

By AbyssThatSmilesBack

Introduction

There exists a strange land, few animals live there, incompatible biomes exist within a few minutes walk from each other, and of course there are the Titans. According to legends Knight Elhanan once ventured these lands and slayed Titans, though it is unknown what ultimately became of him, unless of course, you bore witness to the event all that time ago.

Eventually, another ventured to these lands, armed with a bow and a lone arrow to face the Titans and assimilate a portion of their power.

You get 1000 CP to spend here.

v1.0

Location

Either flip a coin or choose directly, both options are free.

Outlands

There is not much known about the world outside of the area where the Titans live, but if you choose to start here, there are at least small villages with medieval levels of technological development to gather resources here.

The Land of the Titans

This is the area protected by Gol-lath, the entrance is a stone temple, with nature having partially reclaimed it. Ultimately, you will either need to leave or push onward from here as there is very little here to sustain a traveler.



Origin

Choose your origin, it will determine your discounts for Perks, along with a single free Item (other items have discounts applicable to the entire pool)

Adventurer (Drop-in) 

Not much is known about who you were or why you are here, but you will be equipped with a soul bound weapon, something that has enough power to slay a Titan. Good Luck.

Starting in the outlands will give you time to get more fully prepared. Choosing to start in the Land of the Titans will place you at the precipice gate guarded by Gol-lath.



Titan (Fauna and Flora)

You are one of the Titans, a colossal being born in these lands, this grants you great power. You can choose a plant or animal to model yourself after. You have a significantly larger than natural form for what one would expect for your kind and are more monstrous than your lesser kin.

If you start in the Outlands, your existence is more like a legendary beast that could easily destroy the humans that live there. Otherwise, you live in one of the strange ecosystems of the Land of the Titans, likely having your own lair.



Titan (Man and Made)

You are a different kind of Titan, compared to the enhanced fauna and flora, you were formed from a human or an item created by something with intelligence, empowered by the power of the Titan. Choose the form you take with those limitations, regardless of the item chosen you are mobile in this form.

If you start in the Outlands you could try and establish your legend utilizing the strength you possess as a Titan. In the Land of the Titans, you will have a generally more peaceful existence, unless you are interrupted by a challenger.



Gol-Jumper

An unknown entity created four guardians of stone to guard the Land of the Titans. Although four seems to be a miscount, as there are five, with you included. You are vaguely humanoid by default; You don't need to be a complete human, but you must at least be a head.

If you are in the Outlands, you have abandoned your duty and are unlikely to be either welcomed back or pursued by your kin, but can be either a terror or guardian to those that live in the outlands as you choose. In the Land of the Titans, you were chosen to guard a specific locale from challengers by your creator.

Perks

Perks are discounted for their respective origin; discounts make 100 CP options free, everything else is 50% off

Undiscounted

100/200 Elder tongue

You can speak, translate, and read ancient mostly-forgotten spoken and/or written languages. This won't enable you to automatically utilize this knowledge when the language has supernatural powers, but (for an additional 100 CP) once you learn enough of how others utilize those supernatural aspects of the language this will allow you to leapfrog them in skill easily.

Adventurer

100 Fleet Footed Titan Slayer

Your nimbleness allows you to be on even footing with creatures much larger than you. In addition, you are incredibly skilled at utilizing the moments when their momentum and mass makes it difficult to dodge to attack or reposition.

200 You Only Need One

You are skilled at utilizing momentary opportunities to their maximum effect, as if you had seen the opportunity coming. In a fight, the moments where your opponent slips, loosen their grip, pauses, or becomes momentarily distracted will have you spring upon the opportunity.

This doesn't necessarily create those opportunities to be exploited, but you will be ready when they appear.

400 Containment of the Soul

The Titans possess powerful souls, and by slaying one you release their soul and can absorb it. However, In addition to absorbing it, you must face a manifestation of the accumulated power in order to properly tame the power before you can utilize it yourself.

The last stipulation is that to properly face this manifestation you must have the lion's share of its origin's soul, and you would only gain a portion of the strength directly proportional to the amount of it that you have tamed. You may refight this manifestation if you gain more of its source material, but it will be at full power.

600 You Get More than One

Sometimes you will face an obstacle that puts you in a do or die situation, it is unfortunate that means there is the possibility that you die. Less so now, once per jump or 10 years (whichever comes first) this will function as a 1-Up causing you to be in route to whatever it was that killed you as if the moment you died was simply a vision of the future. In addition to that future you see a few other possible futures that you would logically do that would also result in your death, giving you some insight in how to avoid similar fates.

Titan (Fauna and Flora)

100 No Place Like Home

Those obstacles that others find difficult to navigate or survive in an environment, you find they stop being a problem once you've overcome them, even temporarily, and settled in that area for as long as you call that place home.

Inhospitable temperatures are fine once you find a blanket or some shade, impassable terrain is like a well-tread path once you find even the narrowest passage, even lack of food or water is a non issue as long as you find anything to eat and drink; all of these just mean it's harder for others to visit you.

200 Regrowth and Overgrowth

Usually as one grows older they find that they just can't seem to do what they could before. Instead, for you you find that as parts start to fail, those parts slowly become revitalized back to fully functioning.

Additionally the first time when an organ completely fails, when it regenerates you can generate a redundant set of it like some kind of hydra. Strangely, redundant organs generated this way never seem to take more space than just the original organ even with the space taken up by the original. Although potent, this is limited in that you must still be alive for the entire regeneration so you can't grow two brains unless you could survive being brainless for a while.

400 Environmentally Attuned

When you spend time in a location you find parts of it rubbing off on you, adding to your nature. If you spend significant time on a snowy mountaintop, you may slowly gain the ability to manipulate snow and wind; a forest that has hallucinogenic plants may grant you the ability to produce those hallucinogens, etc.

600 King of the Wherever

Once you have settled in an area and proven that you are the strongest creature there, the area itself submits to your rule. You find that you are able to direct the terrain some, enough that you can call forth walls, or cause stalactites to form and fall quickly. This control grows stronger the longer you legitimately claim an area.

Titan (Man and Made)

100 For Battle

You were made for battle, whether for that purpose by another, or through self determination it doesn't matter. Your base combat abilities are raised considerably making you stronger, faster, tougher, and more skilled than you were before.

200 Intimidating Patience

Some battles can be won simply by convincing your opponent they have already lost, a tactic you have learned quite well. When you are aware of an attacker and still let them attack first; their first attack/combo attack/debuff is completely negated as if it didn't even interact with you.

400 Splatterable and Reformable

When a part of you is destroyed, but still exists in some form and you are still alive, you can will those parts of yourself back to yourself and they reform back into fully functional form.

600 Origin of the Legend

Choose an archetype, on a similar level as Knight, Archer, or Mage. You exist as an example on how that archetype came to being, whenever you face another who is an example of a similar archetype your abilities related to the archetype are greatly boosted.

After your battle with them, if they have any skills or abilities that are related to the archetype that you don't have, you gain them. Additionally, your skills and abilities related to this archetype don't degrade or become less applicable over time, everyone loves the classics after all.

Gol-Jumper

100 Gate Guardian

When you dedicate yourself to protecting a single person, place, or thing those seeking to interact with whatever you are protecting find themselves drawn towards you. Those that seek to go around you find that other routes are difficult to pursue, easier routes tend to put them back in your path even if it seems that it shouldn't. This doesn't make it impossible to bypass you, just far more difficult than it otherwise would have been.

200 Disgraced Creator

You can create creatures using a portion of your power and materials from the environment, much like how Gol-Qayin created Mol-Qayin and Rol-Qayin. Creatures made this way are loyal to you and you alone.

400 Stoneform

Your body is made of some kind of tough stone, granting you resistance to attacks such that even powerful magical artifacts bounce off of you harmlessly. Somehow, despite being made as the same stuff you are, Gol-Iath was heavily damaged, so there must be a limit to this durability, but whatever it is is unknown.

600 Murdered and Segmented

Somehow your body is quite independent, your heart, brain, other organs, and body can happily survive completely separated from one another. In fact when they are separated they gain a portion of your abilities that will allow them to defend themselves and maintain full mobility. Most annoyingly for someone trying to kill you, you aren't truly dead until each part of you is.

Items

You get a Stipend of 300CP for this section only. Everyone gets one discount per tier (100, 200, and 400). Discounted items that cost 100 CP are free, and otherwise are 50% off. Discounts cannot be used on already discounted items. Items that are lost or damaged are returned to you fully repaired within 7-10 business days.

Adventurer

100 Soulbound Weapon (Free to Adventurer)



This is a weapon (or projectile weapon with a single piece of ammo) that returns to you whenever you call it back with your will.

400 Abomination (Upgrades Soulbound Weapon, Discounted for Adventurer)

Your Soulbound Weapon now contains a portion of your soul, this weapon gains the benefits of any soul related perks you have and grows in power as your soul does.

Titan (Fauna and Flora)

100 Meteorite Shard (Free to Titan (Fauna and Flora))



A meteorite fragment that, when used as fertilizer, grants plants mobility on par with an animal and when consumed by animals they quickly evolve a new adaptation.

400 Meteorite (Upgrades Meteorite Shard, Discounted for Titan (Fauna and Flora))



In addition to its original effects this allows you to, once per jump, evolve a plant or animal into an enhanced form; Whatever it is becoming stronger, faster, and better than it previously was, much like how Vinethesis became Black Vinethesis.

Titan (Man and Made)

100 Phantasmal Armor (Free to Titan (Man and Made))

This is a set of armor that perfectly conforms to whatever your current form is and can change its aesthetics with a few minutes of concentration. When this becomes damaged it temporarily becomes intangible and invisible before being completely repaired.

400 Forged (Upgrades Phantasmal Armor, Discounted for Titan (Man and Made))

Your Phantasmal Armor now contains a portion of your soul, granting it the benefits of any soul related perks you have and grows in power as your soul does.

Gol-Jumper



100 Gol-Core (Free to Gol-Jumper)

This large pink crystal acts as a powerful energy source. This essentially acts as an infinite power source with limited draw. Despite the limited draw, when put under occasional load more power can be drawn at once than if it were under constant load.

The only maintenance required is exposing it to air to exhaust heat while being used or shortly thereafter. Beware though as the crystal is remarkably fragile.

400 Growing Gol-Core (Upgrades Gol-Core, Discounted for Gol-Jumper)

Over time while not in use your core will shed small fragments of crystal without losing mass, these fragments can grow into full cores in their own right with some minor cultivation although they won't possess whatever quirk causes your core to generate these fragments.

General

100 Square Monocle

This square red monocle can fire a laser capable of dealing damage. It doesn't need to be worn in order to be used, but is cooler if it is. This can also be folded out into glasses or a false eye.

100 Spare Hands

A pair of grey stone hands that float near you and are capable of performing tasks as if they were your own hands, simply floating near you when not in use.

100 Hovering boots

These armored boots allow you to hover up to a few feet off the ground and glide between locations at your walking speed. Not particularly fast, but great for adding a bit of panache to intimidation attempts. They can change their appearance to match similar articles of equipment given a few minutes of concentration.

200 Mask of the Second Gate

Although capable of being worn as a mask, the true ability of this stone mask is that it interposes itself between you and a single target you designate acting as a floating shield. The mask is made of the same stone as the Gol-series so be aware that it can theoretically break.

200 Forged Metal Ball/ Onyxite Stone

This Shot-Put sized object has a small button on it that when pressed and then is placed on a metal object will cause the ball to spread over the item. The item can be removed by the one who placed it by simply pulling it off as it will slide off the item

The Forged Metal Ball has a pink button and is made of a dark bronze metal. When attached to an item, it gives the item it is coating a molten stone appearance and anything that touches the exterior acts as if it had touched molten stone.

The Onyxite Stone is a round black sphere with a golden button on it. When spread over an item, the item gains a rough yet glossy black stone appearance with golden spikes forming somewhat randomly from it, and when something comes in contact with it it electrocutes it.

If you have purchased one of these at full price, you may purchase the other at a discount.

400 Burrowing Laser Turret

This stone pillar when activated will stealthily burrow through the earth around you. When directed it will pop up out of the ground long enough to fire a sweeping laser at its target before it goes underground. Be careful not to be in its way when it fires as it has been known to accidentally chip the teeth of the user.

400 Cannon Marbles

This set of 5 iron marbles can, when swallowed, remain in your stomach indefinitely and when you will one to you can spit one out with the force of a cannonball.

If you so choose, you can fire more than one, but only as many as you can fit in your mouth. Also comes with a bag that can call the marbles back to itself provided they are not in the bag itself or someone's stomach. As a bonus these marbles will remain the size of a marble relative to you, even if you grow or shrink in size.

400 Spiked-ball Jewelry

Choose either a pair of earrings or rings both have small spiked balls attached to them, you can purchase this again at a discount to get the other option. Whichever option you chose has the same effect when swung, the spiked balls grow chains and increase in size allowing you to keep swinging them as long as you keep spinning, returning to their more manageable size once you will them to.

400 Greedy Coins

These 5 coins, despite being made of gold, are worth more than their weight in it as weapons. When these coins are thrown they increase in size as they travel up to the size of the top of a round dining table. They maintain their speed but increase in mass. After a short time at rest they, and any part of them, return to their original size and mass however.

600 Armor of the Guardian of the Eternal Gate (Discounted with Stoneform)

This set of stone armor is extremely durable, on par with the Stoneform Perk, Though there is more to this than that. This armor can store an incredible amount of energy in it, although the stored energy can't easily be retrieved, it can be discharged through its chest in the form of a massive beam that scales in power with the amount of energy put into it.

600 Doppel

This pure-white dagger functions as a simple dagger when not active. When you are facing someone in single combat this dagger changes to a replica of their weapon. Except, in addition to the abilities to your opponent's weapon, this can discharge homing balls of white energy that crackle with purple lightning and it is fatal to your opponent if your opponent tries to wield it against you.

General (Novelty Shop)

50 Novelty Elder

A small desk top replica of the Titan known as the Elder. When you push down on its head a slip of paper comes out of its mouth. The paper contains either praise or admonishment of the recent actions of the person who pressed down on the head. Also functions as a chia pet.

50 Heart-Healthy Green Slime

A small stone heart inside of a ball of green slime. Half of the green slime is enough to provide sustenance to an average adult for a day. When left alone over the course of a day, the volume of the portion with the heart in it will double though never to be more than its original size. The inedible heart counts as 1/16 of the original for purposes of generating more. Comes with a bag to keep the slime from picking up dirt. The bag has a label saying that it is heart healthy.

50 Brain-shaped hand warmer

This dull grey hand warmer shaped like a brain can generate heat despite no apparent fuel source, only ceasing to function when placed on frozen food and drinks.

50 Mushroom Collection

This basket contains a number of different kinds of mushrooms in it that replenish daily, whatever non-deadly function of mushroom you are looking for will likely be in here, if not specifically the one you want.

50 Venus animal-trap

This clay pot contains an oversized venus flytrap that is capable of consuming even small rodents. Wherever you keep this is unlikely to have pest problems.

50 Yeti-fur Mitts

These white fur lined leather gloves are particularly cozy, they have the added effect that you can use them to form snowballs for you to throw, capable of generating up to three before needing a few seconds to recharge.

Companions

100/400 Old Friend(s)

For 100 CP you can bring a single companion with you, they get 600CP to spend here, for 400 CP you can instead bring up to six companions with you, they each get the same 600 CP stipend.

100 New Ally (Discounted Adventurer)

This allows you to companion the Adventurer, the original protagonist of Titan Souls.

They have the Adventurer Origin, the 100 CP Elder Tongue, Fleet Footed Titan Slayer, You Only Need One, and Containment of the Soul Perks and the Abomination Item.



100 Snowmonkey (Discounted Titan (Fauna and Flora))

This white-fured blue-skinned monkey looks like a tiny Yeti. Although they grew up in the snowy mountains its color scheme will, optionally, slowly shift to match its environment. They have no trouble understanding humans though it will take a bit before they figure out how to make the noises themselves.

They have the Titan (Fauna and Flora) Origin, No Place Like Home, Environmentally Attuned, and King of the Wherever Perks, and the abilities from the Yeti-fur Mitts Item.

100 Animated Armor (Discounted Titan (Man and Man Made))

This sentient mass of magma has taken up residence in some forgotten armor, best not to think deeply about the fact they refer to Mol-Qayin and Rol-Qayin as Mom and Dad.

They have the Titan (Man and Man Made) Origin, For Battle, Intimidating Patience, and Spaltterable and Reformable Perks, and are made from the Phantasmal Armor, Hovering Boots, and Forged Metal Ball Items.

100 Gol-Lite (Discounted Gol-Jumper)

This small stone golem is human-sized compared to the others in the Gol-Series. They have a cheerful little brother personality and both hate and are afraid of Gol-Qayin.

They have the 100 CP Elder Tongue, Gate Guardian, and Stoneform Perks, and have the Spare Hands, and Mask of the Second Guardian Items.

Drawbacks

You may take any amount of Drawbacks

100 Lost ~~Woods~~ Everywhere

Instead of only Vinethesis and Obello needing secret paths to be accessed, every Titan does, good luck finding the murals that depict the correct routes.

100 Scaled up

Not you of course, instead all enemies you face here are scaled up in size considerably, though annoyingly their weak points are not.

200 Low Ammo

Any weapon that you have, regardless of the amount of ammo it would normally have now can only be used once before reloading. Weapons that don't rely on ammo must be stored before being used again.

200 Achievement Hunter

While you are here, you will need to get every achievement available in the game version of this world except: A Collision of Souls, Truth, New Game+, Aerodynamics, Iron Human, Iron Titan, and Iron God. If you kill a titan without getting their related achievements they will simply regenerate as soon as you leave their arena.

200 Indecipherable

For the duration you are here there will be exactly one person who you can understand what they say and one thing you can read here, it is random who and what they are, but you are at least guaranteed to meet or find them.

400 Secret Forms

Black Vinethesis has been mentioned a few times, well now every enemy has been upgraded similarly, some have extra limbs, some now have two eyes to shoot lasers, others might have stronger teeth, but all of them have been upgraded somehow.

400 Hard Mode

All adversaries you face here have access to their hardmode forms, generally this means that they are faster and have additional abilities.

400 Steel Soul

Any 1Ups you have, except ones gained here, are lost until you complete this jump.

400 Titan Slayer

While you are here you must slay at least eight Titans while here, if you are a Titan then you must slay at least eight Challengers.

600 One-Shot

Both you and your opponents can be killed in a single hit, provided it hits a weak point. If you don't have a weak point, one will be provided.

600 You Only Get One (Cannot take with Steel Soul)

Pick one Perk or Item you have from outside of this Jump, you are reduced to that and any perks and items you picked up here.

As a special dispensation for making the value of this drawback so low, if you die here with this perk, you do not fail your chain, instead you lose the CP from this drawback and lose access to whatever was purchased with it and continue the jump as if you didn't have this drawback. You can pay the cost (discounted as appropriate) for perks and items lost this way using CP from future jumps.

If a future jump uses a different base for it's CP than 1000, its CP if used to pay for this debt is scaled to account for the difference.

Scenario

Truthseeker

Ordinarily, you wouldn't need to face every Titan to reach the summit; but you desire to reach beyond that. So be it to face the being you seek you must defeat every Titan in this world before you face the Soul.

Once you have accomplished this task you will be powerful enough to go through the gate of Truth and face the one behind that door, slay it and the reward is yours

Reward

You get the following Perks:

I AM YOU, AND YOU ARE I

You can clad yourself in the light of the Soul, granting you the ability to control purple lightning. In addition whenever you would be struck, the light you were clad in ejects you so that you are safe from the attack and it is on the other side of the attack it only takes a moment before it can be called back to you making this a truly frustrating cycle for those facing you.

IF EITHER LIVES NEITHER WILL DIE

A portion of your soul has become akin to Truth. Whenever you die, so long as this Truth you are linked to survives you will be revived after a short delay, though this will leave that Truth vulnerable through sufficiently desecrating your body while you are being revived. Similarly, if your soul or Truth are destroyed and your body is fine, it will regenerate after a few moments. As a final side effect of this transformation, your soul is far more powerful, boosting your soul based abilities.

End

Once you have spent 10 years here, you may choose one of the following

Stay

You can choose to remain in this world, and see how it develops over time

Go Home

If you are tired of these adventures feel free to return home

Move On

Pick your next jump and continue onward

