

Noita

v2.1
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Introduction

Welcome Jumper to the mystical and strange land of Noita, set in a world where every pixel is out for your blood. Strange abominations crawl through the skin of this world, from technological terrors to mystical beasts. Nothing is out of the ordinary here and you are no exception. How far can you venture, Noita? **Take +1000CP OR Gauntlet Mode 0CP**

Age and Gender: While Noita translates to Witch you may begin as any Gender or Age as you wish, for the Gods care not.

Location

The world of Noita is a vast place with many strange locations, many of which are deadly to those inexperienced or ignorant. Feel free to choose any starting location, but for +100CP you may roll a 1d8 instead

- **1. Holy Mountain:** The Starting location of every Noita's journey. You will start directly outside of the Mountain Temple. No Danger is to be found here… Usually. But, if you venture into the Temple your journey to the Depths will begin with the Mines.
- **2. Desert Pyramid:** Ah the Wind Whipped Dunes of the desert, and the high standing Pyramid. You will start on the left side of the Pyramid. Inside you may find only danger, however a great reward lies inside should you best it.
- **3. Snowy Wastelands:** The freezing chill of the Wastelands washes over you Noita. Here you may find nothing but snow and ice, however somewhere beneath you is a treasure, if you can find it.
- **4. Mines:** The first step into the depths. A dreary and damp place filled with strange creatures and Hiisis alike. However Wands and Potions may be found here with little risk, if you avoid Stendari that is. You will begin in the mid-level of the Mines.
- **5. Coal Pits:** Welcome to the Deeper Mines Noita. Here coal dust fills the smoggy air as mining equipment long decayed litters this place. Explosive stockpiles and radioactive containers are quite common here.
- **6. Snowy Depths:** Another step deeper… Here Hisii activity has become more abundant with Snipers and Machine Turrets. Pray that you do not encounter Ukko the Thunder-mage
- **7. Hisii Base:** Oh dear Noita you are in trouble now. You will begin directly inside of the Hisii's main base, which if not obvious by now is Swarming with Hisii. Good luck Noita.
- **8. Underground Jungle:** This is the furthest I will take you Noita. The Underground jungle is a wonder of life, blood thirst life that is. Watch out for flames and Myrkkyhiisi.

Background

While all Backgrounds are considered Drop-ins you may Specialize in certain aspects of the game, Choose one and gain a discount in all of their specialty perks.

❖ Stranger

You are a Stranger in a Strange land Noita. There is nothing here that you may understand, yet you possess the will and luck to continue on. You alone Noita have the strength to complete this land.

❖ Explorer

To be an explorer is to not ask the world it’s secrets, but rather demand it. Searching through every crack and crook for all they offer. You Noita are among their ranks and with time and effort the world will lay bare for you.

❖ Alchemist

All Alchemists seek mystical knowledge and to practice their art. Though all alchemists have different rituals and arts their goal stands true for all, The Perfect formula. Weather the Philosopher's Stone, The Pancrea, or perhaps the Transmutation of Life. You Noita are amongst their ranks.

Perks

You may gain **2 Free General 100CP Perks** and a **Discount** on **1 General Perk of Each Listed Cost** [200CP, 400CP, 600CP.]. Discounted 100CP Perks are Free. Any Perk which is Stackable may be purchased multiple times.

-Stranger Perks-

❖ Stranger in a Stranger Land [100CP]

This world is broken Noita, it's very easy to tell, and though you may not be an explorer you always know the general status of the world you are currently in. However this knowledge is almost never specific and only the most common knowledge will be revealed to you.

❖ 4 Leaf Clover [400 CP]

You find yourself luckier than most Noita when it all comes down to the wire. A bullet just grazes you, or a sword misses your vital parts. However this luck is not plot armor, and it will fail if you push your luck too hard.

❖ Balanced [800CP]

You Noita are like a well oil machine. Your body is like steel, and a mind of lightning. From here on out your Mental and Physical ability will be equal in strength to its greatest strength. Your genius will smith your body into steel, and your body will refine your mind into lightning.

-Explorer Perks

❖ Back of Your Hand [100CP]

All Explorers must always know where they are going. Thankfully for you Noita you now possess a perfect sense of direction. Whenever you are traveling to a place you have already been you have a perfect sense of direction and knowledge of the safest route there-

-(From all threats you know of). Additionally should the terrain you travel be unexplored or unseen the land will change into a more favorable one for you.

❖ Radar [400 CP]

To be a Explorer one must always travel off the path to unknown lands, and you Noita always know where to go. You now possess an internal radar that can direct you in the vague direction of your goal. This Radar does not tell you how to get there, only the direction you must travel. The more specific or difficult you make your goal the more vague the directions will be until they are nigh-impossible to follow (EX: Your Soulmate).

❖ Adventurer’s Spirit [800CP]

Exploration does not come without its risks. You will be hurt, beaten, and perhaps even die. However, to a true Explorer all may be overcome. You now possess an indomitable will and drive to your goals, and if given effort all but the most impossible tasks may be achieved given hard work and time. Additionally reality will slightly bend to your favor from the sheer force of-

-your will. However, this bending is limited and cannot save you from something like a bullet to the head.

-Alchemist Perks-

❖ Alchemist [100CP]

The Art you practice Noita is The Divina Arte, but your knowledge is only basic. Regardless, all Alchemic Recipes you know will work in other worlds/universes/settings regardless of their physics or magic's rules.

❖ Practitioner [400CP]

As your knowledge grows, so does your skill. Whenever you enter a setting that possesses alchemic knowledge you will instantly learn all but the best kept secret recipes. However this knowledge does not guarantee that they will actually work, and trial and error must be done to weed out the wheat from the chaff.

❖ Magnum Opus [800CP]

The mark of a true alchemist is that of their Magnum Opus, a once in a lifetime achievement that few ever reach. However you Noita are a Magnum Opus itself upon the Art. All Potions and Elixirs you create can be imbued with either 10x The Power or 10x The Duration. Additionally mixing Elixirs will never have any unintended side effects or reactions.

-General Perks-

❖ Rerun [0CP] (Gauntlet Mode Only) [Temporary]

For the Duration of this Gauntlet if at any point you would die, instead you may reset all your progress of this Jump and restart at your starting location as though you just arrived. However, Taking this perk will half all CP gained from drawbacks. This Perk is removed after this Jump.

❖ Wand Use [-100CP] (Free During Jump)

You have the innate ability to use any magic item you encounter, regardless of preconditions or requirements. However, This does not grant knowledge on the inner workings of magic items. 100CP to keep this perk after this Jump

❖ 360 Vision [-200 CP] (Free During Jump)

Your vision range expands to wrap around your head. This view will not hinder you in any way, however should your means of perception be removed this perk will no longer work. 200CP to keep this perk after this Jump

❖ Levitation [-200 CP] (Free During Jump)

You can now levitate off the ground at will for 5 Seconds. You have perfect control of your movement through the air. 200CP to keep this perk after this Jump

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❖ Attract Gold [-100CP]

All Gold within 20ft of you will slowly float towards you regardless of their mass. Toggleable after this jump.

❖ Teleportitis [-100CP]

Any time you are damaged you automatically teleport a short distance away from your current position. You have no control over your destination, be careful of lava pits. In addition you take 20% less damage from all sources. After this Jump this effect is Toggleable and will not teleport you into a dangerous situations

❖ Freeze Field [-100CP]

All Liquids within a 20ft bubble of you freeze instantly regardless of their actual freezing point. Liquids in containers are excluded from this effect. This effect will exclude your body and other living creatures. Toggleable after Jump.

❖ Never Skip Leg Day [-100CP]

Your legs become 5x stronger than they previously were. This effect will also double the distance that any object you kick travels.

❖ Homing Shots [-100CP]

Your projectiles will now home in on your current target and will attempt to curve to hit them. Slow projectiles will instead hover towards any available target. Toggleable after Jump

❖ Worm Attractor [-100CP]

You now naturally excrete worm attracting odors from your pores. Why would you want this? Toggleable after Jump

❖ Boomerang Spells [-100CP]

Any Spell you cast (From Wands or Other Sources) will arc back towards you, and gain a 1.5x power boost along with 1.5x their normal speed. Toggleable after Jump.

❖ Vampirism [-200CP]

You can now consume blood to slowly regenerate your health (Any Blood will work). In addition, consuming blood will have no negative effects on you, even if you were to drink enough to make your stomach explode you will have space for it.

❖ Revenge Tentacles [-200CP]

Whenever you are damaged by a creature tentacles the size of your arms will sprout from your body (in a convenient location) and slam into the aggressor with the force of 1500 Psi. Toggleable after Jump.

❖ Low Gravity [-200CP] (Stackable)

You are 25% less affected by all gravitational forces. Toggleable after Jump.

❖ Breathless [-200CP]

You no longer require breathing to survive.

❖ Stainless Armor [-200CP]

Whenever you have no liquids on your body or clothes (not including sweat or any other of your body fluids besides blood) you take 50% less damage from all sources.

❖ Projectile Duplication [-200CP] (Stackable)

Any Projectile or Spell you cast will be duplicated. Copies will vanish after 5 seconds. Toggleable After Jump.

❖ Revenge Explosion [-200CP]

Any time you take damage an explosion equal to 1 lb of c4 will manifest directly on you, though you will not be affected by it. You gain a 25% Resistance to explosion damage. Toggleable after Jump.

❖ Iron Stomach [-200CP]

You now possess a stomach of iron (Not literally). You no longer suffer any negative effects from eating and will digest anything you eat perfectly (Inedible objects will not grant you sustenance however).

❖ Faster Projectiles [-200CP]

All of your Projectiles will move at twice the speed they normally would. Toggleable after Jump

❖ Projectile Slower [-200CP]

All Projectiles within a 5ft bubble of you will slow to 50% their normal speed, this includes your own projectiles. Toggleable after Jump.

❖ Revenge Bullets [-200CP]

Anytime you are struck by a projectile a copy will form that will fling itself towards the aggressor before vanishing. Toggleable after Jump

❖ Kills to Mana [-400 CP]

Any living creature (Atleast the size of a Dog) you kill will fill up all magic reserves you possess by 1% over 5 Seconds. Killing Multiple creatures will cause another instance of this

effect. Additionally all Mana collected can be instead channeled into Magical Items if they can store it.

❖ Phasing [-400CP]

All projectiles other than your own which enter a 5ft bubble of you have a 50% chance to instantly teleport past you.

❖ Projectile Repulsion Field [-400CP]

All Projectiles within a 20ft bubble of you will be repulsed from you, however this does not fully stop projectiles that move the speed of a bullet. Toggleable after Jump.

❖ Permanent Shield [-400CP] (Stackable)

A blue bubble will form around you which will deflect all attacks unable to deal a noticeable amount of damage to you (To a base human a Noticeable attack would be a slash from a knife). Any Attack which would deal noticeable damage will instead break the shield and negate the attack. The Shield will reform after 10 seconds if not attacked. Toggleable after Jump. In Addition the Shield may be made invisible after Jump.

❖ Fire Immunity [-400CP]

Your Relationship with fire has gone from that of a destructive symbiosis to pure burning benefit. You and all items on your person become completely immune to the negative effects of fire.

❖ Toxic Immunity [-400CP]

You and all items on your person become Immune to all negative effects of toxins, radiation, and poison. Additionally Radioactive particles and waves cannot pass through you, you could hold a plutonium core for a hand warmer.

❖ Electricity Immunity [-400CP]

You and all items on your person are completely Immune to the negative effects of electricity. Additionally you may choose to redirect any electricity flowing through you to another source or hold it in like a battery.

❖ Explosion Immunity [-400CP]

You and all items on your person are completely Immune to all negative effects of explosive pressure and shrapnel from explosions. This does not necessarily protect you from flames as a result of explosions..

❖ Saving Grace [-400CP]

If you are dealt lethal damage and are currently not on the brink of death instead of dying you will be brought to the brink of death.

❖ Living on the Edge [-400CP] (Stackable)

Whenever you are significantly wounded all damage you deal will have 3x of an effect than it normally would. This effect fades after your wounds are tended or healed.

❖ Perk Lottery [-600CP]

Once per Jump you may gain 1 Perk that is worth 600CP or less (Undiscounted) for Free. This effect does not work if you take any Power Loss Drawbacks or Gauntlets. (This Perk does not Apply in this Jump). During this Jump you have a 50% chance to acquire another non-fiat perk without the others disappearing (Non-Fiat Perks gained are not retained after jump)

❖ Extra Life [-600CP]

Once per Jump if you were to die you will be revived in perfect health.

❖ Melee Immunity [-600CP]

You and all items on your person are completely immune to all close ranged physical attacks. However, you may allow beneficial “Attacks” such as needles or surgery.

❖ Tinker Wands Everywhere [-600CP]

You gain the ability to infuse any item with a copy of any perk you currently possess. You may place any restriction or limitation on the item as you please. Additionally you may remove any perks you have infused into an item upon physical contact.

❖ Unlimited Spells [-600CP]

Any Magic Item or Spell which has limited uses may instead be used unlimited times. However, any costs, restrictions, or prerequisites that must be fulfilled to cast/use them remains.

- **Peace with Your Gods [-600CP]**

All Divine Entities will look over any transgression you make as long as it does not directly harm or affect them.

- **All Seeing Eye [-1000CP]**

You now possess Omni-Vision within a 120ft bubble of your body. You have the ability to perfectly understand all you see, this ability will not hinder you in any way. In addition even if your eyes are removed this effect still applies.

Spells

For This Section gain **+1000SP** (Spell Points) to purchase spells to modify your magic items and wands. Wands can only carry a number of spells equal to their spell slots. All spells in a wand are cast in order from first spell slot to last. Additionally you may convert **CP** to **SP** and back at a **ratio of 1:2**. For Limited Spells Rules see Notes.

- **Sparkbolt [-50SP]**

A bolt which has the equivalent power of a punch.

- **Arrow [-50SP]**

Launches an arrow from the tip of the wand. Moving as though it were shot from a fully pulled longbow

- **Bomb [-50SP] (Limited #: 3)**

Launches a bomb with a 5 second fuze from the tip of the wand

- **Dynamite [-50SP] (Limited #: 15)**

  Launches a stick of dynamite from the tip of the wand

- **Disc [-50SP]**

  Launches a fast moving spike ball the size of a tennis ball.

- **Energy Orb [-100SP]**

  A Slow moving ball of energy. Can destroy unstable solid matter it comes into contact with (Sand, Dirt, Gravel).

- **Chainsaw [-100SP]**

  The tip of the wand acts with the sawing power of a chainsaw for 5 seconds

- **Concentrated Light [-100SP]**

  Sets anything the light comes into contact with on fire, bounces off of surfaces.

- **Teleport Bolt [-100SP]**

  Teleports you to wherever the bolt lands.

- **Triplicate Bolt [-100SP]**

  Launches 3 green bolts. Equivalent power is that of 3 Shotgun pellets

- **Square Barrier [-100SP]**

  Surrounds you with a nigh indestructible barrier. Fades after 10 seconds

- **Firebolt [-100SP] (Limited #: 10)**

  Launches a slow but powerful firebolt. Equivalent power of a hand grenade

- **Spells to Power [-100SP]**

  Negates all nearby spells (5ft radius) and adds their power to your next spell.

❖ Double Spell [-100SP]

This Modifier when cast will cast the next 2 Spells in your wand.

❖ Ping-Pong Path [-100SP]

This Modifier will cause the next projectile to fly in a back and forth path.

❖ Piercing Shot [-100SP]

This Modifier will cause the projectile to affect multiple targets rather than fading away after hitting a target.

❖ Projectile Energy Field [-100SP]

This Modifier will grant the next projectile a temporary version of the Permanent Shield Perk

❖ Quantum Split [-100SP]

This Modifier causes the next projectile to be split into 3 identical parts each with a slightly different trajectory. The first projectile to impact a target will cause all others to vanish.

❖ Accelerating Shot [-100SP]

This Modifier causes the next projectile to rapidly accelerate through the air, capping at double it's max speed.

❖ Long Distance Cast [-100SP]

This Modifier will cast the next spell at any distance within 20-40ft, however the exact distance is chosen by you.

❖ Add Trigger [-100SP]

This Modifier will add a trigger to the next casted projectile. Triggers immediately cast the next spell on the wand centered on the projectile when it hits a target.

❖ Luminous Drill [-200SP]

A projectile beam spell which can cut through any solid material. Mana intensive.

❖ Giga Disc [-200SP]

A Fast Spinning Disc which can saw through all organic material. Has a tendency to fly directly at you.

❖ Summon Missile [-200SP] (Limited #: 20)

Fires a RPG missile from the Tip of your wand

❖ Triple Spell [-200SP]

This Modifier when cast will cast the next 3 Spells in your Wand.

❖ Damage Plus [-200SP]

This Modifier doubles the damage of the next projectile.

❖ Divide by 2 [-200SP]

The next projectile will be split into 2 projectiles each with half the effect

❖ Divide by 3 [-200SP]

The next projectile will be split into 3 projectiles each with ⅓ of the effect.

❖ Divide by 4 [-200SP]

The next projectile will be split into 4 projectiles each with ¼ of the effect.

❖ Divide by 10 [-200SP]

The next projectile will be split into 10 projectiles each with 1/10 of the effect.

❖ Blackhole [-300SP] (Limited #: 3)

Fires a Person sized blackhole from the tip of your wand. Will consume any non-living material and vanish after 3 Seconds.

❖ Touch of Blood [-300SP] (Limited #: 3)

Turns all Matter within 20ft of the Wand into Blood (including you)

❖ Touch of Oil [-300SP] (Limited #: 3)

Turns all Matter within 20ft of the Wand into Oil (including you)

❖ Touch of Smoke [-300SP] (Limited #: 3)

Turns all Matter within 20ft of the Wand into Smoke (including you)

❖ Add Mana Modifier [-300SP]

On cast will restore 25% of Mana pool to the wand/object

❖ Omega Disc [-300SP]

A Fast moving disc which can cut through any material. 100% chance to fly and track after you. Run.

❖ Circle of Viger [-300 SP] (Limited #: 2)

Summons a 5ft bubble of healing magic around you. Heals 10% of your health every second for 5 seconds before dissipating. Very Mana Intensive.

❖ Thunderbolt [-300SP]

This spell unleashes a thunderbolt from the tip of your wand, and will strike the closest organic or metallic object near it. Highly damaging and stuns all creatures without electricity immunity.

❖ Spell Duplication [-300SP]

This Modifier duplicates every Spell before it. Mana Intensive.

❖ Quadruple Spell [-300SP]

This Modifier when cast will cast the next 4 Spells in your wand.

❖ Giga Black Hole [-500SP] (Limited #: 6)

A Static unmoving blackhole summoned at the tip of your wand. 2x larger than Blackhole Spell and will drag anything within 20ft into it. Deals massive damage to living creatures, and vanishes after 10 Seconds.

❖ Nuke [-500SP] (Limited #: 1)

Exactly on the tin. Launch a small nuke from the tip of your wand. Very slow and mana intensive. Obliterates anything within it's 250ft Radius

❖ Touch of Gold [-500SP] (Limited #: 3)

Turns all Matter within 20ft of the Wand into Gold (Includes you)

❖ Omega Black Hole [-700SP] (Limited #: 6)

Even light may die… This massive black hole has a diameter of 20ft and consumes anything in it's path. Any living creatures caught inside of the blackhole are instantly annihilated. This spell by default is cast from the tip of your wand (i would suggest a long rage cast). Unlike the other blackhole spells this blackhole does not vanish. Mana Intensive.

❖ Giganuke [-700SP] (Limited #: 1)

This spell is Nuke on steroids… Launching a large nuclear warhead from the tip of your wand and annihilating anything within it's blast radius of 500ft. May I suggest a pair of sunglasses? Mana Intensive.

❖ The End of Everything [-1000SP]

I would not advise casting this spell… The End of Everything - Noita Wiki (fandom.com)

Items

200CP Stipend for Items. If any Items are Lost/Stolen or Destroyed they will reappear in your warehouse after 24 Hours. You may purchase all Items multiple times

- **Purple Robes [Free]**

  A fitting set of Purple Robes

- **Starting Wand [Free]**

  A Simple 3 Spell Slot Wand. Slow Recharge Spell (10 Second Recharge time). And a Small Mana Pool.

- **Water Potion [Free]**

  A Flask of Water. Fully refills after 24 Hours.

- **Broken Wand [-100 CP]**

  A Chaotic Wand which can produce a random effect when activated. Anything from (Somehow) Rolling a 2 to a Nuke explosion. I would suggest standing back

- **Paha Slima [-200CP]**

  A Strange eye shaped artifact which projects a beam of hot plasma from it's pupil when held. It may have other unknown effects.

- **Kuu [-200CP]**

  A Strange Football sized Moon-like artifact which seems to have a gravitational field around it. In addition it is completely unaffected by gravity.

- **Ukkoskivi [-200CP]**

  A Crackling Gem of Electricity. When held it grants the holder Immunity the negative effects of Electricity. In addition it pasifies Ukko.

❖ Kiuaskivi [-200CP]

A Flaming Gem. When held it grants the holder Immunity to the negative effects of fire. In addition it pasifies Stendari.

❖ Tannerkivi [-300 CP]

A Strange runestone which when held turns all non-living solid materials within 5ft and not worn, carred, or held by living creatures into dirt.

❖ Greater Wand [-300CP]

A decent wand with 5 Spell Slot Wand. Medium Mana Recharge (Fully Recharged after 5 Seconds). Medium Mana Pool.

❖ Perfect Wand/Staff [-500CP]

A nearly perfect wand with 9 Spell Slot Wand/Staff. Maximum Mana Recharge (No Recharge ever needed). Vast Mana Pool.

Companions

- **Single Import/ Companion Creation [-50 CP] -** Import one Companion. They get 600 CP to spend on the options presented. (Cannot be used in Gauntlet Mode)

Drawbacks

- **Noita [0 CP] -** Why waste 10 Years in this desolate land? Instead of waiting a decade you may end this Jump early by Completing The Work.
- **Knockback [100 CP] -** Annoying all attacks against you have huge knockback and will stun you until you land.
- **More Hate [+200 CP] -** You will encounter 2x the number of enemies in the world than usual.
- **Shuffle Wands [+200CP] -** All Wands and Magic you possess when cast/used will activate in a random order. For a Wand the 3rd spell might be cast, or the 6th, maybe even the 1st. Additionally any magic you cast will be replaced with a random spell you know. (The No More Shuffle Perk will not appear in Holy Mountains).

- **No Mercy [+200CP] -** You must kill every hostile creature in your current world in order to
- **Sealed Powers [+300/0CP (Gauntlet Mode)] -** Your Power here means nothing. For the Duration of this Jump all Outside Perks/Powers are Unuseable. (Skills and Memory Perks remain however).
- **Locked Warehouse [+300/0CP (Gauntlet Mode)] -** You are completely locked out of your Warehouse (Or equivalent) for the duration of this Jump.
- **Clueless [+300 CP] -** If you have any knowledge of Noita and it's Secrets for the duration of this Jump, that knowledge will be removed from your mind. If you have no knowledge of Noita you will become very forgetful during the Jump instead.
- **Ruthless [+300 CP] -** Forget Running and Hiding Noita. All Enemies know your location at all times and will constantly assault you. Even if they have to burrow through the earth to do it.
- **New Game+ [+300/(+50)CP] -** During your Runs you must NG+ at least once before you are able to Complete The Work or Finish the Jump. For an additional 100+ you may add another NG+ to this up to NG+28.
- **33 Orb Run [+800 CP] -** Good Luck Noita you are going to need it. In order to complete The Work you must collect 33 Orbs of True Knowledge. I hope you like NG+.
- **As Above, So Below [+1000 CP] -** In order to leave this Jump you must create a New Sun at the Top of the World, and a Dark Sun at the Bottom. The Suns must be created using ingame methods, as only true alchemic marvels will please the gods.

Rewards (Gauntlet Only)

❖ **NG+ (Requires 1000CP in Drawbacks) [Perk]**

The Work has been completed... Time begins to pass around you, though not in the direction you would expect. Old memories are forgotten, and the World is restored. Once per Jump (or every 10 years) you may reset the world to its original state, before you arrived.

❖ **The Sampo [Item]**

You have completed the Work, perhaps not perfectly but it is finished none the less. The gear glows faintly blue as its power washes across it like an ocean of glass. This is a limited philosopher's stone and can transmute any material, Lead to Gold and Gold to Lead alike. But, that is only a taste of its power. If you were to somehow utilize it properly, perhaps you could turn entire worlds into glittering gold and silver. Effectively The Sampo can transmute upto 100kgs of material into any material you know the chemical/magical composition of everyday without consequence. If you wish to use The Sampo for a greater effect you must construct a large machine that is able to handle the full power of The Sampo (Which will most likely crumble after one use)

Notes

- All Resistances and Damage reductions only apply if the perk granting them is on. EX: Teleportitis's damage reduction will not apply if the perk is toggled off
- All Perks acquired during the jump that are non-fiat backed are lost after this jump.
- All Spells bought with Fiat do not have a limited capacity like their ingame counterparts, however they will have a 5 Minute cooldown after expending them during this jump. This cooldown is removed after the Jump

Change Log

- Added an additional benefit for Perk Lottery.
- Clarified and Added another effect for Tinker Wands Everywhere
- Added more Rules Text to The Sampo
- Added Shuffle Wands
- Added No Mercy, New Game Plus+ Drawbacks
- Added Backgrounds and their Perks
- Modified most Immunity Perks
- Added 360 Vision Perk