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67 years ago, the Fracture sent the world of Lumière, a world similar to Paris, into a beautiful yet apocalyptic world where the land has broken and no longer abides by the rules of physics, terrible creatures called Nevrons can destroy anything in their path, and a monolith appeared with the melancholic titan known as the "Paintress" who paints a countdown with each year, humans whose age matches the number she paints is killed through the Gommage. It is up to the Expeditions to find a way to stop her. You arrive the day before Expedition 33 begins their fateful journey.

SPOILERS AHEAD

Take these **1000 Choice Points**. For those who come after, Jumper!

STARTING LOCATION

*You may choose your starting location or gain **100 CP** and roll a d6 to determine where you start.*

1) **Lumière**: The main city that survived during the Fracture, most of the human denizens of this world reside here. With a Shield Dome to protect it from the Nevrons, the citizens all work together to survive and give the Expeditions the best chance at survival. You have a small apartment here and are preparing for the Gommage.
2) **The Manor**: A sort of otherworldly realm, this Manor acts as a hub for the Expeditioners and provides a safe place within the wilds of this shattered world. Overseen by the Curator, you have been surviving here for some time.
3) **Gestral Village**: Hidden in the red forests of the Ancient Sanctuary, the Gestral Village is a rowdy place where the main venues of entertainment are the arena, sakapatate building and the casino. You live here, either as a Gestral yourself or an honorary guest - the Gestrals are a friendly folk after all.
4) **Esquie's Nest**: The home of Esquie and Francois, this luminescent cavern of warm pools and wonder is guarded by the Gestrals but you have gained access to this place. Perhaps you have made friends with living sack of wine or just exist as a neighbor to them.
5) **Inside the Monolith**: How are you here? You have passed the Gommage barrier and exist in the monolith that the Paintress resides in. This is an incredibly dangerous place... how did you wind up here?
6) **Your Choice**: Congratulations, you may choose anything above or anywhere else in the world!

STARTING AGE & GENDER

*You may retain the gender of your previous Jump or freely choose another. You may also choose your age or gain **100 CP** and roll a d20 and add 12 to your result.*

ORIGINS

Choose one of the following Origins. Each Origin's Perks and Items are given a 50% discount with 100 CP Perks and Items being free for that Origin.

Expeditioner: You are the hope of Lumière, one of the few that braves the world outside to find a way to bring down the Paintress. Are you a part of Expedition 33? Or have you somehow survived outside in the world beyond the walls of Lumière?

Gestral: Made from living wood and resembling art dolls and brushes, you are among the battle-loving Gestrals. Though they may not be the brightest bunch, they are a shining beacon of light in this dangerously beautiful world. Will you explore this world in search of the greatest battle?

Painter: While it may not be glamorous, you are one of the major players in keeping society turning. You may serve under a ruler, but you are the seat of political and economic power that brings prosperity to your fellow people. But... why is there so much paperwork?

General Perks

Absolute Cinema! [Free]: This world is absolutely beautiful, a feast for the eyes. Despite the dangerous geography, there is a vibrancy and imagination to the world that it leaves one in awe. The cinematic style of the game is also quite artistic, oozing with creativity. It also goes to say that people of this world are quite a lovely sight for the eyes as well. Now you have the power to utilize the Clair Obscur style, importing it into future worlds. All your adventures with have the cinematic flair of Expedition 33, the colors and art style will be incredibly eye catching and everyone will be quite attractive. In other words... absolute cinema! You can toggle this on or off at any time.

Artistic Flair [-100 CP]: This world is founded in the arts, now you have a talent to match. You may be good at writing, painting, drawing, sculpting, instrument playing or any other artistic passion of your choice. Your works of art will sell at a high price, or your performances will always be packed to hear or see your works in action. You can make quite a nifty income from your passion alone. You may purchase this Perk multiple times, each time picking a new artistic passion.

Chroma Manipulation [-200 CP]: The mysterious energy of chroma appeared during the Fracture and the denizens of Lumière had to learn how to utilize it to the best of their abilities. Chroma resides in all beings of this world, and you now have the knowledge on how to wield it. From it providing protection against physical attacks, to it being used in elemental and magic-like attacks, to it being able to store weapons in a pocket dimension where you can summon them to even it being the lifeblood of Pictos, you now have a functional understanding of it and how to wield it. Furthermore, within a week, you will find you will be able to find new applications for it and even wield it like Renoir - creating unstoppable blades of chroma that pierce through defenses like paper. This also means how to use Gradient Attacks and Counters, developing your own special devastating attacks or copying the ones seen in this game. In future Jumps, you can import this and have it function normally or even use a different sort of power source to replicate these feats.

Dark Souls Turn-Based RPG [-400 CP]: Expedition 33 revitalized the turn-based RPG genre with its gameplay, and now you can replicate this in future Jumps. You can toggle this on or off at the start of your Jump. You will find that the world will operate on the game system of Expedition 33. You have time to think and plan your moves, you will have an understanding of the "turn order" of battle, you will have the option to search for weak points to exploit, use items and rely on skills to deal damage. Also, on your combatant's turn, you will be able to dodge or parry their attacks, successfully parrying all attacks in a combo lands a counterattack for devastating damage. You will also find yourself having access to a skill tree to upload skills into a quick selection menu.

How Did You Survive the Gommage? [-600 CP]: In this world, when you age matches the Monolith, you will simply be erased from reality. Dissolving into nothing but red and white petals and ink, there is nothing that can be done to prevent this. Except with this particular blessing. Just like Renoir, Alicia and Verso, you have been blessed - or cursed - to stop aging and continue living an immortal life. Should you be killed, you will simply heal on the spot. You can even be bisected and have function over the two halves of your body before reattaching yourself. You are also immune to the Gommage, meaning the Monolith has no power over you. The only ones who can truly kill you are the Curator, the Paintress or Maelle. In future Jumps, you will find yourself immune to similar "instant-kill" powers, but only one time every 10 years/Jump. This counts as a 1-Up.

EXPEDITIONER PERKS

Hope for Lumière [-100 CP]: To be a part of these Expeditions, you must have the skills and knowledge to stay alive out there in the wild world. You have expert survival skills, enhanced constitution and stamina to go for days on end without sleep, knowledge of flora and fauna and most importantly, combat skills. You know how to wield a variety of weapons on an expert level and can pick up new weapons to learn with ease. Additionally, you are completely fluent in French, able to read, write and speak it. Finally, you gain access to a mental menu of your stats and may dedicate your training into the aspects of your Vitality, Might, Agility, Defense and Luck.

Signature Battle Style [-200 CP]: Each member of Expedition 33 has their own unique battle style and mechanics that play into it. From Maelle's stance switching to Lune's stains to Sciel's deck to Gustavo's metal arm to Verso's style ranking, you can either copy one of their styles or create one of your own. Usually, the styles are inspired from different gaming genres as homages, so you may take a similar inspiration or build your own from the ground up. However, you cannot make one that "instant kills" anything in your path... but you may be able to create a build using your mechanics and Pictos to achieve something like that.

Expedition Jumper Performs a Counter [-400 CP]: The Expedition relies on one thing to function - teamwork. You find that you are a master of not only promoting cooperation but able to coordinate others to achieve optimal results. You are an expert delegator, knowing how to identify the tasks everyone is suited for. Additionally, you know how to merge the techniques of your team to perform deadly combos and unorthodox attack patterns that will leave your enemies stunned and unable to defend themselves. Finally, when your team strikes together, you find that the attack is even stronger than it should be, the power of bonds coming in full force. The Expedition will achieve its goal with you onboard.

For Those Who Come After [-600 CP]: When one falls, you continue. That is the motto of the Expeditions. And this Perk now embodies that ideal. First, you are able to process the deaths of others incredibly quickly but maintain a respect for others in their grieving. You can even provide incredibly heartfelt counseling to others to help them through their grief incredibly quickly. Should a Companion or ally fall in battle, you will find yourself and your allies are spurred on by their fall, your own powers and abilities doubling for each Companion that falls until you accomplish your mission. Additionally, should you sacrifice yourself for your Companions in such a way that would have you die and fail this Jump and all future ones, you retain all purchases you received and have the knowledge that your death had your allies achieve the mission in the end, overcoming the odds and giving themselves the best ending possible. This Perk only works if you sacrifice yourself with no intent to gain anything, if you throw yourself in the fire willingly specifically for the benefit, the Perk does not activate. For those who came after you, their future is bright.

Gestral Perks

Way of the Gestrals [-100 CP]: The Perk first and foremost grants you an Alt-Form of the Gestrals themselves. You may choose to be a small one like Noco, a long and lanky one, a tog-heavy one, a large and rotund one or even simply look like a wooden model mannequin if you so prefer. You may choose the color of your brush hair as well, and its style. There are feminine bodies to work with as well. You gain the ability to grow five times your size as well, turning a small body to the size of a monster truck with ease. Additionally, you learn the language of the Gestrals and speak it fluently but may also speak like humans as well. Finally, you are extremely adept at fighting, being incredibly strong to lift mighty trees and tank hits that most would think your wooden body wouldn't normally be able to.

Business Minded [-200 CP]: Strangely enough, there are many Gestrals who also have a knack for business despite their... simpler natures. You are similarly adept at this, being a shrewd business owner yourself. You know how to make a profit and have a reputable name to your business. However, you know a secret as well - if you challenge a vendor and defeat them in a fight, they reveal even more specialized inventory that benefits you as well as gaining a suitable discount for the normal stock. In future Jumps, you can do something similar with it being a fight or simply a small game or contest of skill to win this special hidden stock to aid you in future Jumps.

Getting Angry [-400 CP]: Much like the "Chef" of the Gestrals, you gain access to a powered-up form. Choose an element type (Fire, Ice, Earth, Lightning, Light, Dark or Physical): Your brush-like hair extends and glows with chromatic energy matching the element type, your extremities and weapon are coated in a similar energy that looks as if the chromatic energy is smeared across them. and the patterns upon your wooden mask glow with the same energy. Your speed increases dramatically, your attacks are much more powerful and deal as much physical damage as it does elemental damage and you gain increased damage resistance. Unlike Golgra, you can activate this form at will, giving you incredible boosts as needed.

What Lovely Feet [-600 CP]: Much like the staff-wielding Monoco, you have the peculiar ability to transform into the Nevrons that you can encounter in this world by collecting a body part from them - be it feet or other pieces. When in these forms, you perform their basic skills, wielding their power with extreme knowledge as if you had always been one of them. You may maintain these forms as long as you like and switch back in an instant. In future Jumps, you may use this against other creatures and even human enemies if you are so inclined. This only works against nondescript enemies. You can turn into a vampire, but you cannot turn into Count Dracula.

PAINTER PERKS

Painting Basics [-100 CP]: As a Painter, you will need to master some of the basics in order to function. Luckily, this Perk provides that. First, you have the ability to adjust however you look on a whim, conjuring new clothes on a whim or even adjusting your body in such a way you can remove abnormalities of yourself with ease. Second, your hair turns white in painted worlds, denoting your position as a painter. However, you may hide this using chroma, effectively dying your hair until you call upon your Painter powers. Third, you gain an Alt-Form which has your skin become stone and statuesque, your limps being a mixture of black chroma and fragmented stone. Your face is hollowed out, your words now a telepathic projection onto others. In this form, you can fly in a painted world and are incredibly resistant to damage.

Corruption Resistance [-200 CP]: It is an unfortunate reality that Painters cannot stay in their paintings for too long, for if they do the chroma will overtake them and kill their real forms, leaving them forever trapped in the painting. You do not have this issue - you are immune to this chromatic corruption of your form, allowing you to stay in paintings as long as you please. In future Jumps, similar corrupting energies have no effect on you, allowing you to remain pure and healthy and enter realms or wield powers that would destroy you physically, mentally or spiritually.

Chromatic Creations [-400 CP]: The power of Painters is to bring their imagination to life, and as such, you now have this power as well. You are able to summon ten followers that are formed from your imagination. They are skilled combatants, each being a powerful creature or soldier to do your bidding. They outclass most grunts or simple threats, being some of the effect of an elite minion for yourself. Should one fall, you are able to conjure another instantly, granting you immediate reinforcements. Finally, once per Jump or ten years, you are able to conjure an army to aid in one battle, either turning the tide or supplementing allied forces. When this battle is over, all but the original ten creations will disperse. You are a force to be reckoned with.

Essence of the Art [-600 CP]: This final technique is the ultimate power of the Painters. Once per Jump or every ten years, you may select a single person that you are within touching distance of. You may channel your power here to perform the Gommage - erasing this person's very essence. They will disappear in flash of black chroma and a flurry of red and white petals. Similarly, you also have the inverse of this power. By drawing upon the memories of someone dead or erased, you may paint their essence back to life. Once per Jump or every ten years, you may revive one person from death, their form reconstituted in a flurry of white ink and golden petals. The power to erase and the power to create - the duality of an artist made manifest.

General Items

You gain a 400 CP stipend to use on Items only.

Peak Soundtrack [Free]: The soundtrack of Clair Obscur is as vast as it is satisfying. From light piano and singing to rock opera solos to electronic dance music to snazzy jazz and everything in between. You now have access to this soundtrack which can play in the ambient space around you or simply in your head. Additionally, if you have any Items that grant any records of your adventures in terms of physical media, you may use this soundtrack to enhance your own media to grant more emphasis to your adventures as well.

Chroma Stockpile [-100 CP]: This world revolves around chroma, whether it's used to create Pictos, the fuel for all sorts of attacks, upgrade weapons or even as currency. If you have any currency Items, you may import them into this Item to gain that same amount of funds. Furthermore, you gain 100,000 chroma upon purchase of this Item. You also gain a refreshing stockpile of catalysts and other materials needed to upgrade weapons to their peak. Each purchase of this Item moves the decimal point one space to the right (i.e. another purchase makes this 1,000,000 chroma). You gain the amount that you purchased at the start of every year, which can be banked. In future Jumps, you may add this into any other funding Items to stack them.

Picto Armory [-200 CP]: Pictos are special tattoos that are placed upon the body by using chroma. Each Picto has unique properties, augmenting your attacks, granting additional energy or modifying you in a lot of other ways. With a purchase of this Item, you gain all Pictos that are available in Clair Obscur. They are on your person immediately. A second purchase of this item upgrades these Pictos, so they are all fully leveled, no longer requiring you to fight several times to master each one. A third and final purchase gives you the knowledge on how to replicate the Pictos, making more than one.

The City of Lumière [-400 CP]: The surviving city of the Fracture, this beautiful town overflowing with hardened chroma is one of the few safe places left in this world. When you purchase this Item, it will attach to your Warehouse, and all its citizens will be fully restored and be living normal lives there. Citizens and Expeditioners can be used as Followers from here as well, though they are not as powerful as the main characters of Expedition 33. There is also a light track playing in the air as you walk the streets. Be dazzled by the works of art and find peace in a city reminiscent of romanticized early 1800's Paris, France. You may also import this city into future Jumps, their technology adapting to match the setting you are in.

The Manor [-600 CP]: This extradimensional space resembles a wealthy manor home before a terrible fire consumed it in another life. You may enter this Manor by accessing any doors that are hidden throughout the world. Here, it is a safe space that only you, your Companions and any allies you deem worthy of entering. The space is warm, cozy but empty. Paintings adorn the walls of locales in this world. It is overseen by a copy of the Curator, though this one is entirely loyal to you and tends to the place when you are not around. When you first find it, most of its rooms are locked, only by finding the other 12 doors across the world will you unlock other rooms; a kitchen, guest rooms, bathroom, library, studio, greenhouse and storage area. With these doors, you are able to travel to where the doors were when you found them, acting as fast travel points, letting you cross continents with just a few steps. You also gain a "pocket door", a palm-sized model of a door to the Manor that when placed on the ground spawn the door which allows you to enter, you may also pick up this door when you leave. Additionally, all your needs a provided here in the manor - everything being in the lap of luxury. You may import this Item in future worlds, each of the twelve doors hidden across the Jump's setting for you to find and create fast travel points out of. The paintings within the Manor also update to show vistas of the setting you are in... perhaps hints as to where the doors are.

EXPEDITIONER ITEMS

Lumièrian Uniforms [-100 CP]: You need the vestments of the Expeditioners if you are to be one of them. You gain a personalized Expedition uniform that provides moderate protection from damage and will keep you comfortable in all forms of weather, even if you're barefoot in the snow! Additionally, you gain a basic weapon of your choice to complement your fighting style. Also, if purple isn't your color, you may get a red or white version of your outfit as well.

Personalized Ultimate Weapon [-200 CP]: Each Expeditioner is able to find their own ultimate weapon, and now you have one as well. This weapon fits you perfectly, weighs as if it is nothing, and scales perfectly to the stats of your choice. You may also change its damage type to anything of the damage types present in Expedition 33. This weapon is also unbreakable, self-maintaining and provides a passive boost to your own abilities, giving you a 25% boost to striking speed and power.

Expedition Flags [-400 CP]: You have 33 black flags with golden embroidering of a number or symbol of your choice emblazoned upon it. When firmly planted in the ground, you and any of your allies who makes camp within a 50-yard radius of the flag, they are fully protected from any harm while resting there. You will always be able to rest soundly, speak to your allies without fear of interruption and can safely tend to your weapons and upgrades without worry. Additionally, when you interact with the flag and have placed other flags, you can transport yourself and your allies through the flag to another flag's location, creating a series of teleportation points. However, once you plant a flag, you cannot take it out. You gain 33 flags at the beginning of each Jump after, anyone's that are not used are discarded.

Lumina Converter [-600 CP]: This little lantern-like charm is a technological marvel. By converting the chroma of the Nevrons, the Expedition is able to convert this into Lumina which helps them share their Pictos without having to put them upon your own body. You have a similar Lumina Converter, and it serves a similar yet different function. At the start of the Jump, pick up to 8 Companions you have with you. Each one of you chooses a Perk you have, you can now share it amongst one another, meaning you and your 8 Companions now have access to the Perk and its benefits. Now, you only share the benefits for the Jump, and each year you and your Companions may switch the Perks that are being shared amongst the group. Should the Lumina Converter be lost or destroyed, it is returned to you the next day. With this Item, powerful builds await you, Jumper.

GESTRAL ITEMS

The Vendor's Pack [-100 CP]: This comically stacked pack towers far above you, tied together somehow by rope and dreams with a large lantern that hangs above it. This pack is an endless storage space, only accessible by you. You can store anything in it. Yes, I do mean anything. Additionally, this pack can shrink or alternate its packing style to accommodate doors and other narrow spaces, meaning it will never be a burden to you.

Ultimate Sakapatate [-200 CP]: The sakapatate are essentially giant pilot-able robots made of wood, cloth and whatever scrap the Gestrals find lying around. You now have one of these sakapatate to call your own, your own body merging into it when you want to pilot it. You can designate it to have the cannon shield, a tree trunk club or the pinwheels of flame. You may also design different kinds of weaponry as well, so long as it incorporates the signature style of the sakapatate. Additionally, you gain the knowledge on how to repair and design new sakapatate. But, beware... many sakapatate when they are damaged enough do tend to kamikaze and explode when pushed too far...

Gestral Village [-400 CP]: The famous village of goofy fighters, this now becomes a Warehouse attachment for you. You gain access to the arena which allows you to challenge all sorts of boss enemies you have already defeated as well as the Gestral Champions of the arena as well. Fighting in this arena grants you increased training, allowing you to hone your skills faster. Additionally, this village now allows you to have Gestral Followers that come in three variants - small merchants, rotund defenders and lanky attackers. Though not the brightest creatures, the Gestrals are fun loving, loyal to their friends and love a good fight. Why not give them what they're looking for, eh? Finally, you may choose to import this village into future Jumps, updating the scrap they use and adding their colorful presence into the lore of future settings.

The Sacred River [-600 CP]: Gestrals have a secret, they can actually live forever. But, in order to do this, their older or dead bodies must be returned to the Sacred River to be bathed in it and given a fresh new form. You now have access to the hidden location of this river, and it will become a Warehouse addition for you. Once per Jump or every ten years, you may bring an elderly or dead body to this river and let them bathe in its waters. When you do, they will be revived and returned to their prime condition. They will retain their memories as well, unlike the Gestrals, meaning they can learn from their previous life experience. You may import this location into future Jumps, with you being the only one who knows of its location and existence outside of your Companions. Use it well, Jumper.

PAINTER ITEMS

Immaculate Clothing [-100 CP]: If there is one truth to the Painters, they have quite the impressive fashion sense. You now own an impressive suit, dress or any other clothing of your wildest dreams. This clothing self-cleans instantly, provides a defensive buff against variety of attacks and provides comfort in all forms of environments and weather, meaning you could be in the middle of a volcano, on the highest mountains, or anywhere else, you will be protected and comfortable. It also goes without saying, that you will look amazing, stylish and badass in this clothing.

Painter's Blade [-200 CP]: Pick either a cane, walking stick or other sort of walking implement - you have an exquisitely crafted version of it that will never break and provides a stamina buff for your walking. But there is more to it that just a fine accessory. The truth is that it is the disguised form of your Painter's Blade, a sword that is modeled after a paint brush. This blade can channel all types of chroma energy in it, flipping its type upon your thought. It also can cut through the air itself, sending shockwaves of concussive force at your targets. It also is a focus for your Painter abilities, letting you paint the battlefield with death and creation in equal measure. This weapon cannot function with anyone else, and should it be lost or destroyed, it will instantly reform itself and appear at your side within the hour.

Jumper's Monolith [-400 CP]: This is your seat of power in this world, a towering spire of stone and chroma that is a conduit for your powers. Inside the monolith is a look into the true heart of who you are, all your memories and experiences laid bare for all to see and understand. When standing upon it, you will find your Painter powers amplified by a hundredfold. This monolith is guarded by a towering version of your Painter form, working at your thought and whim to defend it from intruders and aiding you in combat. The downside is your monolith can only be placed once and will remain in place. Furthermore, to fully gain the benefits of this tower, it will take a year for it to reach full power. Once it does, you will find you may use your Painter Perks ten times more than what was originally listed. A perfect boss arena, don't your think?

Your Canvas [-600 CP]: The most important treasure to any Painter. Once per Jump, you gain a blank canvas that is in a size of your choice. You also gain a set of paints for you to use. With your power, you are able to create a world of your own design, drawing upon the essence of your own imagination, experiences and memories to create vibrant worlds that are specifically to your design. These worlds can be peaceful utopias of unyielding kindness and gentleness, terrible worlds of strife and darkness or anything in between. You can grant the outside world. Furthermore, you are able to create the denizens of these worlds and can decide how they view you. Are you their god? A devil? Or just a simple stranger passing through? Perhaps you paint these worlds to remind you of those you lost? Or to create homes for the lost? Either way, treasure these worlds well, Jumper.

COMPANIONS

Any Companions that are purchased with CP are guaranteed to come with you on the JumpChain. You also gain a 400 CP Stipend to spend on Companions only.

Import [Free]: For free, you may import up to 8 Companions to bring into this Jump. They gain an Origin and have 600 CP to spend on Perks and Items.

Recruit [Free]: If you are able to convince any person in this setting, they can become a Companion and join you on their journeys. They do not receive any CP to spend in this Jump, however.

Create [-100 CP]: You may create an original Companion as well, should you desire. They select an Origin and have 800 CP to spend on Perks and Items. You decide how they look, how they behave and what their name is as well! You also may craft their backstory as well.

SPECIAL COMPANIONS

Gustave [Free]: The brightest and oldest man currently from Lumière, Gustave's fate is to perish at the hands of Renoir and to spur on Maelle to defeat the Paintress and end the cosmic conflict between Paintress and Curator. But you are perhaps able to save him, to give him a chance to see the Expedition through to the end. This Companion has the *Chromatic Manipulation*, *Hope for Lumière*, *Signature Battle Style* (robot arm), and *Corruption Resistance* Perks. They also have the first tier of *Picto Armory*, *Lumièrian Uniforms* and *Personalized Ultimate Weapon* (sword and gun) Items.

Noco [Free]: This little guy is a cute Gestral and the ward of Monoco. He is a determined adventuring merchant and will gladly help you by finding lots of things for you to buy and even help you train! So long as you help him become the best merchant ever! This Companion has the *Way of the Gestrals* and *Business Minded* Perks. They also have *The Vendor's Pack* Item.

White Nevron [-50 CP]: With this option, you may pick any non-boss Nevron from Expedition 33. They take on a pale/white appearance and are friendly to you and other humans. They have their skills and will aid you in any way that they can. You also have a connection to them, allowing you to understand what they are trying to say.

Lune [-50 CP]: The ever stoic yet curious Lune, she has been prepared her whole life to free the citizens of Lumière of the Paintress. With the expectations of her parents heavy on her shoulders, can she bear the burden alone? Or will you help her? This Companion has the *Chromatic Manipulation*, *Hope for Lumière* and *Signature Battle Style* (chroma caster) Perks. They also have the second tier of *Picto Armory*, *Lumièrian Uniforms* and *Personalized Ultimate Weapon* (medium) Items.

Sciel [-50 CP]: The cheerful and motherly spirit of Expedition 33, Sciel carries a deep pain within her having survived her husband. Will you be able to ease this pain within her? This Companion has the *Chromatic Manipulation*, *Hope for Lumière* and *Signature Battle Style* (deck of cards) Perks. They also have the second tier of *Picto Armory*, *Lumièrian Uniforms* and *Personalized Ultimate Weapon* (double sided scythe) Items.

Monoco [-100 CP]: Taught by Verso to speak in the language of humans, Monoco is still a battle-loving Gestral even if he may display... doglike tendencies. Loyal to a fault, Monoco will gladly help you... if you provide enough fighting. This Companion has the Chromatic Manipulation, Way of the Gestrals and What Lovely Feet Perks. They also have the second tier of *Picto Armory*, *Lumièrian Uniforms* and *Personalized Ultimate Weapon* (Staff) Items.

Friendly Boss [-100 CP]: With this option, you may pick any of the bosses that are not human in Expedition 33. They become friendly to you and can be summoned to aid you in battle. They have access to all of their skills and taken on a white/pale appearance when they come to aid you. You also have a connection them, allowing you to understand what they are trying to say.

The Flower of Lumière [-100 CP]: This young woman with long brown, braided hair is a shining light within Lumière having tended to the flowers and mastering healing arts. She has embarked on this Expedition to heal the worries of Lumière. She also searches for the remains of her lover, having moved on but seeking to bring a special flower to his resting place for closure. This Companion has the *Chromatic Manipulation*, *Hope for Lumière* and *Signature Battle Style* (chroma caster/support) Perks. They also have the second tier of *Picto Armory*, *Lumièrian Uniforms* and *Personalized Ultimate Weapon* (staff) Items.

Verso [-200 CP]: One of the survivors of Expedition Zero, Verso is immortal and works to end the reign of the Paintress in his own mysterious ways. Perhaps you can aid him in this endeavor? This Companion has the *Chromatic Manipulation*, *How Did You Survive the Gommage?*, *Hope for Lumière*, *Signature Battle Style* (style rank), and *Corruption Resistance* Perks. They also have the second tier of *Picto Armory*, *Lumièrian Uniforms* and *Personalized Ultimate Weapon* (sword and dagger) Items.

Golgra [-200 CP]: The "Chef" of Gestral Village, she is their leader and quite the competent warrior. Blunt and perhaps a bit standoffish, Golgra likes to tease her fellow Gestrals but also strives for them to do their best. She is also quite honorable and a stickler for the rules, often butting heads with Monoco over his lax nature. However, she also has the wisdom to know when to bend the rules. Golgra will be a powerful ally for you on your journey. This Companion has the *Way of the Gestrals*, *Getting Angry (Fire)*, *Expedition Jumper Performs a Counter* and *Signature Battle Style* (Fist Fighting) Perks. They also have the *Gestral Village* Item.

The Crossbreed [-200 CP]: This young woman with long white hair and tattered white Expedition uniform has been serving in the wilds of this world for some time. What's peculiar about her is that while she at first appears human, she has draconic aspects of herself, namely a fluffy white long tail and hints of white scales along her arms and across her forehead. Perhaps… is she part Nevron? She wields a scythe that steals the life of her enemies and has befriended many of the white or pale Nevrons in the wilds. Will you recruit her to learn the truth of the Paintress? This Companion has the *Chromatic Manipulation*, *Hope for Lumière*, *Signature Battle Style* (life stealing and stealth), *Getting Angry* (Ice) and *Corruption Resistance* Perks. They also have the second tier of *Picto Armory*, *Lumièrian Uniforms* and *Personalized Ultimate Weapon* (Scythe) Items.

Francois [-400 CP]: This grumpy rock in the shape of a turtle is not one to be trifled with. Curmudgeon and witty, this fungus covered turtle many not be able to move, but he packs a serious punch. Francois has access to "The Strongest Ice Attack Ever" which can truly one shot anything. I mean it. Learn to dodge that. But perhaps all that is really needed is for Francois to have a new friend to care for. Will you be that friend?

Maelle [-400 CP]: Though her true name is Alicia, Maelle believed she was a citizen of Lumière until it was revealed that she too is a Painter! Perhaps you can help guide her on the right path and avenge the citizens of Lumière and bring peace back to this world. This Companion has the *Chromatic Manipulation*, *How Did You Survive the Gommage?*, *Hope for Lumière*, *Signature Battle Style* (style rank), *Chromatic Creations* and *Essence of the Art* Perks. They also have the second tier of *Picto Armory*, *Lumièrian Uniforms* and *Personalized Ultimate Weapon* (rapier) Items.

The Lady of the Old Lumière [-400 CP]: Hidden in a clocktower in the depths of Old Lumière, there is a surviving member of Expedition Zero. This woman wields dual blades and has a mission - prevent others from reaching the Monolith. She does not appear to be on the side of the Curator or the Paintress but warns you to not proceed further - that a corpse should be left alone. This Companion has the *Chromatic Manipulation*, *How Did You Survive the Gommage?*, *Hope for Lumière*, *Signature Battle Style* (trick weaponry), *Getting Angry* (Fire and Physical) and *Corruption Resistance* Perks. They also have the second tier of *Picto Armory*, *Lumièrian Uniforms* and *Personalized Ultimate Weapon* (double bladed sword/sword and dagger) Items.

Esquie [-600 CP]: This lovable massive sack-like being is the personification of wholesomeness. Boasting a mask reminiscent of the smiling sun and a voice that is deeply soothing, Esquie is equal parts wise as he is innocent. He is also, perhaps, the single most powerful being. He can one shot most Nevrons with ease. He can also fly endlessly, swim for days and keep his back completely flat, destroy rubble with ease, grow to be titanic in size and climb over dangerous terrain. By purchasing Esquie, he has all his "rocks", allowing him to travel with at least 8 people on his back.

Simon [-600 CP]: A tragic yet powerful character, Simon was a part of Expedition Zero. Loyal, compassionate and honorable, Simon was an incredibly powerful warrior who was deeply in love. When his love went missing, he fell into despair and was tricked into the Abyss. Driven mad, he now stands as the ultimate test for any warrior. But, by purchasing him, you save him before his madness and offer a chance at a new life. This Companion has the *Chromatic Manipulation*, *How Did You Survive the Gommage?*, *Hope for Lumière*, *Signature Battle Style* (illusionary duplicate), *Getting Angry* (Dark) and *Corruption Resistance* Perks. They also have the second tier of *Picto Armory*, *Lumièrian Uniforms* and *Personalized Ultimate Weapon* (Greatsword) Items.

Heaven's Illumination [-600 CP]: This white wolf is quite the mysterious creature. Generally relaxed and perhaps even doglike in her mannerisms, this wolf is far from an ordinary creature. This wolf can transform into a powerful warrior, with red patterns appearing across her fur. She also has the ability to wield any kind of weapon with mastery, using a unique battle style. Furthermore, her mastery over chroma rivals that of the Curator and Paintress! She is quite compassionate and dutiful as well, and you have made a bond with her to help you on your journey. Curiously, there is also a flea that is on her that helps to communicate her growls, howls and barks who is quite excitable and a bit goofy. This Companion has the *Chromatic Manipulation*, *How Did You Survive the Gommage?*, *Hope for Lumière*, *Getting Angry* (all types), *Corruption Resistance*, *Chromatic Creations* and *Essence of the Art* Perks. They also have the third tier of *Picto Armory* and *Personalized Ultimate Weapon* (all weapons) Items.

DRAWBACKS

Supplement [+0 CP]: By taking this drawback, you can add the powers of Clair Obscur to anywhere else.

Crossover [+0 CP]: Do you wish to blend the world of Lumière with other realms? Now you can by taking this drawback!

This Game is Tight [+0 CP]: Why do many of the characters look less realistic and more cartoonish? Why does everyone talk about how tight this game is? You have landed in the Carbot Animations version of Expedition 33. Get ready for comedic hijinks, tons of references and best be prepared for the Francois Ending!

Extended Stay [+100/Max 1000 CP]: Want to stay here longer? You may extend your stay by 10 years by taking this Drawback. You can take it a maximum of ten times.

Prosthetic [+100 CP]: Long ago, you lost a limb. Choose what body part you lost that severely hampers you. You now have a mechanical limb in its place. It helps, but it creaks and can break pretty easily. You will need to constantly repair it.

Gestral Beach Challenges [+100 CP]: Across the world, there are special challenges that Gestrals set up for wandering travelers. You are required to beat all of them. And when you do, every year after in this Jump, the Gestrals are so impressed that they create new challenges for you to complete... and they will get harder and harder. Best get good at mini games.

Reborn in the Canvas [+200 CP]: Much like Maelle/Alicia, you have been reborn into this painted world, Jumper. This means you have been reduced to your Body Mod here, Jumper.

An Unusable Canvas [+200 CP]: The world of Lumière has strange properties to it, and through this, you find that you cannot access your Warehouse.

Family is... Complicated [+400 CP]: Boy, don't you understand the meaning of that, Jumper. You are part of the Dessendre family. You can choose if this is the painted version or the true version. You are swept up in this melodrama now and are now invested in the main plot. You must decide to be on the side of the Paintress or the Curator.

The Mimes! [+400 CP]: All around this world are mimes you must defeat normally to obtain special cosmetics. However, here, you find that there is one in the image of you. You must hunt them down and defeat them. Why? Their very essence binds you here - you cannot leave until you defeat them. Furthermore, they are your perfect counter... you have your work cut out for you to defeat them.

Enemy of Renoir [+600 CP]: The Painted Renoir has a new target - they seek to end your existence here in the painting. Whether driven by the Paintress herself or some other force, he actively hunts you down, knowing you are a threat. He matches you in power, and if he does manage to kill you, the Chain ends for you. The only hope you have is ending him - permanently.

FINAL CHOICE

You've made it through, Jumper. So now, you have a last decision to make...

STAY HERE

This world offers you comfort, why not rest your head here and enjoy the beauty here?

GO HOME

This canvas has reminded you of the home you have, why not return?

CONTINUE

This masterpiece has only just begun to take form, why not continue on?

NOTES

V1.0

- Created and published the Jump Doc

On Elements - There are 6 major elements in Expedition 33; Fire, Ice, Lightning, Earth, Light and Dark. A “seventh” element is physical or non-elemental damage. Each element has a color which can be used to denote the element.

- Fire is Red
- Ice is Blue
- Lighting is Yellow
- Earth is Green
- Light is White
- Dark is Purple
- Physical is Gold/Black

On “The Flower of Lumière” - This is Aerith Gainsborough from Final Fantasy VII. The idea of her backstory is up to your interpretation, but my personal suggestion is that she is a citizen of Lumière and is all alone now with her version of Zack having left in a couple years prior to Expedition 33. She has mourned his loss and is ready to move on for his sake, leaving her open for romance as well. She is still kind and bubbly as well.

On “The Crossbreed” - This is Priscilla from Dark Souls 1. The idea of her backstory is up to your interpretation, but my personal one is that she is test subject from one of the Expeditions of fusing the Nevrons with Humans to try and find a way to understand the Paintress and defeat her. However, the Expedition was killed, and Priscilla was left to fend for herself, but having access to speak to the White Nevrons and calming others. If you show kindness, she will be eager to join you.

On “The Lady of the Old Lumière” - This is Lady Maria from Bloodborne. The idea of her backstory is up to your interpretation, but my personal one here is that she was part of Expedition Zero and learned the truth of the world - they are all but a painting of a dead man who has torn a family apart. This revelation killed others, drove them mad but Maria seeks to keep others from that fate. She believes it is hopeless, but she will spare others the pain of that knowledge. Perhaps you can change her mind.

On “Heaven’s Illumination” - This is Amaterasu from Okami. The idea of her backstory is up to your interpretation, but my personal one is that perhaps a child Maelle or Clea introduced the idea of a mother wolf to Verso and he painted her into the canvas. She is the third to the trio of Esquie and Francois. The flea is also Issun.