Tiny Tina's Wonderland
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"There is a world beyond the Borderlands. A world forged by wonder and ruled by fate. There's one alone who can wield fate. One alone whose story is in their own hands: The Fatemaker. That's you. Heavy, right?"

This story takes place in the world of Borderlands sometime after the events of Borderlands 2. The villains have been defeated and our heroes are able to rest at least temporarily. So why not join them in this game.

Take these **1000 Character Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.



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Location

You can either choose one of the locations below or roll d8 and receive +100 CP to let the whims of fate decide your path.

1.) Brighthoof
A beacon of civility, bastion of hope, Brighthoof is the vibrant and bustling seat of the queendom! Within its sturdy-yet-welcoming gates, travelers, traders, and troubadours of every stripe can find opportunity and adventure in equal measure--plus it's got a tavern, so it's pretty much required that you go there every now and then. You will be starting out somewhere in the capitol. I would recommend that you move to meet up with your respective faction as the city will come under attack shortly.

2.) Weepwild Dankness
Few have ever successfully traversed the deepest, darkest depths of the Weepwild Dankness. Many have fallen in the face of its fumes, and even more have tripped over the bajillion mushrooms and tree roots everywhere. You will be arriving at the entrance of the forest known as the Weepwild Dankess. This is the dankest place in all of Wonderland. Perhaps you could meet the mighty Punchfairy and the Bardbarian Mr. Torgue while you are traversing the forest.

3.) Crackmast Cove
Ahoy and avast, me hearties! Crackmast Cove be a haven for all manner of necrotized, naval ne'er-do-wells, so ye'd best pack your blackest powder and most cutly lass, lest ye wish to share their fate! Also, it's the only place in the Wonderlands where you can talk all piratical and no one's allowed to judge you for it. By choosing this option you will be starting out near the entrance of the Crackmast Cove. Perhaps you can meet Three Bones before the Fatemaker arrives.

4.) Mount Craw
Think this is just another scenic snow-kissed mountain? Sit your 'butte' down, take a 'peak' inside, and the truth will blow your 'mined.' Rock stuff! Yes, the many caves and cliffs of Mount Craw are home to a bustling gobtropolis where rowdy, nasty little Goblins and towering, tyrannical Trolls toil in the name of their subterranean deity. Not all are satisfied with their labors, however. A booger of revolution is slowly taking form in the nostrils of the workforce. It's time to pick a side! And that booger. You will be starting out somewhere near the entrance of Mount Craw.

5.) The Drowned Abyss
Beneath the ocean waves, below the wreckage of broken ships and even broken-er dreams, lies the nightmarish expanse of the Drowned Abyss. These sunken fissures are teeming with baddies like Coiled queens roaming the depths and the uncool-kind-of-sirens luring unsuspecting marks, kevins, and kyles to their watery graves. It's sink or swim in these stalactite-dotted passageways! Don't get caught sleeping in the seabed. You will arrive at the gates of the Drowned Abyss though the location will probably still be underwater depending on how early in the quest you arrive here.

6.) Karnok's Wall
Goblins, well known for their skill at breaking things, have long been renowned for their ability to tear down even the mightiest of fortresses. Not content to limit themselves creatively, Karnok's Wall represents the goblins' best effort to try, for the first time, tearing UP. And, sure, it won't win any architecture awards, but it looks rad as hell, which is all they really wanted anyway. You will be arriving at the mighty gates of Karnok's Wall, a beacon of necromancy and skeleton shaped elevators.

7.) The Fearamid
Despair and desolation permeates the Fearamid so thickly, one can almost taste the sad in the air. Raised skeletons, shambling undead, and the emotionally dead skulk every corridor. This horrific citadel is the Dragon Lords fortress and the gathering place of his army. You will start outside of the Fearamid and I would recommend that you quickly leave if you are not aligned with him. Alternatively I suppose you could try to end the story by taking him down immediately through that wouldn't be as much fun.

8.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out a few days before the main plot of the story begins.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

The Bunker Master - Free

You are serving as the Bunker Master with Tina or one of the players acting as an advisor to the player. You are one of the beings who shall craft this campaign and direct the player throughout their quest. You may not directly be the hero of this tale, but you will be along for the ride in the hopes of having a good time. Just try to actually enjoy the game and things should work out in the end.

The Fatemaker - Free

So you are the prospective hero of our story. Your job is to stop the Dragon Lord and save Wonderland from his conquest. You're blessed with great power and you will need to face many powerful foes which will rise to combat you. On the bright side you will be universally loved by everyone. Just remember that you have a lot of responsibilities to deal with as well. You will be acting as the player or another individual playing along with the Newbie.



Inhabitant of Wonderland - Free

There are numerous races and factions that live in Wonderland. You are one of these many beings and you have lived in Wonderland for as long as you remember. You could be one of the many beings who live in Brighthoof or you could be one of the numerous lesser factions who don't wish to choose a side in this conflict such as the Coiled who inhabit the Sunfang Oasis.

The Dragon Lord - Free

Ah I figured someone would fit in with this group. It appears that you are associated with the villains of this story. You are somehow affiliated with the Dragon Lord or at the very least are unaffiliated with any of the heroes in any way. I'm sure that the Dragon Lord would love to have some actually intelligent beings who he can converse with. He's actually not that bad once you get to know him. Either I hope you have fun being the bad guy, just try not to get killed by the Fatemaker as they go about their quest.



Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Goblins +300 CP

The Goblins are a race of small green skinned beings. They are much weaker than many of the other races, but they make up for this with their technology and their sheer numbers. In addition to this they have a habit of serving Dragons or ending up as cannon fodder for many other powerful beings. There are a number of different Goblins, but even the best of them are still weaker than most beings. Their main advantage is that many Goblins have a high degree of talent when it comes to working with varying types of technology.

Beings of Wonderland - Free

There are a number of various fantasy species in Wonderland including normal humans, bushy bearded dwarves, pointy eared elves, and other races. This option covers all of the standard humanoid races. These options don't have any great strengths compared to the other options, but they make up the options that you are probably more familiar with. You could also use this option to cover any species that weren’t shown here like Orcs.

Seawargs - 100 CP

Sharks: nature's perfect killing machine, unchanged for a hundred million years. Humanity's one solace has been that luckily, these dum-dums never figured out how to get onto land (not for very long, anyhow). Enter the SEAWARG, the Wonderlands' answer to natural selection's oversight! The seawarg laughs in the face of evolution, kicks the food chain in the groin, and steals the lunch money of ecological equilibrium. It's got all the teeth and then some, runs on four legs, burrows to strike from underground, and has the audacity to look adorable while doing it. Honestly, it's only a matter of time before they're in charge around here. By paying a simple fee of 100 CP you may become one of these fearsome monsters.

The Coiled - 100 CP



A semi-serpentine and secretive sect of sentient snake-women, the Coiled venerate slumbering, ancient gods from their distant and remote cloisters in the darkest depths of the seas and the blinding desert sun. There, they work to bring about the return of their dark masters, capturing and sacrificing the unwary in hopes that blood may stir their dreaming deities to enslave the realms of men... and elf... and pony—pretty much all the non-snake realms are fair game. Cunning, swift, and strong, they raise zealous warriors and priestesses adept at bow, blade, and battle magic.

Undead - Free/200/400 CP

The Undead make up the bulk of the Dragon Lords army. There are numerous different beings who wield special powers and skills. The undead are resistant to most elements, but they are weaker to ice due to the brittleness of their bones. This option allows you to become one of the undead. The exact type you can become will depend on what you are willing to pay.

- For Free you can become a normal variant of the undead. These variants include the common zombies, skeletons, and other members of the Dragon Lord's army.
- For 200 CP you can become one of the stronger variants of the undead forces such as the weaker bosses like Ribula or the more common elite Badass Skeleton Archmages.
- Lastly, for 400 CP you can become one of the ultimate Undead variants. Some examples of this are the Knight Mare created with Butt Stallions remains, the enchanting Banshee, or the mighty Dracolich which served as the Dragon Lords companion.

Diamond Pony - 400 CP



The Diamond Pony is a mysterious race who wield immense power. They are known as

Pandoracorn due to the two horns on the top portion of their head. This species is made out of flexible diamonds that retain their strength while allowing for complete flexibility. You may not be as powerful as Butt Stallion initially, but you will possess magical and physical talent far beyond the other species. Given time and sufficient training your powers could grow to surpass every being in this world.

Flying Lizard - 100/400 CP

Many beings of scale and wings live in these realms. These creatures range from young Wyvern Newts all the way to towering Dragons. This option allows you to become one of these mighty creatures. For 100 CP you can become a Wyvern. The Wyverns are smaller, but still powerful reptiles. These beings are the size of small houses, possess powerful elemental abilities, and magic resistant scales. You will be as powerful as the unique Wyverns like the Eros Wyvern, the Elder Wyvern, or the Azure Wyvern. Alternatively if this isn't enough for you then you may become a true Dragon for 400 CP instead. These mighty beings are far more powerful than their small brethren. First, you gain a second set of limbs allowing you to walk on your feet rather than using your wings. Second, you are much larger and could be mistaken as a mountain if you stay still. Lastly, your element abilities are far stronger and your talent for magic far surpasses anyone in this world aside from beings like the Dragon Lord. Just remember that while you may be one of the most powerful beings here with this alone, you can still be slain.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Dracolich x Diamond Pony hybrid would cost 1,000 CP (400 + 400 + (100*2) = 1,000). You will gain unique advantages that are related to the species you choose.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

Wonderlandian Magic - Free
Everyone in the world possesses the ability to use magic in some way. These feats can range from minor acts like starting a fire all the way to world shattering feats from true masters. If you are going to come here then you should have the opportunity to use magic as well. This perk grants you the ability to use this world's magic, knowledge over a number of basic spells, and talent on par with an average combat mage in this world. If you choose to study this field further you will be capable of eventually reaching the rank of Archmage though this talent alone won't get you much farther.

Blessings of the Gods - 50/200 CP
This world is home to many gods wielding various domains. You over the course of your stay here are probably going to kill quite a few of them, but there are also a fair number which offer their aid. Normally you would have to go through a complicated set of challenges to gather their shrine pieces which allows you to rebuild their temples, but that's a lot of work. This option allows you to skip all of that and purchase their blessings directly. Though if you go through the trouble of completing the challenges in the jump you will receive their place once more. This will stack with any options you purchase below. You can purchase 50 CP for any of the blessings below or you can bundle all of them together for 200 CP.

- **Mool Ah:** Mool Ah is the god of commerce and money. Their blessing shall ensure that you earn more for your purchases and that any action which grants you money will grant you an increased amount of gold. For simplicity's sake any reward you are given or any deal you make will reward you with an additional 10% in value. For example, if a bounty had a reward of 100 gold then you would be given 110 gold. This also affects any treasure you find, raid, or steal.
- **Zoomios**: Zoomios is the patron god of power walking and speed. Those with his favor will find themselves moving with the grace of the wind and speed like lightning. For simplicity's sake any movement you make will be 15% faster than before. This boost will be applied to any movement you make including walking, running, flying, or using any type of vehicle.

- **Grindanna**: Grindanna, the patron god of experience, gives you a helping hand as you improve your already...fine self. Mmm..anyway those with her blessing are granted her vast knowledge and experience. You will find that the rate in which you learn is boosted by 10%. Should you have any systems such as The Gamer any exp.
- **Throatus Punchus**: Throatus Punchus, the patron god of critical hits. bestows upon you a greater chance of punching someone….in the throat, very on-brand. While the description may say it only affects throat punches, his blessing increases the chance of you inflicting any critical hit and the amount of damage that you deal. The chance of your strike tearing through a weak point and the amount of damage dealt will increase by 15%.
- **Aaron G (RNG)**: Aaron G. patron god of loot, ensures that chests and enemies alike will drop…better stuff. The quality of the loot you find and the various rewards you acquire from defeating foes will be boosted by 25%. The amount and more importantly the quality of any loot you acquire will receive this 25% boost.
- **Crazed Earl**: The Crazed Earl, patron god of moon orbs, will ensure that you always get an extra helping of special treasures throughout your quest. Most worlds don't have Moon Orbs, but they almost always have some unique materials. This boon increases the amount of resources that you acquired by 15%. So if you went to the Mass Effect jump and purchased 1,000 tons of Element Zero then you would receive 1,150 tons. Another example is that If a mine was supposed to hold twenty million tons of Vibranium in Marvel then you would find twenty three million tons instead.
- **Friend of the Gods (Must purchase all other blessings)**: So you managed to get all of the gods blessings. Well that is fairly impressive and the gods have definitely noticed your efforts. To thank you for your assistance the gods have decreed that you shall be considered a friend of the divine wherever you travel. Any divine being that you encounter will have a positive impression of you and treat you much more favorably. This effect will occur on any being with divinity you encounter including gods, angels, devils, divine servants, demi-gods, or anything else that qualifies. Lastly, this blessing also contains the wisdom of the gods which is now yours. As a result the power of your mind and your wisdom is boosted manifold. You could actually compete against a true god of wisdom and come out relatively evenly in quite a few competitions.

What Are The Chances It Would Be Right Here? - 200 CP

For some reason it seems like all of the bad guys happen to leave the keys to their puzzles right next to them. For example, you might be unable to get into an area due to it being blocked off by a gate, but there will happen to be a set of explosives on a

nearby crate. While it may not necessarily make sense your foes will be affected by this level of logic. Practically anytime that you encounter a locked gate or a similar obstacle the key to getting past it will be located nearby. Admittedly this won't be the case for every individual, but it will be true in many cases. Even the most competent of your foes will make these mistakes eventually.

Why Are There Guns? - 200 CP
I understand that guns are great, but why are they actually in a fantasy world? Well according to Tina this is her fantasy world so she can do what she wants. If she can do it then why can't you do so as well. This perk allows you to freely alter the technological level of the setting and import different types of technology. For example, maybe you want to go to a medieval world like this one, but give everyone shotguns. Alternatively you could say screw it and give them space ships and plasma weapons. It's your story so go wild, just remember that this could have a major impact on the setting. Also everyone will get this technology so the bad guys will have just as many rocket launchers as the heroes do.

I'll Possess A New Body - 400 CP
Zomboss is an incredibly irritating individual. Her soul is capable of staying around to bother you even after you slay her multiple times. It seems that your soul is equally resilient and you will hopefully prove to be just as irritating to your own foes. If your physical body is slain your spirit can possess an uninhabited body or if your willpower is strong enough you could seize the body of another. The only way to truly kill you is for someone to destroy your soul otherwise you will simply come back by either regenerating your body or possessing the body of another.

You're a Badass - 300 CP
There are beings known as Badasses who tower over their peers. These beings are significantly stronger, larger, and more durable than other similar beings. Like the Badasses you will be enhanced significantly beyond other members of your race and class. You will not only be considered an apex example of your race, but you will be far beyond any others. Second, you will gain the ability to evolve rapidly. This evolution will be dependent on some event such as gathering a sufficient amount of energy or killing a certain amount of enemies. You will be able to undergo this evolutionary process an unlimited amount of times though the requirements will become more severe as you evolve more and more. Lastly, all Badasses gain the innate ability to manipulate an element such as poison, ice, lightning, or fire. They become immune to this element and they can launch unique attacks capable of bypassing any form of resistance.

The Bunker Master

What's Fall Damage - 100 CP
Terminal velocity, gravitational comprehension, all of this is meaningless in Tiny Tina's Wonderland. No one has the time to do things like math. So as a result you will never suffer from a fall no matter how high. You could literally jump off a mountain and hit the ground without incurring any injury. To clarify this only protects you from fall damage. If you say fell and then a rock fell on top of you then the rock would still hurt you. This will also protect you from the passive effects of falling from extreme heights such as pressure changes and heat build up if you actually are traveling at terminal velocity.

A Wonderful World - 200 CP
Creating a truly entertaining world filled with lovable characters and complex backstories is actually a lot harder than you might think. Some however, possess truly creative minds allowing them to craft awe inspiring tales that can become legends. You are one of the beings with this type of mind. Your brain is a fountain of creativity and wonder. As you start your tale you will craft stories that shall be repeated for years to come. In addition, you also have a knack for telling these tales in such a way to paint certain beings however you wish. For example, if you were telling the tale of a traitorous soldier you could weave it so that they were a freedom fighter desperately trying to save their homeland rather than destroy it.

The Ditcher - 400 CP
There are quite a few beings and tales that clearly parody beings from other worlds. The Murphs, the Ditcher, the fabled Extra-Calibur, and too many others to list are within this world. You may optionally carry this aspect with you into future worlds. This will create many fun adventures and opportunities based around these tales. In addition to the obvious adventures you will be able to gain access to powers from other worlds and their relics by participating in them. This will typically grant you an altered version of the power, but that is still useful. Lastly, so that you get some immediate powers out of this you will be blessed with the same qualities as Gerritt of Trivia. You will gain his skills as a legendary warrior, monster slayer, and kisser of witches. For those who don't get the joke this basically gives you a copy of all of Geralt of Rivia's traits/power from the Witcher.

Bringing Them To Life - 600 CP
Interestingly enough it appears that many of the characters in Tiny Tina's Wonderland are capable of developing sentience and living out their own lives. For example, the

Dragon Lord is spiteful against Tina since he used to be her favorite character until he got replaced. The effects of this perk are twofold.

First you will be capable of literally bringing stories to life. There are two ways that you can do this. First, you can choose to directly enter the story effectively being brought to a new world. Here you will be able to interact with the story in its own world. The other option is to bring them into your world. By spending a certain amount of energy you can summon aspects of the story into our world. Upon summoning them you may decide whether they will remain here permanently or only temporarily. You may also summon copies of the same being or choose to keep summoning the same individual as well. The more powerful your target the more energy you will need. For example, summoning a weak monster might be effortless, but summoning the world's most powerful god could be extremely draining. In addition, if you have enough energy you may also summon the entire world though this would require an astronomical amount of energy.

The second effect is that any creature, warrior, or realm you call forth will be loyal to you. No matter what alignment they possess or how old they are they will always treat you as their creator. Although I will ask that you do treat them with some kindness. They will never betray you choosing to serve you faithfully, but that doesn’t mean that they cannot be hurt if you simply forget about them.

The Fatemaker

My Real Voice - 100 CP



One of the most bizarre events that occurs is Claptrap attempting to negotiate with the Coiled. His initial attempts fail horribly until he uses what he calls his true voice. Somehow his true voice is actually a nice soothing voice to listen to. In fact it has quite the profound effect on the Coiled, charming all of them. So I never thought I would say this, but you share a trait with Claptrap and it's a good thing. You are incredibly charming to others particularly those you are attracted to. Your honeyed words could easily tempt a maiden into your bed or perhaps you could be dragged into hers. Though I would actually advise you to be careful since you actually could be kidnapped by Claptrap if your admirers are crazy.

Save Your Soul - 200 CP

Whenever you are stuck down you will enter a brief state of undeath. During this state you can be revived through two methods. The first is by slaying a foe allowing you to rise once more as they fall into death's embrace. The second option is for one of your allies to quickly assist you. If they quickly run over to you and help you stand back up this display of camaraderie will somehow touch Death's heart allowing you to fight again. You will still be heavily injured however, so you can die if you aren't careful. In addition, if you enter this state too many times in a short period the amount of time you have will decrease. Do so too many times and you will truly die virtually instantly.

Lootsplosion - 400 CP

Whenever you slay a powerful enemy they will explode sending loot everywhere. This will include the equipment they possess as well as a number of other items. This effect will scale with the power and importance of the foes you slay. So it's unlikely you'll get a legendary weapon from killing a grunt, but you never know it could happen. On the other hand, killing someone who is both powerful and important is guaranteed to earn

you an entire set of legendary gear. Lastly, you may mentally toggle this to only give equipment that you can use or receive equipment that can be given to your allies as well.

Fatemaker - 600 CP
The Fatemaker is the hero of our story and is equipped with all of the necessary badassery needed to ensure they are up to snuff. You will be favored by fate itself as the world strives to turn you into a hero. Treasures, mentors, and opportunities galore will fall into your lap. Should you strive for it then you will be virtually guaranteed to become a legendary hero. In addition, you will find that you simply grow stronger at a much faster rate than others. You could struggle to face off against some minor bosses in the beginning of your journey and find yourself even more powerful than the final boss once your quest had finished over the course of a few months.

The best part of being the Fatemaker besides all the chaotic fantasy adventures and general badassery is harnessing the power of two mythical classes and becoming a truly hybridized hero. You are now capable of freely hybridizing your powers. This allows you to mix and match your abilities allowing them to form powerful combos. You can combine powers regardless of their alignment and create new powers.

- You may choose two classes for Free in the Classes and Traits Section.

Inhabitant of Wonderland

I Stabbeth Thee - 100 CP:
This is a world of fantasy where combat is done with a blade in hand and the gun, but that's not important right now. Many of the battles you participate in will involve clashes of steel. As a result, like almost every being in Wonderland, you have learned to wield these weapons with proper skill. You are a master of handheld weapons such as axes, swords, and hammers. Perhaps you aren't a legendary swordsman yet, but you could pick up any weapon and wield it with skill on par with an experienced user. These weapons may not have the range that their technologically advanced counterparts possess, but you'll never run out of ammo when using these weapons.

Bardbarian - 200 CP
The Bardbarians are renowned beings who harness the strength of the barbarism and the musical skill of the bards. You have received the training of the Bardbarians and gained mastery over their techniques. This has turned you into an Incredibly talented musician, given you the ability to summon spectral instruments, and you have gained an incredibly swole physique like Mr. Torgue. Your tunes can perform a variety of effects from blessing your allies, cursing your foes, and performing many other powerful displays.

You Can Be Better - 400 CP
When the Dragon Lord is defeated he expects the Fatemaker to slay him like all of the others dooming him to his repeated cycle once more. Instead the Fatemaker chooses to shatter the fate placed before him and spares the Dragon Lord. Amazed at this second chance the Dragon Lord surrenders and forms a peace agreement with Queen Butt Stallion. By taking this you may provide a similar change of fate whenever you defeat someone.

By extending the fate of friendship to your bested foe, you may offer this chance. Even the most coldhearted and villainous of individuals will be willing to take it even if only to avoid their deaths. The interesting part is that over time they will slowly shift to match your alignment and beliefs. They will not completely let go of their own methods, but you could make the evil Dragon Lord a fitting hero for your own forces. The rate that these changes occur will be based on how willing they would be normally. For example, a true monster will probably take years to slowly improve, but a fallen hero on the edge would do so nearly instantly.

Greatest in the Land - 600 CP

Her Royal Majesty Queen Butt Stallion, long may she rein, is a magical diamond binicorn (that means two horns, read a book). She's the most smartest, prettiest, perfectest ruler that ever lived, overseeing the Wonderlands from her capital city of Brighthoof. There is no other being in all of Wonderland who wields anywhere near the majesty of Butt Stallion except for you. You are a paragon of justice and righteousness who is equally as beloved by the world. You are a master of light based magics and the bane of all which is considered evil. Your attacks are crippling to the undead, the demonic, and those with an evil alignment. In addition to this your presence bolsters your allies amplifying their might. With you at the head of an army your soldiers would know no fear and be capable of fighting against an army a tier stronger than themselves. Lastly, as you are Queen Butt Stallions equal you can be counted amongst the most skilled rulers in history. Your knowledge of ruling, economics, and strategy will ensure that you function as a perfect ruler. The kingdoms you lead are practically destined to prosper and will flourish as long as you are a part of them, though this effect will be greatly amplified if you are the actual leader.

The Dragon Lord

Boom Headshot - 100 CP
The most important attack an assassin makes is their first strike. Afterwards they will be exposed and their target will attack them if they fail to kill them with their initial blow. This is why most assassins will strike at their targets head or their other weak points. You have been taught this principle and know how to strike at your foes' weak points. Whenever you hit a weak point you are capable of dealing a massive amount of damage. In addition, your strikes are capable of seemingly ignoring armor and other defenses that are meant to protect against your blows. Lastly, your foes will be guaranteed to have some sort of weak point and common critical areas will take more damage. For example, shooting anything in the head will deal significantly more damage than just shooting their body.

The Siren Song - 200 CP
The Coiled are naturally skilled singers who wield incredible talent when it comes to the musical arts. There is a group of them known as the Slithering Sisters who have particularly enthralling voices. Their voices are similar to that of Sirens allowing them to mind control anyone who listens to them. It seems that you share both the talent and enthralling power of the sisters. By singing you can enchant your listeners bringing them under your sway. This control is nearly unbreakable and only those with legendary willpower have a chance to resist.

The Wastard - 400 CP
The Wastard is a title given to a “son of a witch”. Wastards have incredibly large magical reserves for their species. By taking this perk you may choose to be an actual Wastard or simply share this property with them. You will now possess an abnormal amount of energy reserves for any type of power you possess. For example, if you possess the ability to use magic or have a magical core yours would be significantly larger than any of your peers.

Lord of the Dead - 600 CP
The Dragon Lord is considered to be the greatest and most powerful Necromancer to ever live. He was capable of raising an entire army with, but a wave of his hand. For reference any necromancantic being in the world summoned would immediately fall under his control regardless of who summoned it. In addition to this he is said to have mastered every spell in the world. Few if any are even worthy of being mentioned in the same breath as him let alone being considered his equal. Well this was true until you came along. You are a magic user and necromancer who can truly be called his equal. Perhaps the Dragon Lord would be open to a team up if he knew about you.

Classes and Twists of Fate

You will receive a 400 CP stipend to spend on the various classes and techniques listed below. You receive three discounts that can be used on any options that are offered in the following section.

Twist of Fate

Village Idiot - 100 CP
Oh, you sweet large child. Blessed with looks, muscles, and exactly two brain cells that never call each other, you are made in the image of the gods. Specifically Bellothion, God of Himbos. You were always destined either for greatness or to be legally categorized as construction equipment. This twist of fate greatly increases your natural strength and your skill when it comes to dealing critical damage.

Raised by Elves - 100 CP
You really don't like bringing it up, but you grew up in an Elven commune. A steady diet of uncooked leaves and tree sap has left you light on your feet but scrawny. Also, if you have to hear one more harp solo in your life, you're gonna lose your gourd. This twist of fate boosts your natural dexterity and your skill when it comes to identifying weak points in your opponents.

Failed Monk - 100 CP
A powerful calling led you to leave your life behind and travel to a mountain monastery, where you could learn ancient teachings and contemplate the meaning of all things in peace. Then you emptied a chamber pot out the window and hit the head monk mid-yawn. Fearing that vows of nonviolence can extend so far, you fled in the night, seeking another calling. This twist of fate increases your intelligence, wisdom, and your ability to use spells rapidly.

Recovery inventor Hoarder - 100 CP
You once scrambled across your fantastical world, stuffing your pockets with every last candlestick and wheel of cheese you could sweep off the shelves. You've sworn off junk, but now your eye turns toward implements of destruction and their gleaming loot beams. This twist of fate increases your intelligence, your ability to use spells rapidly, and your attunement to the elements.

Rogue Alchemist - 100 CP
The Royal Alchemist Society strictly regulates transmutation magic. Screw those guys! You made a name for yourself hawking off-brand affordable jewelry, but are recently

unemployed and on the run after the local baron discovered his new golden amulet was made of chocolate. This twist of fate greatly boosts your wisdom, your resistance to the elements, and your ability to deal damage with the elements.

Clownblood - 100 CP
Ah! Oh! Hohoh! There's a curse in your blood, stranger. Somewhere snarled in the fetid roots of your family tree is a pair of comically oversized shoes. Do you hear it? The honking? The chortles? Yes... The forbidden knowledge of the clown flows through your veins. This twist of fate noticeably boosts your strength and your ability to rapidly dish out spells.

Apprentice Barnacle Scraper - 100 CP
From the day you laid eyes on your first galleon. encrusted in sea warts from the pox'd kiss of the Umpteen Seas, it was your dream to someday wedge a chisel underneath those bad boys. It wasn't long before that dream became reality. You have a dockworker's brawn and a union paycheck, but now it's time for a new, less stupid dream. This twist of fate amplifies your strength and boosts your attunement to the elements.

Street Urchin Success Story - 100 CP
It's the oldest story in the book. You and your filthy crew of pickpockets and thieves had found yourselves one last job: the Big One. Something stank about it worse than you, but you were just malnourished and desperate enough to try it. We all know what happened next: it went pretty well. You all made a comfortable amount of money and moved out to the suburbs. Sometimes you write letters to your old compatriots to catch up on old times. This twist of fate amplifies your strength and your intelligence. In addition, your skill when it comes to dishing out spells quickly is noticeably boosted.

Nerfed By The Bunker Master - 300 CP
Like that one goddess from that one mythology we're trying to stop naming things after, you burst forth fully formed from a god's head. You're good at pretty much everything! In fact. too good. The Bunker Master didn't mean to give you this character. So, uhhhh... here. you'll take a Dexterity hit. Yeah, that's probably balanced. This twist of fate greatly enhances all of your attributes and powers. It’s a bit unfair compared to the others, but that's the whole reason that it's more expensive than the others.

Classes

Brr-Zerker - 400 CP:
Brr-Zerkers are tenacious Frost-infused bruisers who complement their firepower with an onslaught of brutal, up close and personal melee attacks. When confronted with a problem, a Brr-Zerker's first instinct is to turn it into a popsicle and punch their way to a solution. Brr-Zerkers are hardy warriors who hail from the frozen mountains, with a long line of ancestors who trained their bodies to withstand and even harness the bitter cold of icy winters. In battle, Brr-Zerkers prefer to do their fighting up close and personal, taking point on the front lines as a whirling maelstrom of exceptionally chilly death.

- **Rage of the Ancients:** Using an Action Skill causes the Brr-Zerker to become Enraged, adding bonus Frost Damage to their attacks. Enrage Duration will not deplete while an Action Skill is active and ends if the Brr-Zerker enters Save Your Soul. Activating an Action Skill when already Enraged restores a portion of the Enrage timer.
- **Dreadwind:** The Brr-Zerker spins, slashing anything nearby with their melee weapon and essentially becoming a pain tornado. Grants increased Movement Speed and Slow Immunity for a duration.
- **Feral Surge:** The Brr-Zerker leaps toward their target, dealing Frost damage to all nearby enemies. Any non-Boss enemies damaged will be instantly killed if their Total HP is below a certain percentage. If Feral Surge kills an enemy, its cooldown is reset.

Clawbringer - 400 CP:
Clawbringers are faithful warriors who bring down thunder and flames upon their enemies with a spectral hammer alongside their fire-breathing Wyvern Companion. The Clawbringers are an order of warriors who seek to bring Heroism to the Wonderlands through fire and thunder. While it has long been rumored that Clawbringers are born with dragon blood in their veins, legal scholars can neither confirm nor deny such blatant hearsay.

- **Wyvern Companion**: The Clawbringer is accompanied by a Wyvern Companion that flies through the environment and attacks enemies with its claws and Fire Breath. Any increases to the Fatemaker's Damage also apply to their Companions.
- **Cleansing Flames**: The Clawbringer summons their Hammer and slams it into the ground, dealing Melee Damage and creating a massive Fire Nova, dealing Fire Ability Damage to nearby enemies.
- **Storm Dragon's Judgment**: The Clawbringer summons their Hammer and hurls it, dealing Lightning Ability Damage to all enemies it touches. It sticks wherever it lands and deals Lightning Melee Damage every second to all nearby enemies.

The Clawbringer can recall the Hammer, damaging enemies along its path, ending the Action Skill early, and refunding a portion of the cooldown.

Graveborn - 400 CP

Graveborn are Death-touched acolytes who sacrifice health to unleash devastating Dark Magic attacks and become the phantasmal Reaper of Bones, accompanied by their manic Demi-Lich companion. Devotees of Death, Graveborn draw strength from the pain and passing of others, growing in power as they send the souls of their enemies screaming into the void. Where most fear Death, the Graveborn revel in it, and have even made it an ally. Aided by a powerful and ancient demi-lich bound to their service, the Graveborn knows that all power comes at a price paid in blood, whether it be that of their foes or their own…

- **Demi-Lich Companion**: The Graveborn is accompanied by a floating Demi-Lich Companion that targets enemies at range and deals Dark Magic damage. Whenever the Graveborn casts a Spell, the Demi-Lich will cast Hellish Blast, creating a homing projectile of the Spell's elemental type, dealing damage to nearby enemies on impact. Any increases to the Graveborn's Damage also apply to their Companions.
- **Dire Sacrifice**: The Graveborn sacrifices some of their Current Health to deal Dark Magic Damage and apply Dark Magic Status Effects to all enemies nearby. Dire Sacrifice deals bonus damage proportional to the sacrificed amount of Health.
- **Reaper of Bones**: The Graveborn is fully Healed, gains Leech Efficiency, and deals Bonus Dark Magic Damage for a duration, but loses an ever-increasing amount of Health per second. When the Graveborn would die, they become Invulnerable for a duration, restore some of their Health, and Reaper of Bones ends.

Spellshot - 400 CP

Spellshots are gun-toting wizards who can unleash a constant barrage of spells and bullets and transform their enemies into harmless livestock with the snap of a finger. Whether they're slinging spells or shooting shells, Spellshots know that in the Wonderlands, an adventurer survives by force of arms and arcana. While others may view their guns as mere weapons, the Spellshot has trained rigorously until it becomes an extension of their own magical will, weaving gun and grimoire together to enhance their spells and imbue their weapons. Also, they can turn enemies into fuzzy little animals, which is just hilarious.

- **Spellweaving**: Casting a Spell or reloading a weapon grants the Spellshot a stack of Spellweaving, increasing Spell Damage. Spellweaving stacks

automatically decay after a few seconds. Casting a Repeating Spell has a chance to award additional Spellweaving stacks with each Repeating Cast.
- **Ambi-Hextrous:** The Spellshot may equip a spell into their Action Skill slot. Whenever the Spellshot presses the Action Skill Button, they cast that spell.
- **Polymorph:** The Spellshot turns an enemy into a Sheep for a few seconds. If the enemy is immune, the Spellshot instantly casts a free Spell on that enemy and gains two free stacks of Spellweaving. While Polymorph is active, any Fatemaker that damages the sheep has a chance to cast a free spell. This effect is guaranteed the first time the Fatemaker deals Gun Damage. If the Spellshot casts a free spell this way, they gain a stack of Spellweaving.

Spore Warden - 400 CP

Spore Wardens are masters of nature who summon tornadoes and launch volleys of arcane arrows into enemy lines alongside their toxin-spewing Mushroom Companion. The Spore Wardens are swift guardians of the Wonderlands' magical wilderness. Deeply in tune with the natural world, Spore Wardens prowl through forests and bogs alongside their faithful, flatulent Mushroom Companion. Spore Wardens are able to annihilate their foes from afar, showing off their mastery of both conventional firearms and a mystical summoned bow that unleashes a barrage of arcane arrows.

- **Mushroom Companion:** The Spore Warden is accompanied by a Mushroom Companion that targets nearby enemies and deals Poison Damage. Pinging an enemy will cause Mushroom Companion to lunge towards them. Any increases to the Spore Warden's Damage also apply to their Companions.
- **Barrage:** The Spore Warden summons an Ethereal Bow, firing 7 arrows that deal Ability Damage on impact. Arrows ricochet twice between nearby enemies.
- Barrage has multiple charges. Increases to Gun Damage apply to damage dealt by Barrage.
- **Blizzard**: The Spore Warden creates 3 Frost Cyclones for a duration that seek out nearby enemies, dealing Frost Ability Damage over time.

Stabbomancer - 400 CP

Stabbomancers are sneaky, Critical-hit-focused assassins who summon magic whirling blades to the battlefield and disappear into the shadows at will. Stabbomancy isn't really its own school of magic—it's a way of thinking. Specifically, "How do I stab that guy?" Up close with a dagger in the dark? A well-aimed bullet from afar? Or even an ethereal psychic ghost sword? The thing is, Stabbomancers are all about creating, and capitalizing on, opportunities. Jacks of all trades, masters of none, the skillful Stabbomancer exploits foes' weaknesses to stealthily strike vital targets to bring enemies down before they know what hit them.

- **Dirty Fighting**: The Stabbomancer's Critical Hit Chance is increased.

- **Ghost Blade**: The Stabbomancer throws out a Ghost Blade which spins in place at target location, dealing Melee Damage periodically to nearby enemies based on the Fatemaker's equipped Melee Weapon. Pressing the Action Skill Button while Ghost Blade is active causes it to teleport to the targeted location and reduces its remaining duration by a small percentage.
- **From the Shadows**: Stabbomancer enters Stealth, turning Invisible. While in Stealth, all damage dealt is automatically a Critical Hit dealing increased damage.

Blightcaller - 400 CP

The Blightcaller stirs elemental storms and souls lost to the putrid waters of swamp and bog only the Blightcaller may grant them frenzied reprieve, rousing their spirits with mystical totems to swarm their foes with elemental fury. The Blightcaller can also call forth a miasmatic storm to choke and char their enemies with poison clouds and bolts of elemental energy. At the crossroads of life and death, rot and bloom, the Blightcaller thrives.

- **Whisper of Rot:** Applying a Status Effect increases Elemental Damage for a duration. This effect can stack.
- **Plaguestorm:** The Fatemaker summons a Plaguestorm at target location, dealing Poison Status Effect Damage over time in an area. Whenever the Fatemaker deals Non-Ability Damage a percentage of it is stored. The Plaguestorm periodically creates Elemental Bolts targeting a random number of enemies underneath it, dealing Ability Damage of a random Elemental Damage Type equal to the damage stored split among all targets, and clearing all stored damage. Elemental Bolts cannot apply Status Effects.
- **Bog Totem**: Summon a Bog Totem Companion at target location, which periodically creates Elemental Spirits that seek out nearby enemies dealing Ability Damage and exploding on impact. Elemental Damage type is based on the Fatemaker's currently equipped Gun when activated. Whenever the Fatemaker kills an enemy while Bog Totem is active, its Duration is partially restored. Bog Totem has multiple charges, and Pinging an enemy will cause your Bog Totem to target them.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

Tiny Tina's Wonderland - Free/100
This is a copy of the Tiny Tina's Wonderland game along with all of the DLC and merchandise for it. It contains the events that occurred throughout the game and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know. This will also expand the item granting you copies of the rest of the Borderlands franchise along with all of their merchandise.



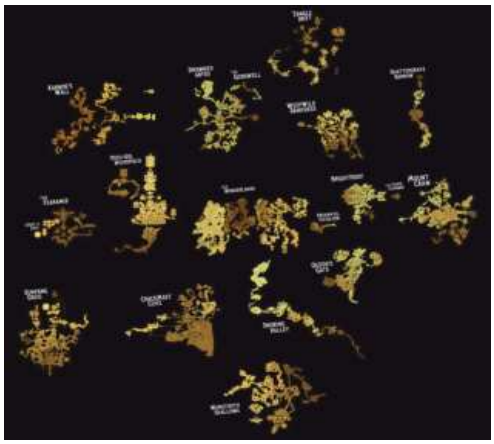
Legendary Gear - 100 CP
As it still is, the Borderlands universe guns and legendary equipment come in spades. Most of this equipment is dropped by powerful bosses or acquired through lucky encounters. This option allows you to purchase any legendary or unique item from within the world of Wonderland as well as the greater Borderlands universe. An example of these weapons is the Snake Stick. This is a legendary fire elemental scythe that possesses many unique features. The Snake Stick is capable of spawning a Hydra nearby every time you hit a foe with it and it increases the chance of a critical strike with every blow until it occurs. You may purchase this item as many times as you can afford.

The Magic Supercharger - 300 CP
The magic supercharger is a giant-sweet ass magic laser that as you might expect supercharges any type of magic channeled with it. For example, the Fatemaker was able to use it to dispel the shielding used to protect the Fearamid due to their Dispel spell being too weak to do anything to it. This cannon is an extremely powerful defensive and offensive measure capable of dealing with many issues with ease. This item will grant you one of these emplacements as well as the blueprints needed to create more of them. Lastly, this version has a safety measure built in place to prevent it from being used against you.



The Bunker Master

Bunkers and Badasses - 100 CP



If you are going to play the game then you need the right gear. This is a fully customized board perfect for playing any type of tabletop game you wish. It will come with all of the pieces, models, paints, and everything else you could possibly need to play a game. The best part is that this board can create an imaginary or virtual world simulating everything you do in the game with perfect clarity allowing you to truly feel like an epic adventurer.

The Portal Network - 200 CP

I don't understand what this fast travel system is around here. We use the Portal Network, the network is a large system of portals that allows for instantaneous travel throughout the world. Starting out you will only have access to your initial starting location, but as you explore new portals will be created at areas of interest. In addition, you will always be able to teleport to your main hub instantly regardless of location. Lastly, unlike the normal fast travel system this one can be used in combat if you need to make a desper.. I mean a tactical retreat. That's right after all heroes never run away they simply regroup to gather their strength. You may choose who has access to this network. It will be impossible for anyone to take it over or sneak through without your permission.



Sunfang Oasis - 400 CP

Deep within the deserts of the Wonderlands lies a location known as Sunfang Oasis. This is a massive city in which the Coiled live. This city is their greatest fortress and holds the sealed power of an evil goddess known as Salissa. Purchasing this option will allow you to either take ownership of Sunfang Oasis or to instead create your own city.

This city will be filled with over a thousand beings primarily that of a single race. This race will also command numerous elite warriors and fall under the protection of a powerful deity (Lorewise Salissa was a threat to the entire world). You may choose the exact demographics of the city. By default it will be made up of Coiled which are an all female species. Lastly, you will be considered the ruler of this city and have an unbreakable sense of loyalty from all its inhabitants including the deities and warriors.

The Council of Clerics - 600 CP

The Council of Clerics is a group made up of the greatest healers in all of Wonderland. One of the greatest services is the ability to resurrect. In exchange for approximately seven percent of the wealth you are carrying they will resurrect you. This however, is a flat percent meaning that a king would have to pay quite a bit more than a peasant. Purchasing this option allows you to enlist their services and for them to be brought under your stewardship. This will allow them to travel with you to new worlds and for you to register new individuals. In your case however, they will only be allowed to do so once per jump or once every ten years whichever time is shorter.

The Fatemaker

The Enchanter - 100 CP
The Enchanter is a special treasure made to assist in the creation of powerful weapons. By placing a piece of equipment inside the Enchanter you may give it some sort of special quality. For example, it could boost the damage of all nearby allies by 20% or it might heal 1% of your health per second. The type of enchantment will depend on what equipment you enchant and how powerful the relic is. The Enchanter is normally powered by Moon Orbs, but you may substitute them with any other source of power you possess. The only restriction is that the more enchantments you apply on a single item the more expensive it becomes.

Corneal Coronet - 200 CP
The Corneal Coronet is a legendary relic meant to be wielded by the King of all Cyclops. Any member of the Cyclops race who sees this will recognize your authority and obey any request you make. Optionally however, you may choose to gain this authority over another species instead given that the Cyclops are a rather low populated species. If you choose something like the Coiled then the effect will apply to any type of Naga/snake people rather than just their specific sub species.

The Chaos Chamber - 400 CP
The Chaos Chamber is a special arena that is unlocked after the Fatemaker defeats the Dragon Lord. The Chamber is a rogue-like PvE arena featuring combat against waves of enemies and previously defeated bosses. Runs are automatically failed after three deaths. Completing a run successfully gives access to a final loot room where crystals, a currency dropped exclusively by enemies in the Chaos Chamber, can be spent to randomly generate additional loot. Post-jump this chamber will be updated retroactively and continue to update as you explore new jumps.

The Sword of Souls - 600 CP
The Sword of Souls is the most powerful weapon in the universe capable of slaying any being. It is capable of doing this since it devours the essence of the slain foes. The sword's edge is sharp enough to cut through anything including unbreakable items. In addition, you will gain the ability to summon the sword to you. This will prevent anyone from simply stealing the blade or using it against you. Lastly, according to Tina it has the power to sever the bonds of fate itself, allow the user to fight gods, or to become gods themselves. The only limits to the sword's capabilities is the amount of power that you can give it.

Inhabitant of Wonderland

The Cipher - 100 CP
The Cipher is a relic used by the Coiled which allows other races to instantly learn their language. By purchasing this option you may claim the cipher for your very own use. It will automatically translate any new languages you encounter granting you an understanding of their verbal and written use. It was never explained how it works, but let's just go with the simple option and say it does this through the power of magic.

The Jumper's Maiden - 200 CP
The Marley Maiden was the pirate ship commanded by the mighty Three Bones. He was one of the greatest pirates in this world. He was tricked into accepting a curse by the Dragon Lord so that he and his love could stay together forever. The Marley Maiden was an impressive ship that possessed the ability to fly due to its ghostly properties, travel through dimensional portals, and unleash a massive amount of firepower with its array of cannons. This option allows you to either purchase a copy of the maiden or to create your own equally impressive ship.

Magic F*%king Missile - 400 CP
Rather than crossing the ocean on that piece of $hit boat you wanna know what the correct method is? Well the correct answer is EXPLOSIONS and that we're about to blow up the motherf#&king ocean. This is the thought process that Mr. Torgue used when he blessed the Fatemakers crappy boat. If you are intelligent and agree with Mr. Torgue then you can use this missile to solve your problems. This set of magic missiles can be launched to destroy one obstacle per jump or once every ten years. The power of explosions will bypass all logic and somehow resolve the issue. It could kill a single opponent or it could remove a major obstacle that is inhibiting your journey. When deciding if it will work just ask yourself will sufficient explosives deal with this problem (Hint: The answer is YES).

Brighthoof - 600 CP
Brighthoof is the crown jewel of Queen Butt Stallion's bodacious queendom: a beacon of light to all who yearn to bunker or be badass. The city is diligently protected by the honored Diamond Guard, and serves as the capital city of the Wonderlands. By purchasing this option you may either claim the city for yourself or create your own equally impressive city. You may choose the exact demographics of the city. By default it will be made up of humans, dwarves, elves, and a few other various races in relatively equal numbers. Lastly, you will be considered the ruler of this city and have an unbreakable sense of loyalty from all its inhabitants including the deities and warriors.

Dragon Lord

The Curse of True Character - 100 CP
The Curse of True Character turns the target into a being reflecting their true self. For example, cowards will become smaller and weak. On the other hand those with mighty hearts and a stalwart sense of self will become far more dangerous. In fact they typically turn into powerful giant monsters. This gives you a skull filled with the curse. By throwing it at someone and shattering it they will be inflicted with the curse.

Love Potion - 200 CP
While they are sometimes considered unethical (and possibly illegal) that does not stop people from making love potions. This is a powerful potion that will cause the consumer to fall into love. You may choose whether the potion will cause them to fall into love with you or with a target such as the first person they make eye contact with. Somehow this potion is capable of bypassing any defenses that should prevent this from working and since it isn't mind control it cannot be broken. This potion comes in a large cauldron which will refill whenever it is emptied. It only takes a small sip to affect your target, but it also happens to taste great if you want to give it to someone.

The Great White Whale - 400 CP
The Coiled Queen Viscetta used this mighty beast as a mount and a mobile city. This creature was slain however, when Mr. Torgue destroyed the ocean. Before this however, it was amongst the mightiest creatures in the world and that which allowed her to rule uncontested. This option allows you to create a similarly mighty mount to command. By default you will receive a whale, but you may choose to receive another species instead. I personally would recommend choosing a giant Wyvern which is basically a big Dragon and everyone knows that Dragons are the best. Although you could also choose a mountain sized Seawarg which is nearly as cool.

The Fearamid - 600 CP
The Fearamid is the dark capital of the Dragon Lords territories. The Fearamid is protected by a number of powerful barriers. Aside from these barriers this city commands a massive army of Undead, Coiled, and other races. By purchasing this option you may claim the Fearamid for yourself or instead create an equally powerful fortress. You may optionally change the aesthetic if you don't like royal purple, maybe you could go with poison green. This fortress will come with a massive army perfect for defending this kingdom or laying siege to other cities. You may choose the demographics and make up of the army if you wish to customize it.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100cp
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

The Notetaker - 100 CP (Free Bunker Master)
The Notetaker is a mysterious individual who comments on Tina's adventure and leaves various notes scattered throughout the world describing events. If you are familiar with the series you may recognize the Notetaker's voice as Roland Tina's unofficial adopted dad/caretaker. This companion option will possess two forms. The first is that a normal companion would probably be playing with you. The second is a more spectral-like appearance which they can take on if they are separated from you or if they die. This individual cares a great deal about you treating you like a member of the family. Most importantly they seemingly always know what to say if you are stuck in a crisis. They will never abandon you and they will try to assist you in any way they can. You may design their personality, appearance, and species if you wish.

A Fellow Adventurer - 100 CP (Free Fatemaker)
Whenever you go on a quest you should never do so alone. As you prepared for your quest you encountered this individual. They are another Fatemaker who has arrived to assist in your quest. They possess the entire Fatemaker perkline and have two of the Classes from the Classes and Twists of Fate section. They will start out weak, but they have the potential to become a legendary hero. You may freely customize the appearance, personality, and species of this individual as well.

A Helping Hand - 100 CP (Free Inhabitant of Wonderland)
While a lot of focus may be placed on the heroes like the Fatemakers there are many who assist them from the shadows. This is a being who can assist you in some way. They could be a valiant member of the guard, a skilled blacksmith who can forge you equipment, or even something like a Bard capable of inspiring you through their songs. Regardless of which option you choose they stand at the pinnacle of their field and wield a high ranking position. If you need their assistance they won't hesitate to assist you in any way they can. You may freely customize the appearance, personality, and species of this individual as well. Lastly, you may buy this option multiple times to either build up a full party or make a team of skilled workers.

Stalwart Second - 100 CP (Free Dragon Lord)
Being a 'proper' bad guy is a lot of work so it really helps out if you can recruit a real minion / second in command. Luckily you seem to have recruited or perhaps created one such individual. This is a powerful being on par with some of the main bosses such as the Banshee, the dark god Dry'l, or the horrific Knight Mare. They are incredibly competent when it comes to handling any task you assign them and they are strong enough to put down any foes they go up against. You may freely customize the appearance, personality, and species of this individual as well.

Wyvern - 100/300 CP
Given that this world is called Bunkers and Badasses you will probably be expecting Dragons to show up at some point. They are mentioned, but honestly they don't show up much. Despite this Dragons and Wyverns alike are some of the coolest creatures in Wonderland. This option allows you to recruit one to serve as your companion. The 100 CP option will allow you to choose a Wyvern. They are smaller Dragons that lack the two front legs of their much larger brethren. You may choose any of the various Wyvern variants from Wonderland including the unique versions. The second level allows you to purchase a true Dragon as a companion. The Dragons are significantly larger allowing a group to ride on their back and their abilities are significantly more powerful. For example, their breath is capable of instantly melting steel barriers rather than just burning someone. Lastly, if you wish you may use this option to create a being simialr to the offered options. For example, instead of a Wyvern you could recruit a Hydra or you could create a Dracolich instead of a true Dragon. Alternatively there were some special creatures such as the Sea Dragon Leviathans which could be chosen as well. Power wise the Wyverns will be equal to some of the tougher Badass foes and the Dragons will be as strong as Bernadette which was one of the two final bosses.

Badasses and Bosses - 100/200/300 CP

There are a number of special individuals who stood out in this world. Generally these individuals are referred to as Badasses to represent their superiority to their normal counterparts. This option will allow you to recruit them and their leaders.

- For 100 CP you can recruit a Badass version of any normal foe. This is by far the most common variant of this group. These individuals typically act as the leaders of large enemy groups and often are the guards of the most powerful beings like the true bosses. Some examples of this option are the Badass Skeleton Archmage, the Badass Pirate Captain, the Badass Coiled Praetoria, and the Titantooth.
- For 200 CP you can recruit a mini-boss. Generally mini-bosses serve as the final opponents in various side quests. They are noticeably more powerful than even the Badasses. In addition, they typically have some unique powers unavailable to anyone else in this world. Some examples of the mini-bosses are the Slithering Sisters, Mobley Dick, Biter of Crews, Scourge of Salt and Sand, and the Obsidian Wyvern.
- Lastly, for 300 CP you can recruit one of the true bosses. These are the elite beings who can become overlords of this world. They are only beneath the Fatemakers and the Dragon Lord in raw power. These beings are made up of legendary monsters, powerful gods, and horrific eldritch entities that cause havoc with their mere presence.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

You Only Want to Play One Game? - 0 CP
The entire portion of the story only covers a single session of Bunkers and Badasses which should only be a few days even if you deliberately stretch it out. Given this incredibly short time frame you may choose to leave once your game with Tina has concluded rather than stay for a full ten years like normal.

Back to the Borderlands - 0 CP
Tiny Tina's Wonderland is a spin-off adventure which takes place on the hostile world of Pandora (the crazy one with psychos, not the blue alien one). So if you have already been to this world and have a history here you may import that history into this jump. For example, if you already have been to the Borderlands jump then perhaps you already met Tina or some of the other Vault Hunters. She would likely comment on that and depending on your relationship with her your opinion will probably matter a lot more.

Are You A Player or NPC - 0 CP
The entire jump is spent around playing a game of Bunkers and Badasses which takes place on a table sized board. Given that this is less exciting than actually experiencing the world you have two options with this toggle. The first will allow you to actually enter the world experiencing it from your own perspective without any interference from Tina. The second option is that you can change the nature of the world so that whenever you are playing the game your mind will travel to another world possessing your chosen character like the Fatemaker. This will allow you to interact with wonderland and explore Pandora if you are interested in that. Lastly, even if you do not take this toggle you will

still get to keep all of the items and perks that you purchased they will simply be placed in your warehouse.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

Fury of the Murphs +100 CP
The Murphs are a race of small goblin-like beings who live in the Weepwild Dankness forest. There are two variants of these Murphs. The first is a kinder orange variant that is quite hospitable. The second version however, is an evil version called Blue Murphs driven insane with the desire to infect others with their virus. Normally you would only find the Murphs in a small village if you went to assist them, but now you will find that the Blue Murphs will constantly follow you on your adventures. They will appear randomly and attack you in large swarms. Honestly they aren't that deadly and can be killed with a single hit, but I'm sure that a horde of screaming insane midgets attacking you during a boss fight could cause some complications.

Jumpus Tutorialias +100 CP
The rare species of tree known as Jumpus Tutorialias is a unique plant that only grows in the starting area. Now you might be an extremely seasoned adventurer who has dealt with all sorts of tasks before, but that doesn't exempt you from tutorials. Every single time you encounter some form of new ability or power you will have to complete some form of a tutorial to continue. Some of these will be simple like jumping over a tree (learning how to jump), but some of these may be much more difficult like how you feed a Wyvern without getting eaten. At the very least you might actually learn some new skills so there is a bright side to this.

You Call That Seduction +100 CP
Despite his name Valentine is truly horrible at seduction. His closest attempt to success was when he managed to charm an obsessive Goblin stalker, and the rest of his attempts made the target try to kill him. Like Valentine you believe yourself to be smooth and charming. Unfortunately you really aren't, any attempts at seduction will fail horribly. At best you will be laughed at and told to go away. At worst they will be incredibly insulted and try to kill you immediately. The severity of their reaction will depend on their status. Obviously a peasant in a tavern won't try to kill you (well they might if they're drunk), but a random neutral entity would be far more likely to try and kill you.

I Do This For Glory +200 CP
The heroes of the realm such as the Fatemaker tend to handle many quests, in addition to their duties. Normally these tasks have some sort of payment involved such as the honor of slaying a Dragon or a massive supply of gold. You, however, are a hero, you are not motivated by money. Your desires are to protect the innocent and save the day. This means that you will not accept any money as thanks for performing a quest. If you intend to gather any riches you must do so by claiming it as loot, selling your treasures, or finding it in ruins.

I Do This For Money +200 CP
On the other hand there is a lot of money to be made so why should you go around helping people out of the kindness in your heart? You will find your heart is now only moved by cold hard cash rather than the pleas of innocents. You will only be willing to go out of your way to do a task if there is a sufficient reward, particularly if it's gold. This however, could cause some issues as you will actually be tempted to assist your foes if they offer a sack of gold. You could still choose to do things out of kindness, but you will have to force yourself to do this.

You Made a New Friend +200 CP
Ok, so I've got some good news and some bad news for you. The good news is that you made a new friend. The bad news is that your new friend is Claptrap. He doesn't do it intentionally, but Claptrap is easily one of the most annoying beings in existence. For the duration of your stay Claptrap will show up and try to be involved in your journey. More often than not he will do something that will make your job harder or he will irritate you. For example, he might accidentally anger a possible ally turning them into your foe or drop a gate onto a passageway you needed to go through.

Curse of the Ocean +200 CP
If you dare to head into the ocean without the blessing of a bard your ship is guaranteed to be dragged into its depths. This is the law of the ocean and the will of the gods. By taking this drawback you will somehow have truly enraged the sea gods. The effects of this are twofold. First you will be unable to cross the ocean in any way for the entirety of the jump. The second and much more dangerous effect is that if you are submerged in a body of water that covers your body you will die instantly. This effect will only occur in actual bodies of water such as the ocean, lakes, and deep rivers. So you won't be affected by powerful water based magic or similar conditions.

I'm Running Out Of Reasons to Stall +400 CP
You know how normally events would practically pause in place ensuring that you could do everything at your leisure? Well by taking this drawback you will actually have to deal with issues in real time. For example, why should the Dragon Lord halt his attack on Brighthoof simply because you haven't arrived. Actually he should probably speed the attack up knowing that you might not get there in time. So I hope you are prepared to move fast now. Next time you hear that one of your allies is in danger they might actually die if you take more than a day to reach them. At the very least you still have access to the Portal Network which should save you a fair bit of time.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Borderlands jump, the Borderlands 3 jump, any other jump related to the Borderlands series, and any other jump that is based around the shooter / fantasy genre.

The Handsome Sorcerer Has Returned +600 CP
You may be familiar with the Handsome Sorcerer from Tiny Tina's Assault on Dragon Keep. He acted as a temporary stand-in for the Dragon Lord while he was busy doing evil overlord things like burning empires and such. Regardless, the Handsome Sorcerer has now been resurrected from the dead and rebuilt his empire in secret. Seeing the chaos emerging throughout the land he has decided to reveal himself. At best the world will now be engulfed in a three way war between the heroes and the multiple villainous factions. At worst the villains may team up in order to destroy you. Should you possess the Dragon Lord origin then the Handsome Sorcerer will refuse to ally with you and he may even make a pact with Butt Stallion to slay you first. After all, Jack refused to play second fiddle in the real world so why wouldn't he be the true big bad in the world of fantasy as well.

I Really Want You to Hate Me +600 CP
The Dragon Lord makes a few jokes when first meets you about how he wants to be the best bad guy he can be. For example, he asks if you have any mentors that you want him to kill off so that you can really despise him. In the end the Dragonlord is actually a pretty nice guy who wants to fulfill the role he was given since he is the big bad. By taking this you truly will make him fit for that role. Now he will become a true dark lord. He will become a genuine monster whose actions horrify everyone and his forces will reflect this. Rather than simply playing a game of Bunkers and Badasses you will now be dealing with a world on the brink of collapse due to the tyranny of a true monster. I hope dooming the world was worth the points.

The Fallen Fatemakers +600 CP
The Dragon Lords story is actually kind of sad. He originally was the Dragon Knight and he was the first Fatemaker that Tina had ever made when she played with Roland. Eventually however, she grew bored and decided to make him the villain for her new Fatemakers to fight against. By taking this the spirits of every fallen Fatemaker will awaken. Many of them are filled with rage and sorrow having been abandoned by their creator. They will view you as the newest Fatemaker or possibly one of two Fatemakers. They will do their best to slay you. This could be out of rage or some desire to prevent you from being abandoned. Regardless you need to remember every Fatemaker is a legendary being capable of challenging the world and now there are dozens of them who wish to slay you. I hope you are prepared for the onslaught. There however is a slim possibility that you could try to reason with them. Perhaps you could show them that they still have a lot to live for or perhaps they could join you on your quest instead. If you are capable of convincing any of them to join you then you may take these Fatemakers as companions with all of their powers intact and boosted to the best.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise****.***
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

The Newbie



Congratulations, you are now the protagonist of our story. That's right you will be replacing the Newbie. The jump will last until the story ends canonically or you die. You will face all of the challenges that Newbie did. You will start out with all of Newbie's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed as they did however should you follow their path. Lastly you will receive their memories so that you know what's going on and have their experience.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, for having completed the mission you will get to take your new friends with you as companions for Free. This includes Tiny Tina, Valentine, and the robot Frette. You will also be able to recruit all of your new allies from the fantastical world of Wonderland.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed as well as receive fiat-backing.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

I’m Saving the World

As the story progresses you realize that in a way the Dragon Lord is actually the hero of the story trying to save his world from Tina. Perhaps at some point you felt sympathy for him and wanted to help him. Well now you get the chance to do so as that is the goal of this scenario. You must assist the Dragon Lord in his conquest of the land. Once you conquer the world you will be able to use all the soul energy that you have gathered to break free from Tina’s control. The final obstacle you will have to face is that once you do this The Maker a manifestation of Tina’s control will appear before you. You must slay this being which is imbued with god-like power as the most dangerous being in this world. Once you have defeated this being you will truly be free and will have completed the scenario.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, out of thanks for your assistance you will get to take the Dragon Lord as a companion for Free. He will come with his mighty Dracolich Bernadette and vast army of minions. In addition, all of the bosses who have been slain will be revived and can be made into companions alongside any other notable warriors in your forces.
- Second, having worked so hard to free it you may take the world of Wonderland with you. It will become a warehouse attachment post-jump and you may import it into new worlds.



Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Some of the class descriptions are from the wiki so any credit goes to Gearbox for making them.

Wonderland - Legendary Weapons

- Tiny Tina's Wonderlands: List of all legendary weapons

Changelog

- Jump in Progress
- V1 completed
- Added Flying Lizards race
- Changed the Handsome Sorcerer Drawback from 400 to 600 CP