Chaotic Version 1.2



Intro

Welcome to the world of Chaotic. This setting is broken down into two parts. The first is a normal Earth with a very popular card game sweeping the world; Chaotic. While most would assume it is a normal game, it holds a powerful secret. If a player can rank high enough in the online brackets they will be given a special code to enter into their digital card library called a scanner. The code will send a copy of the player's mind to the human hub in the world of their card game. Here they can enter into special battledromes and become their cards to do battle. When not socializing and battling they may teleport to the world of Perim to hunt down and scan new creatures, items and locations to add to their digital decks and play more in the battledromes. This is a very competitive environment as the humans must keep not only their Earthly online rankings, but maintain a proper ranking in Chaotic to retain access.

On the other hand the land of Perim is full of creatures broken down into four, secretly five, tribes, but there are some that refuse to take part in the wars and be tribeless. The tribes are currently in a cold war with one another and actively send raids against the others. In recent times every tribe seems to have been inundated by an annoying new group called humans. While some creatures have taken to these strange new people and will see them as friends or even agents to help them, most just view them as a nuisance that needs to be attacked or ignored.

Take 1,000CP to spend on things to aid you during your decade long stay

Origins

Humans – Age is up to you, but most of the players are in their teens and early twenties. Gender is locked to the normal human standard of male and female.

- **Drop-In –** You appear just like you are. No memories or friends. Just you and your scanner.

- **Player –** A human from the standard variant of Earth. You have been a fan of the Chaotic card game for a long time and have recently received your code to enter the world. This code will split your mind in two. One copy will stay on Earth and act as nothing has happened, while another copy will go to Chaotic and explore Perim. Both aspects must initiate a synchronization process to download the mind of the version in Perim.

100CP – Creatures - Age and gender are up to you. The variations in forms mean you can get a wide range of who is what. Though, the oldest known person is a famous muge who is a little over 1,000 Sol.

- **Overworlder –** The so-called "good guys" of Perim. They are the most varied in appearance, ranging from mammals to fey to avian. Their elemental affinity is water.
- **Underworld –** The descendants of banished Overworlders. These people are more monstrous and even demonic in appearance and violent in nature. They are firm believers in might makes right. Their elemental affinity is fire.
- **Danian –** The ant people of the Hive. They live in a highly structured society that does not like outsiders. Danians are the only race where the majority appear identical to one another. They are known to forcibly convert members of other tribes. Their elemental affinity is earth.
- **Mipedian –** The noble lizard people of the deserts. Their colonies are more akin to those of Arabia. Each and every member of this tribe has the special ability to turn invisible at will. Their elemental affinity is air.
- **M'arrillian –** These are low-key Lovecraft monsters with psionic abilities. They are currently locked behind the Doors of the DeepMine, but will be freed in about a year. It is the belief of their leader that all must submit to their will through mind control. Even the more peaceful members of the tribe or controlled to enforce his will for domination. Their elemental affinity is mind.
- **Tribeless/New Tribe –** There have been creatures shown that are not a part of a known tribe. They mostly live in the wilds and away from other territories. If you want you can be one of them, or you can build a new tribe that will retroactively be placed in Perim.

Location:

Locations are based on your Origin.

Humans start in the Chaotic Port Court. This is a high tech area for the humans of Earth to enjoy and play their games. It will have tables, teleportation pads, deck building machines and drones that can be used to get food and other items for exploring Perim. Outside you will find the battledromes and the main part of the human entertainment. As a new player, you will have your first ranked match in a battledrome shortly after arriving.

Creatures' starting location depends on their tribe.



Overworlders – Kiru City: The capital of the Overworld named in memory of its greatest leader, now ruled over by Maxxor, Kiru city is a sovereign city in an Age of Enlightenment. Large buildings made mostly of marble and limestone decorated in golden ornaments. Kiru City is

the opposite of Underworld City being above the earth and touched by the sun's rays. The whole city is surrounded by an almost impenetrable golden wall.



Underworlders – Underworld City: The capital of the Underworld, named by their leader Chaor (who was also the judge of the naming contest). Underworld city resembles ruins of a once glorious city with large ornamental buildings decorated with old church-like windows, gargoyles, and stained glass, in the past it was probably a sight to see but most buildings have crumbling walls, roofs ready to collapse, and windows that have long been boarded up all hidden below the earth the only light coming from glowing crystals, fire, and lava.



Danians – Mount Pillar: The Danian homeland and one of the seven pillars that supports the ceiling of the underworld. Mount Pillar resembles a humongous anthill surrounded by more anthills of varying size all decorated in an seemingly endless amount of tunnels going underground. All patrolled and guarded by members of the hive especially towards the central hill where their leader Queen Illexia chambers reside.



Mipedians – Mipedim Oasis: The Mipedim Oasis is an important retreat for the Mipedians in their desert homeland, the Mipedim Oasis is out of place with its lush foliage and refreshing waters. As such, they are extremely protective of the oasis, attacking outsiders on sight. Many mipedians believe that the death of the oasis would mean the death of the tribe.



M'arrillians – Psikoom City: Psikoom City resides behind the Doors of the Deepmines. It resembles an underwater cavern mixed with an alien aesthetic filled with strange plant life and unusual creatures like glowing fish and walls that open almost like an organic creature opening its mouth to different locations.

Tribeless – Free Choice: Tribeless creatures may choose any location in Perim but should be mindful that many tribes don't take kindly to intruders in their territory.

New Tribe – [Capital City Name Here]: If you are a part of a new tribe you will start in the capital of your tribe wherever that is.

Perks:

<u>Perks are discounted for their origins.</u>

General Perks

(100CP) Musical Melodies – With this you can give your various powers and spells a musical sound effect. Normally comes with seven notes. You can select the musical theme and this can be toggled at will.

(200CP) "You Can Call Me Jumper" – "I will also call you friend." The creatures of Perim are very particular about who they trust, and by some miracle you have earned that trust. Choose one Tribes of Perim their leader and his/her closest allies will listen to, they might not follow what you say, but they will listen. The trust this perk provides can be broken if you abuse it or betray it. Post jump you can choose a group/faction to be on good terms with. (Warning: For some reason "mooks" or "grunt" soldiers of the tribe/group may still not trust/listen to you and may even attack you, most of the time an ally who knows you will step in).

(600CP) Leader – You are a born leader being a role-model to others and earning the loyalty of your followers easier than most. Those who you have earned the respect of will be willing to lay their lives on the line for you similar to a hive protecting their queen, if a traitor were to rise up against you your people would work against them even acting as double agents to learn your enemies plan then inform you of it. Even people who should be your enemies if you managed to earn their respect would place their own tribe on the back burners in order to help you. **(Note: You may choose to be the leader or coe-leader of your tribe). [Capstone Booster]**

Drop In:

(100CP) How to play Chaotic – Yeah, so Chaotic can be a strange game, but now you know all the rules. And after this jump this ability will allow you to learn the rules of any card game you come across.

(200CP) Translation – Everyone in the show speaks English. The humans and the creatures. Don't look too much into it, but now you can have a universal translation as well.

(400CP) Unscanable – No one ever scans humans in the show. Maybe they can't and maybe they can, but why risk that? This perk will protect you and your powers from being scanned, copied, cloned, and duplicated or whatever else someone might do to get a hold of their own personal Jumper. (Toggable)

(600CP) Chaotic Tech – The main hub of the humans, Chaotic, has some pretty fancy technology. From handheld teleporters, flying robots, fully functional AI, a battle arena hologram system that turns you into your cards and more. And now you know how it all works. With time and resources you could build your very own Chaotic knock off.

- **Booster: Codemaster Jumper –** You know how Chaotic works because you are one of the advisors who runs it and handles it, you jumper have become a new Codemaster. What is a

Codemaster? Hard to say they might be human players, or the people that created Chaotic, or a case of advanced AI. But that doesn't matter, you now have administrative control over most of Chaotic alongside the other Codemasters of course being able to turn off Scanners, and their teleportation features as well as ban people who break the rules of Chaotic to an extreme level (Like destroying locations in Perim).

Player:

(100CP) Fit – One of the main parts about Chaotic is getting your scans. You have to run, jump, climb mountains, crossing deserts, sneak into government facilities and even wait days for just the opportunity for a single scan. Without the proper fitness you won't get far and won't get your scans. This won't make you Captain America or an Olympic Athlete, but you have the body of one who has spent his life playing sports.

(200CP) Anything For A Scan – Delving into lava pounds, spending days following a single creature, walking into a city of mind controlling M'arrillians and more. Players of Chaotic often go out of their way for a simple card game. This perk allows you to push past your fears, and even common sense of self preservation to accomplish your goals.

(400CP) Finding Hidden Secrets – One thing every player knows is that knowing more than your opponent is one of the best advantages. All those hidden secrets; a creature's special ability, a secret of a common location or even a new location. This power helps with finding secrets. Through chance, design or just following rumors you will be able to find things that few others know about. There is always something to be found.

(600CP) Befriending Creatures – One of the best ways to get a scan is to get creatures to help you out. Most view your kind as a pest, but some have their own reasons for helping out a human. It might be that they see you as a useful tool, or someone to bring them rare snacks from across the world, maybe they took a shine to you, or just like you as a person. For whatever reason, people and sapient not people are more willing to look past your race or sex when dealing with you and willing to treat you as one of their own. Granted, some do not treat their own race with much kindness.

- **Booster: Linchpin –** You have a talent for bringing people together, as long as they view you as a friend, you can lead groups to an alliance of course you will have to deal with smoothing over past conflicts and grudges. If you are able to get the leaders of a group to cooperate and unite then their people will follow soon after making friends and supporting one another, just remember some conflicts are old and deep meaning it might not be easy to get them to see eye to eye and it might be even harder to keep an alliance together.

Creature Perks:

General Creature Perks:

(100CP) Wall Crawling [Free Danian] – Like a bug or some species of lizard you can climb walls. As long as at least two of your hands or feet are connected to any surface that a standard bug could climb then so can you. Have fun surprising your enemies when you drop down from the ceiling.

(100CP) Flight [Free M'arrillian] – Whether through psychic power, wings, magic, or some other biological force you can fly, just as easy as walking with a speed faster than your normal running speed.

(First free for creatures. 100CP for a second) Elementalist [Max of Two Purchases] – Most creatures in Perim have a connection to an element allowing them to use it offensively to defend themselves against their enemies you too can have an element of your choice at your fingertips; the elements you can choose from are fire, earth, water, and air.

- **(600CP) Tapped Into The Cothica –** You have a connection to the Cothica, a source of all power in Perim that grants you access to all four elements and the use of all mugic no matter the tribe. The Cothica is said to have been the force that created Perim and you are now a walking energy receptor and outputter of this energy, you might as well be a mini Cothica and maybe given time you could be. Post-Jump this will allow you to use items, magic, and abilities that would normally be restricted for a certain race or group and should you die or experience something that would normally mean Chain failure you can tap into the life creating power of the Cothica and reform yourself once per jump (Post-Jump: Once every 10 years).

(200CP) Same Tree Different Branch – The creatures of Perim are all so different in appearance even members of the same tribe can appear completely different from one another and now you have a similar ability, your genes being able to create diverse mutations in appearance and abilities, alt-forms, perks, and powers you have may find their way into the generations after you even combining into new variations.

Overworlder:

(100CP) Show Some Respect – You appear as a respectful member of society and people are more likely to see you as a role-model and treat you well.

(200CP) Tribal Ambassador – Most conflicts in Perim are settled with fighting but that doesn't mean you can't try to talk it out and when it comes to you people are very likely to listen and try to accommodate your words.

(400CP) Team Tactics – You understand the need for allies and the more of them near you the stronger you become, even being able to swap places with them during combat should the need arise.

(600CP) Muge – Through self training, apprenticeship or old fashioned schooling at a school, you have learned the secret art of mugic. From the secrets of making mugic to the knowledge on how to identify new ones you find, you know enough to be highly respected in your field. With some experimentation you could even convert spells from other settings into mugic.

- **Booster: High Muge –** You are the pinnacle of Mugician skills being an equal to the likes of Najarin of the OverWorld, Lore of The Danians, Enre-hep of The Mipedians, and Kopond of the Underworld. You are a High Muge. Your skill in Mugic knows no limits allowing you to see through mugic, and create new forms of Mugic with ease.

Underworlder:

(100CP) Lie, Cheat, & Intimidate – Underworld politics is fueled by backstabbing and deceit and you are a master liar, able to get the likes of Chaor and Lord Von Bloot to believe every word you say, even if previously lied to them before, you could probably talk your way back into their good graces given a few moments. If you don't feel like talking you could just glare, your glare will now give off an aura that warns those you are glaring at of your strength, it's only fair to warn them before they make the mistake of challenging you.

(200CP) Settle It in The Arena – Have a disagreement? Maybe you ticked off a short guy with a height complex. Anyway, you can now legally challenge someone to single combat to settle minor conflicts. The victor is the victor and the matter will be over. This would help settle arguments, lawsuits, and the like.

(400CP) Friends Are Expendable – Underworlds pride strength and are more than willing to sacrifice others for their own gain. A common tactic is to sacrifice their allies to add their health and strength. You can choose to steal the power of an ally to strengthen yourself for the duration of a fight. Remember that this will kill whoever you use, so use it wisely.

(600CP) Battlegear Builder – You have a mind for battlegear being able to create technology like those shown in Perim. In your hands all battlegear is an open book allowing you to maneuver it like it was an extension of yourself.

- **Booster: Mad Science –** Your skills in creation are no longer just based in Battlegear, you like Mommark have a skill in genetics allowing you to create mutant creatures with unique and dangerous abilities, using DNA from any specimen you can get. There is the possibility of error and your creatures may not turn out how you want them, but sometimes love and understanding can go a long way.

Danian:

(100CP) Protect The Hive – When you declare a place needs to be protected you become a sentinel able to identify any threat, and notice when something is wrong. You will also be able to figure out the best ways to warn others, and a bonus to spotting hidden secrets in areas.

(200CP) Hive Call – One of the more famous abilities of the Danians is how they can always call for help. Now you can also call out to your companions and allies when need be. The closer they are to you the stronger the call becomes. This ability will give basic information such as your whereabouts and general emotional state when you use it. This way they will know if you are in danger or just summoning them to your side.

(400CP) Danian Parasite – Infect creatures, animals, or people to turn them into your tribe. They keep mostly the same personality with a few additions and loyalty. Might not like what you did to them, but will be loyal. Can be used to make monster girls/boys if you infect them with humanity. During this jump, those infected will be infected into members of your tribe, post-jump you can choose what forms the infection causes from those you have taken before.

(600CP) Queen of the Hive – You are the top of the hierarchy in this society and the best way to show that is by having the best abilities. All tribal perks below the price of this perk are boosted to a greater level befitting a ruler such as yourself. This also grants you the knowledge needed to run a "hive",

knowing castes and what caste serves what particular purpose. In future jumps you can also choose to import into a position of royalty.

- **Booster: Nest Of The Ancestors –** You know the ancient ritual that many fear. With the corpse of your enemies and other proper ingredients and energy, you can drag their souls back to this world as your servants. The ritual will restore their bodies and convert them to your tribe. While this will bind their loyalty to you, they might not like it and try to fight back with malicious compliance. The more damaged the body the more ingredients, such as raw flesh, and energy will be required to revive them. Post jump, you can use a different grand ritual to convert any willing followers en masse to a subrace of an alt form you possess. This is more useful when converting a city.

Mipedian:

(100CP) Just Because You Can't See Something… – …Doesn't mean it's not there. As a whole Mipedians specialize in stealth attacks. Why? Because every Mipedian can turn invisible. It is a tribal trait that even the weakest among them can do. Now you can also enjoy the stealth tactics of being able to turn invisible at will.

(200CP) Desert Living – Sand, heat, and lack of water are dangerous things. But for you they are minor inconveniences. You are ripe for life in any desert environment. The sun will not burn you, the winds and sands will not rip at your skin. And, like some lizards, you can retain water much easier even to the point of needing much less water and no longer needing to sweat.

(400CP) Mipedian Conjuror – Long ago the first Conjurors dreamed of creating powerful beings to protect their people. Using mugical essence and the four elements they created the first Warbeasts. So afraid were they that the Mipedian nobles had all the conjurors hunted down. Ages later the secrets were rediscovered. Now you know the secrets of crafting and summoning your very own warbeast using mugic and the elements. Use this knowledge wisely, as many Mipedians are weary around conjurors. Warbeasts are incredibly powerful, but incredibly destructive and reckless without a conjuror to control them.

(600CP) Warbeast Of Ages Past – Warbeast are thought to be creatures of legend forged by mugic and nature, uncontrollable destruction that must be put on a leash, which is true for the modern day warbeast. But you are a beast of flesh and blood not controlled by your instincts. You existed in Perim's past and somehow found your way to the modern world a living warbeast and bound by a conjurer.

- **Booster: Force of Nature –** You are now similar to the modern day warbeast, formed from a force of nature and given life through mugic, the only difference between you and the other warbeast? You are in control of yourself and do not need a conjurer to control yourself, you could sit in a china shop and not break a single thing unless you wanted to.

M'arrillian:

(100CP) Can Survive In Any Liquid – Do you know what separates M'arrillians from the rest of the Perim tribes? Well, besides the fact that they were based on low key eldritch horrors. It is that they boast that they can survive in any liquid, no matter how foul. Heavily polluted, clean and clear, fresh water, salt

water and even oil didn't stop them. And such is your nature to survive in water that you can move just as fast as you can on land. Note: trying to swim through lava without fire protections will still burn you.

(200CP) Tricky Tribe – Like the M'arrillian scout Phelphor you have a second form that appears to be from a different tribe of your choice, for all intensive purposes you will completely appear to be a true member of the tribe. Even a scan of you would depict you as that tribe member. While in this form you will be able to use all powers of your natural form, and switch between them at your pleasure. In future jumps this will allow you a new alt form that is capable of hiding your true nature from any form of detection and divination. As far as even the gods will know, you are what you appear to be.

(400CP) Mind Control – The power of the M'arrillian War Chieftains. To be on the receiving end is described as a horrible and nightmarish experience where the creature's mind is trapped in their body while being forced to watch everything as the M'arrillian controlling them uses them like puppets. And now you have the power to inflict this nightmarish experience on others. You can even use all their senses and talk through your puppet like the leader of a small hive mind.
Standard methods of controlling are glowing eyes to hypnotize or shooting a wave of small energy prongs. Just one prong has to hit your target to get the full effect.
Upper limits are unknown, but the most seen being controlled by one M'arrillian was about two dozen.

(600CP) While Our Leader Still Lives – Besides the mind control and destruction of the land, the most feared ability of the M'arrillians is the fact that they can't be killed as long as their tribal leader lives. You can beat them, incapacitate them, knock them out, but never kill one. Now you can pass this ability onto your minions. As long as you live, they will never be able to be killed in battle. Mostly they will become incapacitated or unconscious while they heal.

- **Booster: Oligarch –** What good would you be as a leader if people could figure out your weakness by fighting your underlings and seeing what weakens them? Well jokes on those fools because you are the Oligarch! Where others of your kind will grow weaker you grow stronger, things that normally would weaken other members of your kind instead strengthen you.

Tribeless

- Choosing to be tribless will let you pick a single discount from each tier (100, 200, 400, 600) from any tribe for your powers.

New Tribe:

Want more creatures like yourself? Well, you can build a new tribe.
Can import a race or small settlement to make a new tribe.
Pick one option from each of the above tiers (100, 200, 400, 600) to take as your discount and the normal tribe abilities.

Pick a theme for the tribe's looks. Overworlders and Underworlds are varied in appearance. Danians are ants while Mipedians are lizards. Pick anything you want. Giants and a tribe of bees were shown briefly in the past. Maybe you want dragon people or beetles. Or maybe you just want to go more fantasy with a tribe of elves.

Items:

Lost or stolen items will reappear in your warehouse after one week.

General Items:

(Free) Chaotic Show – This is your standard 'have a copy of the show' and another copy of your adventures in the art style of the show.

(50CP) Communication Crystal – You get a set of nine blue crystals that are common communication devices in Perim. The flat side allows for visuals to be shown so that you can video chat with your friends.

(Free for humans, 100CP for creatures) Scanner – Scanners are small pads big enough to be used one handed and still able to fit in your pocket. The standard function is to hold your online deck of cards, but also comes functions for calculators, cameras, both video, audio logs, or static images, Video Chat, a Proximity Radar, even music and teleporting around Perim. They are used to scan the codes of various things in Perim. When used on Earth it splits its user from the Earth copy and their "code"
Scanners can hold one new scan of a Creature, Battlegear, Mugic, and Location before they must be downloaded at a computer in Chaotic.
Colors are Blue (Overworld), Red (Underworld), Yellow (Mepedian), Brown (Danian), and Black (M'arrillian)
Per the setting Scanners can only be used by their owner and creatures cannot use them. That said, if a Creature were to buy this it might cause some questions, but you don't care about that. As a Creature you don't get one half to stay on Earth while you explore Perim. You can teleport your code to Chaotic and appear there in your base human form. This way you can download your scans and even battle in the dromes.
Post jump you will still be able to use your scanner for its various abilities and functions. While still limited to one scan of each type you can now save your scans by connecting the scanner to any computer, causing a Chaotic program to open or just waiting 24 hours for an auto-save feature. You can even use its teleportation function as long as you are in the same world.
Post jump you will also be able to store any online card games that you come across for one easy access source of fun. With this you can scan the "codes" of any interesting people, places, items, or magic that you see to create their equivalent card in whichever card game you wish.

(100CP/200CP/300CP) Elemental Shard – There are many elemental shards in Perim, pick one of the standard elements for this shard. This shard will give a moderate boost to attacks and abilities that use this element. You may purchase a discount package for the five main elements for 300CP. This package will net you a shard for Earth, Fire, Mental, Water and Wind. These can be individual shards or a master shard that encompasses all the listed elements if you desire. For an extra 100CP on top of the standard price (total 200CP), you can pick any element or energy based power from outside of this setting to have this shard boost.

(200CP) Sword of Sha'harr – A powerful weapon from the Underworld. This sword can absorb any energy based attack and redirects it at the wielder's target, even if that is the original attacker. It can only hold one attack at a time and the energy will start to diminish if left unused too long, but it is still a powerful tool. Can import a previous sword.

(200CP) Flux Bobble – This small black crystal ball is wrapped in gold. Normally, just touching it is a risk as doing so will teleport you and anyone in three meters to a random location on the same planet. Yours will only activate if the wielder wishes it to, but the target location is still random.

Drop In:

(100CP) Deck Of The Jumper – Gain Creature cards: 6, Battlegear: 6, Attack Cards: 20, Location Cards: 10, and Mugic Cards: 6. These cards can be from any jump that you have previously been to. They are one of a kind and you will be the only player with them. 50CP for each additional deck of cards.

(200CP) AI ID – A special silver chaotic card that allows you to project a physical form much like those used in battledromes to appear as monster, for all purposes this will make you the image you have stored on their (can hold two) your normal base form is a free form loaded on you can load two others.

(400CP) JumperDrome – While not as fancy as one of the seven BattleDromes, this is your personal Drome. You can have it look anyway you want and it even comes with an AI referee. Unlike the standard BattleDromes and BetaDromes, your Drome isn't limited to only playing Chaotic. Here you can play any card game with the iconic Chaotic feature of becoming your cards. (Note: If you have the "Codemaster Jumper" Boost this can be made a complete legit BattleDrome where people will battle hoping to win the chance to fight you after they win seven/eight? matches, if they beat you, you will be expected to give them an ultra rare location card.)

Player:

(100CP) Deck of Cards (1st purchase free for anyone with a Scanner)– You can't play a card game without cards. You start with 48 official Chaotic cards. Creature: 6, Battlegear: 6, Attack Cards: 20, Location Cards: 10, and Mugic Cards: 6. The Rarity of these cards are Common 24, Uncommon: 12, Rare: 6, Super Rare: 3, Ultra Rare: 3. Additional decks will cost 50CP.

(200CP) Travel Pack – A backpack filled with everything you would need to go on a scan hunt. A set of camping gear, change of clothes, rations of food, gloves, and other necessities or helpful things like rope, hammer, etc.

(400CP) Place To Rest Your Head – A nice two story home in a suburban area where your real life body will live and go about their business while you are in Chaotic, all things paid for.

Overworlder:

(100CP) Torrent Krinth – A bracelet with a ruby on top that grants the use of water attacks, and boosts the damage of water based attacks**.**

(200CP) Aquashield – A handheld shield used to reduce attack damage as well as boost resistance to Fire-based attacks. If sacrificed it will heal a decent amount of health.

(400CP) Xerium Armor – A set of gold armour resembling a lion when worn it boosts the defensive power of its wearer if an attack would do more than 20 damage, the armor will instead reduce it to 20. your opponent will have to chip away rather than go all out.

Underworlder:

(100CP) Pyroblaster – The Pyroblaster is a gun-like weapon that can shoot torrents of flame or fireballs. Commonly wielded by Underworlders, the Pyroblaster both grants and increases fire attacks of any creature the battlegear is set to.

(200CP) Whepcrack – The Whepcrack comes from down under - way down in the UnderWorld. This flame-flinging whip takes some practice to use effectively, but any Creature who masters it is sure to put up a powerful fight. UnderWorld Fire specialists use this gear for an Attack boost.

(400CP) Gigantroper – How would you like your own hundred foot tall robot? It comes with rockets and wrist lasers. With it you gain the controllers, a set of wrist and ankle bracelets that cause your robot to mimic your own movements. You can import a different robot or mecha that you own if you wish.

Danian:

(100CP) Vlaric Shard – The Shard grants creatures that capability of dealing extra damage with their Earth Attacks, as well as granting the use of Earth Attacks to those that lack them.

(200CP) Mandiblor Crown – A normal crown when placed on the head of any human or creature, it will cause them to think that they are a Danian. Yours is a bit different. It causes the target to believe that they are one of your loyal followers and causes them to act accordingly. Yours can look like any type of crown or hat. May even import a previous item.

(400CP) Danian Carapace – Whenever the wearer of a Danian Carapace deals damage, the target Creature becomes infected. Even if the wearer of this Battlegear is defeated, the Danian Carapace survives because it moves from its original wearer to the defeater and lives on, transforming them into a member of the Tribe.

Mipedian:

(100CP) Cyclance – This lance-like Battlegear can literally blow enemies away - or give them an electrifying shock! Grants use of wind abilities.

(200CP) Watering Stones – These stones are what help the Mipedians thrive in such a hostile environment. These mystical stones work by pulling moisture from the surrounding air to drip down the stone. They are normally placed in a large basin to collect the water. Your stone can be any size from a pebble to several meters, but do know that the amount of water it can produce is tied to its size.

(400CP) Weightless Energy Vessel – A gold plated vehicle resembling a three headed dragon (single seater), as the name would suggest it is a light weight vehicle able to traverse the desert with little issue,

but the vehicle's greatest ability is that it projects a field that makes its rider untargetable by mugic (and in future jumps any form of magic).

M'arrillian:

(100CP) Mind Prism – A pink crystal that energizes the wearer and boosts their mental faculties and abilities. Will grant mind based attacks to those that lack it.

(200CP) Prism Of Vacuity – A large crystal embedded in a wristband energizes the wearer, and should it be sacrificed the crystal will absorb much of the opponent's power.

(400CP) Kha'rall Freshwater Shard – A shell-like gem that grants its user the ability to manipulate water and use water attacks, it also gives the user more energy/health and allows them to switch spots with an ally who is in combat.

Tribeless/New Tribe:

(100CP) Mowercycle – A vehicle resembling a motorcycle inside a bladed wheel that allows the mowercycle to travel up vertical surfaces.

(200CP) General Standard – A paddle like flag, with a black handle and golden "banner" when held up a jade like symbol representing a tribe/faction any who see you with this will assume you are a part of that tribe. You will also be able to use abilities that are restricted to that tribe.

(400CP) Droskin – Battlegear worn on the torso resembling a leather strap with metal clasps and a large blue gem that faces forward when worn. The Droskin is able to absorb almost any attack, be careful if a cunning individual manages to get it off you then both you and it will be vulnerable to attacks.

(Varied) Mugic – Common Mugic costs 50cp, Uncommon 100cp, Rare 200cp, Super Rare 400cp, Ultra Rare 600cp. Tribal Mugic discounted for your Tribe, only the first Common Mugic is free. You may also create Mugic for your tribe paying the price here. Link To Mugic.

- Examples:
    - Common (Black Mark):
        - Trill Of Diminution (Mipedian)
        - Song Of Treachery (Underworld)
        - Hymn Of The Elements (Overworld)
        - Curemorph Chords (M'arrillian)
        - Song Of Futuresight (Generic)
    - Uncommon (Green Mark):
        - Allegro (Mipedian)
        - Canon Of Casualty (Underworld)
        - Adaptive Progression (Danian)
        - Mightsinger's Requiem (M'arrillian)
    - Rare (Yellow Mark):
        - Song Of Shelter (Mipedian)

        - Song Of Fury (Underworld)
        - Song Of Stasis (Overworld)
        - Swarm Song (Danian)
        - Swartbron Battlesong (M'arrillian)
        - Song Of Embernova (Generic)
    - Super Rare (White/Silver may include Super):
        - Symphonic Shield (Mipedian)
        - Refrain Of Denial (Overworld)
        - Elemental Elegy (Danian)
        - Fortissimo (Generic)
    - Ultra Rare (White/Silver may include Ultra):
        - Song Of Revival (Underworld)
        - Mugic Reprise (Overworld)
        - Chorus Of Cothica (Generic)
        - Purge Dirge (Danian)

(100CP for 1st, 200CP for each additional) Locations – There are many unique locations in Perim and by paying a little you can get a copy of any location in Perim, if you are a member of the tribe that the location is in the territory of you can take the first location at a discount. If you are tribeless or a new tribe you can buy custom locations for your tribe. See the map at the end of the notes for location details.

(600CP) Chaotic [No Discount] – You just got all of Chaotic. Do you have any idea what this means? You get all the BattleDromes, the food court, the teleportation network and even the factory that makes the scanners.

Post jump you can have Chaotic linked to the most popular card game from the new jump, allowing for the people to become their cards and battle one another. If imported in this fashion you will find that players have already been using this system for about a year or so.
You can also create a card game and link it to one of your pocket dimensions. Will be popular enough to attract players.

Companions:

Import/Create (Free for 1, 100 for 4, 200 for 8) Standard import/create new friend(s) option. They get 600CP and can pick their origin.

Pallet Swap (100CP): The creature Aivenna and Nivenna are twins who were separated at birth, Aivenna was taken in by Intress and raised as an Overworlder, while Nivenna was raised by Takinom as an Underworlder. With a purchase of this companion you can gain a pallet/personality swapped twin/clone of yourself or a companion, if they are a creature this twin can be of the opposing tribe Underworlder and Overworlder, Mipedian and Danian.

Canon Human (100CP): Gain the chance to offer a canon human the opportunity to join you on your travels, Guaranteed to meet in favorable conditions. Your job to convince them.

Canon Creature (100CP, Creatures Of The Same Tribe As You Are Discounted) Gain the chance to offer a canon creature the opportunity to join you on your travels, Guaranteed to meet in favorable conditions. Your job to convince them.

Drawbacks:

+0CP - More Tribes – In the first incarnation of Chaotic there was the Frozen Tribe that lived in the north and in the show there was once a tribe of giants. With this you can have any number of tribes running around. This will drastically change the geopolitical landscape of the world as well as adding many new cards to be scanned.

+0CP - In For The Long Haul - You can extend your stay in this world, as long as you survive the first 10 years you will be able to choose when you leave at any time after.

+100CP - Scannable – Any perks that you might have for stopping people from copying your powers will be disabled for the jump. There will be rumors around Chaotic of a powerful creature in whatever locations you visit, so expect quite a few players on scan quests. And if you happen to be human yourself this might cause a lot of questions. Sure, it might only be for a card game, but the players will have access to your memories as well.

+100CP - Graphical Glitch – Seems to be a problem with your eyes or it might just be Perim. But whenever you are in Chaotic or Perim everything will look like the first season of the Chaotic show. That is to say everything will have sharp lines and edges and appear to be of low quality graphics.

+100CP - Earth Bound (Humans only) - What is even the point of coming to this world if you are going to ignore all of the fun aspects. But I will not stop you. This will keep you on Earth and in your human form for your stay. It will not stop you from taking any items or powers from Perim, but you will get them after the jump ends.Have fun being on normal Earth.

+100CP/+200CP - Start In The Past – You don't start the jump in the present, but rather 1,000 years in the past. This won't affect your time in Chaotic, only Perim. While on the one hand this could net you many rare scans if human, it will also leave you in danger as most creatures have no idea what a human is. For an extra +100 you can start 2,000 years in the past and you will be present for the first M'arrillian Invasion. You will only need to spend a decade in this time for the jump to end. Due to how time works in setting, no matter where you are, time will flow at a constant rate.

+200CP - Talazar – You now have a talazar to help bind your soul to Perim and grant you a physical form. And you must not have it on you at all times. Losing your talazar or having it destroyed will not be a jump failure. Instead your spirit will be banished back into the Spirit Lands for the rest of your stay. While there you can watch the world, but have no interaction with it.

+200CP - Bad Scan – The first time you try to get a scan of a creature they will be suffering from something that makes their scan less useful in battle (Examples: Under the effects of a curse that drains their courage, speed, power, Suffering from extreme PTSD after using an attack that drained all their energy and destroyed their home and everyone in it), Battlegear you scan or use will also be defective (Examples: No fuel, weapons getting stuck, a cable on a grappling hook being weakened and snapping), and Mugic/Spells will come with an unforeseen down side (Example: It boosts your strength for three battles/A few minutes then it makes you sluggish and barely able to move).

If taken as a creature these events will befall you quite often in the form of constant bad luck. Your gear will break or be lost, you will get sick or injured more easily and such. But on the bright side, many humans might avoid trying to get a scan of you from the bad reputation.

+200CP – Battlegear and Mugic Powers – All of your out-of-setting powers and magics have been converted into various forms of Battlegear and Mugic. While you have them stored in your warehouse (or equivalent place) you can only carry so many at any point in time.

+300CP - The Blight - Previously a disaster was brewing in the bowls of Prexxor Chasm. It was a green blob with a single large eye. This thing was not a creature and sought to consume all organic life. In the original show this was cured by Major Tom, but in this timeline, the Blight spread much faster. By the time you start the jump, Prexxor Chasm will have already fallen and the Blight will be spreading out. It is still a somewhat slow spread, but if not stopped before the end of the jump all of Perim will have been consumed.

+300CP – M'arrillian Controlled – Thinking is hard, it gets in the way of accomplishing your goals. Don't worry your pretty little head. For the rest of the jump a friendly M'arrillian is willing to do all the thinking for you during the jump. But on the up side you'll be able to watch as the creature uses your body as a puppet and they will be very pleased to use all of your powers to their end.

+300CP - Tribal War – The tribes never have gotten along, but things are far worse now. There are no peace talks, but full on raids and battles. While before humans were mostly seen as a neutral party that were allowed into any lands the tribes demanded alliance and the tribal hatred has infected them. Expect the human players to be divided based on their tribal preferences. Drome battles will become more intense and even friendships might not survive on Earth.

+300CP - M'arrillian Invasion – The doors of the Deep Mine shall open the day your jump starts and thus begins the M'arrillian Invasion. The world is unprepared and may fall into the M'arrillian control.

End of jump

Stay

Go Home

Continue on to the next world

Started By: Wanderer

Finished By: IntressInChaotic

Notes

Complete Chaotic episodes:

https://www.youtube.com/watch?v=om44XBfLcu8&list=PLW8kKoqNFIyDPKcGfrJUWmhPkRt7LaN9z&ind

ex=1

Tutorial for how to play Chaotic:

https://www.youtube.com/watch?v=76GhbTdhwk8

Maps of Perim

Overworld and Underworld





Elemental attack types

Generic - shooting gold ball sized iron projectiles from your eyes

Earth - Rocks, Stones, Crystals and Plants

Fire - Fire, Lava and Magma

Mind - Mind Control, Psyblasts, Telepathy, Telekinesis and Illusions

Water - Water, Steam and Ice

Wind - Air, Steam and Lightning

Notes

Changelog v1.1

Fixed typos

Reduced Touched By Chothica to 600CP

Reduced companion prices to 100CP each

Added that anyone with a scanner gets a free starter deck

Reduced price of lands and ultra rare mugic

Creatures get first elemental type for free

Clerified a few drawbacks

Added a group deal to Elemental Shards

Updates each creature 100cp item to grant usage of the associated elemental powers when used

v1.2

Added The Blight Drawback for +300cp

Added an intro and info on the human starting location

Fixed more typos

Added examples of elemental attack types in notes

Added world maps

Clarified that creatures can take Bad Scans

Rewrote **Nest Of The Ancestors**