Bionicle Jump

Welcome to the world of Bionicle! This world is ruled by Mata Nui, the great Spirit, who is in constant conflict with the Brotherhood of Makuta, who wish to overthrow Mata Nui and take control of the universe. The world is populated with bio-mechanical beings, and you'll soon becoming one of them. You'll be here for the next 10 years and start with 1000 points. You begin this journey as one of three species: a Matoran, a Turaga, or a Toa.

Races:

Matoran- The “normals” of the Bionicle series, the Matoran are frequently depicted as the common citizenry of the Bionicle world. While they may not have the powers that Toa or even Turaga may have, their creative thinking makes up for this. Matoran may also pick one trade to specialize in for free.

Turaga- The wise elders of Bionicle. These are Toa that have “fulfilled” there destiny. They now have become leaders of their respective communities. More powerful than Matoran, but weaker than Toa, Turaga have weakened Elemental Powers that are associated with their elemental affiliation. All Turaga get a free badge of office. This is the option for jumpers if they are more interested in leading a village/city/region than stabbing things.

Toa- The heroes of the Bionicle Universe. They are protectors of the Matoran and Turaga. Have Power over an element that corresponds with their elemental affiliation. They are the most powerful of the three races. Frequently part of a team, but can work alone. Jumpers may choose to either be have a drop-in background, wherein they wash up on the beach in a Toa canister, or are an already established hero.

Elemental Affiliation:

Each Matoran, Turaga, and Toa are affiliated with an element. This has different effects depending on what race a jumper chooses; Matoran are affected the least, gaining powers such as increased strength, to Toa, who are able to create and control whatever element they are affiliated with. All Matoran, Turaga and Toa are Male barring Water, which are always female. Roll a 1d8 or pay 100 points to pick:

1- Fire. Matoran are resistant to heat. Toa can create and manipulate fire.

2- Water. Matoran have increased lung capacity and are more agile underwater. Toa can create and manipulate water.

3-Air. Matoran have hightened agility and reflexes. Toa can create and manipulate air.

4- Ice. Matoran are resistant to extreme cold. Toa can create and manipulate ice.

5- Earth. Matoran are the strongest of the Matoran. Toa can create and manipulate Earth.

6- Stone. Matoran can see in the dark and are very strong. Not as strong as Earth Matoran.

7,8-Free pick. Pick any of the six elements. May also pick from these other elements: Plasma, Sonics, Psionics, Magnetism, Lightning, Iron or Plant life. May also pick gender for free.

Location:

Roll a 1d8 to determine or pay 100 points to choose:

1,2 Mata Nui- The first location in the series and is named after the celestial being the Matoran worship. Mata Nui has a number of biomes, from frozen glaciers to lush forests to barren deserts. Very little urban development, the island is teeming with Rahi, the wildlife that inhabits Mata Nui.

3,4 Metru Nui- The exact opposite of Mata Nui, Metru Nui is one giant island city. Divided into six districts with a coliseum in the center, Metru Nui is the most technologically advanced of the 4 locations. While Rahi are present, you will be much more concerned about the crime found in Metru Nui.

5,6 Voya Nui- Mata Nui on hard mode. There are less resources here, the environment is harsher, the Rahi are more vicious, and the Matoran are poorly built. The Matoran have lived here without any Toa or Turaga, so be aware that you'll be the only one on the island unless you brought companions. If you are a Matoran, you are built to be of average quality, meaning you're the best-built Matoran on the island.

7,8 Mahri Nui- A Matoran settlement underwater. Mahri Nui is kept alive by the giant bubbles that surround the populated areas, allowing the Matoran to breathe. The area outside of Mahri Nui settlement is very dangerous, so being able to breathe underwater is no assurance of your survival.

Abilities

Ingenuity- 100 points (Free Matoran)

While Matoran aren't as strong as Toa or as wise as Turaga, they've always been able to adapt and invent new ways of solving a problem. You think outside the box, and can have an easier time inventing new things.

Leadership- 100 points (Free Turaga)

The Matoran see you as a leader, and Toa show you immense respect. You are great at diplomacy, understand how best to run a government, and people are generally more likely to follow your lead.

Hero- 100 points (Free Toa)

You are sent by the great spirit himself to protect Matoran and Turaga. As a result, you can inspire those around you, as well as gain the trust of others more quickly.

Kolhii- 200 Points (Reduced Matoran)

You are now an expert at Kohlii, the sport of the Matoran. Use it to gain respect, or to settle disputes. While it may seem mundane, it has been used to defeat even the greatest of enemies. IF you are a Matoran and can play it well, you may be elevated to celebrity status.

Wisdom- 200 Points (Reduced Turaga)

From the lore of Mata Nui to identifying Rahi, you are a walking encyclopedia of Bionicle knowledge. This also means that you learn things, especially facts, very quickly.

Blessing of Mata Nui- 200 Points (Reduced Toa)

Everything seems to go your way, and you are very lucky, especially in life-or-death situations. This doesn't mean you are invincible, but you can be a little more confident in your abilities.

Combine- 400 Points (Reduced Matoran)

When you are around two other beings of your race who are of different elemental affiliations you can join together to become one super-powered being. You gain all of the strength and abilities of those fused together, but also have to deal with two other voices. Takes an immense amount of energy, and can only stay fused for a short amount of time. Out of jump one only needs to be with two other sentient beings to fuse. Matorans may combine with up to five other beings instead of just two.

Rahi Whisperer- 400 points (Reduced Turaga)

You have a special affinity for Rahi, and are able to read their behaviors and understand their wants and desires. This can help you calm Rahi down if they are rampaging, and you find it easier to tame Rahi. Out of Jump this perk expands to animals in general.

Nuva- 400 points (Reduced Toa)

You've been dipped in energized protodermis, and as a result, your Elemental and Kanohi powers have doubled.

Forging- 600 (Reduced Matoran)

With this perk you are able to create anything Matorans can build. From Kanoka disks to transport chutes to Bohrok, if you have the resources, you can build it. Be careful though, Matoran history is full of stories of creations that have turned on their masters. When you leave the jump, you will figure out how to create protodermis so you can continue to build Matoran tech.

Member of the Order of Mata Nui- 600 (Reduced Turaga)

You are now a member of the Order of Mata Nui, a secret organization sworn to protect Mata Nui from evil. This gives you an immense number of connections, and many of the members of the Order are demi-gods in their abilities and powers. Befriending any of them and making them your ally (and companion for future jumps) should be easy. Also, you may choose one of your weapons to be made of Protosteel, the strongest known metal in the Bionicle universe

Gain an extra ability- 600 (Reduced Toa)

Select a Great Kanohi Power. You now possess that power, and do not need a mask in order to use it. Can only be purchased once.

Items

Kolhii stick- 100 points (Free for Matoran)

Your own Kolhii stick used for Kohlii matches. Also makes for a decent weapon.

Great Kanohi or Noble Kanohi- 100 points (Toa and Taraga receive one free)

You can choose one Great or Powerful Kanohi. Can only wear one at a time. If removed, all powers are reduced by half and unless the old mask is retrieved or a new mask is put on in 24 hours the individual will die. This restriction does not apply outside of jump, and one may still wear the mask and gain its power.

Normal Melee Weapon- 200 points (Discount for Toa)

A plain and unsophisticated weapon. May channel any elemental power through it. May choose one two-handed weapon are two single-handed weapons.

Rahi pet- 200/600/800 (Discount Turaga)

You may own one Rahi that is completely loyal to you. Rahi are the Wild beasts that populate the Bionicle universe, and come in all shapes and sizes. Any Rahi as short or shorter than a Matoran is 200 points, any Rahi taller than a Matoran but shorther than a Toa is 600 points, and any Rahi as tall or taller than a Toa is 800 points.

Companion- 300/100 points

May import any companion. They are the same race as you, but may be a different elemental affiliation. They have 400 points to spend, and cannot choose any drawbacks. The first companion costs 300 points, while the next 4 only cost 100. Can import a max number of 5 companions total.

Special Ranged Weapon – 600 points (discount for Matoran)

These weapons are more complex than normal weapons, usually using machinery in order to function. These weapons include: disc launchers, Zamor Launchers, Rhotuka Launchers, and Cordak blasters. These weapons, while not unique, are very powerful.

Exo-armor- 800 points (discount Matoran)

Doubles the strength of the user, but cannot be used in tandem with Elemental powers. Toa are given Exo-Toa suits, while Matoran and Turaga are given Boxors.

Drawbacks- Can only take 2.

Angry Rahi (+100, Cannot be taken with Rahi Whisperer)

Rahi populations have doubled and all of them are irritated and quick to anger. Especially around you. Be ready to fight any Rahi you come across.

Bohrok Swarm (+100)

The Bohrok have invaded, and their mission is to destroy all life on the island. You'll have to defeat the Bahrag if you want to end the threat entirely. Make sure not to end up with a krana on your face.

Bird-speak (+100)

You can only speak in the language of the bird Rahi. While this means you can understand birds, it also means you can't communicate with anything else. While you can understand bird Rahi, you can't affect them in any way. Good luck trying to be a hero when all you can do is whistle!

No Kanohi powers (+200)

For the entire jump, you won't be able to use any Kanohi powers. You'll need one to survive, but that will be the mask's only function until you end the jump.

Symbol Stolen (+200)

Your Symbol, the item that gives you your elemental power, has been stolen by the Bohrok-kal. You won't be able to use your elemental powers at all until you get it back.

Brotherhood of Makuta (+300)

The entire Brotherhood of Makuta is out to get you. An entire species of God-like beings wish to see you dead, and they've got the organization and wits to do it too. They'll stop at nothing to achieve their goal of defeating you. May the Great spirit protect you.

End of the Jump

Unity- You've spent ten years in the Bionicle universe,but it's time to return back to earth where things are a bit fleshier. You'll retain all of your powers you've collected over all the jumps. You automatically choose this end if you die.

Duty- You can't leave here! You've made so many friends, and now you have a obligation to the Matoran. You'll spend the rest of your life here in the Bionicle universe. You should know that beings in this world rarely die natural deaths, and can live for tens of thousands of years.

Destiny- time for the next big adventure? You'll move onto the next jump, saying goodbye to everyone you met here. Your body will revert back to whatever it looked like before you entered this jump, but if you wish, you may keep your appearance. You bring with you all your powers and items you acquired in the Jump.