


Long, long ago, there were other creatures living on the surface of this planet- Ten thousand years, in fact. These creatures dwelled upon land and created great civilizations, but eventually, their civilization was caught under the rising seas, and now all that's left is waterlogged, worn-down ruins and a few ancient artefacts.

In their place rose another civilization, and from the betentacled denizens of the sea evolved the Inklings and the Octarians. These two species forged civilizations of their own, and were even good friends - Until a hundred years ago, when the seas began to rise again. The Inklings and the Octarians were forced to compete in fierce Turf Wars to determine who would would claim what little land was left, and the Inklings won. Now, the Inklings live a carefree life, fighting Turf Wars for amusement and supporting a thriving Fashion industry. Their city, Inkopolis, is powered by a huge electric catfish called the Great Zapfish, which is visible in the centre of the city on the towe-

Wait, where'd it go?! It's missing! Eh, I'm sure it just wandered off. It'll be back soon. Yeah, it's probably fine...

But in any case, welcome to the cheerful, carefree world of Splatoon! You can spend your days here participating in the Inkling's national sport, the Turf War, or maybe set up shop and profit off of them instead? Or maybe you'll get up to something else entirely? It's up to you. Whatever you decide to do, here's **1000 cp** (cephalopod points) to help you on your way.

Stay Fresh!

## Backgrounds:

Your gender stays the same, or can be switched for 50 cp. Your age is determined by rolling 1d8 +13, or you can pay 50 cp to manually set your age between 14 and 21.

**Drop-in** (Free): You're dropped into the world with no additional memories and no history here besides the necessary documents- Which is both a blessing and a curse.

**Agent** (100 cp): So you were minding your own business, doing inkling things as inklings do, and then this weird old dude called Cap'n Cuttlefish dragged you through a sewer grate. Apparently, you've been scouted to join his anti-octarian special forces, the New Squidbeak Splatoon- and your designation is Agent 3. Now it's up to you to find the missing Great Zapfish before Inkopolis runs out of power. The only problem is, it's behind an army of octarians...

**Octotrooper** (100 cp): A hundred years ago, there was a great Turf War between the Inklings and the Octarians over the remaining landmass as the oceans continued to rise, and your side is the one that lost. Your people were forced to flee and live in underground domes, but now the deteriorating state of your homes and the growing demand for electricity outstripping your means has forced your people into action. You've stolen the Inkling's source of power, the Great Zapfish, and now you must do all you can to protect your people's way of life.

**Shopkeeper** (100 cp): You and your people have nothing to do with the war between Inklings and Octarians - You're just here to set up a shop and make some money. Whether you sell shirts, shoes, or shooters makes no difference- You just want to make a living selling your wares.

**Race Options:** You may only choose one race. Drop-ins can choose any one race for free.

**Inkling** (300 cp, Free Agent): Inklings are a race of humanoid beings evolved from squids to live on land. In terms of appearance, they're largely human-like, save for a few differences. They have pointed ears, a black "mask" around their eyes, and their teeth are instead more like white beaks, with prominent canines and pointed lower incisors. Their hair isn't hair at all, and instead they have a head of hair-like tentacles- Four very short ones on the back of their heads, and two long ones in the front. Females have longer hair-tentacles than males, and males usually tie their "bangs" up on the back of their head. In terms of personality, Inklings are a competitive lot, to the point where the vast majority of an inkling's attention is focused on battle and fashion. They're so fond of fighting, in fact, that they've made it their national sport!

An Inkling's physical abilities are impressive, despite having no bones- They can leap 5 feet up or

forward easily, and their eyes can pick out targets from over 100 feet away. What's more, they can freely shift between their humanoid form and a squid form, which is capable of quickly swimming through ink splattered on a smooth surface as if it were deep water, jumping, passing through grates, and taking ink into its mantle to rocket across a battlefield with a Super Jump. Swimming in their own ink color also helps them heal, albiet slowly. They're capable of excreting ink the same color as their "hair", and with with a minute's concentration, they can change the color of their hair and ink to just about whatever color they like.

However, Inklings have a few weaknesses- They can only swim in ink that's the same color as them, and ink of any other color slows them down dramatically (like getting stuck in really thick mud) and hurts them. Getting completely covered in another color of ink causes them to be Splatted- that is, they revert to ink and reform at a pre-set safe location. In addition, their Ink-based biology causes them to be Splatted if they're unfortunate enough to become submerged in water. Thankfully, Inklings can generally shrug off being sprayed with water, but a forceful spray like a firehose will hurt them severely. Generally, when an Inkling is splatted by other Inklings or by water they remain unharmed, but being splatted by Octarian ink is much more draining and getting splatted in this fashion thrice in a short period of time is enough to render an Inkling unable to fight.

**Octarian/Octoling** (300 cp, Free Octotrooper): The Octarians, while similar to inklings in many ways in terms of their ink-based biology, are dramatically different from inklings in a number of ways. Octarians resemble walking, purplish tentacles more than anything- Literally, they resemble disembodied octopus tentacles with legs, and use the tentacles on their heads to manipulate objects. They have thick, purple lips and their eyes have lime-green sclerae and heavy bags. Octarians are capable of putting out ink in a similar fashion to Inklings, but are incapable of changing color- Their ink is universally "octopus purple", and is harmful to inklings, just as Inkling ink is harmful to them. Octarians aren't as ink-specialized as Inklings are, and instead are capable of changing their shape. Whether they take on a flying form or a ball or just squish themselves flat to fit through a gap, Octarians are capable of squeezing themselves into whatever shape they need to in order to operate their machines. They're also by nature dilligent and inventive, leading them to create huge war-machines to cover their relative weakness in combat.

Alternatively, an Octarian can choose to be an Octoling- A special breed of Octarian with all of the capabilities of an Inkling, minus the ability to change color. Octolings are similar to an Inkling in terms of their humanoid forms, but universally possess pinkish skin and a full head of tentacle-like "hair" consisting of four tentacles. Instead of shifting into a Squid form like an Inkling, Octolings shift into an Octopus form for swimming through ink. It should be noted that Octolings do not possess the level-headed temperaments of other Octarians, and are of a much more agressive and volatile temprament that leads them to be much better on the battlefield

than in the lab - they tend not to have the patience required for such delicate work. They're able to use anything an Inkling can, so stuff that specifically refers to "Squid Form" is also usable by octolings in Octopus form.

**Seafolk** (300 cp, Free Shopkeeper): Inklings and Octopi are not the only races that have populated the surface. There are quite a few species resembling sea creatures walking around- Shrimp, Jellyfish, Sea Urchins, and even sea anemones. Basically, you can choose any sea creature that isn't a fish or a cephalopod- You gain a humanoid form aesthetically based on this creature. You don't have any fancy abilities, and no ink-based abilities at all, but you are amphibious- Able to survive just as well underwater as you are on land, which is something that the Inklings and Octarians can't say, at least. You also have a good sense of style.

**Human** (300 cp): Huuuuh? Aren't these things extinct? Why would you even want to be one of these old fossilized apes? Well, whatever. If you're dead-set on it, then you can be a Human- An extinct hairy primate. You're a scientific curiosity (to say the least), and you don't have any ink-related abilities. Nobody really knows exactly what the humans were or what they could do, so your actions will likely shape their opinion.

## Location:

Your location depends on the Race you chose. If you're an Inkling, you find yourself in Inkopolis Square. If you're an Octarian, you find yourself in one of the Octarians' underground domes. If you're a Seafolk or a Human, you can choose either.

## Perks:

**Pop Idol** (100 cp, Free Drop-in): You have a great singing voice and a good sense for music. You've got a lot of raw talent, and even something you just slap together is bound to sound good, but do remember that talent isn't everything. If you really want to get your voice out there, you have to work hard like everyone else.

**Marksquidship** (100 cp, Free Agent): You're good with ink-based weapons. You're able to effectively aim even the wide-spread Splattershot to hit a specific target with accuracy, and when using a precision weapon like the Splatter Shot you're a force to be reckoned with. You can also apply these skills to similar weapons, such as firearms.

**Levelheaded** (100 cp, Free Octotrooper): You know how to keep a cool head in the middle of a fight. You're much less likely to panic when things go south, and it's easy for you to make objective decisions when under pressure. You also won't mishandle weapons or a machine's controls due to fear or panic.

**Freshness Sensor** (100 cp, Free Shopkeeper): Being a shopkeeper in Inkopolis is a more daunting task than you'd think. You actually have to carefully pick your customers, because your shop has a reputation to uphold - You only want the freshest kids buying your wares. As such, you've gained a knack for gauging a person's general competence- Whether it's at combat, fashion, or whatever, doesn't matter. With a few seconds' worth of judging glare, you can put your finger (or tentacle, or claw) on roughly how fresh your target is.

**Stay Fresh!** (200 cp, Discount Drop-in): You're fresh and fashionable, and you're a trendsetter to boot. Not only do people look to you for fashion advice, if you flex your fashion muscles you can influence what an entire community wears, and people will go so far as to adopt your philosophies in an attempt to emulate you.

**Swimprovisation** (200 cp, Discount Agent): When you're fighting against the wily Octarians, it pays to be observant and resourceful. You're able to pick out weak points in something's armor at a glance (whether it be natural or artifical armor doesn't matter), and you're good at thinking fast and making plans up on the fly.

**Mother of Invention** (200 cp, Discount Octotrooper): You're especially inventive and you're good with machinery. Given enough time and resources, you might be able to make up a machine that could overcome any obstacle- But considering that you usually don't have infinite time, you'll have to settle with whatever you come up with in the time you have. You'll always come up with something, though, and that's better than nothing.

**Grey Market** (200 cp, Discount Shopkeeper): Y'know how sometimes you see someone wearin' something that's right fresh, but you can't for the life of you find where to buy it, and you can't be bothered to make a replica yourself? Well, have you got a solution, mate. Y'got this little sea-shell-shaped bank in your Cosmic Warehouse, and by puttin' a little money in an' waitin' a few hours, a replica of whatever you want will appear next to it in a neat little package, whether it's a shirt, some armor, or even a weapon you found yourself fancying. Now, it might not have the same abilities, or even the same craftsmanship, but it'll work fine an' look just as fresh. Just don't go tryin' to fix yourself anything too fancy. We have limits, aye?

**Soundproof** (400 cp, Discount Drop-in): Your eardrums are a lot tougher than normal. You're highly resistant to loud noises, to the point where you can stand next to a jet taking off and be completely unfazed- stuff that instantly shatters normal people's eardrums is where you start to experience discomfort. This does not impact your ability to hear quiet sounds- In fact, you get much better at picking out quiet sounds that are being drowned out by loud ones.

**Squidding Along** (400 cp, Discount Agent, Inkling or Octoling only): You're adept at using your

Kid and Squid forms like no other. You can shift from one to another quickly, and you're very competent at using the two in tandem- You can spring from an ink-rail, shoot an enemy down midair, and then quickly swap back to squid form without falling off, and that's one of the simpler feats you can accomplish. Your enhanced mastery of your squid form will also let you sneak up on enemies much more easily.

**I Love Ink Power** (400 cp, Discount Octotrooper): The Inklings can study your tech all they want- They'll never figure out how it works. Your machines don't need any power source beyond electricity and your own ink, and from there it works perfectly, without so much as needing a pump or an engine. Not only does this make your machines easier to power, it makes it harder to break- The less moving parts there are, the less there is that can go wrong. You can even adjust the machine to use someone else's ink, while you're at it. You also unlock the secret of the Kettles, transport devices that can move ink-based beings from one location to another at high speed, and you know how to build them and hook them up to each other.

**Ink Weaponsmith** (400 cp, Discount Shopkeeper): You're proficient at working with inkling technology and weaponry. You can put together and tinker with ink-based weapons- Allowing you to create enhanced designs of existing ink-weapons or maybe even new ones altogether. Heck, with enough work, you might even revolutionize Turf Warfare as we know it. You're also able to create artificial ink to test out or use your weapons in any color besides Octopus Purple. Maybe with some work, you could adapt Inkling weaponry for use with liquids other thank ink...

**Heavenly Melody** (600 cp, Discount Drop-in): Your music is a greater weapon than any gun. Not only is it so good that even your sworn enemies end up admitting they like it, your music has an invigorating effect on those who hear it- Your allies get pumped up and fight harder, while your foes are demoralized and cowed by your force of personality. The power of your music is so great, even an old man would be able to fight at full strength thanks to you!

**Splatoon Commander** (600 cp, Discount Agent): You're a born leader, and a proficient strategist. One of the most important things in a Turf War is teamwork, and you're great at directing your fellows in battle. You're even able to shout simple commands over long distances to convey complex orders- such as shouting "Come on!" to convey "Watch out for the roller sneaking up behind you!"

**Great Octoweapons** (600 cp, Discount Octotrooper): You've managed to bring back to life the Great Octoweapons from a the Great Turf War a hundred years ago- In style! Your inventions are massive monstrosities of metal that can cut through an entire Inkling squad without a scratch and ink massive swathes of turf while you're at it. Essentially, you're capable of creating a metal personal mech with no (ink-based) weakness, and the only entrance and exit is covered in octo-ink, meaning nobody but an Octarian is getting in. You'll need a Zapfish to yourself to

power the damn thing, but while you're in here, you're a force to be reckoned with. Just be careful to make sure they can't force your tentacle out so they can splat you...

**Silver-Tongued Salesman** (600 cp, Discount Shopkeeper): You're such a good salesman, you could sell Ink to an Inkling. You're incredibly convincing and charismatic, that you can talk someone into buying just about anything from you. People listen to your advice when you tell them what product they should buy, and even the most jaded of customers will get excited for your products. Though, please note that this doesn't mean they won't get buyer's remorse- If you keep scamming people, word will get out no matter what!

## Companions:

**Judd** (1 cp): Everyone's favorite pudgy cat, charming and with an endearing suit-patterned coat of fur and arrow-shaped tail. Shortly after your arrival here, you'll befriend Judd, and he'll... Mostly laze around and act like a cat whenever he isn't announcing the results of a Turf War. He might dispense useful advice now and again, and he's very cute and cuddly, but really, he's no more useful than a regular cat. Takes up a companion slot anyway.

**Squid Kid** (100 cp): This Inkling is a good friend of yours, and while he/she's really not much more than your average Inkling, your average Inkling is still a valuable friend to have. They're a good partner in a Turf War, being competent with just about any kind of ink weaponry you put in their hands, and they're good with fashion, too- They might even give you advice if you ask. Their appearance and gender is up to you. If you'd like, you can instead import one of your Companions to become an Inkling instead.

**Octo-Buddy** (100 cp): This Octoling is a good friend of yours. He/She is a lot more levelheaded than other Octolings, on par with regular Octarians, and is of a relatively pleasant disposition, although they can be volatile at times, and in Octopus form they have the same ability to squeeze through gaps that regular Octarians do. They're good in a fight and they're a decent mechanic on top of that, familiar enough with most Octarian tech to repair (or sabotage) it given enough time, and they're open to learning more. Their appearance and gender is up to you. If you'd like, you can instead import one of your Companions to become an Octoling instead.

**Companion Splatoon** (200+ cp): With this perk, you can import three of your previous companions. They will gain whatever Race you chose as an alt-form, and the 100 cp perk of your chosen background. For another 100 cp, you can choose to import up to 8 companions instead of just 3.

**The Squid Sisters** (300 cp): Soon after you arrive here, you'll end up meeting and hitting it off

with Inkopolis News' own famous Squid Sisters! Newscasters, Pop Idols, Secret Agents, These girls do it all! Not only is their personality infectious and their knowledge of the music and media industries thorough, they're competent support for fieldwork, providing tactical advice and surveillance of the area around you. They can more than handle themselves in a fight as well, wielding Splattershots, Splat Rollers, and Ink bombs like the best of 'em. They each take up a companion slot, and they work best as a team (Although they're actually cousins, not sisters).

## Equipment:

**A Bunch of Cash** (50 cp): A bunch of money, roughly equivalent to $10,000 bucks. Have fun.

**Inkling Clothing** (Variable cp, see text): Clothing is the armor of the modern age for Inklings. They don't really protect someone from being splatted- Instead, they give one of a number of special abilities. These abilities are random, but can have powerful effects. There are only 3 peices of clothing that matter - Hat, Shirt, and Shoes. Any given peice of clothing in this manner will have between one and three "slots" for these abilities, as well as a single fixed ability slot. The regular slots you'll have to roll for, but for the fixed abilties you can just choose what you'd like. Some abilities can be stacked, and others only with diminishing returns- Each additional stack of the ability will halve the bonus you receive.

As an added bonus, all Inkling clothing changes color with their Ink, letting them keep a consistent color palette. They come in varieties that change to the same color as your ink, a complimentary color, or stay one color no matter what.

Whenever you purchase Inkling Clothing, roll individually on the following table for each slot to determine which ability you get.

1. **Ink Saver (Main)**: Decreases the amount of ink consumed by your primary weapon by 20%. Stackable with diminising returns.
2. **Ink Saver (Sub)**: Decreases amount of ink consumed by your sub weapon by ~6.667%. Stackable.
3. **Special Charge Up**: Increases special gauge refill rate by 10%. Stackable with diminishing returns.
4. **Special Duration Up**: Increases usage time of special weapons by 1 second, or ~15%. Stackable.
5. **Ink Recovery Up**: Increases ink tank refill rate while submerged in squid form by 20%. Stackable.
6. **Quick Respawn**: Decreases respawn time after being splatted. Stackable.
7. **Special Saver**: Reduces special gauge decrease after being splatted. Stackable.
8. **Haunt**: Marks the person who splats you to with a squid marker that reveals their position for a short while. Not stackable.
9. **Comeback**: Boosts some of your abilities for a short time after respawning from being Splatted. Not Stackable.
10. **Bomb Range Up**: Makes bombs, Point Sensors, and Disruptors travel 15% farther when thrown.

Stackable.

11. **Tenacity**: Fills special gauge automatically when you're outnumbered. Not Stackable.
12. **Run Speed Up**: Increases movement speed in Humanoid form by 10%. Stackable.
13. **Swim Speed Up**: Increases movement speed while swimming in squid form by 10%. Stackable.
14. **Quick Super Jump**: Increases Super Jump speed. Stackable.
15. **Stealth Jump**: Makes it more difficult for enemies to detect where you'll land after a Super Jump, but also makes your Super Jump slightly slower. Not Stackable.
16. **Ninja Squid**: Leaves no trace while swimming on inked ground, but reduces swim speed slightly. Not Stackable.
17. **Recon**: Lets you sense the position of enemies while standing on your Respawn point. Not Stackable.
18. **Opening Gambit**: Boosts your speed in both Humanoid and squid form for the first 30 seconds of a battle. Not Stackable.
19. **Last-Ditch Effort**: Boosts ink recovery rate and weapon ink efficiency for the last 30 seconds of a battle. Not Stackable.
20. **Ink Resistance Up**: Reduces damage and movement penalties incurred whe moving through enemy ink. Not Stackable.
21. **Defense Up**: Reduces damage taken from all ink-based attacks by 6%. Stackable with diminishing returns.
22. **Damage Up**: Increases damage of all your ink-based weapons by 9%. Stackable with diminishing returns.
23. **Cold-Blooded**: Shortens the effect of attacks that let enemies track your position. Not Stackable.
24. **Bomb Sniffer**: Reveals traps and hidden bombs placed by your enemies. Not Stackable.

Below is the clothing you can buy. If you like, you can import any previously-owned article of clothing that matches the description of Hat, Shirt, or Shoes and have it gain Ability Slots, rather than buy an entirely new article of clothing. The clothing you buy can look however you'd like it to, within reason (No buying power armor with this!).

- **Starter Set (150 cp):** A full set of one-slot clothing, including a Hat, Shirt, and pair of Shoes with one slot each. Everyone starts somewhere.
- **One-Slot Clothing Item (50 cp):** A single article of clothing with one ability slot. It's always nice to have options.
- **Intermediate Set (250 cp):** A full set of two-slot clothing, including a Hat, Shirt, and pair of Shoes with two slots each. Usually enough for most Inklings.
- **Two-Slot Clothing Item (100 cp):** A single article of clothing with two ability slots. A more powerful clothing item for more powerful users.
- **Expert Set (400 cp):** A full set of three-slot clothing, including a Hat, Shirt, and pair of Shoes with three slots each. For those who are serious about being pro battlers.
- **Three-Slot Clothing Item (150 cp):** A single article of clothing with three ability slots. Good for those with a favorite clothing item.
- **Ability Re-roll (50 cp):** Don't like the abilities you got? Re-roll one of your ability slots or all of the

slots on a single clothing item with this.

- **Ability Picker (100 cp):** Don't like taking chances? With this, you can hand-pick which abilities you get on a single clothing item.

**Ink Weaponry** (Variable cp, One free for Drop-ins, see text): Inkling weaponry is a curious thing. They run on internal batteries, and use an Inkling's own ink as ammunition. A tank is attached to the Inkling's back, and a light on top of it lets them moniter how full it is. By standing still, they can fill the tank by themselves, but shifting into Squid form and swimming through ink lets them refill their tanks much faster.

Drop-ins get two main weapons worth 100 cp or less for free.

- **Splattershot Jr. (50 cp):** Everyone's got to start somewhere. Good rate of fire and efficient ink use, to boot. Not the most accurate of weapons, but it sprays ink so wildly that you're bound to hit something!
- **Splattershot (100 cp):** Developed after the Great Turf War, this weapon is easy enough for anyone to use. A great all-arounder with few weak points. A trusty companion through thick and thin.
- **Splat Roller (100 cp):** A weapon adapted from an ordinary paint roller. Aside from inking the ground, it can also be swung to hurl globs of ink at your opponents.
- **Splat Charger (100 cp):** Charges up before releasing a concentrated, high-powered burst with excellent range. Charging takes a while, so be careful not to open yourself up to attack!
- **.52 Gal. (150 cp):** A high-powered weapon that pumps out a lot of ink with each shot. Doesn't take many shots to splat an opponent, which is a good thing given its rather slow rate of fire.
- **N-Zap '85 (150 cp):** Each shot is kind of weak, but the high rate of fire makes up for it. This weapon's popularity is due to not only its helpful special but also to its snazzy futuristic design.
- **Jet Squelcher (150 cp):** Designed to maximize range in order to effectively take on charger-type weapons. Boasts the greatest range of any automatic ink shooter, but poor fire rate and damage in comparison to other weapons of its kind.
- **Blaster (150 cp):** The Blaster shoots special ink rounds that burst like fireworks after traveling a certain distance. These bursts can deal damage in a wide area, making it great for exposing hidden foes.
- **Inkbrush (150 cp):** A newly developed weapon with high mobility and a sturdy brush design. It's ink trail is narrow, but it inks the ground at incredible speed and delivers swift close-range attacks.
- **Squiffer (150 cp):** A Charger equipped with a miniaturized ink compression tank. The charge time is short, but it still packs a serious punch. The range leaves a little to be desired.
- **Splattershot Pro (200):** An updated Splattershot developed with advanced battlers in mind. Consumes a lot of ink and has a slow rate of fire, but its range and accuracy are vastly improved.
- **Aerospray (200 cp):** Created by Sheldon from his grandfather's blueprints. Extremely high rate of fire and a wide spray arc. Each shot is weak individually, but a sustained barrage can really pressure opponents.
- **Rapid Blaster (200 cp):** Mitigates the weaknesses of the regular Blaster by giving up a little shot

power for a better rate of fire.

- **Dynamo Roller (200 cp):** A Splat Roller rigged up a motor to the roller base. Cumbersome to use, but delivers a powerful burst of ink when swung.
- **Splatterscope (200 cp):** A Splat Charger fitted with a scope to allow for precision aiming. The range has been increased, but the field of vision is rather narrow.
- **E-Liter 3K (200 cp):** A charger with a high-capacity tank. By packing a lot of ink into each shot, it can strike from a great distance at the cost of long charge time and ferocious ink consumption.

There are also sub-weapons you can buy. Most come free with one or more of the main weapons, but you can buy specific weapons to use if you don't like the ones you have. Sub-weapons come in infinite supply, so long as you have enough ink. They tend to use a lot of ink per use, so you can only really use one or two from a full tank. In a Turf War, you're only allowed to bring one type of sub-weapon, but in other situations you can carry up to three.

- **Splat Bombs (50 cp):** A triangular prism bomb filled with ink that, when thrown, explodes after a couple second's delay and coats the area in ink. Comes free with the **Splattershot Jr.**, the **N-Zap '85**, the **Splattershot Pro**, the **Splat Charger,** the **Squiffer**, and the **Splatterscope**.
- **Burst Bombs (50 cp):** Burst Bombs appear to be spherical balloons filled with ink that explode on contact. They use less ink than Splat Bombs, and therefore cause less damage. Comes free with the **Splattershot** and the **E-Liter 3K**.
- **Suction Bombs (50 cp):** Suction Bombs can be thrown and are able to attach to virtually any surface, including walls and ceilings. After a short period of time, they explode in a burst of ink. Comes free with the **Splat Roller**.
- **Seekers (50 cp):**Upon deployment, Seekers chase after the closest enemy to them, leaving a trail of ink in their wake. Upon reaching the targeted enemy, they explode in a burst of ink. However, they cannot track an enemy hiding in their own ink. Comes free with the **Aerospray**.
- **Ink Mines (50 cp):** The Ink Mine is placed on the floor directly under the inkling who placed it, invisible to Inklings of other colors. It is triggered only when a different-color inkling steps on top of it, causing it to explode and splatter enemies. Comes free with thr **Rapid Blaster**.
- **Splash Walls (50 cp):** The Splash Wall forms a temporary barrier of falling ink, preventing enemy fire from passing through and instantly splatting enemies who attempt to pass through. Comes free with the **.52 Gal** and the **Jet Squelcher**.
- **Sprinklers (50 cp):** When used, it continually sprays ink in a circular ring around itself, in a staggering motion, until its ink content is depleted. It can be thrown onto virtually any surface, including ones that are upside-down. If the user throws another sprinkler with one already in use, the first one will automatically break. Comes free with the **Inkbrush** and the **Dynamo Roller**.
- **Disruptors (50 cp):** The Disruptor is a grenade that detonates on impact, but it does not deal damage- Instead, it disrupts the capabilities of enemy inklings by slowing them as if they were stuck in enemy ink. Comes free with the **Blaster**.
- **Point Sensors (50 cp):** Point Sensors are black, cube-like objects with purple protrusions. When thrown, they explode in a spherical purple cloud and temporarily tag any enemy Inkling in a certain range with a swirling squid marker which is visible through all obstacles. Does not come free with anything.

- **Squid Beakons (50 cp):** The beakon is a stationary unit that allows the user and their teammates to super jump to its location - Normally, you can only Super Jump to teammates. It Lasts until it's either destroyed by the enemy team or when someone uses it. Does not come free with anything.

Lastly, Inkling Loadouts usually come with a Special weapon- A more powerful weapon that is charged by splattering ground with ink (No, we're not sure how it works either). Once charged, the Inkling's hair will glow brightly in their color and wave as if blown back by the wind. There is only enough room in a loadout for a single Special Weapon- Trying to carry more than one at once is ill-advised. In addition, being Splatted will cause you to lose about half of your charge for your Special, so use it or lose it!

- **Bomb Rush (100 cp):** Once charged and activated, this ability allows its user a briefly unlimited amount of ink with which to throw bombs. Can only be used in conjunction with a Bomb-type sub-weapon (**Splat Bombs**, **Burst Bombs**, or **Suction Bombs**) Comes free with the **Splattershot** and the **Splat Charger**.
- **Bubbler (100 cp):** For a short period of time, the Bubbler will rebound all ink-based attacks from opponents. Touching an ally will temporarily share the shield with them. Comes free with the **Splattershot Jr.**, the **Rapid Blaster**, and the **Squiffer**.
- **Echolocator (100 cp):** Automatically tags your four nearest opponents with temporary squid markers that are visible through all obstacles. Comes free with the **N-Zap '85**, the **Dynamo Roller**, and the **E-Liter 3K**.
- **Inkstrike (100 cp):** When charged, the Inkstrike will allow you to target an area nearby using a tablet with a map of your area on it. It will then deploy a missile that explodes into giant tornado made of ink that covers the targeted area. Comes free with the **Jet Squelcher**, the **Splattershot Pro**, and the **Inkbrush**.
- **Inkzooka (100 cp):** When charged, the Inkzooka allows you to shoot multiple small vortexes of ink to splatter enemies- about as many as you can shoot in eight seconds. Is very powerful, but has some kick. Comes free with the **Aerospray**.
- **Killer Wail (100 cp):** The Killer Wail fires an extremely large sound laser made of ink color that is unobstructed by buildings and other obstacles. It does not spread any actual ink, but any opponents that are caught in the sound waves get splatted. It's somewhat cumbersome to aim. Comes free with the **.52 Gal**, the **Blaster**, and the **Splat Roller**.
- **Kraken (100 cp):** Once charged and activated, this ability will change its user into an invincible, inkling-sized kraken for a short period of time (About 8 seconds). The Kraken is immune to all enemy damage and freely swims across both enemy ink and non-painted areas at incredible speed, while at the same time leaving a narrow ink trail in its wake. It can even attack just by jumping! Does not come free with anything.

**Hero Loadout** (200 cp, Free Agent): Cap'n Cuttlefish isn't just any creepy old man, it seems. When he recruited you, he gave you this special set of weapons. It comes with your choice of an upgraded **Splattershot**, **Splat Roller**, or **Splat Charger** (Choose one). These weapons are known

as the Hero vareity, and are generally much more well-built than the original versions. Also comes with **Splat Bombs**, **Burst Bombs**, **Seekers**, and the **Inkzooka**. For an extra 100 cp, you can get another Hero weapon.

**Hero Suit** (200 cp, Discount Agent): This special set of clothing identifies you as a hero of the Inklings. It functions as a full set of 2-slot clothing, and people generally seem to respect you while you wear this stuff. Or maybe they're just impressed by the cool glowy bits. The fixed abilities for this gear cannot be chosen, though, and are set as Run Speed Up, Swim Speed up, and Quick Super Jump.

**Octarian Assault Vehicle** (200 cp, Free for Octarian/Seafolk Octotroopers): Octarians can't use most traditional Ink-based weaponry, so instead an Octarian will receive an ink-assault vehicle. It comes with a grate platform for the Octarian to stand upon and a Kettle to store their ink in, and it has four wheeled legs and a shooter in the front. It requires only an internal battery and the Octarian's ink to run, and it moves and shoots at the Octarian's will. It is also able to extend its legs to allow the user a higher vantage point.

**Octoling Loadout** (200 cp, Free for Octoling/Inkling Octotroopers): Octolings get a loadout based upon modified Inkling tech. Comes with a custom-built, more powerful **Splattershot**, **Splat Bombs**, **Splash Walls**, and the **Inkstrike**. These weapons are specifically made to use Octarian ink, so they're impossible to use for an Inkling.

**Octoling Suit** (200 cp, Discount Octotrooper): A set of lightweight combat armor that, despite its sleek design, completely fails to protect its wearer from being splatted any more than regular clothing. It functions as a full set of 2-slot clothing, and comes with a special set of goggles that have infra-red and night vision. The fixed abilities for this gear cannot be chosen, though, and are set as Bomb Range Up, Ink Saver (Sub), and Special Saver.

**Store Stock** (200 cp, Free for Shopkeepers): You have a large supply of clothing items with which to start a shop. Seriously, your selection's huge-So much so that you could take enough shirts to wear a different one every few hours for a week, and you'd still have enough to start your business.

**Zapfish Population** (150 cp): You have a small breeding population of around 50 Zapfish, which are small yellow fish that put out a steady electrical current through their curly whiskers. A single zapfish is enough to power a mech or a couple average households comfortably. When threatened, they generate a shield of electricity around themselves that can be broken by covering it with Ink.

**Baby Great Zapfish** (200 cp): This is a small, baby version of the Great Zapfish, the fish that

powers Inkopolis. Right now, it's just a hatchling barely bigger than an Inkling's hand, but if you keep caring for it then it'll grow bigger and  more powerful. After about 100 years, it'll be as big as a building, and by then it'll be able to power an entire city on its own.

**Splatfest Stage** (300 cp, Discount Drop-In): This mobile stage on a truck comes fully equipped with a megaphone, speakers, and flashy party lights- And it also lets you host a Splatfest! To sum it up, when you need to settle some kind of dispute, whether it's something as trivial as whether cats or dogs are better or something way more serious, the Splatfest Stage lets you host a Splatfest to solve things rather than letting it getting out of hand.

To host a Splatfest, you merely need to set up your stage and a voting box, and then let as many people as possible come to vote for which side they wish to represent over the course of a week. You will also be able to cordon off three areas from the general public to serve as the battlegrounds for Splatfest. At the end of that week, the splatfest will happen for 24 straight hours, where the participants can fight in a in Turf War to represent their side. At the end, the results are tallied-Score is determined by their percentage of the voters, plus double their percentage of games won, and the side with the highest score wins. Whatever that means.

All participants will temporarily be given the basic means to participate if they don't have them (Baseline Ink Weaponry, the ability to swim through ink, the ability to be splatted and respawn), and can access any of your three designated battlegrounds by interacting with one of the three doors at the base of your stage. However, it should be noted that you're expected to be up on that stage those entire 24 hours, hosting the Splatfest- meaning, you're not going to be a participant. The two sides will have to duke it out themselves!

**Armor Supply** (300 cp, Discount Agent): You gain a seemingly endless supply of Inkling Armor in your Cosmic Warehouse. This power armor can be worn in up to three layers, and each layer will prevent you from being splatted once before it breaks. They will also protect you from conventional weapons fire, but after taking a lethal shot one of the layers will break and fall off. You'll always be able to put more on if you get to your Warehouse, though.

**Dubstep Mech** (300 cp, Discount Octotrooper): This massive monstrosity of metal is a war machine beyond even the Great Octoweapons- It'd be easily capable of wiping out entire armies of Inklings, if Inklings ever grouped together in groups larger than 4. It's fitted with 4 Octorpedo siloes that can also shoot pods that summon Octarian troops, an automatically-charging Killer Wail, two Fist Missiles that eject ink on impact, and a massive Speaker Missile that takes a while to charge but if it hits explodes in a huge burst of ink. The whole thing is protected by a force field much like a Bubbler Shield, deflecting ink-based attacks away from the user. It's also a functioning DJ booth, allowing you to broadcast music at rock concert-levels of loudness. And lastly, it comes with an Ink bath installed in the center, allowing the user to

duck down to hide and heal if they need to (This is necessary to fire the Speaker Missile). Of course, there's a caveat- The problem is powering the damn thing. The original schematics involve the use of the Great Zapfish- But if you find a way to install a comparable powersource, that might work too.

**Super Sea Snails** (300 cp, Discount Shopkeeper): You have a small breeding population of around 10 Super Sea Snails, large snails with crystalline, conical shells. The snails are hermaphroditic but and they live for around 15 years. They're more than they seem, though- they provide an invaluable service- Their shells can be used to imbue hats, shirts, and pairs of shoes with extra Ability Slots, or reroll the abilities of a clothing item with 3 full slots. This kills the Sea Snail, but if you're careful to keep up the population then eventually you might have an entire wardrobe of 3-slot clothing. Also, they're delicious when cooked right.

## Drawbacks:

You can take up to two drawbacks.

**Memeverse** (+1 cp, takes no Drawback slot): Everyone keeps spouting memes, all the time. Also, somehow, everyone other than you seems to be able to speak in pictures, however that works - And of course, they use this ability spout more memes at you. You even see the memes on the walls sometimes...

**Moldy** (+100 cp, cannot be taken with Stay Fresh!): You have a terrible sense of style, meaning shopkeepers don't really like serving you and you need to put a lot more effort into proving yourself worthy to them. If you're a shopkeeper yourself, then your business will have more trouble getting off the ground, since you never stock anything that the squids these days want to buy.

**Jelly Fresh** (+100 cp): You no speaking the Squiddish good. You not the easing to understand some (or may be every) of the times, not mattering how you use the speakings (hand-speakings and text-speakings inclusive), but is not having problem. The squids and or kids are of finding your speakings endearing, yes? If you are not of understanding the words in this back-draw, look at notes for transfer of littering.

**Drop the Sea Bass** (+100 cp): You just... will not stop with the fish puns. Please, just stop talking. It's not cute. It's not funny. You're krilling me here- Oh, cod damn it.

**You're a Kid, You're a Squid** (+200 cp, Inkling or Octoling only): You have difficulty maintaining either kid or squid form consistently. You tend to switch between the two sporadically, and

have difficulty maintaining one form for long- Which will definitely get you splatted more than a few times.

**Creepy Old Man** (+200 cp): You're old. Like, a hundred years old. You're still lucid and surprisingly spry for your age, but you're still really feeling the effects of old age. Also, you smell like fish.

**Stop Squidding Around** (+200 cp): You're always the most valuable member on your team, garuanteed- Though, that speaks less to your own ability and more to a complete lack of competence on everyone else's part. For some reason, whenever you work with anyone in a team-based environment they lose any semblance of skill they had and will consistently screw you over and let you down. Your Turf War teammates will be too busy painting walls to help you capture the middle, your support team somehow manages to make themselves incomprehensible by holding the radio upside-down (sound doesn't even work that way!), and the less said about your employees the better...

**Nothin Personell, Squid** (+300 cp): Somehow, the atmosphere seems... A lot less cheerful. Colors are washed out, everyone's always on-edge, and people just aren't as friendly anymore. Turf Wars are extremely serious affairs - Being splatted even once can result in serious injury for an inkling, and sometimes even death. Of course, this doesn't make Inklings like battle any less. And on top of all that, it seems there's a Serial Splatter going around, an extremely dangerous individual armed to the teeth and splatting everyone he can with his souped-up black ink weapons. And he seems to have his sights set on you, specifically...

**You've Gotta be Squidding Me** (+300): Turns out, your arrival in this world wasn't exactly as clean as it usually is- You've been stripped of your special powers and you're a regular old Inkling (Or whatever it is you chose to become). You don't even have access to your Cosmic Warehouse anymore- You've gotta get by on your skills alone.

**Splatoon -10K** (+600, takes both Drawbacks): You've been transported back 10,000 years, to the age when the ancient species of primates known as "Humans" were still alive. Things seem bleak for them- academic circles warn that the sea's steady rise will soon claim all of human civilization, but lawmakers pay them no heed and continue to line their own coffers. Cities, entire countries have already been lost to the tide, and as refugees push inland, human soceity devolves into chaos. Before your ten years are over, the seas will claim what's left of human civilization, and you are tasked with somehow preventing humanity's extinction - Because if you don't, then you'll end up dead yourself.

**Conclusion:**

So, you've had ten years of fun and relaxation (Or maybe not). Now that your time's up, you have one last choice to make...

**Squid Back Home**: Had enough, have you? You get to go home with all of your perks, items, and companions.

**Squid Here**: There's definitely worse post-apocalyptic worlds to hang out in! You get to spend the rest of your days living the carefree life of a Squid Kid (Or whatever else you chose to be).

**Squid Onwards**: Vacation's over, time to get back to work! You get to move on to your next location with all of your perks, equipment, and companions.

### Notes:

- Items obtained via **Grey Market** will never have any supernatural abilities whatsoever- They will be mundane replicas that just look like the original, and generally only have an aesthetic purpose. This extends to sci-fi items- Generally, if you can't get it with today's technology, you're getting a useless replica. Even if you can, then it probably won't work as well as the original.
- Straight-up cloning the **Super Sea Snails** won't work- The clone won't be able to imbue clothing with any slots. You'll have to be patient.
- Yes, **Memeverse** only gives you 1 cp. That's not a typo. I'm not sorry.
- A laconic translation for **Jelly Fresh:** You're difficult to understand, no matter what language you use (Sign language and written language included).
- Taking **You're a Kid, You're a Squid** with **Squidding Along** will still let you perform fancy tricks with your shapeshifting ability, but you're a lot more likely to fumble them- The tricks tend not to work when you fail to turn back into squid form...