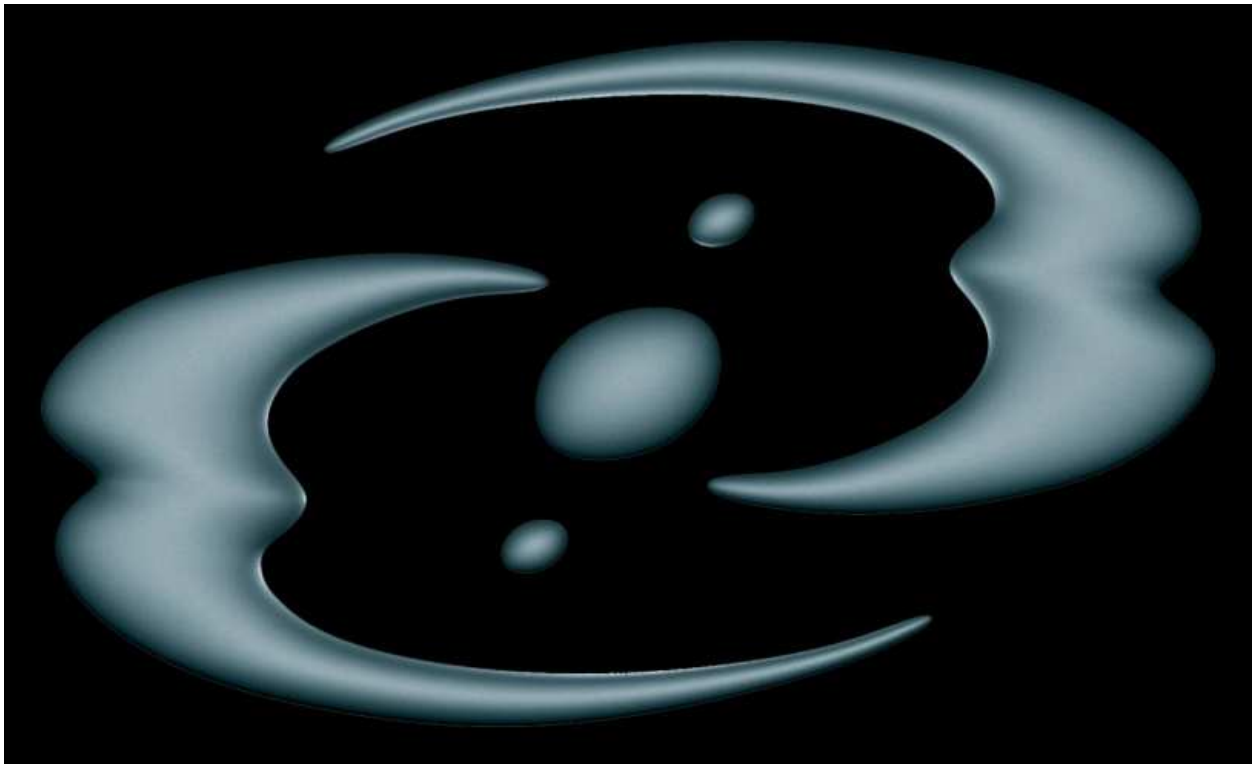


BIONICLE®

V 1.1
By Pyroi

Gathered friends, listen again to our legend of the Bionicle. In the time before time, the Great Spirit, Mata Nui, carrying we, the ones called the Matoran, to this island paradise. We were separate, and without purpose, so the Great Spirit illuminated us with the Three Virtues: Unity, Duty, and Destiny. In return, we named this island Mata Nui in his honor. But our happiness was not to last, for Mata Nui's brother, the Makuta, was jealous of these honors and betrayed him. He cast the Great Spirit into a deep slumber. The Makuta was free to unleash his shadows, and unleash them...he did.

That's the story we tell the Matoran, but the truth is far more complicated. 995 years ago, Makuta Teridax launched his coup against the Great Spirit Mata Nui. Thanks to the efforts of six brave toa, the Matoran were evacuated to the island of Mata Nui. However, Teridax followed, and has been harassing the Matoran ever since. In five years time, the Toa Mata will arrive on the island of Mata Nui and begin their quest to save the Great Spirit...and even then, there might be secrets that are still waiting to be uncovered.

You have **1000 CP.**

Location

Roll 1d8, or pay 50cp to choose.

1. **Mata Nui** - A veritable island paradise, sitting in the middle of a seemingly endless ocean. From here, Makuta Teridax controls his horde of Rahi, sending them to keep the Matoran divided, and to keep them from returning to Metru Nui below. You wash up on shore in a Toa Canister, a fresh arrival.
2. **Metru Nui** - Below the above island paradise lies the metropolis of Metru Nui, abandoned for nearly a millennium. While great portions of the island are still in disarray from the Great Cataclysm and the Visorak Invasion, the Rahaga and Keetongu call this place home. You awaken in a broken stasis tube in the Archives of Onu-Metru.
3. **Voya Nui** - When the Great Cataclysm hit, the Matoran Universe was greatly damaged. On the Southern Continent, a massive chunk was catapulted upwards into the endless ocean. Those who still live on the island live hard lives, where drought and famine is a common part of life. However, hidden in the depths of Mount Valmai lies one of the most powerful artifacts in the Universe...the Kanohi Ignika, the Mask of Life. You arrive in a Toa Canister on the shores as a storm rages above.
4. **Mahri Nui** - At one point, Mount Valmai erupted, creating a small outcropping on the northern part of Voya Nui. This area was settled, but eventually fell into the sea, in an area known as the Pit. Mutagen caused the people of Mahri Nui to gain the ability to breathe underwater...as do the inhabitants of the Pit, violent prisoners sent there by the Order of Mata Nui. You fall directly into a field of airweed, granting you a brief window of protection before the mutagen affects you.
5. **Karda Nui** - Below the Southern Continent lies Karda Nui, the World That Feeds The World. It is the center of the Universe, and provides energy to the rest of the Universe. The Great Cataclysm has even affected this place, with the Av-Matoran native to this land stuck in stalactite villages at the very top of the great cavern, with the ground having become a swamp filled with Pit Mutagen. You awaken at the entrance to the Codrex, an impenetrable fortress in the Swamp of Secrets.
6. **Bara Magna** - Oh dear. It appears you aren't in the Matoran Universe at all--rather, you now find yourself on the barren desert planet of Bara Magna. Life here is even harder than it is on Voya Nui, with resources being scarce at best. Glatorian fight in ritual combat in order to obtain these resources, and the Rock Tribe currently plans to conquer the planet. You awaken in a crater in the middle of nowhere, a Scarabax Beetle curiously inspecting your form. Perhaps you can use those blue and green moons to navigate by...
7. **Karzahni** - Matoran talk in hushed whispers about Karzahni, the land where those who do poor work are sent to, to never return. This legend is not far off from the truth. The land's ruler, Karzahni, is meant to repair Matoran, but doesn't exactly have the talent for

the job. Embarrassed, he dooms all who darken his doorstep with a misshapen form and eternal servitude in his realm. The Manas Crabs ensure none leave without a fight to remember. You arrive on the other side of a barrier that refuses to let you pass--you must pass through the realm of Karzahni to continue.

8. **???** - You aren't anywhere. Not specifically, anyway. Before you stands an ever-shifting portal, changing between lush jungles, hellish landscapes, beautiful cities, and even more. You may select anywhere in the BIONICLE Universe to travel to--just be sure you know what you're getting into.

Species

The Matoran Universe is quite varied, and there are many choices for you to pick from. To keep things simple, you can select from any of the following species. While there is a close link between certain tribal identities and gender in this world, you may ignore this and choose your own gender.

Matoran - The most common species in the Universe, and the one that keeps it running. They are Mata Nui's favored species, and have a great hidden power--Toa Power, that is. Certain Matoran are capable of transforming when given a certain stimulus into a Toa, a being of great elemental power. Toa are also capable of utilizing Kanohi to further enhance their abilities. You start as a humble Matoran with the potential to become a Toa, or, for **100cp,** start as a fully-fledged Toa of your chosen element. You may also take an extra **+50cp** to begin as a Turaga, the final stage of a Matoran's life cycle. You may pick a single elemental power from the elemental powers list.

Skakdi - Short-tempered. Violent. Backstab-happy. All of these words describe the Skakdi to a T. They used to be peaceful, but when Makuta Spiriah decided to do some genetic modification to them, they became an angry warlike race. Each Skakdi has a vision power, such as X-Ray or Heat Vision, and can use an elemental power on the level of a Toa...well, they can only use that elemental power when teaming with another Skakdi, which severely limits their effectiveness in that sense. They also don't have the discipline to utilize Kanohi. You may pick a single elemental power from the elemental powers list.

Vortixx - The Matoran may be craftsman, but the Vortixx have them beat in the weapons department. They are known for their high quality weapons, only surpassed by Artahka himself and the Nynrah Ghosts. Their culture is also quite brutal, with a rite of passage involving climbing a sentient, angry mountain. They are also capable of using Kanohi, but have no inherent elemental powers of their own.

Glatorian - Ah. Okay. The Glatorian are one of the races native to Bara Magna, and are used as soldiers by the various tribes of the land. Unlike the biomechanical species of the Matoran Universe, the Glatorian are entirely organic, though many have taken to mechanical augmentation since the Shattering. If you aren't on Bara Magna, you may draw some attention

from the major players in the Matoran Universe. For **+100cp,** you can be an Agori. You would have the same physical ability as a Matoran, and would stand at about the same height as well.

Makuta(600cp) - The Makuta, the instigators of many of this world's troubles. Long ago, they used to be biomechanical like the rest of the Matoran Universe, but over time evolved to be creatures made out of a strange liquid called Antidermis. As a result, they have to exist within suits of armor, but that doesn't really hinder them in the slightest. Each Makuta can also create Kraata, slugs of pure darkness that can bind others to the will of the Makuta in question, or power a Rahkshi servant. Every Makuta has access to the Elemental Power of Shadow, can utilize Kanohi, can absorb others into their being with a Shadow Hand, and have 42 miscellaneous powers connected to their Kraata, including shapeshifting. They also have telepathy.

Origin

Drop-in - You have no history here, which is both a blessing and a curse. Teridax will not have accounted for you in his Plan, but you'll have a harder time getting some of the major players in this world to trust you.

Hero - Do you know what it takes to be a hero? I suppose you might, what with all the years of journeying that you've done. If you want to side with one of the factions of the Universe, the Order of Mata Nui is always looking for people willing to do what's right.

Villain - I suppose not all of us can be so altruistic. Whatever it is that drives you, whether it be a lust for power, simple hatred, or even a strange sense of loyalty, you are firmly on the side of evil. The Brotherhood of Makuta will likely be willing to take you on board as one of their servants, and depending on your abilities, you may even be chosen for the upcoming mission to Karda Nui...

Grey - There are many people, and not everyone fits into the common black and white morality that so many others subscribe to. Perhaps the Dark Hunters will have a spot for you? Or maybe you just want to strike out on your own, and carve out your own empire in the Matoran Universe.

Elemental Powers

You have likely noticed the mention of elemental powers at this point. Certain species have the ability to control a specific base element of the universe--fire, water, earth, air, ice, and stone, among others. Regardless of the element you pick, you'll be able to manipulate, create, and absorb your chosen element.

Fire - Good old reliable fire. Heat won't bother you as much, and you'll be able to sense latent heat coming off of...well, anything warm, really. Fire leans itself to taking the direct approach,

and just using the fire directly on whatever you need to. It's a pretty straightforwards power. This element is associated with the colors red, orange, and yellow.

Air - As a Toa-Hero of the Air, you'll be ever-quick and quick-soaring in no time! Say goodbye to ground-walking. Storms, heavy gusts, and creating vacuums are all easily within your power, and you'll be far more agile than any other member of your species. This element is associated with the color green.

Earth - All Onu-Matoran have excellent night vision and the ability to sense tremors in the earth, and becoming a Toa makes it even stronger. Earthquakes are your bread and butter, and you're naturally stronger than most other members of your species as a side effect. This element is associated with the colors black, purple, orange, and grey.

Water - Water is deceptively powerful. A single drop may not do much, but a single Toa of Water could control all the water for miles around, and devastate entire islands with some effort. You can also stay underwater for longer, and swim far better than other members of your species. In addition, those who can control water can also use it to heal, channelling their latent energy into a target. This element is associated with the color blue.

Stone - You're the strongest of your species, strong as the rock that guides you. Don't think that you can just create big boulders, either--sand is a kind of rock too, you know. Be a living catapult, or just smash yourself right against the enemy as you cover yourself in rock-hard armor. This element is associated with the colors brown, yellow, and orange.

Ice - You really need to chill out. Thankfully for you, cold isn't a problem anymore. Ice, snow, and the chilliest of temperatures are yours to command. Make a snow day anytime you want, and then amp up that snow day into a blizzard, and then escalated all the way to a polar vortex. This element is associated with the colors white, grey, and blue.

Sonics - Do you hear that? Well, now you do. You naturally hear better, and as a Toa, would be able to change the volume of any sound at will. You can also unleash sonic waves as an attack, or even imitate sounds to trick your opponents. This element is associated with the colors grey and black.

Gravity - Become a planet and control the forces of gravity. High pressures are nothing to you, and you can make things fly, including yourself, or you could crush them so deep into the ground that they won't know what hit them. If you had enough power, you could even create a black hole!! ...I would advise against that, as you'd likely die in the process. This element is associated with the colors purple and black.

Plasma - While fire burns hot, plasma burns hotter. A Su-Matoran is able to resist even greater temperatures than a Ta-Matoran, and a full Toa of Plasma can create plasma constructs,

absorb it, and, of course, fire beams of it at their whim. The only danger with this power is how inherently destructive it is. This element is associated with the colors orange and white.

The Green - Plant life will be at your beck and call with this element. Create massive vines to destroy your enemies, make armor out of tree bark, or turn a simple flower into a massive Venus Flytrap. You can also tell the properties of a plant just by looking at it. Just try not to completely destroy the ecology out there, okay? This element is associated with the colors green and blue.

Lightning - Lightning is fast and dangerous, and this grants you control over it, as well as a rubber-like resistance to being shocked. Creating fields of paralyzing electricity, creating barriers of lightning, and bending it to your will are all available with the twitch of a finger now. This element is associated with the colors blue and white.

Magnetism(100cp) - Behold, the mighty master of magnetism! You can control magnetic fields with a thought, making metal move as you see fit...and as most of the things in this universe are biomechanical, that means you can do anything from gluing a man to the wall to attaching an angry Mukau to their body. You also have an inherent sense of direction that's nigh-impossible to throw off. This element is associated with the colors gunmetal grey and black.

Iron(100cp) -Those with control over the element of Iron have control over all kinds of metal, from iron to protodermis. You also have greater endurance than others of your species due to the iron energies enhancing your being. Due to their inherent advantage over Makuta, there are virtually no Toa of Iron left, and the Fe-Matoran still around are kept under careful guard. This element is associated with the colors of orange, gold, bronze, and grey.

Psionics(100cp) - Toa of Psionics have an inherent control over their psychic abilities, granting them telekinesis, telepathy, limited forms of mind control, mental blasts of energy, and illusion generation. They also have mental shielding, and can train others in developing their own shielding. This element is associated with the colors blue and gold.

Light(200cp) - The Av-Matoran are the only known natural users of the element of Light. Unlike other Matoran, Av-Matoran can actually manipulate their light, being able to change how they appear to others at will. In addition, Light is inherently toxic to beings of Shadow, such as the Makuta. You can also make lasers. This element is associated with the colors gold and white.

Shadow(200cp, Free For Makuta) - Shadow, as the name implies, is tightly bound to the darkness and the manipulation of. Kra-Matoran have the ability to shoot shadow bolts, which are only made stronger when made at Toa rank. You can steal the very sight away from your targets, and create constructs out of the darkness itself. You can also make shadow lasers. This element is associated with the color black.

Perks

General:

Inika(200cp): You have been infused with another elemental power. Pick one elemental power from the Elemental Powers section. It is now an intrinsic part of your being, being infused into any other elemental power you might already have. You also have an organic Kanohi, one with limited sentience and loyalty to you.

Destiny(600cp): Ah, it appears we have a special one here. At some point during your stay here, you'll find yourself before a pool of Energized Protodermis. Should you choose to dip yourself into the liquid, you'll find yourself changing in certain ways. Pick one of the following:

> **Nuva:** You emerge from the liquid changed for the better. You find you have the ability to share your Kanohi's power with those in close proximity, and your control over your element has become even greater. You also gain Protosteel armor, nigh-impossible to break.
>
> **Element Lord:** Select an element from the Elemental Powers section. You gain incredibly fine control over your chosen element, and also gain an additional power themed after the element. Gaining the power of light would let you turn yourself into a beam of light and travel at incredible speeds, and the power of shadow would let you meld into the darkness itself and use it to teleport.
>
> **Hordika:** Hm. Normally, this would be the result of Visorak venom, but, whatever. Pick any Rahi. You gain their traits, and slightly mutate to have their physical traits as well. You also grow a Rhotuka Spinner launcher on your back, granting an additional utility power to your own powerset. Pick this power from the Kraata power list in Notes.
>
> **Okay Spirit:** Like the Great Spirit Mata Nui, you have a living ecosystem for a body. Were you to shrink down to microscopic size, you'd find countless species living and working in harmony, maintaining your internals far better than your previous body ever would have. If you were to grow to a massive size somehow, they'd be able to join you in the macro-scale world. Just try to care for them a bit more than Mata Nui did when he was in charge. Don't want a second set of Barraki running around, right?

This perk also functions as a Capstone booster.

Drop-in:

Gladiator(100cp): The people of Bara Magna live hard lives. After all, they live in a resource-starved desert, with rapidly growing hostile forces approaching on multiple fronts. It's no miracle, then, that the Glatorian warriors are quite battle-hardened. You'll find that you have an instinctive knowledge on how to use new weapons, even if you've never seen them before.

Mask Maker(200cp): Like the great Ekimu, you can...wait, no, that's not right. Ah, whatever. You gain the ability to forge Great and Noble Kanohi Masks of Power, even from things that

they wouldn't be made from normally. It'll take trial and error, but eventually you'll be able to predict what form the mask will take it you, say, made it out of a pile of RAM sticks.

Dream Eater(400cp): Like the entity Annona, you can consume the dreams of others. Doing this makes you more powerful, radiating heat with the sheer amount of power you hold if you eat enough of them at once. You also gain limited psionic powers, and if you concentrate, you can grant psionic powers to others. Be careful of drinking others' dreams too deeply, though. Not dreaming tends to drive most beings mad.

Creation(600cp): This is a LEGO property after all. With this perk, you gain the power of creation once used by the Great Beings to create their great works. It would take time to build something on the scale of the Great Spirit Robot, but the Golden Armor, or biomechanical beings? Those are very much within the realm of a few weeks of work. With **Destiny,** you can even turn this power inwards, modifying yourself to your will. It'll take time, but with practice, you can change parts of your body as if you were made out of some sort of plastic toy.

Hero:

Valor, Wisdom, and Hope(100cp): You have all of these in spades, and with them, have become the embodiment of a hero. People will look up to you, and welcome you as a hero with little reason to. If you start doing things like, say, mind controlling people with magic spheres, they might be less welcoming of you, but as long as you don't do something like that, you'll be greeted as a hero.

Move Along(200cp): Like the Matoran Kapura, you have become quite adept at careful movement. With slow and deliberate movement, you can find yourself across an island in the blink of an eye. It's just a simple matter of being wherever you are not.

Healer(400cp): Like the Rahi Keetongu, you have an instinctive knowledge of all poisons and venoms. You can use this knowledge to cure any infection, so long as it hasn't progressed too far. In addition, you have amazing strength, enough to crush an opponent in a single blow, and can detect the latent good and evil in a person.

Unity(600cp): There's a reason Toa work in teams, and that's because they do their best work when together. Now, the same works for you. Your power becomes even greater when used in conjunction with your friends, and even just being together can lead to solutions to your issues being discovered, or even new powers developing. With **Destiny,** you are a living embodiment of teamwork--a Kaita. Pick three elemental powers from the Elemental Powers section. You now wield them as if they were your own--which they might as well be. In addition, you can separate into three separate beings, each one with one of those powers and a small fragment of your own. Their minds are separate, but they share your goals, and will fuse back together into you when given the chance.

Villain:

Piraka(100cp): Literally “thieves and murderers,” the Piraka were a group of Dark Hunters that were able to overcome the Toa Nuva...I mean, they had the help of a powerful Order of Mata Nui member, but whatever. All this perk is going to give you is a strength boost. You’ll find yourself able to fight much better when someone underestimates you, but usually you’ll need something more than this to push you over the edge.

Six Kingdoms(200cp): The League of Six Kingdoms once nearly conquered the entirety of the Matoran Universe. It took a joint effort from Toa across the Universe and the Brotherhood of Makuta in order to take them down, and even then the battle was hard-won. Now, you too have the ability to rule over large swaths of territory, and the ability to rally those people you rule over to your cause. Have an army made out of those you’ve conquered eagerly fight for your cause. Conque

Mutator(400cp): The Makuta were scientists before they were conquerors. You know have the knowledge of how to turn simple materials and Energized Protodermis into living beings, creating Rahi from almost nothing. With time, you’ll even be able to mutate already existing things. Turn a simple Kraata into a Shadow Leech, or even turn someone into a compass for a Legendary Mask. It’ll take practice, but the biological arts will become yours to bend as you see fit.

The Plan(600cp): Like Teridax himself, you have plans within plans within one massive Plan. Even if someone is able to thwart stage one of your plan, stage two will continue onwards. Even if you’re reduced to nothing more than energy, the Plan will continue. It may not end up with the goal you had in mind, but you can send an avalanche going by dropping a single snowflake on the mountain. With **Destiny,** you become a master of the most important skill for any schemer--improv. Even if your Plan isn’t going 100% as you planned, you’ll be able to rerail it, and maybe even get a better outcome than you originally thought of. For example, instead of ruling over a single island and controlling everything from there...what if you just WERE everything?

Grey:

What Has To Be Done(100cp): You have the willpower to get things done, even if they’re not noble. You can force yourself through distasteful events, killing and maiming in the name of the greater good, or in the name of whoever pays you enough. Push through that voice in the back of your head telling you not to do it, and you can do...well, anything.

Codename “Jumper”(200cp): The Dark Hunters work for the highest bidder, unless the Shadowed One has a personal grudge against said bidder. With their business model, they have become the premier group of mercenaries in the Matoran Universe...and now, you can repeat their feat. You’d be starting from zero, and only have yourself, but your fame will grow

quickly from there. Given enough time and resources, you'd find people chomping at the bit to pay you to murder, steal, and...well, do anything.

Jailer(400cp): Like Botar's species, you've gained the ability to teleport yourself nearly anywhere, even places you haven't been before. In addition, you gain the ability to create energy bindings, making it very easy to capture your targets once you render them incapable of fighting back. Your mind is also shielded from intrusion, making it nigh-impossible to read.

Viceroy(600cp): Your charisma is boundless. You could ingratiate yourself to a powerful ruler, getting them to believe that you're their close ally, even as you build up your new puppet to take their place. You'll also find that people are able to understand your words, even if they don't speak your language. With **Destiny,** your silver tongue extends to lying to reality itself. You can whisper illusions into existence, deceiving not only the eyes of your victim, but their mind as well. With practice, perhaps you could even pluck a thought from someone's mind and render it real...that would take quite a bit of training, however, and it's well out of your grasp for now.

Items

General:

Powerless Kanohi(Free): Many of the species in this world grow weak when their masks are removed. This mask will serve to protect you from this weakening effect. Other than that, it's a lovely conversation piece.

Great Kanohi(100cp): Alright, now let's get serious. A Great Kanohi Mask of Power is capable of many things. Perhaps it can create an impenetrable shield around you, or raise the dead to act as your servants. Whatever it is, you have one now. You receive one Great Kanohi of your choice each time you buy this. Do note, Legendary Masks of Power such as the Vahi or the Ignika are flat out banned from purchase.

Yo Yo(200cp): This is a legendary Compact Disk, spoken of in the legends. Contained within it is a powerful song, one that perfectly describes you and your companions in rap form. When this music plays, all those that hear it will know of what you're capable of, and some of the weakest-willed among them will simply surrender as soon as they hear this tune. The gang is on the loose, and there's nothing you can do.

Drop-in:

Barrel of Parts(100cp): This big plastic jar is filled with a bunch of small colorful plastic parts that, oddly enough, resemble body parts of the locals. Masks, arms, torso pieces, all in a tiny handheld scale. You could probably make a good number of action figures out of this.

Kanoka Disks(200cp): Here we have a pile of Kanoka Disks, powerful items used by Matoran to forge Kanohi. You have a wide spread of disks here, but none of the Great Disks. You can use these as defensive weaponry, or you could take the disks and forge new Kanohi out of them. It's up to you. This supply replenishes in a day when you run out, with brand new randomly-chosen disks being supplied.

Hero Factory(400cp): We build heroes...wait, uh, what's this doing here? Whatever, you paid the price for it already. While this facility isn't on the level of the actual Hero Factory, it's still enough to build your own alliance of robotic heroes. They're highly modular, and can have their minds transferred between different purpose-built bodies. They can probably hold their own against a Toa in combat, but I'd be wary about relying too much on them.

Red Star(600cp): Look, up there. Do you see it? The red comet that orbits our planet. Occasionally, it'll move to make certain patterns with the rest of the stars in the sky, signalling a prophecy that is about to come true. With this purchase, you also receive a book that, when opened, will give you the appropriate prophecy for the Red Star's current location. However, the Star does more than that. Once per Jump, should you die, you will be transported to the Red Star. There, the Kestora will build you a new body, and transport your consciousness into it. You will then be sent back to where you had just died to continue your work. I suppose you can also use the Red Star as a booster rocket for space travel, but...well, you're a bit small for that right now. Maybe if you were a giant robot or something?

Hero:

Toa Tool(100cp): The badge of a Toa's station, the Toa Tool is a weapon used by a Toa to more easily concentrate their elemental powers. It can be anything, from a pair of hooks to a flaming sword and shield. You get one Toa Tool per purchase, and can choose its form freely. You can also import a tool or weapon you already have into this.

Masks of Elemental Energy(200cp): This is a big box, filled with several dozen Masks of Elemental Energy. Unlike most Kanohi, this one is a one-and-done thing. You put it on your face, your elemental energy is restored, and the mask vanishes. These also restore any other energies you have, from mana to ki, and when you run out, they're replenished the next day.

Artahka-Crafted Vehicle(400cp): This vehicle has been created by the great architect of the Matoran Universe, Artakha, specially for your use. It takes the form of your choosing, and is highly maneuverable regardless of the shape you choose. It also comes equipped with several launcher weapons of your choice, from Zamor and Thornax Launchers to Midak Skyblasters. Hell, have a gun that fires squids, you have a lot of options.

Adaptive Armor(600cp): Specialized protosteel armor designed by Artakha, with the special function of adapting to whatever environment you enter. Say you find yourself in mid-air--the armor will become more aerodynamic, and allow you to fly. Deserts will find you with internal

cooling systems and hydration packs, and should you need to drive something, the armor will put away anything unnecessary for the vehicle to function. In addition, you gain adaptive weaponry that adapts to the form your enemies take. These weapons take the form of already existing weapons, and will only take the form of mass-produced weapons--no Master Sword for you here. You can import an armor you already have into this slot.

Villain:

Tablet of Transit(100cp): This stone tablet provides protection from immediate death from the Brotherhood of Makuta, though there is no guarantee when dealing with Makuta. Visorak and Rahkshi, upon seeing this tablet, will no immediately kill you, and will instead escort you to the nearest Makuta. In future Jumps, this tablet will work much the same for the local evil organization, guaranteeing you a meeting with at least one high-ranking member of their hierarchy.

Makuta's Guide To The Universe(200cp): This great tome contains a wealth of information on nearly everything in the Matoran Universe, from its history to its people. It's practically an encyclopedia, complete with notes from Makuta Teridax himself on possible weaknesses that could be exploited, and theories as to the true nature of things. In future jumps, you'll gain similar levels of knowledge and commentary on the world you're currently in.

Exo-Toa(400cp): Now this...this is armor. Essentially a mech suit designed for use by a Toa, this thing has an electro-rocket and boxing claw built in. Putting this thing on will also further enhance your physical abilities, and contains a series of sensors built in to help with locating targets. If you don't want to pilot it yourself, it even has a built-in AI system, allowing it to function separately from you. The only downside is that is limits your elemental powers while in it, but I'm sure you can find a way around that. You also receive the blueprints to make more of these if you wish.

Destral(600cp): The fortress-island of the Brotherhood of Makuta is one of the most heavily fortified locations in the Matoran Universe. Now, you hold the keys to it. The island contains numerous laboratories, armories, libraries, and torture chambers, but most importantly contains several pools of Energized Protodermis. In addition, the island is hooked up to a Kanohi Olmak, allowing it to teleport anywhere in the Universe, and possibly beyond. The island is also infested with Rahkshi loyal to you that will serve as the island's guards should anyone be foolish enough to try and infiltrate your domain.

Grey:

Widgets(100cp): It is not masks, or disks, or even the Matoran who make the world go round. No, that honor goes to cold hard cash. It helps that they're shaped like gears. You get a pile of Widgets, the local currency, enough that you can live comfortably for a few years. In future

Jumps, this will be a similar pile of money you can spend at your leisure, in an appropriate currency.

Staff of Protodermis(200cp): The Shadowed One's personal staff, capable of creating crystalline protodermis strong enough to encase a Toa. In addition, a Rhotuka spinner is mounted on it, capable of firing a Rhotuka that induces temporary insanity in a target's mind. Now, you hold a copy of it, and can even import it into any weapon you already own.

Contract(400cp): You hold a dangerous thing here. This contract is between you and the Shadowed One himself, and it allows you to call in Dark Hunters to do your will once per Jump. Sure, depending on the task, the Shadowed One will be wanting suitable compensation, and will be quite cross with you should you kill his Hunters, but..well, the Dark Hunters are a large and varied organization. I'm sure there's one or two to suit any circumstance you might come across.

Heart of the Visorak(600cp): Raise this crystal high Jumper, and name yourself Sovereign. So long as you hold this crystal, the Visorak Horde will serve your will. Each Visorak has mutating venom and a Rhotuka spinner, with each of the seven subspecies having a different power. The Horde can easily overrun most islands in the Matoran Universe with ease, and will follow you into future jumps, acting as your personal army.

Companions

Unity(Variable): I'm sure you have friends already. Well, for **50cp** individually, or **300cp** for eight, you can import them into this world with a background and race. They get **600cp** to spend on perks and items.

Duty(100cp): It seems you have your eyes on someone from this world. Pay the surcharge, and you will be guaranteed to have a good first meeting with them. Should you be able to convince them to join you, they'll be able to come along on your adventures.

Voriki(300cp): Out of the sky, the seventh Toa descends. Wielding a Staff of Energy, and wearing the Kanohi Gaaha, the Mask of Prosperity, Voriki is...well, he's not all he claims to be. He's not actually the seventh Toa Mata, he's just a regular Toa of Electricity. He wants to help out wherever he can, but he has a tendency to exaggerate his own exploits. He just gets so excited sometimes, he can't help himself. He's just as noble as any other Toa, however, and he'll gladly help you out. Just make sure he doesn't claim to be the "Legendary Second Jumper."

The Rapper(300cp): Yo yo! This Dark Hunter was once a member of the team that would become the Piraka, but they've remained loyal to the Shadowed One...well, that is, at least until they met you. With their freeze vision and their elemental power of Gravity, they are a force to be reckoned with. Good thing they're on their side, singing your praises, yeah?

Ziggy(300cp): This reptilian beast is a Zyglak, a byproduct of the process that created the Bohrok's Krana. While most Zyglak are almost universally lethally xenophobic, Ziggy here seems curious about you. They're willing to follow you around and fight at your side, and will gleefully tear your enemies limb from limb. As a Zyglak, they are amphibious, immune to mutagenic substances, and are nigh-invulnerable to elemental attacks.

Mighty Steed(300cp): You seem to have developed a close relationship with this Rahi. Whatever it is, whether it be a Gukko, Ussal Crab, Kikanalo, or even a mutated Fenrakk Spider, it's big enough for you to ride upon, and strong enough to hold its own in combat. Feel free to pick any Rahi as your steed. Just don't expect smiling faces when you ride into town on a Kanohi Dragon.

The Sons of Shadow(300cp): Before you are six Rahkshi, with your choice of power. For whatever reason, they've become loyal to you over the Brotherhood of Makuta, and will do your bidding. As they are now, they are piloted by stage 1 Kraata, but over the course of the Jump will eventually evolve into Shadow Kraata. In addition, should the Kraata infect anyone, you'll find that you have some influence over how they act--not full control, but minor pushes here and there. Should their armor be destroyed, it will regenerate over the course of a month.

Avvrak-Kal(300cp): Did you know that all Bohrok were originally Av-Matoran? Well, as strange as that life cycle may seem, it seems that this one has taken an even stranger turn. This gold-and-silver Bohrok-Kal seems to remember every part of their original life as a Matoran, and is quite distressed over their new form. They have access to a full set of silver Krana-Kal, and have an elemental power of your choice, excluding fire, water, stone, earth, ice, air, shadow, or light.

Wovek(300cp): This Vorox is likely way out of his league here. The scorpion-like Vorox were once the Sand Tribe of Spherus Magna, before turning feral after the Shattering. This one, however, seemed to have hitched a ride to wherever you are, and also retained their intelligence. As a Glatorian, they're quite adept at fighting, and seem to be able to quickly pick up new weapons as needed. Beware their stinger tail!

Drawbacks

Too Much Lore(+100cp): What do you mean there's more than one Makuta? Who the hell is Helryx, and why does this island have the same name as this other dude? It seems that you've developed an inability to follow the many machinations of the many factions in this world, and any new revelation will likely just confuse you further.

Treespeak(+100cp): Is there nothing more joy-fun than wind-flight in the leaf-dawn as the jungle-song sings through the tree-bright? Ah, ahem, sorry. It seems that you are now unable to talk in anything other than Treespeak, the strange lingo of Le-Matoran. Have fun with that.

Lime Green(+200cp): Everything hurts. Something about your joints just feels weaker than before. Fighting puts you at a greater risk of getting grievously hurt, and even minor tasks like stonecutting run the risk of causing great injuries.

Amnesia(+200cp): You awaken in a Toa Canister, no memory of what you're doing here, or really anything other than your name. Instinct will carry you some of the way, but you'll need to find someone willing to teach you what you're missing, and what you need to do. Hopefully they're not the tricksy type, because you'll probably believe the first person you meet.

Guardian(+400cp): You find yourself in a chamber deep within the stones and earth of Mount Valmai, a golden mask before you. Something comes over you, and before you know it, the mask has fused to your body, and you are now the final guardian of the Kanohi Ignika, the Mask of Life. Until the Toa Inika come to claim the mask for the revival of Mata Nui, you cannot leave this chamber. There will be others who come to claim the mask, and you must strike them down before they strike you down. Once the Inika claim the mask by beating you, your mission is complete. This will be about five years into the Jump.

1000 Ways To Kill You(+400cp): It appears Teridax is aware of you. Trust me, that's a bad thing. He's accounted for you in all of his plans and sub-plans, and is prepared to do whatever it takes to keep you from interfering with his grand designs. There is no teaming up with him either--he will just wait for an assured chance to kill you, and take that then and there. You're simply too dangerous to his plans to be left alive.

The Light Of The Empress(+600cp): In an alternate dimension, Toa Tuyet was not defeated by the Toa Mangai. Instead, Nidhiki betrayed Lhikan, and the two formed the Toa Empire, who now rule over the Matoran Universe with a protodermis fist. Tuyet, enhanced by the Nui Stone, is nigh invincible with an army of Toa at her beck and call...and it seems someone has told her about you. She's busted out the Kanohi Olmak she had in storage, and has begun an all-out assault on this Universe. Your job is to stop her and her armies of Toa before she's able to conquer yet another Universe. This would be easy, but the Nui Stone steals Toa Power to enhance her own, and someone's modified it steal Spark Power as well. Should you get close to her, she'll get ever stronger as you grow weaker, so you better be prepared to end it quickly.

Quest For The Masks(+600cp): It seems that something has gone wrong. Your entrance into this world has caused your own powers to go out of whack, with every single power you have being contained within a Mask of Power and scattered across not just the Matoran Universe, but the remnants of Spherus Magna as well. Not only that, but the major powers are all aware of their existence. Expect the Skrall, the Makuta, the Dark Hunters, and many more to be pursuing your powers for their own purposes. Your mission is to not only collect each of these Great Kanohi, but also collect one of each Great Kanohi that already exists in this world. Expect the masks to hide themselves in the most dangerous places you could think of. Failure to collect every single mask before the Jump ends is chain failure. As a reward for doing this, you obtain a

Golden Kanohi in the shape of your choice, containing all of the powers of the Great Kanohi you've collected in one. In future Jumps, the mask will be able to absorb similar power-granting artifacts.

Ending

Well, it's been 10 years. I hope you enjoyed your time here.

Stars: Seems you've developed a real Unity with this world. Well then, take +**1000cp** to finish up your new life here.

Journey's End: Something about this world makes you remember your Duty to your homeworld. You return home, keeping all your perks, items, and companions.

Destiny: You continue onwards, approaching ever-closer to your Destiny.

Notes

The 42 Kraata powers are as follows:

- Fear
- Poison
- Fragmentation
- Disintegration
- Hunger
- Anger
- Weather Control
- Elasticity
- Heat Vision
- Illusion
- Teleportation
- Quick Healing
- Laser Vision
- Gravity
- Electricity
- Sonics
- Vacuum
- Plasma
- Magnetism
- Fire Resistance
- Ice Resistance
- Mind Reading
- Shapeshifting
- Darkness

- Plant Control
- Molecular Disruption(Inorganic)
- Chain Lightning
- Cyclone
- Density Control
- Chameleon
- Accuracy
- Rahi Control
- Insect Control
- Stasis Field
- Limited Invulnerability
- Power Scream
- Dodge
- Silence
- Adaptation
- Slow
- Confusion
- Sleep

If you are not destined to be transformed by Energized Protodermis, you will be killed instantaneously. There is no way around this, so don't go dunking yourself in the power sauce unless you're absolutely sure.

If you break a Legendary Mask of Power, it removes that concept from the Matoran Universe entirely. Time will stop, Life will end, and Creation will cease entirely. I'd suggest not testing what happens if you break it OUTSIDE of the Matoran Universe, either.

If you start as a Matoran, you will have the ability to turn into a Toa eventually. You just need the right stimulus.

1.0:

- Release

1.1

- Various errata.
- Upgraded **Golden Kanohi** reward.
- Added **Okay Spirit** capstone choice.
- New Companions