



Mina The Hollower Jump

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Mina the Hollower by Yacht Club Games

The Story So Far...



“Dear **Mina**,

In the dimming light of **Tenebrous Isle**, I write with great unease.

Ten years have passed since your ingenious **Spark Generators** brought prosperity to our central city of **Ossex**.

Now, their light falters, warping the landscape.

Baron Lionel, your esteemed patron, has requested your aid.

Your expertise as the creator of these generators and your skill as a **Hollower** will both be crucial, for the issue may be deeper than mere technical faults.

We trust in your ability to unravel this mystery and restore the generators.



With hope,

The **Marshal** of **Ossex**”

You awaken in this world sometime after the Marshal’s letter is sent to Mina. The land has been changed by the influence of the Spark Generators, and the regions outside of Ossex have become dangerous and overrun with monsters. During the time between Mina receiving the letter and arriving on Tenebrous Isle, riots break out and the ex-Marshall leads his troops to fight against Ossex and its leader, Baron Lionel, in order to forcefully shut down the Spark Generators.

You will spend a year in this world. Please take these

1000 Bones

to furnish your adventures here as you see fit.

What Are You?

You may choose your age and gender freely. If you want to roll anyway, your age is $15+3d6$.

Average (free)

Well, strictly speaking, there really is no “average” of the Tenebrous Isle’s populace. Humans in all manner of stature coexist with a wide variety of animal folk, ranging from barely-anthropomorphic to Disney’s Robin Hood style furies and similar. There are some even stranger folks than that, such as a woman with an elaborate skull floating over her lack-of-neck instead of a head. You can freely choose your appearance and species, and may gain an advantage or two like a bat or bird’s flight or a dog’s sense of smell... *or an opossum’s ability to play dead. Not everything’s equal, I suppose.*

Exceptional (100 Bones)

There are many individuals with fantastic abilities and traits beyond the common folk’s grasp. A pair of giant brothers with extra limbs, a certain marshal’s ability to spin wild damaging gusts from his wings, and a moth that can shine with enough intensity to batter people physically are but a few examples of many. Along with the above benefits from Humanoid, you may choose an ability or trait within a rough ballpark of the mentioned examples that you have either had since birth or have trained to use over many years. You may also alter your body plan to allow for more exotic features, like extra limbs and an imposing stature.



Who Are You?

What were you doing before the events of this tale? Select one origin for yourself.

Drop-In

A wanderer from beyond Tenebrous Isle, you somehow found your way to Ossex mere moments before the riots caused by Thorne's forces broke out. You have no history here, no ties to the land or its people. You are the only one who can decide how you forge your path.

Townsfolk

Beautiful Ossex! Well, when the lights aren't flickering on and off with the Spark Generators on the fritz, at least. You live here, and probably have a job somewhere around the Isle, whether that be in Ossex itself or in one of the neighboring regions. Depending on where you conduct your business, you might be more aware of the dangers of the Isle than others...

Trooper

You're a professional peacekeeper employed by Baron Lionel and the city of Ossex. While this means that you tend to deal with disagreements between the townsfolk, you have a rather significant amount of combat training to deal with the monsters that have cropped up in the past ten years. *Time will tell if you are loyal to Ossex, or more so to its people...*

Hollower

You're a member of the Hollower's Guild! Scientists and adventurers both, the hallmark of a Hollower is their ability to burrow under the ground with speed and precision, the very "hollowing" technique they are named for. Whether you're an animal that naturally burrows like a mouse, mole, fox or rabbit, or another species that has made do with specialized tools (or horns, in a certain deer's case), you're able to glide through the earth with ease. *To be perfectly honest, you're a glorified civil engineer. But that's a pretty important job, wouldn't you say?*

Noble

You are no mere layman. You are of noble blood! And noble blood tends to come with plenty of Bones. You're likely from beyond Tenebrous Isle, but there's no doubt that your upper-class peers would graciously welcome you into their circles. Enjoy your stay in luxury; there's simply nothing to worry about with the Baron's excellent troopers protecting the city and that resourceful mouse fixing the Spark Generators.

Perks

Perks are discounted by 50% for their respective Origin. 100 Bone perks are free when discounted.

General

Hollowing (free for this Jump, 200 Bones to keep, discount Hollowers)

The ability to dig through the ground at swift speeds, hollowing is an ability that is not *exclusive* to burrowing animals, though it takes a lot more to hollow without it. Whether you're a species that has burrowing tendencies or you've picked up specialized tools to help you, you can now dig much like Mina does.

To hollow, you simply dive into the ground claws (or tools) first, and can then effectively swim through the ground with ease for a short time, moving about as fast as you would sprinting. You can also choose to leave no trace of your digging, leaving the ground unaffected by your displacement. You do have to come back up for air, so this is most effective in bursts of a few seconds at a time without specialized equipment. You also cannot immediately start digging again when leaping out of the ground without extensive training. You can dig through surprisingly tough and solid materials such as stone tiles and wooden boards, and can even "burrow" through the water, albeit a bit slowly; it takes more processed materials, like glass, rubber, plastic and metal, to keep you from digging up the foundation.

You have access to Hollowing for the duration of your stay here. Should you wish to keep it for future settings, you'll have to pay 200 Bones, or 100 if you're a Hollower yourself.

Bone Up! (free for this jump, 200 Bones to keep)

A grisly ability but no less useful, you have learned to draw the essence of monsters and long-buried bodies into you, strengthening yourself and your abilities. After collecting enough Bones, or other assorted monster parts in future settings, you may choose to draw essence from them all at once, destroying them in exchange for bolstering your strength, defense, dexterity, or other such traits; after this, it will take significantly more essence to bolster that trait again, increasing with each successive bolstering. Rarer and more concentrated Bones and body parts contribute more essence. You may pay 200 Bones to keep this in future settings.

Jesterly Jumpscaring (100 Bones)

Like a certain unnerving jester, you have a habit of finding the best places to jump out at people from. You're able to remain perfectly still for long periods of time, and can make your movements and breath nearly silent should you be attempting to scare someone. Now, Klumpy Dee only uses this power for japes and jokes. *You wouldn't disrespect a clown's whimsy to do harm, would you...?*



Drop In

Treasure Sense (100 Bones)

You have a nose for treasure! You have a sixth sense for when valuables are nearby, in a range from roughly a city block down to a single enclosed space. While this doesn't tell you exactly where treasure is, it will help you narrow down your search from that larger area down to the room that it's in. In addition, you can tell when a neighboring area, or a space within that area, has treasure hidden within it.

Good Samaritan (200 Bones)

You just have this air of being a helpful person. As such, whenever you're looking for something to do or help with, people will be more likely to open up to you with tasks they need help with. If you do end up helping them, they'll usually be able to repay you in some way, whether that be in money, a useful trinket, good food, or something else. The stranger or harder the task, the more likely they'll have something unique for you.

Shortcut Mastery (400 Bones)

A wanderer like you tends to find the quickest ways between point A and B. Of course, it always tends to be after you take the long way around due to locked doors or raised ladders, but hey, that makes return trips easier! You'll be able to find shortcuts like this throughout your journey here and elsewhere, wherever and however you travel, that will offer the quickest, least-obstructed path between your start and end points. Trudging through swampland? You might be able to knock over a rotten tree or two to make a bridge over deep mud that was previously in the way. Living in the city? You'll know the back alleys and back roads like the back of your hand. The only requirement will be that you need to traverse a route normally at first, so you can open up the shortcut from the other end of your route.

Trinket Tinkering (600 Bones)

The Trinkets of this world tend to be minor miracles in themselves, offering tangible benefits to their holders and wearers despite some of them being rather ordinary. You now have the skill to create these Trinkets! You can infuse objects, from wearable accessories to palm-sized knick-knacks, with passive effects thematic to their appearance or function. A tutu could allow someone to spin in the air to deflect attacks, or a dead leaf could allow someone to become as hard as rock as long as they stand as still as its headstone. Trinkets that can't be traditionally worn can be held in specialized Trinket Pouches, which you also know how to create. Do be aware, any given person can only benefit from six Trinkets at once.



Townsfolk

Professional (100 Bones)

You have a job, and you know how to do it well! Choose a job that would exist around the Victorian era of real-world England. You now have the skillset required to perform that job competently, well enough to earn a living. You also gain the strength and stamina required to get through a hard day's work without getting too exhausted- obviously, this means more for a job with a lot of physical labor than it does one that mostly deals with paperwork.

Could You Kindly...? (200 Bones)

It's important to remember that no man (or mouse) is an island. Sometimes you just have to ask for help with things, and that's perfectly fine! That being said, you also have a discerning eye for people who could help you with tasks that you need doing. While this helps with the occasional need for someone to open a jar or help swap a tire, you have a sense for the adventurous types that love doing strange tasks for rewards. This also helps you offer rewards you could reasonably give that these adventurous folks would like, so that you can sweeten the pot for dangerous or truly strange tasks.

Bone Shark (400 Bones)

Your business senses are sharp. You can tell when something can be profitable for you or not down the line, especially involving investments on your part. You can get a fairly accurate sense of your potential profits from one of your business decisions up to about a month in the future, though exact numbers may elude you. Further than that, and you get a fuzzy sense of it being profitable, closer to breaking even, or losing you money.

You can instead tune this sense to divine how much an investment would benefit you in other ways, completely losing the monetary aspect in exchange for some sense about how much buyer's remorse you would end up having with the same sort of fuzziness.

Minigame Mogul (600 Bones)

Every would-be entrepreneur needs a good... no, a GREAT idea to start making money. And it just so happens that around the Tenebrous Isle, there's no better way to start a successful business than a minigame. *Whaddya mean that Mina wrings minigame owners dry with her skills? Do you expect every Joe Schmoe to be a seasoned adventurer?*

You can create these "minigames" either as stand-alone attractions or as parts of businesses you own; a minigame, by design, needs rules, a goal, and a prize, usually monetary. This lends itself well to making carnival games, but you could spin a whole lot of tedious work into being a "minigame" with the right mindset. Scrapping wrecked cars? Jumping through hoops? Sorting mail?



As long as you offer some kind of worthwhile reward, you'll likely have people lining up to try their hand at your busywork. This is especially prevalent when you offer up something unique as a prize for the most efficient, "highest-scoring" folks, inspiring collectors and adventurers to try their hands at doing their best. If you charge for each attempt at one of your minigames, you might even make money from that alone! Just make sure to make your "regular" payouts worth less than what you actually make or save handing out jobs as minigames.

Importantly, unless a player has true nefarious intent in their heart, those who attempt your minigames will do their best to abide by the rules. They may accidentally slip up, but they will not try to circumvent the rules you put in place or cheat, nor will they intentionally look for loopholes in the rules. Should you oversee your minigames personally, you can enforce the rules against even the most devilish tricksters.



Trooper

Peacekeeping (100 Bones)

First and foremost, an officer of Ossex needs to be able to protect their city. You're trained in the use of a weapon of your choice; you are primarily trained in nonlethal combat, but you still have the training required to battle monsters. Curiously enough, this combat style also involves a lot of jumping and aerial attacks.

Keeping the Peace (200 Bones)

In the interest of actually *solving* problems instead of beating them with a stick, you have trained to mediate conflict between people. People will be more willing to trust in your ability to be impartial, and you'll be able to speak calmly and with authority in tense situations. You can also more easily pick up on half-truths that can lead to a more concrete solution if followed up on. Perhaps most importantly, you are more easily able to start a dialogue with someone who considers you an obstacle or even an enemy, should they be willing to talk in the first place.

Esprit de Corps (400 Bones)

You can't keep the peace alone. You're at your best working together with your allies, both in combat and under less violent circumstances. You're also good at keeping morale high, rousing spirits with impassioned speeches and breaking down barriers by spending time with them casually. You'll also find that, given enough time and positive interaction, more of your allies would be willing to stick with you through strange and dangerous circumstances, trusting your judgement more readily should it conflict with previously-given advice, orders or conceptions.

Justified Rebel (600 Bones)

As events come to pass in this story, it will become more clear that Thorne's rebellion is built off of a good cause, even if his methods tend to be extreme. That also being said, how effective is revolution if you aren't willing to take extreme measures? Now, should you start a rebellion or revolution of your own, and your cause for doing so is righteous- or, at least, what you *believe* is righteous- you will find that more people will be sympathetic to your cause. You'll find more opportunities for safe haven for your people, people more willing to trade or offer you supplies, and maybe even people willing to take direct action.

Should you try to reach out to those far away that still may help your cause, you'll also find your correspondence will reach them with haste, outpacing the usual timeframe it would travel by about a day or two.



Hollower

Burrowing Brawler (100 Bones)

A Hollower knows when to strike and when to duck, and ducking for a Hollower is much lower than for most people! You are adept at using your environment to dodge and weave, and how to use the environment to find opportune moments to attack unaware or unguarded foes. This mostly extends to a Hollower's burrowing, but you could find opportunities to duck under the water or weave through bushes in other heavily-obscured environments.

Joules Juice-Up (200 Bones)

The Sidearms developed by Hollowers are fueled by Joules, little bits of energy typically stored in specialized jars that allow their mechanisms to work, mechanical or supernatural. You are now prepared with knowledge on how to convert forms of energy like electricity into Joules. While this lets you charge up your Sidearms more easily, this also comes with the knowledge required to rig up your existing tools and weapons with Joule power!

For many tools, using Joules over their regular source of power allows it to perform the task it was built for much quicker than normal, at a cost of quickly using up its store of Joules. For some others, including a variety of weapons, Joule power allows you to quickly retrieve the weapon after being thrown, reassemble it after being broken, or simply use Joules to pull new instances of it from seemingly nowhere as with bombs, rocks, parasols... In any case, the more complex the tool or weapon being rigged up with Joules, the more Joules it costs to operate, and you can typically only operate personal-sized tools with Joules. Anything larger, and you might want to look to Spark generation instead...

Jack of All Trades (400 Bones)

Hollowers are as much adventurers as they are engineers, and as such many learn to use a weapon or two to defend themselves. Some, however, go further beyond and train in a variety of combat styles that they might be prepared for unforeseen circumstances. You are of the latter variety, and should you come across a weapon (or something suitably weapon-like) you haven't seen before, a few minutes of getting acquainted with swinging, test-firing or otherwise practicing with it, you'll be able to fight with that weapon with a competent amount of skill. You may even catch onto a few intricacies with the weapon, such as how to use the hook on a hooked sword or an optimal point to pull a bowstring to. You won't be a master, but this will give you an edge - especially when otherwise-unarmed and facing an impending attack.

Additionally, your skill will extend to things that typically aren't weapons should you put effort into using them in combat. Grab a broom and sweep up some rubbish to throw into enemy faces, or dislodge something useful from the ground to help you!



Spark Technology (600 Bones)

Mina's magnum opus, the Spark Generators, draw Spark from the earth to act as power sources. You now have the know-how to construct Spark Generators of your own, in many different sizes. A small town could be powered by a Spark Generator of a size seen on Tenebrous Isle, while a single building could be powered from a Generator around the size of a shed. Naturally, you also have the knowledge needed to power things via Spark, how to convert Spark to usable electricity, and how to transfer Spark power over long distances.

You also gain knowledge on constructing and powering devices with Sparks. Should you get your hands on individual Sparks, or find a way to draw them from a Generator and contain them safely, you can use them as batteries for devices you build. Sparks used in this way essentially act as a car battery's worth of power, and recharge when exposed to Spark, either draining an individual Spark or siphoning energy from a Spark Generator. Should you also purchase the Spark Container item in the next section, you will also be able to construct a device similar to a Proto-Spark that acts as a defibrillator when you are near death using one of those Sparks, with the added benefit of closing wounds and restoring a bit of your vitality. You can only have one of these devices built at any given time, which must be recharged at a Generator or ambiently charged over the course of 24 hours.

Beware; the effects of prolonged Spark exposure have not been thoroughly tested. Prepare yourself for the potential corruptive effects that exposure to large amounts of Spark can have, both on the environment and on creatures that come in contact with it...



Noble

Silver Tongue (100 Bones)

High-class life puts you in close contact with rather eloquent people. As such, you can also expect to be just as eloquent! Your vocabulary is expanded, and you know all the right words to speak in an exuberantly posh fashion. You can even misuse words and mangle their meanings to fit what you want to say, and people will tend to know what you mean. This also comes with a sharp sense for when you can use your lavish lexicon to potentially manipulate someone's opinion, swaying them a bit more to whatever conclusion you'd like with the confidence of someone who just *knows better* than them should their conviction not be strong enough.

Sanguine Science (200 Bones)

First came Spark, the magnum opus of Mina the Hollower. After her Spark Generators were erected on Tenebrous Isle, Baron Lionel began further research into Spark, and his findings produced Plasma, a yellow-orange substance that can be siphoned from the living as they are wounded into specialized Plasma vials. This research has been passed to you! You gain the knowledge needed to utilize Plasma, from building machines that can sterilize and fill Plasma vials, to enhancing weapons and tools with the ability to use or gather Plasma, to growing modified roses that produce Plasma in their petals.

Plasma supernaturally heals those who imbibe it, but perhaps more importantly it can counteract or even reverse the effects of acute Spark exposure, restoring mutated flesh to an uncorrupted state. However, it can also accelerate Spark mutation if applied with specialized reagents, allowing those exposed to Spark to grow into powerful monstrous forms at the cost of their sanity.

Saccharine Smile (400 Bones)

Fake it until you make it. And you've certainly made it, even if "it" is having an inheritance.

Simply put, you are a master at being a two-faced schemer. You can easily maintain the facade of being kind on the surface, even if you have awful feelings about someone, and are able to keep up with lies you've told without tripping over yourself. Handy for talking yourself up to people!

However, if you happen to be in a position of influence, you can twist more than your own words. Should someone start becoming a thorn in your side, you are able to skillfully twist their actions and words to mean things that they do not; if a hero is running around, instead of slaying dangerous monsters they could be "harming local wildlife," or if they're stimulating the economy by buying from local stores, they could be "driving up prices with their insane demand for our limited goods." Simply plant the idea into the heads of the impressionable, and it may just spread like wildfire.



Twisted Technology (600 Bones)

Baron Lionel and his scientists in the Astral Orrery conducted many an experiment with Spark after Mina erected the Spark Generators. This led to the discovery of Plasma, and research into how Spark mutated the land and creatures around it when unchecked. Combining these offshoots of Spark research led to Lionel's discovery of Guardians for each Generator, corrupted creatures with immense power created with direct Spark exposure. This kind of discovery is something that will come much easier to you, and not only with Spark technology.

Should you come across an established technology or field of science, usually dealing with esoteric energies such as Spark or Plasma, you have a far easier time discovering new ways to use potential side-effects, pollutants, or discarded "waste" product of said technology and make technological innovations involving those "undesirable" elements. Too high a dose of medicine becomes poison, after all. Should you desire to work with these new innovations, you will be able to find enough time away from those that might take offense to your "tampering" in order to conduct your experiments. You may even be able to perfect parts of the "donating" technology in order to further your own innovations with significant investment.



Items

Like Perks, items are discounted by 50% to their respective Origin. 100 Bone items are free when discounted the first time, and halved normally if they can be bought multiple times.

Classy Cloak (free!)

Cloaks like this are all the rage nowadays, and we can't have you missing out on some quality fashion, can we? *What do you mean this isn't a cloak? Longcoat? Cloaks don't have sleeves? This is high fashion here, of course you haven't heard of this.* In any case, you now get one of these lovely cloaks in whatever color you like; it can even have a simple pattern if it'd please you. Made to be comfortable in a variety of climates, this cloak is easy to clean and quick to dry.

Safety Shroud (100 Bones, modifies Fashionable Cloak)

Discerning adventurers often modify their cloaks, so they can be fashionable and protected at the same time. Your cloak is now similarly modified, and though its weight and shape haven't changed, it is able to function as armor! It isn't infallible of course, but it blunts the impact of blows while you wear it. If it gets torn up, it will repair itself over the course of a day. *If you need ideas for your own cloak, a Safety Shroud typically comes in a lovely azure blue.*

Vitality Vest (100 Bones, modifies Fashionable Cloak)

The atelier in Ossex weaves a cloak for its most high-class clientele that can invigorate the body. Now your cloak, too, comes with this ability! While you wear this cloak, you'll feel healthier and heartier. Were you to get into combat, you'd be able to take a fair bit more punishment than you would without this cloak before getting seriously injured. *If you still need to choose a color, a Vitality Vest typically comes in a grassy green.*

Hollower's Armament (200 Bones)

It's dangerous to go alone on Tenebrous Isle, so take this. A Hollower's weapon, finely balanced for adventuring. You may choose one of five weapons: the Nightstar, a heavy spiked mace head attached to a chain as a whip; Whisper & Vesper, a pair of swift short swords; the Blaststriker Maul, a hammer loaded with explosive cartridges for maximum impact; the Guardian Casket, a haunted coffin rigged with chains to act like a shield; and the Battery Buster, an arm-mounted cannon that fires balls of kinetic energy and can be swung by the barrel as a club to gather energy from targets you strike with it.

Your first purchase is 200 Bones, while further purchases are discounted to 100 Bones.

Secondary Sidearms (100 Bones)

Each of the Origins below have a signature sidearm that they receive for free, but if you would like a Sidearm that isn't already spoken for, you can purchase one here; however, it should be noted that each Origin's related Sidearm has additional functions compared to standard Sidearms outside of use with Joules. Regardless of buying them here or elsewhere, you will be able to find Joules to fuel these Sidearms in future settings for proper use, and they will retain any upgrades that you apply to them.

For further information, the Sidearms you can purchase here are: Beckoning Collar, Bounding Bombs, Deflector Parasol, Fog Thrower, Gnawing Ghosts, Gyro Dagger, Hollower's Rocks, Mist Jar, and Volt Hatchet. If you purchase any Sidearm with Bones, all other Sidearms are discounted to 50 Bones, or half-off in the case of Cycling Sidearms.

Cycling Sidearms (200 Bones)

Perhaps you want a full arsenal of Sidearms? In that case, you can find this smoky orb in convenient, safe spots around each world you visit. You can faintly see an image inside, each resembling one of the Sidearms found in this setting; breaking it open with a simple thwack releases the corresponding Sidearm for you to use. You can only have one of these Sidearms at a time, and these Sidearms don't carry upgrades over between times that you summon them.

Plasma Vials (50 Bones per set, up to 150 Bones)

These specialized vials, about the length of the average person's palm, collect Plasma from your targets as you beat them senseless. Plasma is most often used to close wounds and refresh the body, and as previously mentioned can reverse the effects of Spark contamination, or enhance it given the right circumstances. However, you must be careful, as taking damage while holding Plasma in your vials will cause some of that Plasma to be lost to your aggressor.

Once used, each vial must be cleaned and re-pressurized, to avoid contaminants, so you'll also find a Plasma vial dispenser in places that you own, letting you slot in used vials and dispense fresh ones. No, opening it won't let you take out more vials than you purchase here. You get three vials per purchase, but purchasing three sets nets you one extra for a total of ten vials.

Pink Ladder (50 Bones each)

This tastefully pink ladder, one that suspiciously resembles a pink gorilla shopkeeper's ladder, has come into your possession. This ladder just happens to be useful in a variety of incidental puzzles you might come across, helping you grab something up high, acting as a short bridge, or even finding use as a surprisingly sturdy weapon to bash your enemies with. It even anchors itself to the ground so you can climb it while free-standing. It's about 10 feet high, but always seems to have just a little more length should it normally fall a bit short.

You may buy multiple pink ladders, 50 Bones each, purely because it puts a smile on my face.

Drop In

Fishing Rod (100 Bones)

The humble traveler's best friend. This fishing rod is very sturdy, able to take quite a beating from even the heaviest lunkers you may need to catch. If its line snaps, it'll repair itself in a matter of seconds; if the rod itself snaps, it will gradually repair itself over the course of a day. In addition, this fishing rod can act as a Sidearm! Using Joules, it can subtly lure nearby fish to its bobber to help with slow fishing days, and create small short-lived rafts to float on the water. You can also fling a Joule-enhanced bobber at your foes, latching onto them and sending you soaring through the air to collide with them - with you none the worse for wear afterwards! *Legends tell of particularly clever Hollowers using this fishing rod to get to places they really shouldn't be...*

Traveller's Tchotchkes (200 Bones)

This trio of curiosities brings a pep to any traveler's step. First, a fancy teapot that never seems to get scratched or burnt; tea brewed in this teapot not only won't ever oversteep, but it will also be imbued with swiftness, allowing those who drink it to walk a little bit faster for a few hours.

Second, a set of shoe soles that can stretch to fit any human-size shoe or boot. While wearing footwear with these soles, you'll never slip on natural terrain, nor will uneven or loose ground, shallow water, or even stairs slow you down; it'll also be much harder to push you around by outside sources.

Finally, a little green spider friend (well, they're actually quite large for a spider) that likes to hang out on your shoulder or head. Should you need to cross small gaps, this spider will weave a spider silk bridge across them, holding sturdy for as long as you need to cross.

You may use these tchotchkes as Trinkets if you like, representing Brisk Brew, Steady Soles and a Bridge Weaver respectively, but they do not count towards your maximum Trinkets equipped if used in their current form.

Warden's Greatsword (400 Bones)

This massive blade is typically carried by the wardens of the Astral Orrery, and carry some of their spatial properties. Despite its size, this greatsword always feels just the right weight for you and those you willingly hand it to, while using its full mass when impacting a target. It can be thrown, where it will circle around you and return to you like a boomerang with telekinetic magic.

Finally, by focusing your energy into the blade, it can draw in ambient magic, creating a vacuum towards you and a circle of motes of magic; by stabbing the blade into the ground, it can release this magic in a massive pillar of spatial magic, confined to the magic circle. This magic is, perhaps obviously, very destructive, but leaves you and your allies untouched.

Mirror's End (600 Bones)

This ornate standing mirror seems like nothing special, if a bit fancy. And that's because it isn't; what's more important is what you find on the other side. In fact, with a few seconds of concentration, you can push into any purpose-built mirror with enough room to reflect your entire body, and arrive in Mirror's End.

Floating in a star-speckled void, Mirror's End presents itself as a sort of travel hub. Locations in the settings you visit will be reflected in Mirror's End, though the distance between these areas will be far shorter than in the regular world. Indeed, Mirror's End seems to have a contracted sense of distance, making travel much faster should you find or set up mirrors in each location you visit! Initially, each location's corresponding area in Mirror's End will be locked behind a gate with a switch on the other end, and no amount of burrowing will allow you access, and you must use a mirror in the regular world to enter and open up each area. These areas are replaced upon each Jump's beginning, so sadly you can't use this to access previous settings.

Finally, way up high across a series of floating platforms is the Astral Orrery, a clockwork cloister where scientists and theorists can do their work away from prying eyes. Unfortunately for you, this structure is quite empty at first, save for its titular massive orrery that morphs to fit each setting you visit. You may populate the Astral Orrery as you please, though it is otherwise treated as and subject to the same restrictions as a Cosmic Warehouse or similar replacements.



Townsfolk

Iron Steed (100 Bones)

At first, you simply receive a bicycle's bell. When powered with Joules and given a ring, it summons an Iron Steed to your side! This bicycle, akin to a Penny Farthing with a lance head as a front wheel guard, is a much more reliable ride than its lookalike. This bicycle can turn on a dime without tumbling over, and despite the huge wheels will never get anything stuck in its spokes while it's in motion.

The Iron Steed can reach quite great speeds for a bicycle, and that lance head isn't just for show - it'll skewer softer targets you ram into, while allowing you to stay your course at no loss of stability or speed! Ringing the bell while it's attached to the Iron Steed gives it a speed boost for a short time, as well as piss off nearby foes enough to gather up and try to stop you in your tracks. If your Iron Steed does break down, which it likely will, simply ringing the bell again and powering it with Joules will re-summon it intact and ready to ride. Should you walk away from your summoned Steed with the bell still attached to it, the bell will teleport into your pocket for easy access.

Ossex Ornaments (200 Bones)

A set of three doo-dads that make the blue-collar worker's life just a little easier. First, a set of tightly-wound springs that can be attached to the heels of shoes or boots; jump and land once to activate them, then jump again right after to spring high into the air! Handy for reaching ledges and avoiding incoming foes.

Secondly, a grisly wand made of bone with a ribcage and skull capping it. While carrying this wand, you'll find that hitting enemies will steal currency straight from their pockets, leaving it to fly everywhere around you but totalling more than what they would have had normally; here, you're likely ripping the bones straight out of monsters.

Finally, a rather unsightly but useful hand lantern, looking as though it were made of fleshy, clear polyps. Indeed useful as a light in dark places, this will also prevent you from being attacked by things that lurk exclusively in the dark.

You may use these ornaments as Trinkets if you like, representing Spring Heels, a Deboning Wand, and a Polyp Lamp respectively, but they do not count towards your maximum Trinkets equipped if used in their current form.

A Reputable Business (400 Bones)

We can't have a reputable business person like you simply go without a business to run!

This is a set of titles, deeds, registrations, any documents you need in order to run a business of your choice. You may choose a theme, a desired goal, a general type of business, or what have you; the important thing is that you own this business, and thus can earn money with it.

You can choose to either obtain documents for a new business upon the start of each Jump, leaving the previous one behind, or to have one persistent business that conforms to each setting you visit. You may also choose if your business retains the same employees in the latter case; this is a choice on the individual employees' part if they would like to stay or not, and future hires will be informed of your intention to travel the multiverse.

Steam Train (600 Bones)

You are now the proud owner of this beautiful, sleek new steam train. It's incredibly efficient, quite fast, and has quite comfortable dining and sleeping cars. It's also very easy to tinker with, making repairs a breeze as well as handily taking new upgrades. As this is your train, you benefit from being able to charge for tickets and making deals with companies that would like cargo or people moved around from place to place.

At the start of each Jump, your train will connect to major, well-known settlements within the setting via train stations, which you can decide the theme of. It will also have lines to important locations on your journey, which usually have some kind of road block until you visit those locations for the first time and open up the train stations there. Unless you have access to magic, portals, rocket upgrades, or some other method of transporting a train across vast distances without the use of solid ground, your train cannot cross bodies of water or empty air/space. Your train, its tracks, and its train stations will blend seamlessly into each setting, having been there for as long as anyone can remember, or at least as long as trains have been around.



Trooper

Dynamo Lantern (100 Bones)

On its own, this heavy electric lantern on a chain is sturdy enough to be swung around like a flail and provide a good amount of light when turned on. However, charging the lantern with Joules not only provides a brighter light, but it also causes the thrown lantern to emit a shocking pulse when it reaches the end of its chain. *Naturally, hitting something with a bolt of electricity does a lot of damage, so careful use of this Sidearm can lead to devastating blows.*

Soldier's Souvenirs (200 Bones)

A collection of various charms that lend their aid to would-be warriors. First, a small badge in the shape of a shield, emblazoned with a lightning bolt. Should you be struck with electricity, such as an electrified attack or a bolt of lightning, the electricity will dissipate over the wearer or holder. The badge then becomes dormant for five seconds while its protection recharges.

Next, a pendulum on a green string that grants the holder heightened reflexes; should they attempt to jump away as they're being hit by an incoming attack, time will briefly slow for them as they dodge away, none the worse for wear.

Finally, a long yellow cord with a flat, sturdy battery attached to it. Winding this cord around a melee weapon's grip will bestow it with the ability to call lightning on foes you strike with it, albeit at a random chance.

You may use these souvenirs as Trinkets if you like, representing a Voltaic Guard, a Dodging Pendulum and a Lightning Grip respectively, but they do not count towards your maximum Trinkets equipped if used in their current form.

Marshal's Munitions (400 Bones)

This set of weapons mirroring Thorne and his soldiers will serve you well in your adventures! Firstly, a pair of melee weapons: a club with a chargeable head that can deliver electrified blows, and a trident that grants its wielder the ability to conjure tiny tornadoes to assault your foes by spinning it rapidly in the air. You can charge the club with electricity or Joules.

Second, a satchel full of small mines, which can be laid behind you as you dash and explode on a configurable timer. By charging the satchel with Joules, it can replace used mines.

And third, a strange ray gun and battery backpack based on the Battery Buster; this ray gun has settings to fire off a wide line of lightning, a helix pattern of lightning bullets, or even both at once! Like the club, the battery pack can be recharged with Joules or plain old electricity, and can even be swung like a (regular, non-electrified) club.

Island Hideout (600 Bones)

This small island off the coast of Tenebrous Isle is now under your possession. It has a dock to tie boats to, and on the island are some light fortifications, including a small barracks for any troops you may rally to your cause. The island has enough space to hold about a hundred people comfortably plus shelter and a few utilities and amenities for them.

On its own, this is a rather ordinary island. However, it has a peculiar quirk of being very easily overlooked. It shows up on maps, it can be seen from the coastline, but your foes will simply neglect to factor it into their plans. Should you purposefully draw attention to it, then this quirk will be suppressed, of course.

In future settings you visit, you can choose where this island is placed in the world. It will slot seamlessly into the world, and people will assume that the island has always been in that location. You can, alternatively, access this island through a doorway in your Warehouse or an equivalent, should you not wish to insert it into the world.



Hollower

Drill Driver (100 Bones)

This wide, oversized drill head can be held like a shield over your arm. Its grip can be revved like a motorcycle to start the drill, allowing you to bash your enemies with the spinning drill tip for some visceral damage. A button on the grip cuts power to the drill, allowing the drill to slow to a stop. On its own, the drill is fast and sharp enough to dig through dirt and softer stone with no issues, and tear through wood and leather, albeit messily.

In addition, this drill can be charged with Joules, giving it a boost in drilling speed. By revving the drill while it's spinning, it can also expend Joules to launch forward for a moment, dragging you along for the ride! If activated while in the air, it will also prevent you from falling until the drill's launch has ended. Charging the drill with Joules momentarily sharpens the drill, allowing it to pierce harder materials, like thin metals.

Burrowing Baubles (200 Bones)

Hollowers carry oddities like these to enhance their digging and more easily do their less-adventurously jobs. First, a specialized Spark container plus a Spark, for easy access to these motes of power. A mechanism built into the container pulls individual Sparks towards it when it is empty, allowing its holder to more easily gather Sparks and simply smack stolen Sparks out of their foes. This also functions like one of the Spark Containers below!

Next, a worn, well-read book entitled "Tunneling Codex." By studying this codex, it teaches those with the ability to Hollow how to chain together their breaches and dives, letting them swim through the earth (or water, or other sufficiently-Hollowable material) like a dolphin leaping into and out of the water. Hollowers that can master this technique find their digging much more nimble, and can more quickly cross short distances with the speed it provides.

Finally, a fine powder stored in a rounded tin, easily mistaken as face powder at first. While it can indeed be used as face powder, providing a tasteful brightening and easily setting makeup, its actual use is to provide the holder or wearer reprieve against repeated strikes. When hit, someone holding or wearing this powder will gain a short-lived afterimage, blurring their form and making it significantly harder to hit them again for a few moments. While being struck in this state is not impossible, it is certainly harder than before.

You may use these oddities as Trinkets if you like, representing a Spark Catcher, a Tunneling Codex, and Evasion Powder respectively, but they do not count towards your maximum Trinkets equipped if used in their current form.

Underlab (400 Bones)

Every Hollower constructs their own Underlab as a rite of passage, and this one just so happens to be yours. You can access your Underlab from a surprising number of places! As long as you can find a patch of glowing earth, you can burrow into it and dig your way into your Underlab.



Initially a small room with a theme of your choice under the ground, this Underlab is hooked up with utilities such as running water and electrical hookups. It also has a natural hot spring dug into part of the floor, which acts as your exit: burrowing into the loose soil sprouts a short-lived geyser that will push you back up where you entered from. In addition, you have access to a couple of machines here: a Bone Sinterer, which stores Bonestones and converts ground Bonestone into usable Bones, and a Spark Restorator that can restore your entirely-lost Sparks should you have containers for them. A Plasma vial dispenser can also be found here for easy access to clean vials. Upgrades made to your Underlab, such as new rooms and devices, will persist across Jumps.

Spark Containers (600 Bones)

A set of three specialized, rounded containers for carrying Sparks. They can be used as power sources, with about as much energy as a car battery or so, and can charge electrically-powered devices by holding the Spark in its container against their casing. They passively recharge themselves over the course of a day, or immediately in proximity to a Spark generator.

More importantly, at least for most Hollowers, is their amazing distracting and revival abilities. When the holder of a filled Spark container is knocked unconscious, the Spark flies from its container and is absorbed by that foe; meanwhile, the ex-holder is given a small shock into consciousness, and can crawl away from their defeat and back to a safe place, such as an Underlab. You must defeat that foe in order to retrieve your lost Spark. Most creatures can only carry one Spark, with particularly strong ones able to carry up to a maximum of three; if you are defeated by a foe that cannot carry more Sparks, the released Spark will simply float around and dazzle your foes to let you escape, and you will have to retrieve it when you come across it again. *And should you attempt to crawl away from defeat often enough, more determined killers will just take the opportunity to put you down once they notice the pattern.*

Should you also purchase Spark Technology, these containers will also have a new function: should you be struck by a mortal blow while carrying Sparks, your held containers will immediately resuscitate you and close wounds on the spot, allowing you to keep fighting. This function then burns out and is only restored at the end of each Jump, so make it count.

Noble

Recall Disc (100 Bones)

This odd handheld device comes with a set of flying discs that can be thrown as weapons, albeit they do little damage on their own. When the device is charged with Joules and activated while a disc has been thrown, the wielder dissipates into thin air and pops out of the disc with an explosion! If there are multiple discs deployed, the wielder teleports to the earliest thrown disc in sequence. You can use Joules to restore missing discs.

Knowledgeable Novelties (200 Bones)

This triad of knick-knacks have been hand-picked by scientists and those of noble blood. First, a wartime medal that allows those wearing it to not lose Plasma when they take damage. In addition, it allows you to be more conscious of your surroundings while sipping from a Plasma vial, and move out of the way of incoming threats.

Second, a good-sized brass funnel with a handle, with a slot for a Plasma Vial. This friend to frat boys everywhere allows you to drink a Plasma vial twice as fast, and prevents foes from disarming you of your vials while drinking them.

Lastly, a specialized syringe that can be paired with your Sidearms. This syringe fills with Plasma when your Joules-empowered Sidearms damage an enemy, draining into your Plasma vials easily. However, should you find yourself bereft of Joules, it will draw blood from you and allow you to empower your Sidearms like you still had Joules. This can never drain you so much that you pass out from blood loss, though it will continue to power your Sidearms once you are almost at this point.

You may use these knick-knacks as Trinkets if you like, representing a Valor Medallion, a Plasma Funnel, and a Joule Syringe respectively, but they do not count towards your maximum Trinkets equipped if used in their current form.

Plasma Rose Garden (400 Bones)

Plasma roses are a marvel of science. They naturally produce Plasma in place of nectar, and small amounts can also be pressed or boiled from their petals and greens. And best of all, they look lovely! You have a garden that grows patches of Plasma roses. This comes with some hedges around it, some cute metal garden furniture, a shed with running water, self-replenishing fertilizer to care for your plants, some planters, and a few plots of fertile soil for any other plants you want to try growing. If you need to replant any roses, you'll find a care guide for Plasma roses and new seeds in the shed whenever you harvest or lose roses. In future settings, you can choose whether to plant this garden into the world, or simply access it via a door in your Warehouse.

Shining Estate (600 Bones)

Ah, a resplendent residence for someone of such noble bearing as yourself. This is a lovely Victorian-era mansion, with a grand foyer, a small library, a study, two floors, an attic floor, a basement with a cellar, an entire wing for servants to live comfortably, a lavish master bedroom, enough guest bedrooms to allow up to thirty of your high-class clientele to stay the night, and perhaps most importantly: running water and electricity. This mansion is fitted with marble tile, expensive rugs and wear-resistant wallpaper, portraits of you and your good friends and allies you meet along your journey, finely-crafted furniture, top-of-the-line appliances for a Victorian-era world, the works.

This mansion houses a shining beacon, located closer to the back of the building: a shining Spark Generator, expertly-maintained by a Hollower that comes with the estate. They will not accompany you on excursions out of the manor, as they are paid to maintain the Generator, fix up electrical, plumbing and mechanical problems on the property, and that's it. *They're unionized, so don't try anything funny.* They will tell you, however, how a Spark Generator works, even if they don't know how to build one themselves or draw Spark from the earth, so that you may better utilize the energy a Spark Generator can produce. There is also a laboratory housed near the base of the Generator, which both houses the Hollower's attached abode and has testing and monitoring equipment that can be used to study Spark, and potentially Plasma as well...



Companions

Surely an adventure with friends would be more fun... or at least safer than going alone!

A Merry Band (50 Bones per, or 300 for eight)

Have some companions you'd like to take along? Maybe you're meeting someone completely new here? Each 50 Bones you spend allows you to import or recruit one Companion, granting them 600 Bones to do with as they please, perhaps except for recruiting their own Companions. Alternatively, you can get eight Companions for 300 Bones total, each receiving 600 Bones!

New Friends (50 Bones per)

Did you want to meet someone established in this setting to take along with you? You can guarantee an amicable meeting with anyone in-setting, and should they be willing, you can bring them along on your Chain. You may need to do a LOT of convincing for especially powerful folks like Baron Lionel, and more monstrous, Spark-touched characters may be impossible to reason with, at least without outside help. *If you can make a compelling reason, it may just work out for you...*

A Terrible Troupe (100 Bones)

Do you happen to enjoy some of these “lesser” monsters around the Tenebrous Isle? You can pick one type of monster, a group of closely-related monsters, or the mobs controlled by Thorne or Baron Lionel. You get a squadron of these monsters or rabble-rousers, loyal to you and taking up a single Companion slot or putting around as loyal followers; their number is directly proportional to their strength. For example, you may get a trio of lionclads, or a small troop of Thorne's trained men with one hulking trooper. Purchases for them are split amongst the group. They can understand you no matter your current form's ability to form coherent sentences.



The following Companion/Follower options are made purely for this document, and do not normally show up in-setting as they appear here, though they could if you'd like. Enjoy!

Beebat Buddy (one free!)

It's fluffy. It's buggy. It's a beebat! This monstrosity crosses a bumblebee with the ears and wings of a bat, roughly the size of a vulture and with a gnarly stinger. They appear to be able to fly effortlessly, and mainly attack by divebombing their targets stinger-first, which they don't lose after stinging. Luckily for you, this one is docile, likes being pet, and is receptive to training.

Swordsbunny (50 Bones)

This toasted marshmallow of a rabbit with long chocolate-colored hair is Vivienne, novice Hollower. She's laid-back, a little lazy, and a sweetheart, but despite being what amounts to a walking pillow in a ~~longcoat~~ cloak, she's rather handy with swords of all types! She has access to Hollowing, the equivalent of an electrical engineer's degree, each perk and item under the Hollower origin worth 400 Bones or less, an electrified arming sword and shield that acts as its charger and sheathe, and a Classy Cloak with Vital and Safety upgrades in a deep blue matching her eyes. Her voice is rather familiar, *as though you've been listening to her this whole time...*

Finale

Finally, your time here is up and your adventures in this world come to an end.
You are presented with three final choices.

A Hollow Victory - It's understandable if, for whatever reason, you're simply not interested in continuing on your chain from this point on. Pack up your hard-earned goodies and return home.

The Morning Sun - It shines as a new day overlooks this land. Are you more interested in staying here and seeing what else this world has in store beyond the story's end? Feel free to end your world-trotting adventures here.

Seek A New Frontier - Nowhere to go but forward. Pop through a mirror, leave this world behind and continue along your Chain.



Drawbacks

Need more Bones? Take as many drawbacks as you think you can handle.

Time Extension (None)

You can extend your stay in this world, up to the traditional ten years of the classic Jump format. Not much is known about the world outside of Tenebrous Isle, but rest assured there will be plenty of adventures to be had should you venture out into the world.

Jumpscare Jester (100 Bones)

You've earned the attention of one Klumpy Dee, an ultimately-harmless fellow with a penchant for jumping out when you least expect it with a frightening face and noise... to then amuse you with bad jokes and anecdotes about the local area. During your adventures here, Klumpy will make you one of his targets. *Even expecting a jumpscare won't always fully cover you from getting spooked!*

Maxi-mized (100 Bones)

It appears you've slighted someone in this world, and they've pledged to be your rival so they may finally overtake you! Much like Mina has Maxi, your rival is dogged and determined to show you up so they can get more recognition than you... or, something else, if you weren't necessarily being recognized for anything. Their bag of tricks resembles yours in most ways, though they may have picked up a few techniques of their own to get a leg up on you. Expect to fight your rival for "supremacy" fairly often during the course of this story, and at least once a year past that. Should you survive your stay here, you may bring your rival along on your adventures, where they may finally calm down enough to potentially be friendly with you.

Hydrophobic (100 Bones)

You and water don't mix, whether your fur holds onto too much water or you simply sink like a stone. You can't swim, and you lose access to anything that would allow you to swim, except for hollowing, and even that is much slower than usual. You also don't gain any benefit from the healing hot spring of Mina's (or your own) Underlab, nor anything of the sort from different settings that you brought in yourself. *This doesn't prevent you from taking baths or showers, but you'll be mildly miserable the whole time like the average cat.*

Glyphtastic (100 Bones)

You don't know the local written language, and the accents around here are rather strong. You'll have a rough time learning anything from anyone without some effort learning the local dialects and how to read their writing. It will take some effort, but if you do put in that effort you will no doubt learn enough to get you by.

Hollowed Mind (100 Bones)

Now it just wouldn't do if you immediately knew what happens in this story, would it? Your memories of Mina the Hollower are sealed for the duration of the game's story; the locations of hidden treasure around Tenebrous Isle are specifically hidden for the duration of the Jump, as well.

Hollowed Form (100 Bones)

Your journey to Tenebrous Isle has left you battered, bruised, and bereft of your prior abilities and items. Any abilities beyond a human's capability, and all items beyond the scope of a steampunk-level Victorian England, that you do not purchase here will be sealed for the duration of the Jump, except for things that are purely cosmetic. Prosthetics that you require are brought down to this Jump's tech level.

100% Completion (200 Bones)

An insidious curse has taken hold of you: *greed*. You simply will not be able to rest until you have searched every nook and cranny, flipped over every rock, and dived behind every waterfall to collect Every. Single. Piece. of treasure on Tenebrous Isle. Worse, this curse will prevent you from moving on from this world until you find every piece of treasure that Mina doesn't.

Missing Mouse (200 Bones)

What's this? Mina never got a letter from the Marshal of Ossex? Through some strange twist of fate, you ended up on Cappy's ship to Tenebrous Isle, called forth by the Marshal in some hope that you may be able to help his cause. You must take the place of Mina in this story, and thus this Jump will not end before the Spark Generators are dealt with in one way or another.

No Bone Zone (400 Bones)

During your stay here, you'll find very, very little of the local currency: Bones. No monsters will drop Bones upon being slain, no townsfolk will offer you Bones as payment for your service. The only sources of Bones will be those you find as condensed Bonestone, and those dug up from the ground and graves... as frowned-upon as graverobbing is, even those will be hotly contested.

Don't expect to be able to buy stuff or benefit from Bone Up! very much during your stay here.

Lost Your Mind (400 Bones)

You've, quite literally, gone and lost your brain somehow. Naturally, this is quite debilitating, but luckily you can still (for the most part) physically function, being able to walk around, fight clumsily, complete simple tasks and form extremely simple sentences. Until you find your brain, or someone else does for you, that's about all you can do- and you will not be leaving this setting until that brain is stuck back in your head. *And do be careful about putting brains that aren't yours back in your head, lest they make you do some rather embarrassing things...*

A Horrible Night... (600 Bones)

This island is more dangerous than one might realize at first. Your foes will be stronger and wilier, and your experience and equipment will only protect you so much. In fact, it may feel as though the enemies you encounter here have prepared for you in advance, giving you plenty of trouble and even ways to counteract your favorite abilities gained on your Chain. Prepare yourself for a grueling curse, for there's no chance your foes will hold back against you.

Blameless (600 Bones)

You are inherently worried about keeping your name clean, and thus you will find yourself utterly unable to do anything that could be misconstrued as something terrible. Among other things, you won't be able to go fishing, defeat certain problem enemies, defend yourself against being robbed, free prisoners from enemy factions, break the plentiful candles around the Tenebrous Isle that can hold Joules and other handy pickups, ignore beggars, play with children, enjoy jokes from jesters, ride the train more than one time, help the wrong people...

Essentially, if it would make you a good person to anyone outside of Ossex, or anything you do could be construed to make you look selfish, you aren't going to be doing it. Expect this to get in the way of anything you do, because who knows what they'll think if you accidentally damage a lightpost in combat? And if you find yourself somehow committing these acts despite this mental block, you'll be locked up until you repay your debt to society. *Mind your P's and Q's and be a good little adventurer, because YOU aren't going to have any fun.*



Scenarios

These are simply extra challenges for you to consider. They do not offer Bones, but they do grant you something new in exchange for besting them. These are non-canon, and made up purely for this document. You may attempt as many as you please, if you think you can handle such challenges.

Mx. Hyde

Someone has dosed you with experimental Plasma, either sometime before you awake here or nearly immediately after your arrival. Randomly during your stay here, you will get a sense of dread mere minutes before something strange happens: your body will twist and change into a tall, rough and burly form, and while your mind will mostly be intact, you'll be infused with rage and power enough to make rational thought straining. This beastly transformation typically, though not reliably, lasts for about half an hour, and a few minutes before you transform back into



your normal form you will get another sense of dread. While this form is powerful and allows you to spew fireballs from your mouth, your capability of speech is almost nonexistent, and very few people will trust your beastly guise without serious effort on your part.

You could simply live with this curious affliction. After all, your beastly form is quite strong, if unreliable. However, should you wish for it to be reliable, you must go on a quest for Beastium. There are six varieties of Beastium on Tenebrous Isle, and should you put enough effort into studying these strange materials, you can create a Plasma-based antidote to this affliction; alternatively you can create an upgrade to this affliction, allowing you to use a dose of Plasma to voluntarily change into your beastly form instead of doing so at random. You may transform back with a few minutes of focus or meditation, and you may still use Plasma to heal your wounds normally. Either way, you will be freed of your involuntary transformations... and have enough research to induce and cure these at-will transformations in yourself and others, should you change your mind.

...To Have A Curse

The corruption wrought by the malfunctioning Spark Generators has seeped into your very being, and it frays your psyche with each passing day. During the day, you retain your form and mind, though traces of your mutation may rear their head without access to Plasma, which will relieve your symptoms only in daylight. During the night, and in moments of high stress, you gradually shift into a dark, perhaps grotesque Guardian Form and must fight to keep your shape and sanity intact. Should you lose yourself, you will at least find yourself again the next morning, though there's no telling what horrors you could bring in your Guardian Form. Alternatively, should you be defeated by someone and offered a dose of Plasma, you may also return to your regular form.

Your only hope of ridding yourself of this curse for good is to stop the pollution coming from the Spark Generators. Should Mina be around, she will need your help in order to complete her quest; should she be missing for one reason or another, this task falls completely to you, and losing yourself to the Spark influence will be a bigger concern than before due to your proximity. Should you last long enough to see the Generators shut down completely, your curse will be lifted and transformed into a blessing: your Guardian Form will be purified of its corruption, and you will be able to freely switch back and forth from it with a few moments of concentration. On top of it no longer taxing your mind, your Guardian Form can change appearance to become something more aesthetically pleasing to you.



A Clean Breakthrough

There has to be a way to make Spark generation a fully-clean energy source. No one on Tenebrous Isle has put much thought into it- nay, in fact the only one interested let the Spark Generators go without maintenance to see what their corruptive effects would be on the island. You may find the beginnings of such research in the Astral Orrery, or perhaps even locked away in Baron Lionel's files...

Your first step in this journey will be to figure out just what exactly Spark *is*. As far as most know, it's a form of energy drawn from the earth, and forms as blue lightning when concentrated. It can "clump" together into small orbs of ball lightning, which can be contained safely in specialized containers, whereupon they can be used to power things. Not much more is known about Spark than that. To find a clean solution to Spark, you must indeed *know* Spark first.

Your next step will be to closely examine how Spark affects organic life. The mutative effects on creatures and plants must stem from something about Spark; should you find it, perhaps you will be able to filter it from the energy Spark produces. You will also need to figure out a way to treat whatever is filtered from Spark that causes mutation. Sure, you could put it in lead barrels and bury it, but that's just creating future problems- in order to find the secrets to clean Spark energy, you must find a way to neutralize the filtered byproduct.

Once you have the knowledge required, you may attempt to re-configure a Spark Generator to run cleanly, using whatever newfangled methods and machinery you might have come up with. Should your solution be successful and the Spark generated by it no longer be corruptive, then you may use this knowledge for the rest of your Chain- and potentially save Tenebrous Isle from its plight, as well!



Notes

Release 0.9:

I tried my best to keep everything on offer as canon-compliant as possible. Failing that, I've tried to stick to fanon that could be derived from the game, so forgive me if some bits seem a little funky.

In case it wasn't obvious, *the italicized gray text* is attributed to the Swordsunny OC companion.

Release 1.0:

Changed "Background" and "Origin" to "What Are You?" and "Who Are You?" respectively; just more flavorful and avoids conflating the two terms. Made a hint more obvious. Changed "A Horrible Night..." to be somewhat more flavorful rather than a straight scaling drawback.

