メイドインアビス

MADE IN ABYSS



MADE IN ABYSS JUMPCHAIN

VERSION 1.1 "Discounted Companions Edition"

BY MIAnon

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In the southern seas of the archipelago nation of Beoluska, in the region of Orth, there is a great pit.

Discovered some 1900 years ago, the legendary netherworld of the Abyss is the last unexplored chasm in the world.

Delvers, or cave raiders, from Orth dedicate their entire lives to plumbing its deadly depths in the pursuit of adventure, knowledge, treasure, and power.

The Abyss is home to truly alien flora and fauna, enough to inspire both terror and wonder. Stunning natural vistas are dotted by the remains of some great ancient civilization, supposedly responsible for the nigh-magical Relics that draw so many to delve.

Most importantly, the Abyss is permeated by a mysterious force field, essential to the ecosystems within its depths and incredibly hazardous to humans. This force field is responsible for causing the "Curse of the Abyss," or strains of ascending, which afflict humans as they ascend 10 or more metres from within the netherworld. The deeper one is within the Abyss, the more dangerous and debilitating the curse.

You enter this world sometime between the time of Lyza the Annihilator's Final Dive into the Abyss, and Riko and Reg's Final Dive. As is usual, you will be tasked with surviving for 10 years.

+1000 CP

SPECIES

Humans are the dominant species of the surface world, but it's possible to become something greater in the Abyss... Those who aren't human risk becoming test subjects or auction items. Freely choose your age and gender, if applicable.



HUMAN (Free)

The dominant species of the world outside the Abyss, and likely the only sapient one. Although humans of this world come with a greater variety of hair and eye colours, they are essentially the same as humans anywhere else. Highly vulnerable to the strains of ascending, but repeated exposure to the Curse warps the body, eventually causing one to resemble a less-warped Juusou.



JUUSOU (-100 CP)

"Beings that should not exist," those humans born in or near the Abyss may come out looking... different. These rare birth defects are usually tossed into the Abyss as living sacrifices. As a Juusou, you were born with many of those same deformities which afflict experienced delvers, such as the iconic "abyssal twist" to your hair, asymmetric growths of flesh or bone from your head, and rarely even the same animalistic traits seen in "blessed" Narehate.

Your presence is seen by the superstitious as a bad omen, and you're likely to be shunned by surface-dwellers. You still posses the soul of a human, with all the vulnerabilities that represents.

SPECIES



NAREHATE (-200 CP)

"Narehate" means "the shadow of one's former self." Narehate, or hollows, are humans who have been transformed by the Abyss into something totally new. Most are those who have suffered the curse of the Sixth Layer of the Abyss- mindless, docile, amorphous beasts. You are something else. Whether via Blessing or something more esoteric, you have attained a completely inhuman body in line with your deepest subconscious desires. Maybe you are something cute and fluffy. Maybe you are something stranger. The heart's desires are rarely clear cut.

This body has no special resistances to the Curse of the Abyss, as your soul is still human. Nobody would ever mistake your form for human, though.



INTERFERENCE UNIT (-300 CP)

Interference units are intelligent "Living Relics" that could be called robots. Their purpose is to gather knowledge, and they are capable of communicating with one another wirelessly. Their existence is shrouded in mystery, and their manufacturer is unknown. If the Guild were to learn of an Interference Unit, they would definitely seek it out to dismantle it and learn its secrets.

By default, your form is not even close to human, and could not be disguised as one, either. As you are not a living thing, you are totally immune to the Curse of the Abyss

BACKGROUNDS

You may drop-in as any of these roles, but be warned that a high-ranking whistle without a history will raise inconvenient questions and dangerous attention.



DELVER

Your primary concern is with piercing the depths of the Abyss in the pursuit of precious Relics. Through grit, determination, and careful planning, you can plunge into the depths of the netherworld and return with riches beyond imagination.



NATURALIST

The promises of wealth and adventure are tempting, but you are much more interested in the natural wonder of the Abyss. Whether you enjoy studying the habits of primaeval beasts or simply creating delicious meals from their body parts, you'll find that the Abyss can yield more easily to a gentle touch than a firm one...



SCIENTIST

Oya oya... Many of the most useful Relics were refined from relatively-useless constituent parts; did you know that? With your keen mind and deft hands, you can draw out the Value of such things- and maybe even the Value of something more immaterial...

STARTING LOCATIONS

It would be cruel to start a novice off in the depths of the netherworld, so the rules here are a bit difference. Humans and Juusou may freely start in Orth. Narehate and Interference Units may freely start at the Fifth or Sixth Layer. Otherwise, pay 50 CP to choose a location or roll 1d8. ***Note that it is normally impossible for those with human souls to ascend from the Sixth Layer.***

1. Orth —
Rather than any specific town or locale, "Orth" refers to the outcropping of towns and islands immediately surrounding the Abyss. This semi-autonomous zone is technically controlled by the island nation of Beoluska, but is usually left to its own devices. Despite its location in a tropical area, Orth is kept cool by the flow of cold air from the Abyss. Waterwheels provide electric power, and Relics act to replicate many modern conveniences. **Home to the Belchero Orphanage, where young Humans might find room and board and be trained to become cave raiders.**

2. The First Layer —
The sunny edge of the abyss, spanning from **0 to 1350 meters**. The First Layer is accessible to all licensed cave raiders of the **Red Whistle** rank and up. Even at depths this shallow, the Delver's Guild will seek out and punish the unlicensed. **Strains of ascension are dizziness and nausea, possibly even vomiting for those with weak constitutions.** Even the "safe" First Layer is host to deadly creatures such as the monstrous Silkfang spider.

3. The Second Layer —
The Forest of Temptation, spanning from **1350 to 2600 metres**. The Second Layer is legally accessible to all licensed cave raiders of the **Blue Whistle** rank and up- Red Whistles entering this layer are considered suicides and left for dead. **Strains of ascension are intense nausea, headaches, and a numbness of the limbs**. Vomiting is extremely common. Near the bottom of this layer is a weakened section of the forcefield, where the Seeker Camp can be found. This camp is run by the legendary White Whistle Ozen "The Immovable," a physical powerhouse of a woman with a sadistic streak.

STARTING LOCATIONS

4. The Third Layer —

The Great Fault, a narrow shaft spanning from **2600 to 7000 metres**. The Third Layer is legally accessible to all licensed cave raiders of the **Moon Whistle** rank and up. Interconnected caverns line the edges of this great, bright gorge, teeming with the denizens of the netherworld. **Strains of ascension are the same as those of the Second Layer, with the addition of visual and auditory hallucinations**. At this depth in the Abyss, the ambient light of the forcefield is brighter than the light from the sun.

5. The Fourth Layer —

The Goblets of Giants, a jungle ranging from **7000 to 12000 metres**. The Fourth Layer is legally accessible to all licensed cave raiders of the **Moon Whistle** rank and up. This layer's namesakes are the massive plateau-like Flat-creepers which populate it, great concave disk shaped plants which gather water in shallow, hot pools. **Strains of ascension are a full-body pain so intense that it causes dizziness, and both internal and external bleeding from every orifice**. The deadly Tamaugachi which makes its home near the centre of this layer is fiercely territorial and equipped with a virulent poison.

6. The Fifth Layer —

The Sea of Corpses, the final layer from which return is normally possible, spanning from **12000 to 13000 metres**. This layer is only legally accessible to licensed cave raiders of the **Black Whistle rank if accompanied by a White Whistle, and White Whistles themselves**. The Fifth Layer is an inhospitable, icy wasteland sitting atop a massive, bone-choked sea. Its centre is dominated by the ancient ritual site Ido Front, the ad-hoc laboratory of the inhuman White Whistle scientist Bondrewd, the "Sovereign of Dawn." **Strains of ascension are total deprivation from the 5 standard human senses, confusion, and self-harming behaviour**. A sixth sense, as possessed by many creatures of the Abyss, would mitigate this Curse. At the centre of Ido Front is the Altar of the Absolute Boundary, an ancient Relic resembling a bathysphere which ferries White Whistles on their last dives. The usage of a White Whistle is required to activate the Relic.
Without specialized equipment or the use of a secret alternative route, the Altar is necessary for further delving.

STARTING LOCATIONS

7. The Sixth Layer —
The Capital of the Unreturned, the final layer about which anything substantial is known, spanning from **13000 to 15500 metres**. This layer is only legally accessible to cave raiders of the **White Whistle rank, but it's not as though anyone from the Guild will come here to enforce that rule**. The Sixth Layer is said to be impossible for a human being to return from- hence, when a White Whistle delves here, it is known as a Final Dive and they are assumed lost forever. The Sixth Layer is dominated by the ruins of an ancient city, twisted into impossible shapes by some unknown force. **Strains of ascension subject the sufferer to unimaginable pain and mutate them into a mindless Narehate if they should survive. With a willing sacrifice, it might be possible to gain a blessing instead...** Many of The Capital's creatures are of an inconceivable danger level, and the layer is characterised by random geothermal explosions of toxic gas and burning iron rain. Despite all of this, there is a secret Narehate village somewhere in this layer, founded by the Sages of Ganja and governed by the principles of balance and Value.

8. Free Choice —
Nothing is known for sure of the so-called "Final Maelstrom," except for the fact that it exists. As such, it would be wildly irresponsible to send you there. **Instead, freely pick from one of the other locations.**



WHISTLES

Required for legally delving without angering the Delver's Guild. The legendary White Whistle is the only one capable of "activating" Relics and pushing them beyond their limits. All others are totally-useless for Narehate, Interference Units, or those dwelling below the Fifth Layer. Whistle choices only grant CP to Humans and Juusou starting in Orth.

BELL (+200 CP)

Not even a whistle. The Bell ranking is for licensed trainees who might be allowed to delve one day. Aside from their acceptance as trainees, they have **no more right to the Abyss than an outsider.**

RED (+100 CP)



Red Whistles are those most junior delvers, **restricted to the First Layer of the Abyss**. They are typically between 10 and 14 years of age.

BLUE (Free)



Blue Whistles have proven themselves in extracting Relics from the Abyss. They are **allowed entry up to the Second Layer**, and are typically no fewer than 15 years of age. They usually make a living off of a mixture of odd-jobs around Orth and delving for low-grade Relics

MOON (-50 CP)



Moon Whistle is the last rank that an ordinary delver might expect to reach. They are allowed entry **up to the Fourth Layer** of the Abyss. They are typically no fewer than 22 years of age, though exceptions can be made for promising young stars. This is the first rank at which a cave raider could reliably make their entire living off of delving for Relics.

BLACK (-100 CP)



The Black Whistle is only rewarded to delvers of exceptional skill and commitment, upon recommendation from an existing Black or White whistle. Black Whistles are allowed entry **up to the Fifth Layer of the Abyss if accompanied by a White Whistle-** and they are usually the only rank of delver which could hope to be recruited for a White Whistle delving team.

THE ULTIMATE WHISTLE

Why are the ranks of delvers displayed using whistles?
It's because of the legendary...

WHITE WHISTLE (Variable)



The White Whistle is a refined form of the Relic known as a "Life Reverberating Stone," the petrified heart of a person who willingly gave their life for its wielder at the ancient ritual site of Ido Front. Its real nature is hidden from normal people.

The White Whistle is not just a symbol of rank- when activated (an action which costs a great deal of physical stamina), **it can temporarily give an incredible boost to the power of Relics and other super-technology (including Interference Units)**. Some unique Relics require the use of a White Whistle to work at all.

But the White Whistle is not just a powerful tool, either.
The soul of the person who became the whistle lives on within it, and communicates its thoughts and feelings to the wielder. It is this phenomenon that also ensures that **a White Whistle will only work for its bonded wielder-** no other person can make use of its powers.
Every White Whistle is unique in appearance, as the desires of their souls are unique.

So how do you gain such a unique and powerful Relic?
You must sacrifice someone who loves you.
One of your companions must become the White Whistle.
They must do this willingly.
Becoming a White Whistle is permanent for the Jump's duration
Afterwards, it is available to the sacrifice as an alt-form.

The mental and soul-related perks of your companion will live on within the whistle, and their other perks might be temporarily granted to the Relics it activates...

If you somehow acquire a bonded White Whistle in-jump, it will immediately gain Fiat backing and follow you as normal.

If you find all of this talk of sacrifice nauseating, you may instead pay **1000 CP** for the whistle. A soul will be created to fulfil the requirements.

SPECIES PERKS

Species Perks are not eligible for discounts.
Only select perks for your chosen species.

HUMAN PERKS

Adaptability (Free) -
The Abyss will warp and twist your human form. Your limbs may lose their strength. Your eyes may lose their sight. Your skull might contort in fascinating and terrifying ways. Despite everything, you will never suffer dysmorphia or an "adjustment period" from any type of disfiguration or mutation.

Challenge the Dark (-100 CP) -
Fear is not the same as self-preservation. Fear freezes the body and mind in indecision, turning the rational irrational. You have conquered fear. Even if what you must do to survive terrifies you to your core, you can do it.
You will never have to be afraid again.

Pushing Forward (-300 CP) -
What separates the legendary White Whistles from someone content to spend life as a mediocre Moon Whistle? It is an unbreakable will. This perk prevents pain from disabling you mentally or physically- but it will still hurt, and your body is no more durable than it was.

JUUSOU PERKS

Strength in Deformity (Free, cannot take SiS) -
Maybe your "Cursed" marks are actually the next stage in evolution. Your body has more in common with a blessed Narehate than it does with a human. You posses some sort of natural weaponry (horns, fangs, claws, or all of the above) in addition to greatly improved strength OR agility. Your animalistic body will be shunned by most surface-dwellers.

Strength in Subtlety (Free, cannot take SiD) -
Somehow, despite your status as a "Cursed child," your form appears passably human. Only the light markings of Abyssal warping common to experienced delvers (like the Abyssal twist in your hair) betray your status. You might have some subtle weapon, like a retractible claw or unusually sharp teeth, but your physical abilities are otherwise the same as those of a human.

SPECIES PERKS

JUUSOU PERKS (Continued)

Receptacle (-100 CP) -
The warping of the Curse on your unborn body has given you a strange affinity for Relics. Choose either your heart, your lungs, or your liver. The chosen organ has been replaced by a Relic of superior quality which will not degrade from any form of abuse. Thanks to this Relic, you can be "activated" by the power of an ally's White Whistle, giving you a temporary but great boost of strength, speed, and stamina.

Curse Resistance (-300 CP) -
Your body is already a Cursed thing. It should not come as a surprise that it has some resistance to malignant magical effects. Although something which would kill you instantly (such as the Curse of the Sixth Layer) would still do so, other Curses will be weakened or even repelled by your warped body and soul.

NAREHATE PERKS

Katachi (Free) -
Your new form naturally has its own strengths and benefits, alongside its **ageless biological immortality**. It could be furred and inured to the cold, or large and able to crush enemies. Maybe you have sharp claws or fangs. Your form must be biologically viable, and it must not exceed 15 metres in any dimension. A sufficiently inhuman form could even be passed off as a creature of the netherworld, avoiding scrutiny.

Eyes of Beauty (-100 CP) -
Having a form borne of desire is the same as laying your soul bare to the entire world. The world will embrace you for it. Whatever your form as a Narehate might be, it is beautiful in many ways- be it cuteness, majesty, a lovely smell, or something else. This transcendent beauty is translated to your alt-forms as well. If you are cute, you might inspire adoration in even an empty heart. If you are majestic, you might inspire awe even in a cold machine. And so on.

Blessed Sight (-300 CP) -
Either your eyes are changed, or you have gained a new sensory organ. You can see the waves of the Abyssal forcefield, letting you sense the consciousnesses of other creatures and predict their movements. There are rare ways to cloak one's mind from the forcefield. In future jumps, you will emanate a harmless, invisible forcefield similar to that of the Abyss, allowing you similar consciousness-sensing abilities.

SPECIES PERKS

NAREHATE PERKS (Continued)

The Embodiment of Value (-500 CP) -
The term "Narehate" is inaccurate in your case, as you were never human at all. Your body and soul are borne of the Abyss, and are thus immune to the Curse in all its forms. In future jumps, any magics or effects which might target your soul or mutate your body are totally nullified. Your body also gains numerous new abilities.
Though usually solid, your form can flow like water and contort beyond biological limits, thanks to a limited shapeshifting. By consuming enough fresh flesh to reconstitute your "value," you may perfectly regenerate your biomass- from wounds to missing limbs and organs.
There is one downside. As long as you possess this perk, your body and soul will never be considered human.

INTERFERENCE UNIT PERKS

Relic Engine (Free) -
Your artificial body does not have the same limitations as an organic. You do not need sleep or any type of fuel. You do not age or get sick. Additionally, you may integrate up to 300 CP of Relics (purchased separately) into your body- they are considered part of this alt-form. As a Relic, you may gain a temporary boost of power from an ally using their White Whistle.

Jimuntsu Modikopoh? (-100 CP) -
The purpose of an Interference Unit is to learn, and you cannot learn without understanding. Your artificial mind has hyper-advanced algorithms for understanding language, and listening to just a few sentences will be enough to start picking up a new tongue. Within a day, you could become as fluent a speaker in a language as someone who has been speaking it for their entire life.

Unappetizing (-300 CP) -
Many Abyssal beasts hunt humans out of hunger. Now, upon seeing your form, animals will understand that you mean no threat and are not a source of food. They will still defend themselves if attacked, and the most territorial and hormonal of animals might still attack you if you draw too close for too long.
This does not protect you from intelligent, malicious creatures.

SPECIES PERKS

INTERFERENCE UNIT PERKS (Continued)

Aubade (-500 CP) -
The "Aubade" class is a rumoured, unofficial class of Relics so powerful that they could challenge the very nature of the Abyss. You might be such a Relic. Your body now resembles that of a young human, complete with a rubbery skin, apparent organs, seemingly-human eyes, and so on. The wounds to your seemingly-organic parts heal over time, too. Only your blatantly-mechanical extremities give your true nature away. All of your senses are elevated to incredible degrees but cannot be overloaded (e.g. a terrible smell will not disable you despite your sensitive nose). You may integrate an additional 300 CP of Relics seamlessly into your body, and your arms are capable of extending on incredibly durable retractable cords of up to 40 metres in length. Your body is nigh-unbreakable by blunt force alone.
The downside of all of this- your body now has many human needs. You sleep, you require food and drink, and you expel waste as a human would. You also experience pain.



BACKGROUND PERKS

You receive perks of your chosen Background at a 50% discount, and its 100 CP perk is free.

DELVER PERKS

Wilderness Survival (-100 CP) -
You're adept at foraging, finding water, avoiding deadly beasts, and navigating the netherworld. This won't directly help you in combat, but mundane survival skills are essential in the wilderness of the Abyss.

Relic Appraisal (-200 CP) -
For the more casual cave raider, the valuable Relics of the Abyss are its main draw. You have an innate instinct for what Relics could sell for at auction, and what their uses might be. In future jumps, you will have a similar instinct for any ancient artefacts or technologies that you might stumble across.

Beast Slayer (-200 CP) -
An unarmed delver is a vulnerable one. You are adept with common delver weapons such as pickaxes, hatchets, crossbows, and flintlock firearms. This won't make up for a lack of physical strength, but your body has the muscle memory to best deliver damage with what you have. Should you come to possess any Relics which might be useful in combat, you will quickly pick up the best ways to utilize them.

Abyssal Traversal (-400 CP) -
The terrain of the netherworld is often just as dangerous as its beasts. You've mastered the arts of rock climbing, knot tying, piton anchoring, belaying, and, when all else fails, *jumping*. You're so sure of foot that you will not lose balance even when hit by the Curse of the Fifth Layer.

Scofflaw (-400 CP) -
Just like that scoundrel Bondrewd, you'll find that the rules of any organization you belong to... Don't tend to apply. As long as you don't flaunt your actions, you can get away with just about anything that doesn't directly harm the organization that you're part of. Kidnapping orphans? Human experimentation? Recruiting illegal delvers? All acceptable, as long as you don't target your compatriots.

Don't expect a helping hand if your rule-breaking puts you in danger.

BACKGROUND PERKS

DELVER PERKS (Continued)

Legendary Constitution (-600 CP) -
If your form is organic, you resist mundane diseases and weak poisons, and your body even repels parasites like the deadly Amaranthine Deceptor. Broken bones set correctly on their own, open wounds don't easily become infected, and your stomach doesn't turn from a bad meal. Something like the Tamaugachi's deadly toxin would still be dangerous, but you'd need much less specialized care to survive it.

If you are an Interference Unit, you'll instead find that your machinery barely if ever requires time to recharge, and your limbs continue to respond to your commands even if severed. Your frame also becomes incredibly durable. Little save for Sparagmos could hope to permanently damage you.

NATURALIST PERKS

Illustrator (-100 CP)
Even if you had a camera, you couldn't possibly capture the wonder of the Abyss in a static image... But you can try. You have a great level of skill in illustration, and could create realistic sketches of Abyssal beasts from memory with little more than a stick of charcoal.

Moogie's Touch (-200 CP)
You know which plants and animals are safe to eat, which parts are the best to cook, and exactly how to butcher, peel, and prepare anything edible. You're not easily put off by weird concepts for food. If someone describes the flavour of a dish to you, you can make it, if you have the right ingredients. A truly masterful chef.

Netherworld Craftsman (-200 CP)
In the unforgiving environment of the Abyss, even the most rugged equipment eventually fails. You have great skill for practical handcrafts- sewing, stitching, embroidering, throwing pottery, and so on. You're also great at deriving materials for these crafts from natural sources. This is essential for maintaining your gear in the Abyss.

BACKGROUND PERKS

NATURALIST PERKS (Continued)

A Warm Darkness (-400 CP) -
So many things in the Abyss that you'd think unintelligent still have a soul and an inner voice. It's just that nobody is listening. Whether it's the soul within a White Whistle or the trapped agony of a cursed Narehate, you can understand and converse with those who are trapped in forms unable to speak for themselves. You'd be surprised by what wisdom they can share.

Zoobiologist (-400 CP) -
You're very, very good at figuring out the habits and biology of animals. From an hour of study, you could deduce a totally-unknown beast's life cycle, diet, and behaviours. This works best if the subject doesn't know it's being watched... But even in a direct combat situation, you're more likely to pinpoint the weaknesses of wild animals.

Home out of Anything (-600 CP) -
It's funny, what a person can get used to.
Once a year, you may select a secluded area no greater than 300 square metres in floor space and no higher than 14 metres. This area becomes "Home"- the more time you or your companions spend in it, the safer it will be from the troubles of the outside world. Dangerous beasts will struggle to find it, and it will eventually fade from their memory altogether. The deadly climate of the outside world will fade away to warm comfort. With enough habitation, even something as esoteric as the forcefield of the Abyss will be unable to enter.
"Home" starts off only marginally safer than the outside world, but 6 months of continuous habitation by one person would bring it to an absolute safety. More friendly people inhabiting the area would speed up the acclimation period...

The effects of "Home" fade with time if it is not being inhabited. You cannot have more than one area designated at a time, and this safety has one fatal flaw:

If an enemy follows you all the way Home, they will be able to enter. Once someone is within your Home, this perk does nothing to protect you from them.

BACKGROUND PERKS

SCIENTIST PERKS

Toward the Rising Sun (-100 CP) -
Tradition. Superstition. Religion. All of these irrationalities are enemies of scientific progress. You have a talent for sniffing out which traditions and old beliefs are nothing but worthless superstitions, and are skilled in convincing others to abandon these practices. This is most effective when the "old ways" are actively harming their adherents.

Mediation (-200 CP) -
There's no need to waste our time and resources fighting, is there...? You're skilled in talking down would-be assailants- even a paid bounty hunter would hesitate to fight you upon hearing your well-reasoned arguments.
This perk is only effective against thinking people, and does nothing to assuage the anger of those who you have actually harmed.

Live Acquisition (-200 CP) -
The cogs of medical science are greased with the bodies of test subjects, willing or otherwise. You are excellent at using your skills and weaponry to incapacitate people and animals without inflicting any permanent injury.
This perk can only go so far. Absolutely-lethal powers and weapons are still likely to kill your would-be captives.

Relic Refinery (-400 CP) -
Many powerful relics were once low-grade and useless. Like the most talented craftsmen of Orth, you have a talent for refining and combining esoteric and magical items into new and useful forms.
Fiat-backed items refined in this way will gain fiat-backing in their refined forms, if you would like their changes to be permanent.

Scalpel, Forceps, Syringe (-400 CP) -
Surgery, vivisection, dissection, organ transplantation, and Relic implantation.
You are a surgical genius, and have a fantastic understanding of human anatomy. Even better, you can easily gain an equal knowledge of any creature which comes under your scalpel. With this skill, recreation of the Lord of Dawn's "cartridges" is not beyond you- and the creation of a biologically-borne shield for other Curses is within your ability...

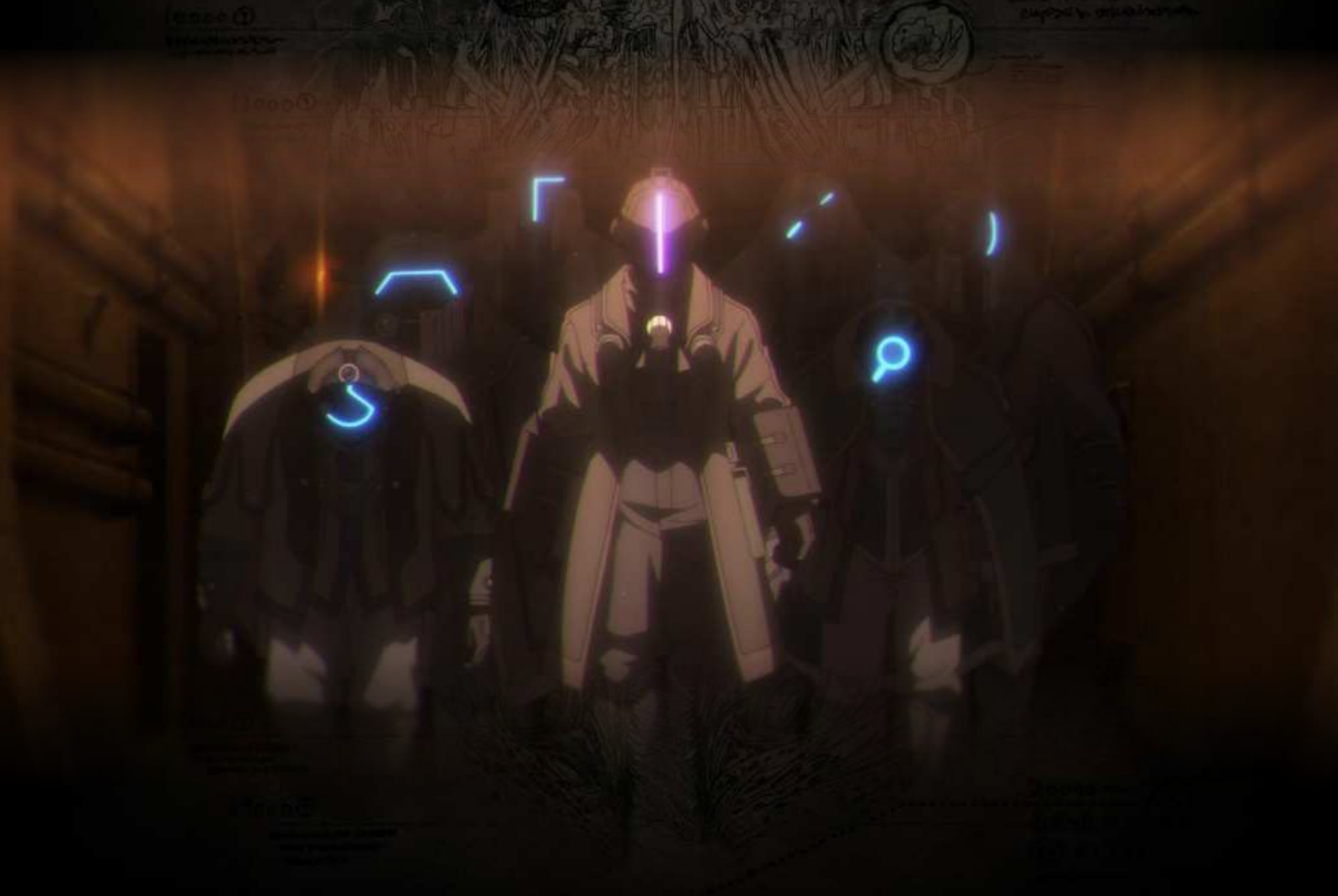
BACKGROUND PERKS

SCIENTIST PERKS (Continued)

The Rumble of Scientific Triumph (-600 CP) -
Research is the foundation of the scientific method, and you have a supernatural affinity for research.
This perk's benefits are twofold:

First, no line of inquiry is a dead end for you. Should you seek to develop some new technology or innovation, no matter how seemingly-impossible, you will find that the answer to your questions is never quite "no."
That being said, the answers you find may not be what you had expected- the Lord of Dawn sought immunity from the Curse of the Sixth Layer and found a love-borne Blessing in its stead.

Second, you have an excellent instinct for which material and personnel sacrifices would best expedite your research. In the Abyss, nothing is given freely, and you have quite the talent for weighing the costs and benefits of your inquiries. Sometimes, a few dozen may need to die for the sake of progress. You're sure that they'd understand.



STANDARD RELICS

Depending on perks, Interference Units receive a 300 or 600 CP stipend to only be spent here. Relics purchased with this stipend will be permanently integrated into the Interference Unit's body, and count as features of the body rather than items.

Princess Bosom (-50 CP) -
Also called a "boob stone." This egg-shaped Relic has a soft texture that is extremely similar to breasts. It is pretty useless, and only bought by really credulous foreigners. If you should sell this Relic, you will come into possession of another within 24 hours with the same fiat backing.

Sun Sphere (-50 CP) -
An egg-shaped relic that emits a bright light when activated. It's useful both as a lantern and as a decoy for Abyssal creatures. Those found at deeper layers have a brighter light and more intricate designs. If you should lose it, you'll always find it again within the day.

Star Compass (-100 CP) -
This beautiful spherical compass has an intricate inner structure which always orients itself to point to the bottom of the Abyss. In other worlds, this device will keep pointing toward the bottom of the Abyss... somehow. Maybe it would be useful for interdimensional orienteering?

Charcoal Sand (-100 CP) -
A lightweight, black metallic sand that can be compressed into bulletproof slabs. Sadly, the Abyss is full of creatures capable of putting out much more kinetic force than a bullet- the needles of the Tamaugachi could pierce them with ease.
This purchase gives you a 5 litre pot of the material, and it regenerates quickly when used.

Air Dumpling (-100 CP) -
A vaguely disc-shaped Relic which generates an infinite supply of breathable air. The air produced has a slightly fishy smell, but is otherwise safe for use.

STANDARD RELICS

Gentle Knock (-200 CP) -
A multi-purpose lockpick derived from "thinking stones." Its pincers are useful for prying things apart, and its centre node changes shape in accordance with the wielder's thoughts, contorting into different key forms. Contorting this node to open locks without destroying them requires both expertise and intense concentration.
This tool also works well as a prosthetic hand... Just don't try to stick it up your butt.

Third Works (-200 CP) -
This Relic resembling a skeletal human arm has spikes at the base which burrow into the nervous system and blood vessels of the wielder. Once implanted, the blood of the wielder flows through Third Works, and it becomes integrated into their body as another limb. This purchase either nets you a pair of these devices, or a refined weaponized form with improved strength and flexibility, similar to the Lord of Dawn's tail.
While integrated into a body, Third Works benefits from that body's perks.

Muscle Dress (-200 CP) -
A pot of fleshlike clay which integrates into the bodies of living creatures. It can easily seal wounds and regenerate lost biomass, but it would take a skilled surgeon to use it to replace lost organs or limbs.
Your supply regenerates as it is used.
This Relic cannot be integrated into an Interference Unit.

Far Caress (-300 CP) -
A cylindrical Relic capable of generating and manipulating pitch-black tendrils similar to webbing. These tendrils are incredibly strong and flexible. Far Caress is useful both for immobilizing targets and as a living grappling hook.
The learning curve for Far Caress is quite steep, and even fast learners will struggle to use it effectively at first.

Shakers (-300 CP) -
Large needles made from the Relic known as "Curse Steel." A human pierced with one of these will be inflicted with the hallucinatory, nauseating curse of the 3rd layer. Upon impact, the needles melt into the target's flesh, so they're not actually wounded.
This purchase gives you a supply of 24 Shakers, and six Shakers regenerate per day.

STANDARD RELICS

Gangway (-300 CP) -

A Relic that generates a splitting light which damages targets. The light reflects and hits the user's intended target, and can be fired upon multiple targets at the same time. It can be fired rapidly with no repercussion, and is small enough to be integrated into someone's clothing.
Despite its upsides, Gangway's light it is no more damaging than the shot from a pistol. It is ineffective against the most powerful Abyssal beasts.

Deep Sea Lionlife (-400 CP) -

This intricate vial contains a fluid that, when drunk, increases the natural lifespan of the drinker by a century. The entire vial must be drunk for the full effect, but the effect does stack when the vial is reused. The supply of Deep Sea Lionlife regenerates slowly- it would refill completely from total emptiness in 3 years' time.
This Relic cannot be integrated into an Interference Unit.

Thousand-Men Pins (-400 CP) -

These small white pins grant the user great strength and longevity when thrust into the skin- removing them would remove their benefit. Despite the Relic's name, a single pin would only grant the user the strength of 10 grown men (in addition to their existing strength). This purchase gives you a supply of 50 pins.
The strength these pins endow you with comes with a downside- a corresponding appetite (or, in the case of Interference Units, an increased need to recharge).

Curse-Warding Box (-400 CP) -

"Curse-Warding" is a misnomer. This large white box with a fleshy interior is actually a corpse re-animator. Things placed within its confines are brought back to life, but their physical condition is otherwise unimproved. Biologically-unviable corpses will mindlessly struggle towards the centre of the Abyss and eventually perish. Only an intact body can be properly resurrected.
It has no effect on mechanical life-forms.
The Curse-Warding Box may only resurrect you once per jump, or once every 10 years, whichever is shorter. After your chain is over, this restriction is lifted.

STANDARD RELICS

Blaze Reap (-500 CP) -
A huge pickaxe containing a special Relic known as "Everlasting Gunpowder." This gunpowder causes continuous explosions in whatever is struck. Once the gunpowder explodes once, it draws in more air to explode again, and again, and again... Visualizing the scope of damage and striking injects the target with a supply of Everlasting Gunpowder. The only way to stop the explosions is to cut off the supply of oxygen.

Zoaholic (-500 CP) -
This massive Relic resembles a flower or vulva. It allows the user to implant their consciousness into multiple bodies. All minds which have been connected to the user may also share thoughts.
A human may only use it safely if they take care to only implant their consciousness into willing hosts. Otherwise, Zoaholic will surely drive the user insane and tear their soul apart.
Zoaholic is activated upon touch, and can be used both by and on animals.
It can safely be utilized by those without human souls, even on unwilling subjects.
The user of Zoaholic may choose to totally overwrite a body's mind in order to "become" that person, if their original body is destroyed. Perks transfer along with the mind, in such a case.

Sparagmos (-600 CP) -
Incinerator. Essence-Returning Light. Cremation Cannon. This small canister of a Relic has many names, but its power to unmake that which it touches is absolute. Sparagmos fires a great beam of light that destroys everything it touches, without exception. A secondary force at the edge of this light burns and melts all it touches. The energy requirements of Sparagmos are great, and even with infinite power it is slow to charge and fire.

If integrated into the body of an Interference Unit, Sparagmos gains new abilities and drawbacks. The thickness of its beam may be tapered or widened at will, and it can be made to only unmake unliving material (the beam counts intelligent machines as "alive" for this purpose).

The downside is that the immense power drain quickly renders its mechanical user unconscious.

OTHER ITEMS

You receive items of your chosen Background at a 50% discount, and its 100 CP item is free.

DELVER ITEMS

Delver's Gear (-100 CP) -
A rip-proof, stain-resistant set of delver's clothes, a hard hat, and a large backpack full of standard delving supplies: a pickaxe, a single-shot pistol OR bow with 12 shots of ammunition, an empty canteen, 30 metres of rope, a mail balloon, and a set of pitons. Supplies used regenerate within a week. Does not include food.

Type 4 Energy Rations (-200 CP) -
Type 4 Energy Rations are bland nutritional cubes developed by Bondrewd and manufactured at Ido Front. Their taste is described as "like a wall," but they contain all the vitamins and calories that their consumer could conceivably need.
You receive a generous supply of these rations, enough to comfortably feed 9 people for a day. This supply regenerates daily.

Relic Gear (-200 CP) -
These exotic-looking tools and the accompanying outfit are actually made from various processed Relics. You receive a hatchet, a pickaxe, a bow, and a pistol, all made from Relics and all of outstanding quality- nothing will chip or jam, and everything is capable of delivering much more damage than seems physically possible- think of these tools as "force multipliers." The outfit functions well as light armour, and is comfortable in all climates.

Star Thread (-400 CP) -
A mysterious and well-loved Relic.
Star Thread is an absolutely invincible, thick strand. Its length can be freely adjusted by its wielder, and it could only be severed by Sparagmos...
There are many potential uses for such a material.

OTHER ITEMS

NATURALIST ITEMS

Naturalist's Gear (-100 CP) -
A colourful set of stain and tear resistant clothing, a paper notebook with infinite pages, a fountain pen which never runs out of ink, a fishing rod, a regenerating set of common Abyssal spices (including salt, curry powder, and miso sticks), a set of basic cookware, and a patchwork backpack to carry it all in. What an eclectic collection of goods!

Abyssal Seed Packets (-200 CP) -
A set of seed (and spore) packets for common Abyssal plants and fungi such as the Eternal Fortune, Baracocha, Magotato, Gintoko, and Parasitic Watershroom. These seed packets regenerate their contents a week after planting, and the things grown from them do not seem to need the Abyssal forcefield to thrive.

Butcher's Larder (-200 CP) -
A strange, ornate cabinet always stocked with the prime cuts of various Abyssal creatures- Demonfish, Hammerbeak, Corpse Weeper, Ottobas, Hamashirama, Mizoujack, and more!
The meats never spoil, and regenerate freshly each week. There is enough in here to feed 20 people for a week, if cooked.
It's not really practical to lug something like this around, and most people can't live forever off of nothing but pure meat...

A Beloved Pet (-400 CP) -
Abyssal creatures are largely hostile to human life, but certain species can be socialized. You either have a breeding pair of Neritantan (cute and good for meat!), a soon-to-hatch Corpse Weeper egg (a giant, carnivorous pack-hunting bird capable of mimicking the death rattles of its victims), or a Meinastilim (a docile, friendly artificial organism whose scent allows humans to perceive the forcefield of the Abyss for a short period.)

Regardless of your choice, your new best friend(s) will be supernaturally loyal, unaging once in adulthood, and will be quickly returned to you in the case of death or dismemberment (with memories and personality intact).

OTHER ITEMS

SCIENTIST ITEMS

Tools of the Trade (-100 CP) -
A mysterious metal backpack containing a tightly-organized set of tools- always-sanitized surgical implements, petri dishes, test tubes, flasks, bunsen burners, scales, and so on.
Whatever devices for observation, transport, and containment could be found in a typical laboratory.
Should anything break or have its integrity compromised, you need only wish for it to be replaced.

Signal Lamps (-200 CP) -
A set of 50 small tubes. Each tube may be synchronized to a different living being- as long as the assigned being lives, the tube will shine with a dim red light. If the corresponding lamp has gone out, then its synchronized user is no longer alive.
Useful for keeping track of "old friends"

Abyssal Encyclopedia (-200 CP) -
A lavishly-illustrated encyclopedia of the Abyss's features, flora, and fauna, full of interesting scientific facts. In each future jump, you will receive a volume of similar quality for the setting.
It's written and illustrated by someone called "Tsukushi."

Canopy Unto Dawn (-400 CP) -
Relic Gear on steroids. This suit of custom-fitted armour covers your entire body. It's made from biological fibres and processed Relics, and could weather the explosion of a hand grenade. It's lightweight, comfortable, and you find it easy to breathe and see through its eerie glowing mask.
What's more, it's incredibly easy to integrate weapons and tools into the Canopy- dangerous Relics, pistols, and so on. The Canopy has an inbuilt electrical supply capable of powering even the most demanding of Relics.

Don't get mistaken for an Umbra Hand.

COMPANIONS

Companions may not take companions, but may take drawbacks. You must convince bought companions to come with you.

Reunited (Variable CP) -
As usual, you may import your existing companions. **It costs 100 CP to import one companion, or 200 CP to import up to 8.** Imported companions gain a 600 CP stipend and background, along with relevant free perks and items.

New Friends (-200 CP) -
You may pay this price to gain a companion not listed elsewhere in this document- this companion may either be a canon character or one of your own devising. They gain a 600 CP stipend which, in the case of canon characters, must be spent on perks and items approximating their canon capabilities.
This payment of Value may even be used to decouple a willing villager from Iruburu- still in possession of a blessed form, but free to roam.

Riko (-300 CP) -
This bespectacled young human girl may not seem like much at a glance... But she's the daughter of a notorious White Whistle, and possessed of an endless drive to explore the Abyss. It would be very difficult to dissuade her from her path.
In addition to having **all of the Human species perks**, Riko benefits from **Wilderness Survival**, **Relic Appraisal**, **Moogie's Touch**, and **Zoobiologist**. Her only Relic is the **Star Compass**, and her only equipment is a standard set of **Delver's Gear** and an **Abyssal Encyclopedia**. She also has a unique claim to **Blaze Reap**, and would gain it by Fiat if she were to acquire it in-setting.

Reg (-300 CP, 200 CP if you also take Riko) -
A mysterious Aubade-class living Relic, and fierce guardian of Riko. He's as loyal as any dog, and as such unlikely to come along unless she's already accompanying you. Despite looking like a young boy, he's incredibly powerful.
He has the **Relic Engine** and **Aubade** Interference Unit species perks, alongside **Abyssal Traversal** and **Legendary Constitution.**
His greatest weapons are his four embedded copies of the Relic **Sparagmos**- one in the palm of each hand, and one on the sole of each mechanical foot.

COMPANIONS

Nanachi (-300 CP) -
One of the Lord of Dawn's greatest breakthroughs- a Narehate child blessed at Ido Front. They're cute and fluffy, but possessed of a cynical nature. As long as you're able to put an end to the suffering of their cursed friend Mitty- an eternally-regenerating Narehate- they'll likely be willing to join you.
Nanachi has the Narehate species perks **Katachi**, **Eyes of Beauty**, and **Blessed Sight**. They also benefit from **Wilderness Survival**, **Illustrator**, **Netherworld Craftsman**, and **Scalpel, Forceps, Syringe**.
Their possessions are limited to a set of **Naturalist's Gear** (sans cooking supplies), but they have a cozy Curse-free home on the Fourth Layer.

Faputa (-300 CP, 200 CP if you also take Reg) -
The immortal princess of the Narehate, daughter of Irumyuui, and enemy of the villagers of Iruburu. She's incredibly violent, short-tempered, and vindictive, and is likely to fight anyone who'd try to take her away from Reg and her quest to destroy Iruburu. To even have a chance of recruiting her, you'd likely need to help raze the village.
Faputa has the Narehate species perks **Katachi**, **Eyes of Beauty**, and **The Embodiment of Value**. She also benefits from **Wilderness Survival**, **Abyssal Traversal**, **Legendary Constitution**, and **A Warm Darkness**.
Her only worldly possession is the old pair of goggles she wears as a makeshift bra.

White Whistle (-500 CP) -
To become a White Whistle is to exceed your humanity in the pursuit of the Abyss's greatest secrets and treasures- each and every one of these legendary figures is absurdly dangerous, equipped with vanishingly-rare Relics, and, sadly for you, totally obsessed with the Abyss.
You'd need to easily best a White Whistle in combat for them to even begin to consider becoming your companion, and even that wouldn't be enough for most of them.
What could you possibly offer to surpass the allure of the Abyss?

SCENARIOS

Self-contained optional challenges which grant unique rewards. Each scenario may only be attempted once, but you may attempt as many as you like.
These scenarios function like gauntlets, stripping you and your companions of out-of-jump items and perks for their durations.

A Reckless Challenger -

The Guild guards the treasures of the netherworld jealously. Let's find out how jealously! In this version of the world, you will be starting on a merchant ship docked at the edge of Orth. You will lack a whistle, and find yourself totally unable to earn one during your time here. Should you be found in the Abyss, expect to be hunted down as a foreign delver by Orth's most talented cave raiders.

Objectives: Obtain a Relic of the First Grade or higher, and return to your ship for extraction to your home country. You may not turn in a Relic which you have bought with CP. You have 5 years to complete your mission.

Reward: Your foolhardy pursuit of wealth has left a mark on you- in future worlds, you may choose to allow Relics to begin manifesting in dangerous, wild places. The existence of these nigh-magical artefacts is sure to spark conflict and throw the balance of power into chaos... But maybe that's something you'd like.

An Irreplaceable Guide -

The Abyss's varied ecosystems are as deadly as they are dazzling, overflowing with a wide array of flora and fauna both terrifying and wonderful. Even the most comprehensive of written guides are lacking in detail. You'll be denied access to the **Abyssal Encyclopedia** item for the length of this challenge, for reasons soon-to-be-obvious.

Objectives: Create a comprehensive illustrated guide to all of the flora and fauna of the Abyss's first 5 layers which might prove a significant danger or benefit to human delvers. Deliver your guide to the Guild headquarters in Orth, where it might be used to help future generations of cave raiders. You have 10 years to complete your masterpiece.

Reward: For your obsession with the Abyss's natural wonders, you have been gifted with something truly wonderful- a Fiat-backed sample of the genetic material of each living thing native to the Abyss, from the First Layer to the deepest depths of the pit.

SCENARIOS

An Inquisitive Mind -

You'll be transported to an alternate version of this world with one key difference- Bondrewd never made his appearance. Ido Front is an abandoned ruin, the secret of the Blessing is totally unknown, and all views of the Abyss are shrouded in superstition. You'll be either a Human or Juusou for this excursion, starting in Orth.

Objectives: Return Ido Front to operational capacity and attain the Blessing for yourself. You have 10 years to reach this dream.

Reward: Ido Front, such as you have restored it, is now a property which you may bring along to other worlds or attach to your warehouse. Most of your copy is totally free of the Abyssal force-field, but it contains the Miniature Garden of the Dawn, a small pocket of the Sixth Layer's humanity-destroying Curse. Its hydroelectric generators, if restored, will continue to supply electricity even if your copy of Ido Front is away from water.
You may also keep your Blessed form, of course.

An Unparalleled Value -

For the duration of this Scenario, you will be stuck within the village of Iruburu, unable to leave by any means. The village of the hollows is in a precarious position, these days... You will be a Narehate for this challenge, and may retain this body as an alt-form should you succeed.

Objectives: In one year, Riko and her friends will arrive in Iruburu, setting off a chain of events that would end in its destruction. You cannot prevent their entry, and you would be torn apart by the Balancing should you try to harm Riko or her friends.
For your entire 10 year stay, the village of Iruburu may not be totally destroyed. At least 75% of its residents at the time of your arrival must survive to the end of your stay, as well.

Reward: Part of Iruburu has followed you... Its arcane-but-fair system of "Balancing" may be invoked within any structure or plot of land which you own. Once invoked, the Balancing cannot be removed any sooner than 6 months from its activation, and there is no way to shield yourself from its effects. For information on how the Balancing works, please read its entry in the Notes.

DRAWBACKS

Drawbacks marked with an asterisk (*) may only be taken by the Jumper. Species-specific drawbacks may only be taken by members of that species, and will prevent the use of alt-forms.
No individual may take more than 600 total CP of Drawbacks.

(Human Only) Torka's Shame (+100 CP)-
Also known as "potato face syndrome." Your face looks rather childish and stupid, even if you're an adult. It's kind of cute, but nobody will ever take you seriously. You'll be seen as a liability regardless of your actual competence.

(Human Only) Hanging Naked (+200 CP)-
You're disproportionately punished for even the most minor of offences. Speak to a higher-ranking whistle before being spoken to? Strung up naked. Forgot to turn in the Princess Bosom you found on your recent delve? A lashing. If you want to maintain cordial relations with the guild, this will be a bother.

(Human Only) Curse-Prone (+300 CP)-
All humans are vulnerable to the Curse of the Abyss, but you have it worse than most. The strains of ascending hit you about twice as hard as they hit other people- either for twice or long or with twice the intensity. Mind that the Fourth and Fifth layer's strains are capable of driving delvers insane.

(Juusou Only) Unwanted (+100 CP)-
There's something just the slightest bit "off" about you, something that unsettles all but the most seasoned of delvers. Humans actively look for excuses to avoid your company, and avoid speaking to you altogether if they can. If you push the issue, expect them to get aggressive.
This doesn't affect your companions.

(Juusou Only) Truly Deformed (+200 CP)-
You look awful, and you feel awful too. Your cursed scars ache and burn constantly, and your mobility is severely hampered by their presence. Frequent rest can mitigate the pain, but prolonged movement will be difficult.

DRAWBACKS

(Juusou Only) Cursed Mind (+300 CP)-
Natal curse exposure seems to have done a number on your mental development- put bluntly, you're quite stupid. You're slow on the uptake, prone to confusion and forgetfulness, and tend to "shut down" when faced with conversation above your level. This stupidity is debilitating enough that you would struggle to survive on your own. Try to keep smarter friends around.

(Narehate Only) A Fluffy Doll (+100 CP)-
Oh! The form of your deepest desires is rather cute. Maybe even too cute. Others tend to forget that you're a person, and they can get quite handsy when their brains go into "pet mode." This won't prevent your enemies from attacking, but it will make your allies attack your personal space.

(Narehate Only) Impractical Desires (+200 CP)-
What a shame. Your ideal form is less-than-ideal for adventuring through the abyss. You're not completely immobile like certain hollows, but your body's functionality is greatly impeded in some way compared to a human's. Maybe you lack the nimble fingers of a human being. Maybe you lack legs, instead gliding around on a gooey membrane. Maybe you're just blind.

(Narehate Only) Ngangamadeimo (+300 CP)-
The Narehate village of Iruburu has its own devilishly-complicated language, in which words have rapidly changing meanings. You are now a native speaker, reader, and writer of this language!
Of course, this fluency comes at the cost of your knowledge of all other languages, and any language-learning perks you had have been blocked. If want to converse with a human, you'll probably need a translator...

(Interference Unit Only) Novelty (+100 CP)-
Once someone learns what you are, they'll cease to see you as a person with agency or hopes and dreams of their own- only as a useful and interesting appliance. With enough time and effort, you can break down these barriers and become friends, but strangers will default to viewing you as a relic rather than as a person. Companions are unaffected by this drawback.

DRAWBACKS

(Interference Unit Only) Leaky Battery (+200 CP)-
It's unknown what kind of internal engine keeps an Interference Unit running, but it's certain that yours has seen better days. You find yourself running low on power from strenuous activity, frequently needing to shut down and hibernate for extended periods after combat. If you have the **Aubade** perk, then this manifests as an extreme form of narcolepsy.

(Interference Unit Only) Duty-Bound* (+300 CP)-
Somehow, you've become bound to the service of a human or juusou child hell-bent on exploring the Abyss. They're enthusiastic about delving, but they seem to lack inborn talent and common sense... Indeed, without your assistance, they'll surely perish somewhere on the First Layer. You must guard and mentor this child until they reach Black Whistle rank- but if they do so, they may freely come along on your adventures as a fully-fledged companion.
If the child dies and you can't resurrect them, it's a chain failure.

Bad Knees (+100 CP)-
Just like Director Belchero, you've got bad knees that make adventuring a pain. What's that? You've got wings? You walk around on your arms? The joints in those are also achy and arthritic. This will never immobilize you- just make life painful and inconvenient.

Onward! (+200 CP)-
You're possessed with the spirit of adventure... at the cost of your common sense and restraint. Something is driving you to venture into the Abyss- it won't override your self-preservation entirely, but you'll quickly find yourself making excuses just to delve a little deeper.

Binary Star Falling into BUGS (+200 CP)-
It seems that a certain controversial game mechanic has come back to haunt you... Should you linger anywhere within the Abyssal forcefield for longer than 15 minutes, you'll quickly find yourself beset by all manner of large, carnivorous bugs. This will luckily never include anything as dangerous as the Amaranthine Deceptor, but these bugs have a way of cropping up at the most inconvenient times...

DRAWBACKS

Amoral (+300 CP)-
Something inside you has broken. You've become utterly devoted to something tied to the Abyss- perhaps its treasures, perhaps the mystery of its curse, perhaps the study of its native fauna. You'll eagerly and without regret cast aside your former morals in the pursuit of your obsession, often using and hurting those you cared for most. Is the extra CP really worth it?

Intimate Chair* (+300 CP)-
Bondrewd the Novel knows that you're coming, and he'd love nothing more than to take you apart piece by piece to learn how an interdimensional Jumper works. You'll be beset by ceaseless waves of hired thugs, Umbra Hands, and even regular Delvers paid off by the Lord of Dawn. You'll also find yourself totally-unable to destroy his Zoaholic. Whatever you do, don't let yourself fall into his hands.



THE FINAL MAELSTROM

A decade passes so quickly when you're busy adventuring!
It's time to make a final decision...

Remembering Home

Have the horrors of the Abyss left their mark, or have you remembered the Value of your old friends and family?
Maybe you've just died or become a mindless Hollow.

You will be returned home with all you have earned and purchased here and elsewhere, and your companions may choose to come alongside you or return to their home jumps. Your body will be purged of parasites and restored to working order if maimed, killed, or mutated by the Curse.

Time will be unpaused in all worlds which you have entered, and your journey will finally end.

To the Abyss!

Like thousands of delvers before you, you've come to love and cherish the Abyss. Time will be unpaused in the worlds which you entered previously, and you may settle down wherever you see fit alongside any willing companions. Mind the 2000 year cycle...

Outside

The option for the vast majority. Take what you've earned, be purged of any parasites or Abyssal warping, and continue on to the next world. Time in this world will remain paused until you complete or fail your chain.

NOTES

-A Disclaimer:

Made in Abyss is an in-progress manga, and the details for many Relics remain mysterious- for example, the power of Deep Sea Lionlife was inferred from its name and its connection to the "Old man" Wakuna. Its ability in canon may end up being something else entirely.

I've done my best to be thorough, scraping Q&A's, Tsukushi's Twitter, wikis, fan and official translations, and the confirmed canon game "Binary Star Falling into Darkness," but so many details of this setting remain mysterious.
This is especially true for elements introduced in recent chapters, such as the Juusou- many of that race's perks are total fanwank based on the limited knowledge available.

Should the manga come to contradict anything written in this document, feel free to disregard the perks and items as written in favour of canon.

-The White Whistle might seem quite costly, but it is in-universe the ultimate symbol of prestige and power among Delvers- especially as the source of various characters' "power levels" is derived almost entirely from access to Relics. By buying such an item, you're marking yourself as de-facto nobility.

-Species Perks can be applied to altforms post-jump. This means that certain Interference Unit perks could be used to become a cyborg...

-"The Rumble of Scientific Triumph" perk does not mean that you can totally break the rules of a setting via scientific inquiry. It just means that you can learn new and exciting things by trying to break the rules. The answer is never quite "no," but it's usually not "yes" either...

NOTES

-The actual power of individual Thousand Men Pins in canon is rather ambiguous. I suspect that the strength granted by an individual pin is lower than the estimate I provided, especially if we're to view the item's stats in Binary Star as anything approaching canon...

-The effect of the Curse-Warding Box you can purchase is likely different from canon. Made in Abyss plays around quite a bit with the concept of souls, and it's possible that the soul returned to the reanimated corpse is not the same as the original. Consider your copy of the relic unique.

-The exact mechanics of Zoaholic are a bit of a mystery- I've done my best to lay out its powers and limitations, but certain details (its effective range, how well it overpowers the unwilling, etc.) remain unknown. Likewise, it's not clear if the original user's soul actually persists...

-"The Balancing" as granted by the "An Unparalleled Value" Scenario is a seemingly-omniscient metaphysical force which enforces a system of fair and equal trade.

All items and services are assigned a Value, as is determined by the subconscious of their owners- some things also have an inherent Value, as The Balancing has been shown to treat human children as objects of unparalleled Value. The Balancing is capable of converting all manner of objects into an abstract currency tied to their owner, which can then be traded for other things of Value- this is useful for making change when bartering.

Should a person steal or damage another's Value, The Balancing will swiftly remunerate the offended party, converting possessions and body parts into abstract Value to compensate for whatever has been lost. Non-sapient animals cannot become victims to the Balancing, but may be treated as Value.

NOTES

-Your 10 year stay will be according to the flow of time wherever you, the Jumper, are located rather than according to surface time. The deeper one ventures into the Abyss, the faster time will pass on the surface relative to the delver.
No delving to the Sixth Layer and cheating your stay.
This time dilation rule also applies to regenerating/refilling items, cooldowns, etc.

-Using perks to cheat through the Curse of the Abyss is a dicey game- its metaphysical nature might prevent powers like teleportation, and it might not, but are you really willing to take that risk?

-The closer one is to human in mind and soul, the more acutely the Curse afflicts them... I wonder why that is?

