NIER

By Valeria

Introduction

A thousand years since the world of man bled out and died. Hundreds of years since the last of the demons from the other world were destroyed. The world of Nier is not one blessed with good fortune and its world has, in a way, already ended. It's just limping along towards its final extinction.

At least for human kind. See, a thousand or more years ago there was a great apocalypse that brought disease, war and chaos to the world. Humanity tried so many ways to survive and the method they eventually chose was the Gestalt Project. This project split the souls, the 'Gestalt', from a human body and safely stored it. Then replacement bodies were made for these Gestalts, called 'Replicants', so that when the threat was finally exterminated by mankind's robotic armies, Humanity would have bodies to return to.

They did not foresee that the Replicants would gain sapience and resist this fate. When the threat was eventually destroyed and the Gestalts were released, they found that the Replicants had moved on and saw them only as feral, body thieving monsters. The Gestalts were known as Shades to the post-apocalyptic world of the Replicants.

The Shades are led by a being known as the Shadowlord, the first and truest Gestalt in existence and one necessary for all other Gestalt to regain their forms. The Replicant of the Shadowlord is a man known as Nier, a strong fighter living in a quiet village with his sick daughter.

In this world, you will have 1000 Choice Points (CP) to spend.

Locations

Home Village

The home town of Nier, Yonah and a few other notable people. It's a quiet walled village out in the grassy plains. It's well defended as Replicant villages go with its high walls and for now, the village itself is growing well. That's likely to change in a few years.

Aerie

A Cliffside village that really, really does not like anything out of the ordinary. Strangers or freaks are heavily ostracised here, which is just fine with the residents. The village is built on the sides of the cliff valley and connected by many rickety wooden bridges. It's safe from Shades mostly because few Shades are willing to make the treacherous climb up there.

Seafront

The seaside town, one of the most well populated and cheerful places left. Looking out over many ruined bridges from the old world, the beachfront village is very laidback about life and there are few problems, save by those caused by this reluctance to get things done. At the very least their post office mailmen are quite legendary for their speed and reliability.

Façade

The strangest place on Earth by far. A city deep into a desert, it's renowned for the bizarreness of its tens of thousands of laws and the ability of the populace to somehow happily follow almost every single one of the laws. Being made of sand canals and raised and lowered platforms, just getting through the city without drowning in sand or breaking a law is almost impossible for any outsiders.

Machine Junkyard

A gigantic metal fortress, long emptied of any organic life. The only things left here are near endless numbers of machines, some of which are intelligent but most are just broken or long having gone mad. Two young boys run a little shop outside of this junkyard, dealing with various kinds of weapons and waiting for their absentee mother.

Origins

Drop In
You came from another world, dropped in out of nowhere. Not the first of your kind and not the last either. Thankfully you don't seem to cause any difficult interactions with reality just by existing. No one here knows you or of you, though you might get some attention by those who know what's really going on if you reveal your actual nature.

Poor Child
What a sad fate it is to be a child in a world like this one. Rarely do children lead entirely happy lives, at least the ones with enough importance to be known. You're still young but the path to where you are now was not pleasant at all. You may not even have a family left to support you, though it's possible someone did stick by you as you suffered.

Family Man
Only ones you can trust are the ones you've been with all their lives. You've grown up protecting your family and you're not about to stop either. You might be a father or brother or son but your goal is the same, murder anything that tries to fuck with your family and make sure to keep your loved ones as happy as you can manage.

Possessed +200
You grew up like many other kids in one of the villages. Unlike most children though, you had a run in with a very special, very dangerous type of Shade. You got possessed by this Shade, a nasty being that whispers in your head and tries to tempt you into giving it your body. IT can give you great power, though its offers come at the cost of what resistance you can give in return. Make sure not to let up or it might just take you over completely. This origin grants 200CP for being taken.

Villager
About as ordinary as it's possible to get here, you are. You're one of the long-time residents of the various villages of this world. A xenophobe from the Aerie? A weird masked fella from Façade? A laidback fisherman from the Seafront? You've never encountered a Shade in your life and you're quite glad about it.

Shade
Unlike the other choices here, you're no longer a Replicant. Instead, you're one of the souls of humanity that the world refers to as a Shade. As a gestalt, you appear to be a black and gold, shifting demon of some kind. Replicants cannot understand what you say and likely try to kill you on sight, even if all you want is your body back. You may choose to start in one of the many plain areas between villages for free.

Grimoire +200
One of the legendary 13 Grimoires. Intelligent magical books holding many of the world's secrets and great power on top of that. They hold Sealed Verses, powerful blood and letter based magics, along with the ability to fly and speak, given that they are just as if not more intelligent than any ordinary human being. You're one of these Grimoires, a flying book with a fancy face on your front cover. Unfortunately you've lost most of your powers, only being able to shoot the Dark Bullet spell, which fires red magic shots at a rapid pace. Perhaps you could find more Sealed Verses in this world. Your book form also has a colour associated with it, though the colours White, Black and Red are

already taken. This origin grants 200CP for taking. You may spend an additional 100CP to import a book you own as your new book form however, gaining the knowledge and power of that book.

Family Man, Possessed, Villager and Shade roll 20+1d8 for their physical/effective age. Poor Child rolls 10+1d8. Grimoire has a set age of around 1000 years or so. You are the same gender as you were previously but both Gender and Age can be changed to any possible result for 100CP.

Perks

All perks with a cost of 100CP are free to their connected origins and other connected perks are discounted.

Magic- 200

Magic exists. It's rare but not so much that no one has heard of it nor that there is a particular lack of those willing to teach it. For humans and shades, it is mostly limited to various ways of creating and manipulating the natural elements. Fire, lightning, earth and the like. Both Gestalt and Replicants are able to learn to shoot red orbs in varying patterns, speeds and quantities, each orb striking with significant force even from weaklings. By buying this option, you may choose an element to learn the magic of or become able to shoot these red orbs. Both choices will grow in time and you can buy this option multiple times to pick more than once, though choices cannot be stacked.

Drop In

Only Make One Trip -100
The materials needed to make great weapons don't come by easy. Delicate, tiny instruments inside of robots or rare plants or even rarer fish. Especially hard to get them when you're trying to kill the thing holding these valuable pieces of equipment inside of themselves. It's a lot easier now though. Long as you're not outright obliterating a target, you'll find their bodies are almost always left entirely intact after you kill them. Any wounds turn out to be on non-valuable parts of their body, even if this contradicts where you actually hit them. All the tiny, precious organs inside their head will be just fine even if you split their skull open. You also find yourself a hell of a lot luckier with finding rare plants and materials in general.

The Old World- 200
You're not the only one to come from another world Jumper. Look hard enough and you'll find relics and notes and signs of another world all over the place here. You might even find signs of the worlds you yourself have been to in the past. Rarely will these be more than mementos or notes that call back to those times but, now and then, you'll find something quite useful. A weapon perhaps or some kind of tool. They'll not be anything too amazing, at least not without a whole lot of repair work done.

WCJ- 400
The world wasn't designed for magic. Not this one in any case. It's like a poison to it, the supernatural. Your own abilities seem to share this same trait, acting like a particularly nasty form of magical poison to those they come in contact with. While you can control this, any who come into contact with your supernatural abilities can be afflicted with a poison that will turn them into a pillar of salt if it manages to infect them. Those with supernatural abilities of their own can resist or even shrug it off entirely, though if they attempt to take your powers into themselves, such as by stealing them, the effect would be strengthened many times over. This supernatural poison of yours will be stronger the stronger the ability it is being used through and, depending on your powers, can be spread over a very wide area indeed.

Choose Your Own Adventure- 600
Things seem oddly more descriptive these days. Like everything you look at is being given lines of text of flavour as you do so. You even seem more aware of your surroundings and actions than in the past. Could it be the little words that keep popping up in your head? It seems like your life has become a Text Adventure Game. Partially. In your head is an ongoing Text Adventure, what some may even call a Choose Your Own Adventure, story that is about your life at the current moment. It'll describe in great detail all you od and interact with, allowing you access to information you'd otherwise not know, it allows you to know the emotions and sometimes even thoughts of other people as their perspectives are described in your mental story. It may even tell you of events happening elsewhere, such as your enemy's plans or foreshadow your future fate. You remain fully aware of the real world at the same time as this mental story, allowing you to take full advantage of both forms of visual media. You may even find yourself presented with choices now and then, some you may have thought of and some creative options revealed to you, though you can simply choose something not on that mental list as well. It's a good story too, you'll get a copy of the story of each jump at the end of it.

Poor Child

For Your Sake- 100
You appreciate the care others give to you, you really do. It's a sign of how much they love you. But you need to be allowed to do some things on your own. You're not a doll. By hiding your ills and wounds, you can now convince others a lot more easily that you're okay to do things on your own. Long as you have a minute or two alone, you can conceal all but the most obvious wounds, signs of sickness and other maladies from being detectable. It won't hold up too long to an in depth examination but you can hide the pain and the damage like a master, even though you'll still suffer the actual effects of these wounds. At least you won't be worrying others.

That Smile- 200
Just by being there for someone, you inspire hope and courage in them. You may not be charismatic or fearsome or powerful but the sight of your innocent smile and happy face is enough to drive your friends, family and allies to do incredible things. You being alive gives them hope, courage and the ability to feel good about themselves for protecting you. They'll definitely want you to stay safe so convincing them to let you fight alongside them might take a bit of doing but even if you're on the battlefield together, your memory makes their day and makes them do great things.

Medusa- 400
Long in the past, you were forced into an experiment designed to create powerful weapons for use in a war against a mysterious, long dead foe. That war ended long before you even became aware of yourself here but the abilities from that experiment remain. You have the ability to petrify any living being within your line of sight. This process is instantaneous, though exceptionally large or powerful things could take time to be petrified. Once petrified, they are turned to solid stone. Even spiritual beings such as the Shades are vulnerable to this attack. Unlike Emil, you have full mastery over your visual powers and can choose whether to petrify things or not and to freely undo what you have turned to stone.

No 9- 600
Why should the experiments end at just petrification powers? No, the procedures done on you were far more invasive. Your entire body has been worked over, twisted and turned inside out and back again. You look no different on the outside but there's no one who could call you human anymore. You are more like an animated golem, never aging and never requiring physical sustenance again. While your physical strength and speed have not grown, your durability is such that even explosions that could tear apart a small town won't kill you and you can survive with nothing but your head remaining. Your magical power is the greatest increase however. Only a full stocked grimoire could beat you in a wizardry duel as your arcane might is ten times greater than any human in this world, a magnification which carries on to other magical systems, if at a halved level of magnification.

Family Man

Looking for Work?- 100
Need to make a living somehow right? The world will always have people in need of a guy with two strong arms and it seems whatever other skills you have are usually in need too. You'll never find yourself short on jobs or tasks that reward you in money or valuables from those around you and these tasks, while sometimes sad, will also not force you to compromise your morals. You can be a hero even in dark times and be able to support yourself and your family at the same time.

Bring Down the Beast- 200
A man needs to learn how to impress his will and dominance on the wilds around him, especially in these dangerous times. Good thing you're a strong hand with any animals that come your way. You find it a very easy task to tame and teach animals in general, even violent or unruly wild predators are only a day or two of work to bring to heel. You can teach them tricks just by showing them once or twice and, if you manage to solidly defeat a combative animal in a battle, you'll be able to make it submit to you right then and there, acknowledging you as its new leader. Also, you know how to drift. Drift anything. Even an animal that you're riding. Somehow, it'll work. No matter what you're riding.

The Implacable Man- 400
Nothing can make you stop, not now and not ever. In fact, the bad guys trying to keep you down will only make you more determined and wilful than ever before. The greater the opposition, the greater your willpower grows, becoming stronger and larger the greater the challenges you face. Not only will nothing stop you, but this immense drive of yours draws allies to you, making you able to make fast, loyal allies even in the heat of combat. Even someone you quite literally had drop in next to you to start fighting can end up as a friend by the end of the battle if your determination is great enough, not to mention that people dropping in to help you becomes surprisingly common eventually.

No Need to Think Too Hard- 600
Turns out, recklessly destroying everything that stands in the way of the safety of the people you care about can bite you in the ass. Sometimes your desire to save someone can only worsen the situation for them. Maybe now with this, you'll cause a few less problems in your destructive rampages. When you do not wish it, your actions will not have consequences beyond the most immediate ones. Kill the villainous overlord whose existence holds the future for humanity and his own race…and it only means the overlord dies, as other methods for saving the human race and the villain's race will appear. Robbing a bank won't ruin the lives of countless people, as they're assured to have their money repayed to them somehow. You no longer need worry about the far reaching consequences of your actions because, as long as you don't wish it, there won't be such things. You'll only ever need deal with those immediately affected by what you've done. That said, keep in mind that big actions will still have big immediate effects.

Possessed

Put Together In All The Right Places- 100
They certainly took some care when they were making your body, didn't they? You've got curves to catch the eyes of a whole village and don't be surprised if wives cover their husband's eyes when you come around. Or vice versa. Either way, you're an aesthetic paragon of your gender and look damn gorgeous in just about anything. Better yet, it seems you can fight in just about anything too. Lingerie and stiletto heels? As easy to move in as a pair of runners and a tracksuit. You'll be able to pull off flips even in heavy armour, if you really wanted.

You're My Family Now- 200
So they kicked you out huh? Well who the hell cares what that bunch of fogeys thinks? If you're not allowed in, you'll just find a better place that does appreciate you for what you are. Turns out that when you find yourself exiled, ostracised or otherwise excluded from any group you could normally be a part of, you'll instead manage to find a similar group that will happily accept you. Your family throws you out? In a few days you'll meet a friendly band of adventurers that could quickly become a replacement family.

Not Gonna Let Go- 400
Doesn't matter what you want, sometimes other people are going to get hurt for you. Even if it'd hurt your feelings to see it, sometimes people just can't help themselves in how they protect the ones they love. But maybe you can do a little something in return for them. When others genuinely sacrifice their lives or something else for you, for your sake and not just because you are abusing them for power, it will set things in motion so that their sacrifice is eventually returned to them. The bigger the sacrifice, the longer it takes, but it always comes back. Someone who lost an arm to save your life would find either an advanced prosthesis or miraculously begin to regrow it over time. Someone who threw away their fortune for your life will gain incredible luck in finance until they regain it. Even if they erase themselves from existence and your memory, eventually they'll be reborn and slowly the world will remember them, though such a thing would take many, many years. Manipulating others into this or others knowingly trying to take advantage of this trait will violate the genuine condition.

My Not So Imaginary Friend- 600
That beast lying in wait inside you, is it really all that bad? Sure, it seems evil at first but you know the Shades aren't as bad as they're cracked up to be. Maybe the shade within you is the same? Turns out that after a few years of trying to connect, you got through to them at last. You are friends, true loyal friends, with your inner shade and thus can work together perfectly and draw out far more power, freely using your shade mode without the dangers associated with it. With other inner beings, this carries over, allowing you to instantly strike a chord and become fast friends and allies and work together very well. Actively hostile or evil beings will be less affected but will still find you extraordinarily charming and it becomes possible to befriend them with much work.

Villager

Putting On a Façade- 100
You were either born there or spent a good few years in Façade, given you picked up on just about every single law there is there. Much like the Façade citizens, you have no issue keeping all 124,000+ laws in mind at all times. Indeed, you seem to have an instinctive awareness of the legal system of your current location at all times. You're not quite aware of every possible loophole but you'll always know what you can and cannot do by law. You also have quite a good memory. 124,000+ laws is a lot to remember.

Truth Teller- 200
A family has to have trust, friends too. If you don't have that, you're more like acquaintances or flatmates. Sadly, not everyone is all that willing to open up or might think it's better to tell you a lie. You can force the issue though as whenever someone you know well lies to you, you know. You don't just know that they're lying but also what the truth is and an idea of why they're lying to you. The information is just obvious to you, from their face or common sense or out of nowhere. Knowing this also makes you very skilled at guessing the emotional states of your friends.

It's Good to be King- 400
And apparently about as good to be your subject. You're a good king, skilled at all the aspects of ruling you'd need to be good at, but more importantly- people think you're a good king. Even if you act bizarre and force byzantine, draconian laws on your people, they seem to love you and consider you an excellent ruler. You can't get too brutal, killing people in the streets will eventually get opinions of you to start dropping but otherwise, people really do seem to believe you were born to rule and have a right to do so.

How Do I Save the World?- 600
Why rely on the work of others to save the world you live in? You've got a family, a place to live, why not look out and protect yourself? Even for those who might want to do some world saving of their own, the simple fact is that most lack what is needed for such things. Whether it be the raw ability or just the chance of a lifetime. You're not so lacking. When the world is in a crisis, you have the chance to save it. No matter the crisis, you'll have the means and opportunity made available for you to save the world from the danger. You may find yourself unable to rise to the challenge or facing nigh impossible odds but it will always exist as a possibility that you can save the world. Just keep in mind that a crisis averted may only spawn more dangers or reveal greater threats. Try not to exhaust yourself on the first step.

Shade

Shady Speak- 100
Perhaps the greatest cause of conflict between Replicant and Gestalt is the language barrier. Without understanding, neither side can see the other as anything but feral monsters. You've managed to breach this barrier and can give that same gift to others. You understand the speech of anything, even if you do not speak the language, and can make yourself be understood in return. You need not have the necessary language knowledge or even the right body to make the sounds but you will be able to make yourself understood regardless. This gift can be shared with those around you and, if you so wish, you may also make your own language incomprehensible to all others, though this cannot be shared.

Tyrannical- 200
Most Shades would only be able to re-enter the bodies of their proper Replicants. Some, like you, can try to do it with any physical body, forcibly latching on like a virus. You can possess living beings and try to take over their minds and bodies, pitting your own will against theirs. It's nearly impossible to actually force you out but those with great wills can stop you from controlling them. It's not hard to tempt your hosts however as you can share your unique abilities with them as you desire, allowing them to take on your powers as their own for however long you wish. This can be a parasitic relationship, where you sap their will for every moment they draw on your power, or you can share it free of charge.

Big Bad Wolf- 400
Your Shade form isn't just some humanoid spirit anymore. You've styled yourself after a particular fairy tale and gained a body fitting to it. Whatever creature or character you look like, you take on a form several times larger than even an elephant, with all the fitting power of that size. Depending on your chosen subject, you may have various extra powers such as being able to spawn lesser shades, being made of dozens of independent smaller pieces that can reform at will, having strange additional weapons or appendages, being particularly large or strong and so on. Non-Shades who take this are able to transform into this monstrous form at will.

The Cornerstone- 600
As long as you still stand, so too will those who depend on you. They're not gaining hope from seeing you fight or resist or anything so cliché. Your very life is such an intense force that your mere existence is enough to support an entire race and keep them from fading away. You are able to use your own being to support beings or things that are dying or failing and keep them alive like this. Countless thousands of Gestalt, possibly even millions, would be able to continue to exist as long as you did. They could still be killed by active hostile action but age, sickness, disease or the natural flaws of existing as an independent soul would not take their lives. Similarly, you could use your life to power immense shields or strengthen buildings, protecting them against flaws, time and even powering those that require energy. The stronger you get, the more you can extend this support to and, in an emergency, you can even support something that is being actively attacked or hurt, though doing this would actively drain at your existence.

Grimoire

The Big Book of Snark- 100
How can an intelligent book not be intelligent? It'd just be stupid. Only a fool would conceive of the idea. Of course you're intelligent. You're one of the great Grimoires! You've got all the manners, refinement and culture that is deserving of a vaunted piece of literature such as yourself. You're as finely spoken as any old world gentleman and can dish out fiery insults at the flip of a coin. It doesn't hurt that you're able to keep your cool against all but the most annoying of companions, making your burns icy hot.

Living Library- 200
Did you think all that was in your pages was magical verses? You may not have anything else now but you'll find that you can copy information from existing books onto yourself just by pressing your book form down onto other books. By doing this, you'll instantly gain knowledge of every word written into the book, including all the pretty pictures too. It should be noted that you are not able to copy magical abilities of other books in this fashion, unless you already had some kind of ability that allowed you to copy such things. This has the little side effect of effectively granting you a limitless number of pages in your book form. If you are not a book, these will both manifest as mental effects.

Fully Written Story- 400
You're no incomplete Grimoire. You're beginning this time filled with all the Sealed Verses already written into your pages, allowing you to use all of the bloody magic of this world with ease. Indeed, it seems you were created with a particularly large amount of power in regards to blood or letter based magic. While a normal Grimoire might make a Dark Hand that could hold a single human, you could make one that could pick up an entire house with ease. Your blood and word magics are many times stronger, faster and easier to use, even taking far less energy from you to activate and utilise them. Amongst the Grimoires, you remain quite easily the king.

Blue Grimoire- 600
You're no longer limited to the Sealed Verses that were originally made for you and your brethren. Now you can create more Verses for yourself, through the exact means you would expect for Blood Magic to grow by. When you kill a being, you can drain the blood or equivalent material from them into your form and thus gain a new spell based on an attack or ability that was held by that foe. However the ability used to work, it will instead be powered through a blood based magical spell drawing on your reserve of magical energy.

Items

100CP items are free for their connected origins and other connected items are discounted.

Fishing Gear- 50

A good fishing rod, some sturdy line and a nice big bucket of tasty bait. Essential stuff for anyone going fishing, obviously. Your rod can handle fish even the size of a person, long as you're skilled enough to use it. Just make sure to fish at the right spot. It'd be awfully embarrassing to try your hand at the wrong bit of water for hours on end.

Magic Words- 300

The Sealed Verses aren't the only way that magical letters manifest in the world. Little scraps of runic magic can appear in numerous places, often with Shades or other living beings. These Words can be used to empower those who find them or their weapons or even their magic, adding unique effects or increasing the power of the user. They can even let the user grow faster. There is a limit to how many Words one can use, especially as it normally requires a Grimoire. This option will give you a small number of Words already and allow you to apply them yourself without need of a Grimoire. You will also be able to slowly increase the number of Words you can equip and continue to find them within the bodies of enemies in future worlds, the stronger the enemy the more powerful the Word fragment.

Drop In

Iron Pipe- 100
An unbreakable, rusty pipe. Long enough to be wielded in one or two hands to good effect, it hits much harder than it has any right to hit. Even a normal man could bowl over a horse with a whack from this thing. It's good it's so hard so it can take these impacts but it also makes a handy walking stick in the cold and snow.

Stat Book- 200
A demi-grimoire of sorts. It does not possess its own intelligence, soul or magical ability. Instead it functions for a single purpose, to recall your own personal information. From your name and history to detailed statistics of your powers and abilities, it records pretty much everything you could possibly desire. It'll even keep track of your items, property and wealth, all at an instant and automatic pace. If you wish, it can automatically take dictation for a personal diary if you speak to the book. While it has no intelligence, it is able to float alongside you if desired.

WCS supply- 400
A small box containing a seemingly ordinary pile of dust. This is the last source of White Chlorination Syndrome left in the world, a horrifically deadly substance born of magical beings crossing into a mundane world. The box contains a small interface that will allow you to program limits and commands into the dust, allowing you to use it to infect and destroy or control as much or as little as you desire. The supply you have here is limited in that it cannot self-replicate, not without study on your own behalf, but would be enough to wipe out an entire town within days or convert them all into loyal salt soldiers. As long as you have the box, you can recall the WCS.

Save File- 600
A mysterious program that only seems to exist in your head. It seems to collect information from you constantly, storing it in a safe and unknown space. When you die, it lets you 'reload' from that immediately point, effectively coming back to life when you should have died. A mental save file that allows you to survive death, albeit it seems to only work once every ten years and only on the exact moment you die. This save file has another use however. You can sacrifice your ten yearly use of it in order to save another person from death or any similar circumstance, even being erased from existence.

Poor Child

Letter Box- 100
A big red letterbox, made out of some sort of clockwork gear contraption. It seems like the postman always delivers letters here on time, no matter the weather, time or fate of the world. That's some work ethic. It even seems like they can work across the expanse of time and space to those worlds you have visited before. Sadly, the mail will never contain any items but it's got to be nice to be able to hear words of encouragement from your friends, in this world or others.

Magic Staff- 200
A roughly made staff formed from strange metals, woods and other materials. It's best to not look too close at it, just be assured its sturdy enough to be used as a beating stick and has some useful properties for any young mages. Holding the staff makes it much easier to focus your magical energy, even when you normally have a lot of issues with such a thing, allowing flawed mages to do finely focused work and those already skilled to become brilliant at finesse based spells.

Misty Mansion- 400
A large, old fashioned mansion. A surprising sight to see in today's world, a gated estate such as this. It's known to be owned by you and while you don't have any servants, the mansion seems to keep itself clean regardless. It does have a rather gloomy atmosphere however. Large as the home is, you may be much more interested in what can be found below it. A gigantic underground laboratory can be found beneath the house, filled with dozens of rooms and hallways. Experiment rooms, storage facilities, all kinds of labs and libraries. It's not stocked with knowledge but the equipment all seems to still be here.

Last Hope- 600
Humanity went through a vast array of projects in their desperate search of a way to survive the apocalypse that was brought to their doorstep. Experimental weapons programs, human weapons, supernatural drugs, robot warriors and more. The motivation of survival was a potent one and they succeeded, sometimes fully and sometimes partially, in creating many of these projects. What you have before you is all the research notes and findings that those many scientists ended with. Knowledge on the technology, magic and mysteries of this world is all yours to peruse, though it is a truly massive stack.

Family Man

Pet Boar- 100
Ever since you were a child, this hog has been a constant companion. Growing up alongside you and never seeming to weaken from aging, it's only become bigger and bigger over time. The size of a car and almost as fast as one too, it remains as cuddly and affectionate with you as it ever was, even though it can bulldoze through shades like nobody's business. It's quite happy to let you ride it and it'll try to do its best to move how it thinks you'll want it to move, so there's no need to actually learn to ride boars.

Family home- 200
It may not be much but it is yours. A little home in a village or otherwise peaceful area that you've owned for years. It's comfy and well lived in, even if it only has two rooms on two separate storeys. You'll always be able to get a good night's rest here though and any worries seem to bleed away just by being here. The home will follow you to future worlds and place itself in the nearest, most peaceful area it can find. Even if it can't find an entirely safe place, monsters and criminals seem to avoid actually coming near the home.

Healing Salves- 400
A set of numerous small vials, each containing a cool salve. When applied to the skin, this miraculous medicine will heal even the most brutal of wounds. A man on the very edge of death could be restored to fighting condition, though not perfect health, with the use of a single one of these salves and another salve would bring him back to his best condition. Wounds, sicknesses, diseases. So long as it is not a supernatural malady like the Shade's curse, the salve will heal it in seconds after application. You have two dozen of these vials, each of which will replenish or reappear if used or lost a week afterwards.

Homely Garden- 600
A fairly large plot of land that was designed to be the perfect garden, now attached to either your warehouse or a property you own. This garden has several special properties, particularly useful for growing some of the supernatural plants found in this world. First, plant seeds put into the garden will grow faster and more plentiful. Things that would have taken years to sprout now do so in just hours and planting a single seed will result in an entire line of the garden being filled with that seed, giving you a dozen times as many plants from a single seed. You are also able to use the garden to hybridise plants together by planting two seeds in a single location, creating a plant that will share the properties of both component plants and can even be combined further by planting the seed of that plant with another seed.

Possessed

Combat Lingerie- 100
Didn't your mother ever tell you to put on some warmer clothes? Or at least to not wear such skimpy clothing? She…she's the one who gave it to you? Perhaps it's better left unasked. At the very least, this skimpy outfit you've been given seems to have some kind of minor enchantment on it that lets it protect the rest of your body. It's not much better than some thick leather but it's a fair sight easier to do cartwheels in. You may import an existing armour or outfit into this option to take on a similar form and abilities.

Family Memories- 200
The life journal of someone who cared for you very much. It might be a parent, grand parent or even just a teacher or kind stranger who watched over you for a while. It has their story in it, from the first time they could write till when they last took care of you. Whatever kind of person they were, in this journal they wrote about their love for you, their worries about your future, their hope that you'd one day get to live how you wanted. Reading it reminds you of that person and brings back that warm feeling, banishing all the worries from your mind and reinforcing your determination for a while yet. It can even help to block the influence of corrupting beings such as Shades if read sparingly, giving you a little while to have some peace and quiet from your dark half.

Aerie- 400
The Aerie, or at least the one you find yourself as mayor of, is a village built into the sides of a deep canyon, connected by wooden bridges between the various homes. It's surprisingly large for how it's built, home to several hundred people. A xenophobic lot, they've decided that the only ones they can trust is each other and, most importantly, you. Your word is like that of a cult leader to his devotees here and what you say goes. They're not the best fighting force but they are self-sufficient and totally loyal. A similar village will declare its loyalty to you in future worlds in a similarly precarious location.

Lunar Tears- 600
It's a beautiful meadow of white flowers. These are the legendary Lunar Tears, mythical flowers said to heal all woes from the body and mind. True ones in fact, thousands planted in this meadow connected to your warehouse or on a property that you own. Each one when eaten will heal the body of all wounds and sicknesses and free the mind of any stresses or ills. They can be crushed or turned into a drink or other methods to separate them but will deliver less healing power if not eaten whole. When plucked, a new Lunar Tear will sprout in the meadow a year later.

Villager

Façade Fashion- 100

Your very own Façade style mask and coat. Perfectly designed for desert life, even the most intense sandstorms will be unable to get through the mask or coat and, despite leaving your limbs bare, you'll be kept cool as a cucumber in even the hottest of deserts. It seems to make you a little more agile on the sand dunes as well or similar uneven surfaces. Something to do with the wind perhaps.

Legend Library- 200
Rare to find a large brick building like this these days. Libraries are incredibly valuable things to some, being the last storage of knowledge form the old world and of the history of the new world, and to others more concerned with day to day survival, not worth much. It is your library though, as owner and caretaker of it. There's a wide array of books, several hundred at least, and most are in good condition. The library has a basement that can be sealed in case of emergency, useful shelter at the very least. The most useful feature of this building however is that many of its books on mythology and folklore are surprisingly useful for any threats you may face or goals you pursue. They'll only ever give a few hints but it's enough for you to get an idea of where to start looking to find your answers.

Upgrade Shop- 400
This run down store is currently owned by two small boys who, despite their young age, have a wealth of experience with all kinds of weapons. They're offering a special service to you. Bring them a weapon, any kind or size or make of weapon and they'll upgrade it for you up to three times. With each upgrade, you'll see a significant boost in power, its' appearance will change slightly and any special abilities it has will improve. These cost cash and materials, the stronger the weapon, the more it'll cost in money and the rarer the materials but there is no thing they cannot upgrade if you have the right resources. The shop will be near enough to your starting locations in future worlds but can also be accessed via your warehouse.

Maze City- 600
A city of several thousand strange folk in the desert, with an even stranger layout of the city. More of a large town then a city, this desert locked locale is ready for its' new king to sit on the throne. That'd be you. As the new king of this tiny city, you'll find yourself with the chance to dictate its exact construction and legal system. There's no limit to how bizarre either can be, so long as they're physically possible. Even the most insane or awful of laws can be decided on at this time, as you might have some trouble introducing them later on. As long as you have decided everything now, your citizens will be quite happy to follow every law and layout you've set out. They're generally open to more changes from you and quite reluctant to consider revolt but enough pushes from what they see as normal will get them up and at it.

<u>Shade</u>

Under the Shade- 100

The sun is anathema to shades, it burns their shadowy bodies like a raging bonfire. On overcast days it can be managed easily enough but direct sun will scorch even the largest of Shades. This umbrella might come in handy then. As big as it needs to be to fit your body under it, it'll totally block the negative effects of the sun while you are under it and allow just enough light in to see while being comfortably cool and shady. It's also quite the fashionable umbrella too.

Android Allies- 200
The shades have many machines to support them, though not all these robots remember their actual purpose even when confronted by a Gestalt. These two androids do remember however and are quite devoted to ensuring your safety. They're not really intelligent, more that they have a fairly advanced set of commands and programs to make them good servants for you. They're not bad in a fight, possessing strong bodies but they lack somewhat in actual combat skill. Both androids resemble a certain pair of redheads and, with time, they may eventually develop sapience in their own right. This would take quite a few years however so until then, they'll remain as pretty servants that don't talk back.

Replicator- 400
This machine is one of the last of its kind. A device that can separate the Gestalt from the physical form, bringing out a living beings soul and allowing it to exist on its own. Appearing to be something like a throne, it only needs a few minutes of working to fully separate the two subjects and unlike normal, the Gestalts it creates will not go mad over time nor suffer from being in the light. If you wish, the separated physical forms of its subjects may become something akin to Replicants themselves, eventually gaining independent sapience from the Gestalt they were originally one with.

Shadow Castle- 600
Hidden from the eyes and hands of the residents of this world, this gigantic castle is nonetheless present for you. Attached to an existing property you own, including your warehouse, this castle exists in another dimensional space from the world around it and thus can only be entered from a specific point. It's got an extremely large amount of space and dozens of rooms, also being able to warp space within itself to form strange or nonsensical pathways and methods of entrance. It has no living residents, though there are a large number of robotic defenders in this location and other automated defences against possible intruders. Each new world, you may choose to alter what property is connected to this Shadow Castle.

Companions

Import- 50 per

There's not all that many people left in this world, so it's important to stick close to those precious few you have left. For every purchase of this option you can import an existing companion or create a new companion. They will gain one origin of their choice and 600CP to spend on perks that they wish to have, along with any freebies or discounts they get from their choice of origin.

Canon- 100 per
While there might not be many people left, the few that are usually happen to be quite striking, interesting people. If you've got one in mind that you'd like to have tag along with you, this option will give you the chance to invite them along. Every purchase of this option will give you the chance to try and convince one character to come along with you, becoming a companion if they accept your offer. Some will be more receptive to this chance than others.

Grimoire Import- 50 per
While the Import option most certainly allows for the creation of new Grimoires out of people like it was done within this universe, do you perhaps desire the chance to turn a magical book you have already into one? This option will do so, allowing you to turn any book, mundane or magical, in your possession into a Grimoire in its own right, also gaining 600CP to spend on perks and having the Grimoire origin. The book will be intelligent and their personality will be based roughly on what kind of book they used to be.

Drawbacks

You may take up to 800CP drawbacks from the following list. This includes CP gained from origins.

Black Hatred- 100
You can't stand the other half of the human race. There's a hatred boiling deep inside of you for Shades or Replicants, for any origin and shades respectively, and you feel an intense desire to make them suffer. They likely took the lives of people you loved or ruined your livelihood or even just insulted your belief system by existing. Point is, it's going to be real hard to resist the urge to go out and hunt some of your hated foes down each day to satisfy your desire for vengeance.

Ostracism- 100
Since you were a kid, you had clashes with authority. Eventually it reached a bursting point and you were exiled from your home community. Sadly the news of this exile spread unnaturally fast and you were quickly ostracised and made unwelcome in any of the communities of your race that dot the land. No town will willingly take you in, though it may be possible to still befriend individuals you meet outside of villages and cities.

Emilicious- 100
That shade of skin just can't be healthy, not when you're bone white. Probably the least freaky thing about you now, given the rictus grin stuck to your face, unblinking bulbous eyes and general dwarf skeleton body. You look like a tiny, ridiculous monster and though some kinds of people may find you cute, most of the normal people in this world will default to thinking of you as some kind of terrible monster. You're stuck in this form for the next decade and likely to be feared on sight, though if you can get someone to stop being scared of you, you might make some friends. You can keep the body as an Alt Form at the end of the jump.

What a Beautiful Day- 200
In this world, it's always daytime. No one really knows why the time of day never changes. Perhaps on the other side of the world it's always night? People used to think it was a good thing. Daylight burns shades after all. But lately it's been getting cloudy and they've been able to appear without restriction. Now that you're here, this changes a little. If you're not a Shade, it'll always be overcast or stormy, allowing Shades to rampage as they wish. If you are a Shade, it'll be constantly sunny everywhere, making going outside to be a painful and even dangerous ordeal.

Writing on the Wall- 200
The Black Scrawl is the greatest blight on this world, aside from the shades themselves. A sickness that strikes at random and slowly drains the life from those afflicted, spreading its black lettering over their bodies. Certain herbs and medicines can slow or stop its progress and physical rest slows it further still but there is no known method of curing the diseases, at least none that humanity has access to. You've been infected with the Black Scrawl which will constantly sap your vitality, power and life while you are here. Perhaps you could find a cure somewhere but be careful to not strain too hard for too long, as the disease will eventually kill you if you allow it to progress unimpeded.

Cycle of Hatred- 200
The world just loves to see the misery of its occupants, you're no exception. You're the start of countless cycles of hatred, as anything you kill or even harm will see that pain and misery extend to friends and loved ones of your victims. Never enough to kill, almost always enough to light the fires of hatred in them and direct them back at you. The ill you do to others will come back to you several times over as these loved ones seek to take revenge for the one you hurt or killed. Unless you

meticulously slaughter entire families, this will only continue, as children are raised to curse your name and one day hunt you down to avenge their ancestors.

Gestalt/Replicant- 300
You, like all those in this world, are one half in a pair. Ordinarily, this would just be the other half of who you are in this world alone, your background character if you will. Now it will be your long lost other half of you entirely. If you are a Shade, this will be your Replicant, essentially a fully aware copy of your physical form. If you are any other Origin, it will be your Gestalt, a copy of your soul that exists independently of you and is quite intelligent. Both of them have a very strong desire for their other half, not including the consciousness in control of it, and thus would be quite happy to see your mind gone and your body or soul there for them to retake. It doesn't help that they have a very strong belief that you are just a feral monster out to get them too. They possess all of your powers and a great deal more experience than you in their use. Whilst laying them low would solve the issue, it is possible that you could reconcile your differences and create an understanding between the two of you. If that succeeded, you would be able to take them along as a companion for free.

Shadow Hunt- 300
Grimoire Weiss and Grimoire Noir are the two main components to the plan to recombine the Gestalts and the Replicants. With the taking of this option, there is now a third main component. Shouldn't be hard to guess who. The Shadowlord and his forces will be very eager to catch you given your importance to them, an eagerness that will only escalate more over time. The strongest and largest of shades will be sent after you, perhaps even the Shadowlord himself if enough time passes. Killing him would stop the hunt…though it'd also doom humanity. Needless to say, taking part wouldn't be good for your health.

Snow Storm- 300
Time to rewind the clock. Don't bother paying attention to what location or time you land in because you're going way, way back. The world hasn't ended yet in this time. In fact, you're getting put right in the middle of Tokyo after the Red Dragon and White Giant fell from the sky and did battle. Already a fine white dust is floating down onto Tokyo and being spread by the wind to the rest of Japan. You're surprisingly resistant to this specific incarnation of the white dust but with all the chaos that's about to unfold, that won't be too much comfort. The world is about to end at the hands of an army of white demons and human stupidity, with you at ground zero.

Ending

And that's a wrap. Your ten years here, wherever here ended up being, is now over. It's ime to make that choice.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in Nier's world?
Do you want to *Continue On* to another world?

Notes

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