conclusions from data: that it'll rain tomorrow, that putting a Puyo *here* will

lead to an excellent chain, that these two individuals seem to be shockingly romantically compatible. More often than not, your conclusions will be borne out, and those that don't won't have any negative consequences. Either nothing will happen or something you didn't predict but are just as happy to receive will happen instead.

Also, thanks to your success rate, people are usually pretty happy to take your advice and might even let you hang around to see the results of your suggestions.

■ **Squares-to-Circles Conversion Equivalency (400 OP):** Any time you see the word "Puyo" in this document, you can replace it with "tetromino" for the same effect. In fact, you're pretty good at making substitutions in general. Any time you have something on your sheet that's "close enough," you can freely swap it in for whatever's actually being looked for.

■ **Engines and Egg Timers (800 OP):** You've received a full-course education on all the various technology that runs a spaceship like the Tetra and have a relatively easy time acclimating to other technologies, too. Given a basis of comparison, the right parts, and enough time, you could probably muddle your way through kludge maintenance on just about anything with metal and circuitry, and you can figure out what "go" and "stop" are and how steering works in any kind of vehicle in under five minutes.

■ **Vitamins! Minerals! Fiber! (1600 OP):** You're a dab hand with diagnostic evals and know just what everyone needs to be their best. This could mean writing up personal diet plans for your full crew, how to fly a temperamental aircraft or get that stuck door to open smoothly, or even how to fill a gap in your own knowledge. (By which I mean, like, who you could hire to fill an empty but necessary role, or what sorts of questions you might need to find answers to. You can't rewire your brain circuits or anything, although if you're a robot I suppose you could ask someone qualified to give it a shot.)

■ **Swap Boards (2400 OP):** Sometimes you get in trouble and need a quick way out. When this happens, you have the ability to "swap boards," freezing the current iteration of reality in a static moment you hold separate from the timestream and swapping to a slightly different version of events that has the potential to go better for you, if you're lucky. You only have two boards, so if you left yourself in crisis on one of them you'll still be in crisis when you swap back, and you can only hold the stasis lock for so long before you'll have to return to the initial version of events regardless of safety. If you're quick, though, you might be able to defuse the situation well enough to call it clear. If you make it that far, both boards are wiped and you'll progress time as usual starting after the danger has passed.

●■ **Levitation (400 OP)**: What better way to show off the extent of your power? You'll never have to walk again if you don't want to, hovering an easy few feet off the ground as effortlessly as floating in a swimming pool.

■ **Domain (800 OP)**: You rule over a strange, ineffable, imperceptible force, like "dimensions," "rules," or "fun." You have an intimate knowledge of this force – what affects it, how to manipulate it, what its properties are and should be – and are not affected by it in the same way lesser beings are. However, you may find yourself changing to match your domain rather than the other way around, becoming suborned to its driving forces or undergoing a personality shift to match its outlook. These changes are more likely to happen if your domain is overtaken by an outside force, regardless of your knowledge or consent.

■ **Karma Houdini (1600 OP)**: You've got such a hangdog look about you any time you screw up that people are generally willing to live and let live so long as there was no actual, permanent harm done, even if you show no remorse for the behavior that caused the problem in the first place or keep making the same sorts of mistakes.

■ **Miracles (2400 OP)**: Once per Jump, you can leverage your Domain to perform a Great Work, like supercharging the Sun, creating a castle that turns everything around it into cake, flooding the world with Puyos, or merging two nearby dimensions. ("Nearby," in this case, meaning they both exist in the same Jump.) This Great Work might not work out in exactly the way you planned and will frequently have more consequences than you anticipated, but is guaranteed to have no lasting effects so long as it's dismissed or broken before the end of your Jump.

Items

Same rules as the Perks. You know how this goes.

●■ **Cool Clothes**: A colorful outfit that perfectly expresses your personality, style, and role. Guaranteed not to get in your way while Puyo battling.

● **Witch's Potions (800 OP)**: A 10-potion assortment you got from the Witch. Each potion's effect is [determined at random from a table](#) upon being drunk, but the bag will replenish within 24 hours when you've used them all.

● **Living Book (1200 OP)**: This book has the special ability to turn any story written in it into its own inhabitable world. If you use it to record your adventures, you can set each Jump to

be its own chapter, forming little towns inspired by each world you visited within the book that you can travel between. It's not very good at recording people, though. Unless you spend a lot of time and thought carefully writing out every single thing you know about a person, they'll only appear as a two-dimensional copy at best within the world of the book, and even the best memory perks and all the care in the world will only let you record that person as you remember them, not as a full living being. Still, it'll help when you get homesick.

● **Sun Rock (1600 OP):** A leftover piece of garbage from that time Satan nearly baked the Earth trying to get a good tan. It's infused with the power of the Sun, at a concentration higher than should be possible, and feels almost dangerously warm to the touch.

● **Fever Meter (800 OP):** This odd thermometer stores some of the energy released when Puyo pop in a chain, releasing it all at once when fully charged to grant its owner a burst of hyperactive speed. The resulting "Fever mode" has been known to completely upend losing fights and earn even the worst magician a lucky win if they can keep their board clear long enough to get there. ("Any rumors about a so-called 'Fever Dimension' are completely ill-founded," says Ms. Accord.)

● **Magic Pouch (1200 OP):** A pocket of rare crystals that change kinetic energy to magic, allowing you to fuel your spells by punching or kicking things. Would be very effective for a magician who likes to fight up close and personal.

● **Primp Library (1600 OP):** An expansive library of magic books from the Primp universe. This library is now part of your Warehouse and an assortment of world-specific spellbooks suitable for your spell level will be automatically added each Jump. However, there is no guarantee the books are safe to read. If any are damaged, Akuma will see to it that you face consequences.

● **Kodama (800 OP):** A wooden toy in the vein of a cup and ball. You're pretty good with it, able to pull off some sick tricks and barely ever getting tangled in the string. Practicing with this could improve your skill and accuracy with ranged attacks as you hone your sense of weight, balance, and manipulation of trajectories.

● **Lifetime Supply of Fish (1200 OP):** What it says on the tin. This fish is fileted and ready for cooking (or to eat raw, if you prefer sushi), so you won't be filling any aquariums, but it could be a fun delicacy to introduce somewhere. Or help to feed your pet lion. You can choose whether the fish you receive stays specific to what's available in Suzuran or if species from other worlds will be added to the rotation.

● **Fresh Fruit and Veg** (1600 OP): Alternatively, you can opt to receive fresh produce in the same sort of way.

● **Scrapbook (1600 OP)**: A memoryproof scrapbook of all your friends from throughout your adventures, with new pictures being added automatically for any particularly impactful event you might like to remember. You can also take and add pictures yourself by framing a moment, as though lining up a shot through a mental camera, and thinking, "I'd like to keep this." There are no captions, so if you get memorywiped somehow this book won't tell you who these people are or how you know them, but the photos will remain as they were.

■● **Robot Buddy (800 OP)**: Possesses minor spacetime-warping abilities, allowing it to contact any of your current or previous Companions and to unfailingly complete any household chores you assign it to. Very insistent that you eat a healthy diet and get enough sleep. Can look either like a small, robotic animal friend or a roughly humanoid figure, as designed in an old sci-fi comic.

■ **Crew List (1200 OP)**: An auto-updating sheet of all your friends, allies, and Companions in each Jump, along with their abilities and a quick blurb on what you should know about them. Helps with keeping track of names after decades of worldhopping, as well as with making large-scale plans.

■ **Starship Tetra (1600 OP)**: An exact duplicate, yours to take. Comes with all the same rooms, including a greenhouse and a games room, plus private quarters just for you. Might be a little lifeless without its crew, though.

■ **Cosmic RECTANGLE Cosmic RECTANGLE Cosmic RECTANGLE (800 OP)**: A floating... uh, *rectangle*... through which you can see other worlds. Will respond to verbal instruction, showing you what's happening at any point you ask about, and can be manipulated like a touchscreen to slide the view around or select different vantages.

● **Castle (1200 OP)**: Your very own castle, as ominous or whimsical as you'd like and guaranteed to set the tone of your reputation as a powerful unknown in any world you drop it into. Includes a lovely hot spring perfect for romantic escapades.

● **Liminal Door (1600 OP)**: A door that will lead you to one of the Liminal Realms discussed in the Location section. If you know how to leave that Liminal Realm, you can exit it to any point in your current universe you wish, but the journey is solely one-way. You'll have to make your way back to where you left this door to return to it, although you can pick up and

move the door anywhere you'd like to. (It cannot be brought through itself or any similar portal.)

Companions

 **Let's Puyo!** (Varies): You can't exactly puzzle battle by yourself. Import one Companion as your puzzle partner for free, or pay 400 OP to import as many of 'em as you'd like. Heck, import your horse, if you want it to be able to demand a Puyo challenge every night for its right to have alfalfa and sugar cubes for dinner. Pets, Pokémon, virtual helpers, whatever; I do not care and neither does the setting. Imported Companions get a budget of 2400 OP to spend and can take origins, perks, drawbacks, etc just like you can, and any creatures you import become as sapient as it takes to have expressible desires and play Puyo to get them. This doesn't necessarily come with the ability to speak understandably, but I won't say it *doesn't*, either.

ARS Trio (free): If the name you're going by in this jump begins with an A, R, or S, you can import two Companions to take the other two initials for free.

 **Come With Me** (400 OP): One Companion slot, to be filled by anyone who agrees to leave their home and friends when you ask. Characters like Ecolo and Satan likely aren't going to want to come without the objects of their obsessions, and as much as Ex would love to join you he can't unless you can work out some other way to monitor the dimensions, but someone like Arle might spring to join you on an adventure. And there's lots that you could offer someone like Schezo or the Witch, if your personalities mesh.

 **Minotaur Butler** (800 OP): You've spared the life of a minotaur and gained his vow of lifetime service in return. This bull-man comes with a huge axe he'll have no problem swinging around to keep you safe. He also gives a mean foot rub.

 **Grateful Mermaid** (800 OP): This shy and reclusive mermaid is terrified everyone wants to eat her in order to gain immortality, but you've proven to be someone she can depend on. She's nervous but excited to join you on your adventures, hoping to learn how to be strong and make lots of friends. Has a beautiful singing voice.

 **Destined Mate** (800 OP): You're guaranteed a nice meet-cute with any canon character you'd like to put the moves on with this purchase, along with a complimentary Companion slot for them if they decide to join. Just... keep it age-appropriate, 'kay? A good chunk of the cast here are middle-schoolers.

Toggles

 **SEGA Crossover:** If you select this, you may see characters from other SEGA games. Sonic the Hedgehog's breezing in for a round of Puyo! Listen to Ulala from Space Channel 5 on the radio! Roll around with the Monkey Ball crew! ...Um, does SEGA have any other franchises?... Anyway, you could also add any of those other properties as a supplement here and combine Jumps if you want.

 **Reporting for Duty:** Replace a canon character. You can decide whether you're straight-up importing into them/taking over their role, or whether they'll just be adventuring somewhere else for the meanwhile, allowing you to seamlessly slide into what they'd otherwise be doing in the plot.

Drawbacks

You can only pick one drawback at each price tier, but get a bonus +400 OP if you pick up four drawbacks written in the same color. Black counts as wild, but you can only use each drawback in one of these combos – no double-dipping.

 **Personality Quirks** (200 OP): For as surprisingly well-rounded as most of Puyo Puyo's characters are, it can't be denied that just about *all* of them can get a little... *one-note*. Maybe your "thing" is that you're constantly trying to sign everyone up for beauty pageants to prove you're the prettiest, or are searching for the essence of "love," or can't resist the chance to talk down to anyone you don't think is as smart or strong as you are. Or you don't understand why it's creepy to offer candy to kids you just met. Whatever it is, it's what people are going to think of first when they hear your name, and it'll probably be the cause of most of the Puyo battles you get into here.

  **Tech Inept** (200 OP*): You don't know what you did wrong, you swear, you just touched it and it stopped working! Trying to break things makes them work faster, trying to make things work breaks them, and trying to game the system for the outcome you *really* want makes the opposite happen worse. **If you're taking this aboard the Starship Tetra or in Intral City, take 800 OP instead.*

 **Tsundere** (400 OP): You just can't bring yourself to say what you really mean, hiding behind brattiness and insults that only make people who could have been your friends resent you. Or maybe you'll be spending your decade here dealing with this kind of person, who will

follow you anywhere you go just to loudly pronounce that they want nothing to do with you. Either way, you'll be seeing a lot of miscommunication and failed relationships.

🟡 **Turned Into a Fish (400 OP):** As things go, it's not that big of a deal. You're still close enough to bipedal that you can get around and pick things up by using your fins, and you seem to be able to breathe on land just fine somehow. On the other hand, people keep thinking you're a prince for some reason and trying to badger you for royal favors.

🔴 **Schoolwork (400 OP):** In the real world, you can't just give yourself a vacation to play magic games with your new friends from another dimension. You now have Responsibilities to manage, be it homework or making rent, and playing hooky will see you facing the appropriate consequences.

🟡 **Small (400 OP):** You're a little shorter than average, measuring under 2' (~.5 meters) tall. This doesn't impact your Puyo skills, but it will make it harder for you to get around, be noticed, or make friends.

🟢 **Spell Ingredient (400 OP):** Whether you're a monster of some kind or just paranoid about your Jumper abilities, you've come to the realization that some part of you would make a powerful potion ingredient. You haven't seen any *proof* of that yet, but... well, adventurers, magicians, and witches can be an ambitious bunch, and if any of them *know* about you, you could be in big trouble. (You think.) Best to avoid anyone who has the slightest chance of wanting what you could give them. Just in case.

🟡 ***Yip* *Whine* (400 OP):** You're kind of a scaredy-cat, aren'tcha? Just getting startled is enough to leave you a whimpering wreck. Which, naturally, is *hilarious*, ensuring it'll happen to you every chance it reasonably could. Expect to spend a lot of time hiding under furniture.

🟢 **Unfortunate Vocabulary (400 OP):** Your tongue frequently winds up in places other people would rather it not. You never *mean* to expose yourself indecently; your words are only ever dressed – and sometimes undressed – in the style that makes most sense to you. It's everyone *else* who enjoys twisting what's in your mouth. Unfortunately, no matter how hard you try (and you are very good at going hard), you'll never be able to persuade them of that. Have fun getting called a pervert everywhere you go and having to constantly explain that when you say you "want someone," you mean you want to *steal their power*.

🟡 **Magic Deficient (800 OP):** No matter how hard you try, magic just doesn't work for you. There are ways around this, if you're clever and resourceful, but it's pretty embarrassing to not

be able to cast a single spell no matter how many Puyo you pop. And if you *don't* figure out a way around it... Well, just about everything here is determined by Puyo battling. Which has you casting spells at the other person. *With magic.*

 **Love Rival (800 OP):** There's something or someone here you've got your heart set on and only one thing stopping you: someone who doesn't deserve their shot at your prize. Alternatively, maybe you've picked up a competitor somewhere who *insists* that the two of you are aiming for the same thing and they have to beat you down for it, no matter how many times you try to tell them you're really not interested or just that they're being way too simplistic about this. Whichever side of this rivalry you're on, no amount of Puyo battling ever seems to be enough to resolve the issue, leaving you stuck playing out a grudge match that'll get worn and tired before a single year is up.

 **Beauty Beam (800 OP):** Your eyes are entrancingly beautiful, capable of charming anyone into a mindless, zombie-like daze with just a glance. It's really disruptive in your day-to-day life, actually – there's nothing more annoying than being in the middle of something and then hearing the other person go “Duuuhhhhhh....” because they caught your face in a reflection, and now you've got to figure out how to snap them out of it when just looking at you makes it worse. And speaking of making things worse, whenever people hear about it, the first thing they do is demand to see, instead of doing the sensible thing and... not doing that. You'll have to find some way to keep your eyes consistently covered if you hope to get any peace.

 **Tetris King (800 OP):** After years of struggle and training, you've overcome the greatest challenge the Tetris world has to offer you and become its Tetris King. Which means... very little, actually. You're in charge of a small ship in the middle of nowhere, with a tiny skeleton crew made of obnoxious people who don't listen to you and daily reports you have to make, to no one, about nothing, that you're not allowed to stop. The one “benefit” of your position is that anyone with a love of the game or a chip on their shoulder is determined to find you, battle you, and take you down. Which, in a setting where these kinds of games rule the worlds? The only reason you're not completely *mobbed* with challengers is the fact that you're basically lost in space.

 **Obsessed (800 OP):** Days and years come and go, but one thing has caught your eye and made your life worth living. And it's probably a person. And they probably want nothing to do with you. No matter how intelligent, capable, or dangerous you are, you'll make a fool of yourself over and over in perfect confidence that *this* time will be the time it all works out for you and you'll get everything you want. (It won't be, and you won't.)

● **Shy (1600 OP):** You're plagued with insecurity, especially about a minor feature of your appearance, which disgusts and/or horrifies you so badly you can't be seen in public without it covered. You'll also have a hard time speaking up and will frequently find yourself getting swept up in whatever anyone else decides to do thanks to your inability to draw attention to yourself.

● **Mascot Woes (1600 OP):** The cuter they are, the harder it is to communicate. The sum total of your speech has been reduced to a single syllable, leaving you unable to say anything past "Pi-pi-pi!" or "Gu-gu!" This won't stop you from playing Puyo, as everyone here would be entirely willing to test their skills against a wall if it could match-4, but winning is no guarantee you'll get what you want unless you can make yourself understood somehow.

● **Stuck in Suzuran (1600 OP):** Hope you didn't want to play Puyo Puyo in your Puyo Puyo, cause if you did you Puyo'd in the wrong neighborhood. Sure, magic is real – but not for you. Nope, you're stuck in Suzuran, a city like any you could've gone to in your life before the Jumpchain, and it'll stay exactly that normal your whole decade here. No Puyo, no worldhopping, no Arle or Amity. Just good ol' modern life.

● **By the Book (1600 OP):** It takes a hefty dose of magic to turn a set of tropes into a compelling character or a game about stacking blocks into a cool world to explore, and you... seem to have run out of budget. Characters you meet now have about four lines of dialogue or less per event and not enough personality to fill them, and any location you find yourself in will be noticeably flat and two-dimensional. Maybe even literally. Combine this with this setting's already-grating structure (press A a few times, Puyo battle someone for some inane reason, repeat) and you're guaranteed to be counting the days before you can leave.

●■ Protagonist Syndrome (2400 OP):



For whatever reason, the universe has decided you count as a main character. Strange people are going to show up, insist you Puyo battle them for vague and ill-defined reasons, and won't let you go until you win. There's probably a world-ending threat brewing that you'll need to take care of, also by popping Puyo, and you'll have barely a chance to rest between adventures before the next one starts. Oh yeah, and you've picked up a creepy stalker somewhere, too. They're too powerful for you to get rid of them and seem fascinated by you, as in the Obsessed drawback. This person isn't *directly* dangerous to you, sticking close enough to the bounds of human decency that they'll respect a "no" if you give it bluntly and even go away for a while if you can drum it into their head well enough that you really mean it, but they won't outright give up, and they'll cause a lot of trouble trying to change your mind.

●■ **Forgotten (2400 OP):** Somehow, all traces of you have been removed from time. Friends and family have forgotten you altogether, leaving only the nagging emptiness of your absence – and the effect's persistent. Anyone you meet will forget you a moment after you leave their sight, leaving you to introduce yourself over and over again. This includes Companions.

● **Sugar Crash (2400 OP):** You and your magic are powered by a common foodstuff. If you don't get enough of it, you'll go haywire, feverishly challenging everything around you to Puyo matches and straining your remaining magic to a dangerous extent. This could be life-threatening unless you watch your intake.

●●●■ **Desaturated and Darker (2400 OP):** This world would be pretty terrifying without the cartoony atmosphere. Now, you'll get to see exactly how much. Satan's redirected

his attentions from Arle to you for the decade, less in the “humorous stalker” way and more in the “devil wants your soul” way, and everything that kept him mellow, relatively innocent, and averse to actual murder is gone. This isn’t the kind of guy SEGA could censor just by changing his name to “Dark Prince” anymore. Plus, the abstractions of Puyo battles have been done away with, meaning the stakes for the spell-slinging fights you’ll be getting into will be bloodier than a simple “Lose” screen. Can you survive?

(If you’re basing yourself in another setting and think it would be more thematic to have to deal with that world’s villain over Satan, you’re free to get yourself stalked and driven mad by a Lovecraftian Ecolo, or torn apart by an Ex who thinks you’re a threat to the dimensions’ stability, etc.)

●●●**Strange Jumper (2400 OP):** Why’d you have to go and take that book from the Forbidden section? There’s a demon inhabiting your body now, and he’s not inclined to leave peacefully. Not when there’s so much being *you* could offer him. You’ve been rendered a helpless, hapless passenger, a powerless spirit trapped in the very book you freed him from – and if you don’t get your body back before 10 years are up, that’s all you’ll ever be.



At the End

Home to Stay: Alright, that is *enough*. You’ve *had it* with all this craziness and it’s about time you went back home, where things make sense. You’ll return to your home dimension with your build intact, but your Jumpchain is over. Time to get back to the rest of your life.

The More, the Merrier: It's really quite nice here! You know, yearly world-ending disasters aside. Those always get averted with no harm done, anyway, and everyone – okay, *just about* everyone – is so nice! (...when they're not finding reasons to challenge you over every little thing.) You're happy to settle down here, staying in one world or hopping between the ones on offer here as luck and Puyo allow, and will maintain everything your Benefactor allows you to keep now that you're off the Jumpchain.

Off to the Next Adventure: Heroing never stops! Waving goodbye to everyone you met here, you'll continue to your next Jump.

Notes



OP <-> CP conversion chart:

OP	CP
200	50
400	100
800	200
1200	300
1600	400
2000	500
2400	600
3200	800
4000	1000

The squares and circles: Just some fun bullet points for decoration. Don't think too hard about it. Technically they're representing which setting(s) I was pulling from for each, and I had some vague hopes of using them as a colorblind identificatory supplement that very quickly died, but they don't mean anything. (Sorry, the colorblind.) And while I can't stop you

from being clever and using them to chain for bonus OP, by doing this you agree not to hold the doc responsible for any resulting balance issues.



Thanks to everyone who took the time to look this doc over and toss in a word or two. I appreciate the encouragement and advice!

